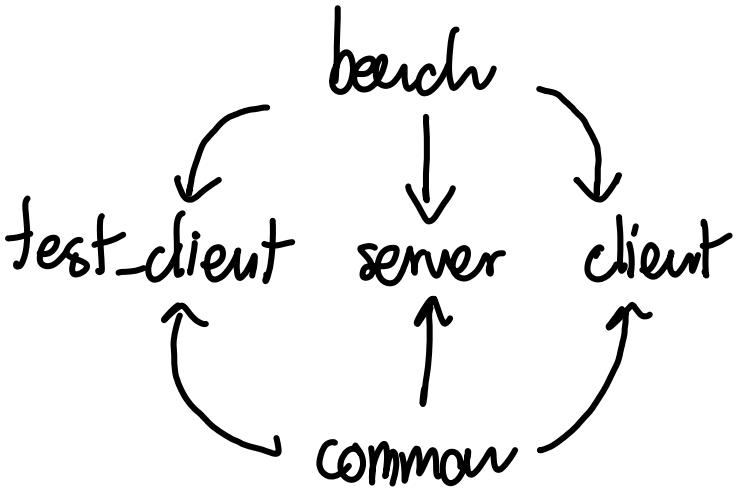
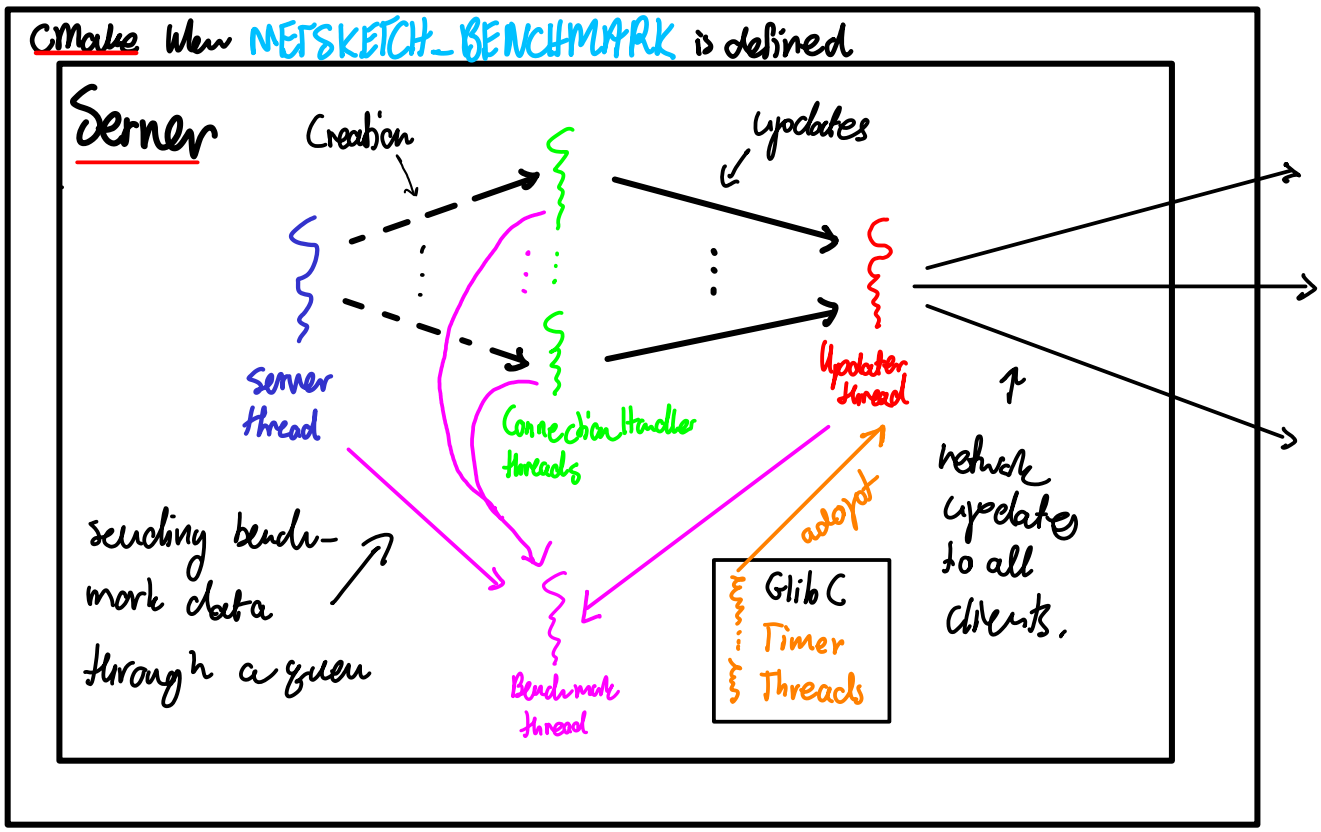
