**클라이언트**

키 입력 -> send (키)

**g\_Data**

읽고 쓸 때 mutex 사용

LOOP

{

Recv ( New\_data )

g\_DATA = New\_data

}

**네트워킹 쓰레드**

LOOP

{

Copy\_of\_data = g\_DATA

Draw ( Copy\_of\_data )

}

**렌더링 쓰레드**

**서버**

**g\_packet\_Q**

ppl::concurrency\_queue

LOOP

{

Recv ( packet )

g\_packet\_Q.enqueue( packet )

}

DATA data

LOOP

{

While ( g\_packet\_Q ) //최대 10번 제한

Process\_packet ()

Update\_logic ()

If ( 1/20s < time\_after\_send )

Send\_all\_player ( data )

}

**네트워킹 쓰레드**

**로직 쓰레드**