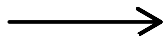Client

out to the
Serve
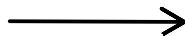
in from the
serer.

input
thread

writer
thread

reader
thread

main /gui
thread

the result
of the input handler
is passed onto the
writer thread.

benchmark
thread

the tagged action received
is used to update the
tagged draw vector which is
read by the gui thread