
Subject: Re: Groovey
Posted by [mirek](#) on Sun, 12 Nov 2006 07:50:51 GMT
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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.

Not sure whether you are actually using U++ as library, but mutexes, threads etc... and in Core/Mt.h and Core/Thread.h.

U++ GUI should run in single thread. See reference/GuiMT as an example of multithreaded GUI application.

Mirek