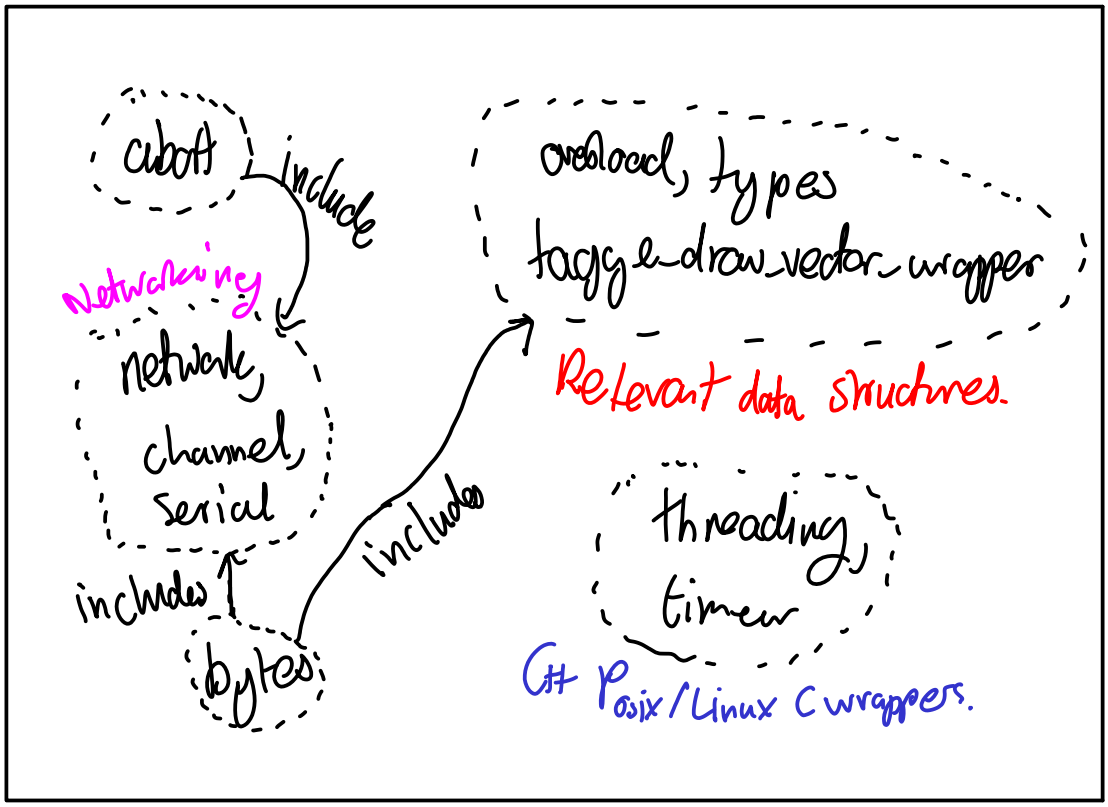
