Doomsday Engine - Bug #871

Significant CPU cache misses with fakeradio enabled

2010-03-10 17:44 - danij

Status:	Closed		**Start date:**	2010-03-10
Priority:	High		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:	1.9.0-beta6			

Description

When fakeradio is enabled Doomsday is currently suffering significant CPU cache misses when doing the setup needed to call Rend_RadioSegSection in doRenderSeg. Obviously the problem is exacerbated by the complexity of the map geometry in-view.

Note that this problem has already been resolved in the mapcache branch.

I'm adding this tracker item merely to document/record the issue.

Labels: OpenGL Renderer