

## Doomsday Engine - Feature #553

### Performance of many scrolling surface materials

2008-10-24 13:22 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2008-10-24
<b>Priority:</b> High	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Redesign	
<b>Target version:</b>	
<b>Description</b> Since the introduction of DMU, many scrolling surface materials on a map are currently causing significant slowdown. The scrolling is currently being handled game-side in both a 35Hz ticker a thinker in XG. Thats a minimum of $35 * \text{numSurfaces} * 4$ DMU API calls per second.  Redesign using the Agent concept as discussed with skyjake via email/irc.	
<b>Labels:</b> Data	
<b>Related issues:</b> Related to Feature #1745: Performance optimization <b>Progressed</b> 2014-04-09	

#### History

##### #1 - 2012-07-26 15:21 - danij

Alleviated somewhat with the addition of T\_SCROLL thinkers for upcoming build 574.

##### #2 - 2013-10-22 18:27 - skyjake

- Tags set to MapData, API, Performance
- Tracker changed from Bug to Feature
- Subject changed from Many scrolling surface materials cause significant slowdown to Performance of many scrolling surface materials
- Category set to Redesign
- Priority changed from Normal to High
- Target version deleted (1.9.0-beta6)

##### #3 - 2013-10-22 18:28 - skyjake

See: [Map update agents](#) proposal

##### #4 - 2019-11-29 16:06 - skyjake

- Related to Feature #1745: Performance optimization added

##### #5 - 2019-11-29 16:10 - skyjake

- Status changed from New to Closed

##### #6 - 2019-11-29 16:10 - skyjake

Closing as obsolete.