

# hetrodo.Utilities.MainThread

This is a wrapper class for executing heavy calculations outside unity's main thread but still using its properties (like transform.position, Instantiate, Destroy, etc).

## Reference

### MainThread

- Exec(System.Action a) -> (method)(synchronous) Executes an action on unity's main thread.
- IsRunning -> (field) Tells if you had already initialized the MainThread class.

### MainThread.Timing

- DeltaTime -> (field) Time since last call for each thread.

## Syntax

```
void Start()
{
    //Initializing MainThread class
    _ = new MainThread();

    new Thread(() =>
    {
        MainThread.Exec(() => { print("Executed on unity"); });
        MainThread.Exec(Boo);
        print("Executed outside unity");
    }).Start();
}

void Boo()
{
    print("Executed on unity");
}
```