

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	