
Subject: Re: Groovey
Posted by [dudymas](#) on Sun, 12 Nov 2006 06:57:54 GMT
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Ah yes... got most of the code done for the gravity case. The subversion trunk should reflect that.... hopefully.

I'll go ahead and admit that I'm confused as to where to go from here. A lot of threading, basically. I need to make a render thread and a transform thread at the minimum. And I need to mutex the stuff so that I don't close the program at the wrong state and all.

That's the next fun stage.

Then I can compile it and let all you eager fans (hahahaah... I do mean that sarcastically... with a pinch of egotism) know how it goes.

Woo!
