



Overflow/underflow mechanic for CEQ - event handling loop repeats without events = underflow -> decrement physics (and other) thread's wait times. Event queue size keeps getting bigger every event handling loop = overflow = increment physics (and other) thread wait time. Increment/Decrement will be done via local events. This will handily serve as a performance regulator for the entire game. Better computer = better physics simulation.

After thought, let's scrap the idea of sending "update" events to the physics systems or "draw" events to the graphics systems. Let them run unregulated as they currently are. Instead, let's implement timestamp-based interpolation in the model rendering system so that no two frames are ever alike. This involves storing a timestamp in every position and orientation component, then, given those and velocity info, the graphics system can render an interpolated version of each entity's position, giving a smoother effect overall and taking care of the redundant frame problem.

