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Subject: Ready to patch up

Posted by [dudymas](#) on Mon, 13 Nov 2006 02:24:42 GMT

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Okay, glut is HARD to wield. Seriously. So, I made some really messy code (I have to use a global declaration and all... and a few other public functions I didn't want to throw out there).

Here is the way I want the two threads to run for now (each circle with an asterisk is a different mutex, and they are controlled by conditionals. A particle list must not be updated before it is updated, and a particle list must not be rendered before it is rendered. Updating causes a particle list to not be rendered. Rendering causes a particle list to not be updated. Seems like that logic won't crack on me for now.

The attached diagram is a graphical way of viewing this (sorry for butchering UML so painfully... excuse me).

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### File Attachments

1) [GrooveyStateMachine Control.gif](#), downloaded 2204 times

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