Chapter 16: Multi-Threading

0. `amVK` wrap 🖊

```
// ----------------------- Render Loop -----------------------
amTHREAD phoenix;
phoenix.run([&]() {
    REY_LOG("Thread started.");

    while(true) {
        RP_FBs->RPBI_AcquireNextFrameBuffer();
        // ----------------------- CommandBufferRecording -----------------------
        // -----------------------    Submit & Present    -----------------------
        vkQueueWaitIdle(D->Queues.GraphicsQ(0));
        REY_NoobTimer::wait(10); // wait 10ms
    }

    REY_LOG("Thread finished.");
});


while(true) {
    W->dispatch_events_with_OSModalLoops(); // dispatch events
    REY_NoobTimer::wait(1);                 // wait 100ms
}
// ----------------------- Render Loop -----------------------
```