

## Doomsday Engine - Bug #178

### REAL bad MouseLag

2004-07-04 22:09 - dark\_pulse

<b>Status:</b> Closed	<b>Start date:</b> 2004-07-04
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.8.0	
<b>Description</b> On Doomsday Versions 1.7.15 and 1.8.0, there is very noticeable mouseLag - 2 10ths of a second usually, or worse at times.	
<b>Labels:</b> Controllers	