

Doomsday Engine - Bug #826

Frequent frame skipping at 60Hz

2009-11-19 14:57 - danij

Status: Closed	Start date: 2009-11-19
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta6	
Description Start a new single player game of DOOM. Kill everything in the map to remove any distractions. Give yourself the chaingun and plenty of ammo. Enable mouselook. Hold down fire and then begin rotating your aim around in circles. You should notice that rather than smoothly following your aim as does happen when not firing, instead the view angle and pitch appear to jerk with no smoothing.	
Labels: Graphics	

History

#1 - 2010-04-06 11:23 - danij

Disregard the original detail in this report.

It would seem the problem I am experiencing is that when vsync is enabled at 60Hz Doomsday is frequently dropping under 60 fps resulting in a very choppy experience.

We should do some profiling before the 1.9.0-beta6.8 release.