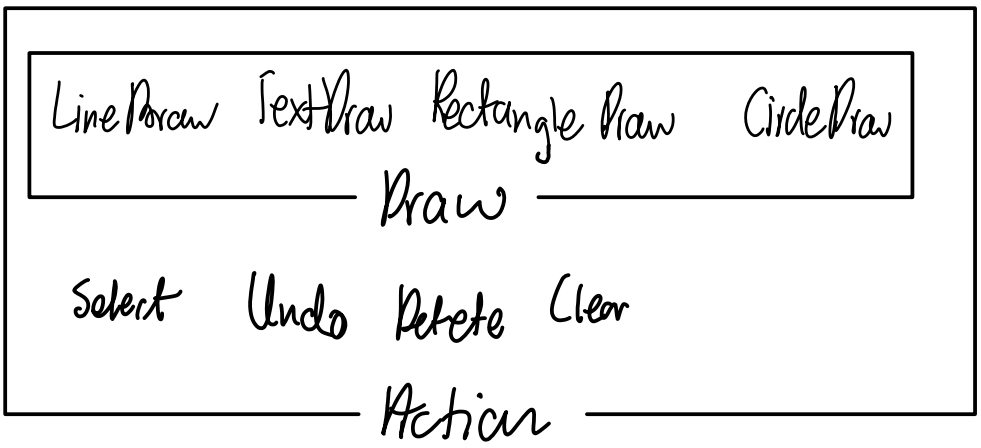
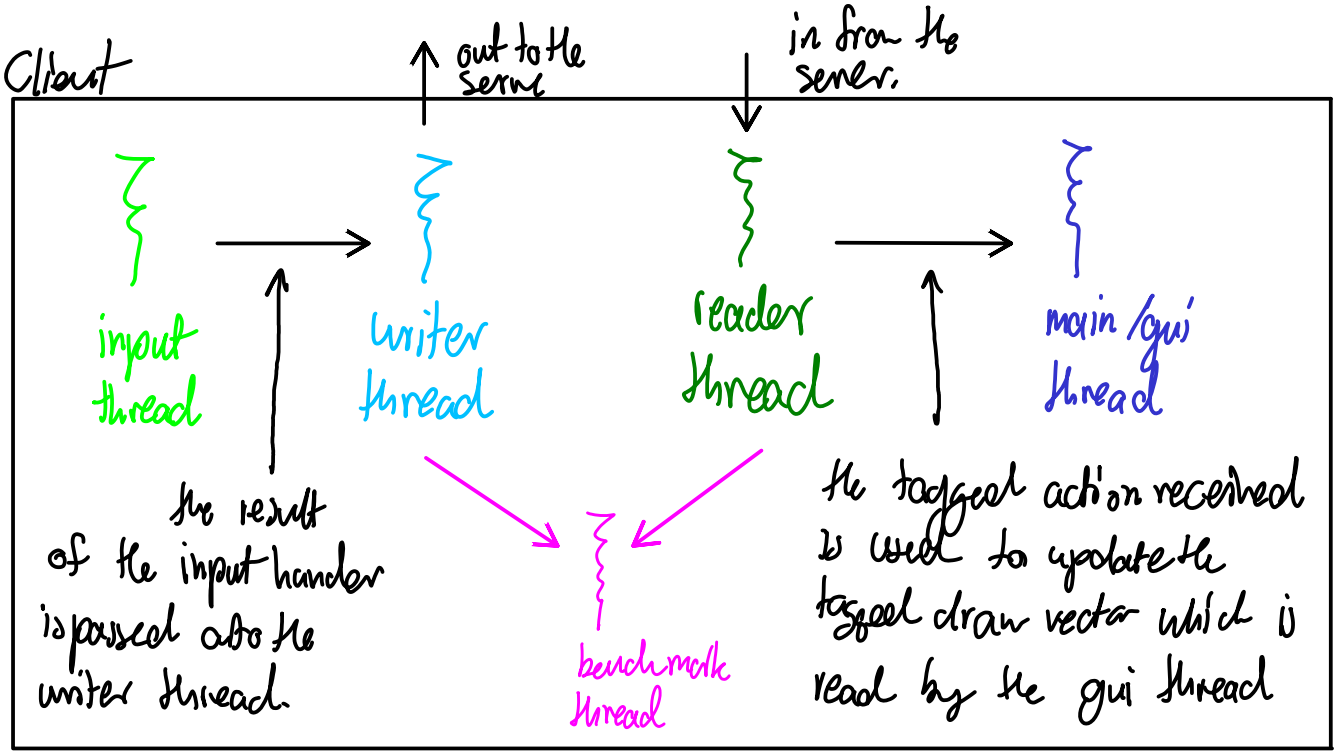

