

Doomsday Engine - Bug #723

"rend-info-tris" broken

2009-06-23 20:10 - danij

Status: Closed	Start date: 2009-06-23
Priority: Lowest	% Done: 0%
Assignee: skyjake	
Category: Regression	
Target version: 1.13	
Description "rend-info-tris" appears to be broken in that the values output to the console are always zero.	
Labels: OpenGL Renderer	

Associated revisions

Revision 191b2b7f - 2013-11-14 11:10 - skyjake

Client: Removed the "rend-info-tris" cvar

IssueID #723

History

#1 - 2013-10-22 18:54 - skyjake

- Tags set to *Renderer*
- Subject changed from *rend-info-tris broken* to *"rend-info-tris" broken*
- Category set to *Regression*
- Target version deleted (*1.9.0-beta6*)

#2 - 2013-11-14 11:08 - skyjake

- Status changed from *New* to *Closed*
- Assignee set to *skyjake*
- Target version set to *1.13*

I've removed rend-info-tris from the client. In the future, calculating this needs to be done at libgui/GLBuffer level whenever something gets drawn.