bench
test_client
server
client
common

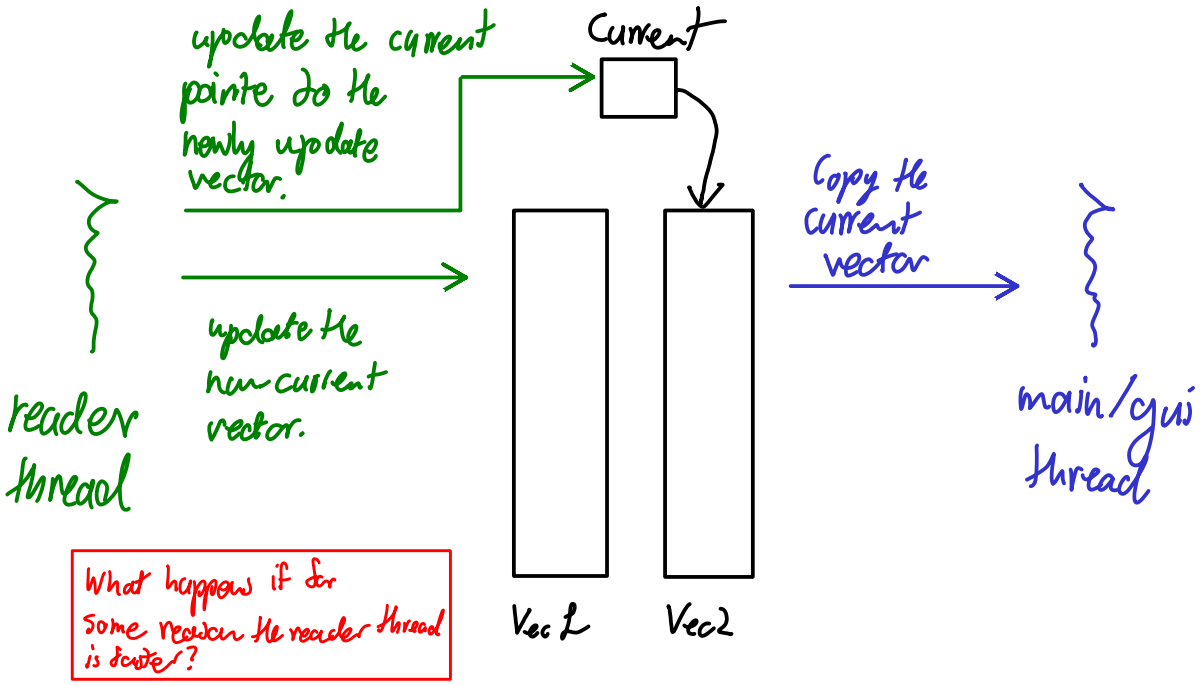

CMake when METSKETCH_BENCHMARK is defined
Server
Creation
Updates
Server thread
Connection Handler threads
Updater thread
network updates to all clients.
sending benchmark data through a queue
Benchmark thread
adopt
Glib C Timer Threads

Common


cabot
include
Networking
network
channel
serial
includes
bytes
includes
overload, types
toggle_draw_vector_wrapper
Relevant data structures.
threading
timer
C# Posix/Linux C wrappers.


LineDraw TextDraw RectangleDraw CircleDraw
Draw
Select Undo Delete Clear
Action


Client
out to the server
in from the server.
input thread
writer thread
reader thread
main /gui thread
the result of the input handler is passed also the writer thread.
benchmark thread
the tagged action received is used to update the tagged draw vector which is read by the gui thread



What happens if for some reason the reader thread is faster?