static Windows.Run(lua\_callback)

clockMananger.FrameStep()

input.Tick()

lua\_callback(deltaTime)

local function tick(deltaTime)

mainViewport:render(function() planeModel:render( function() planeGeom:render() end) end)

view:render(self.clearFlags, self.clearColor, renderCallback)

end

ActivateView()

Device.BeginScene()

Device.Clear(flags)

for\_each(Model/Material, etc)

planeModel:render = material.Render(planeGeom:render)

shader.Begin()

for\_each(BeginPass())

do planeGeom:render(

device.SetVertexDeclaration()

device.SetStreamSource()

device.DrawPrimitives()

shader.EndPass()

shader.End()

Device.EndScene()

swapChain.Present()

View.Render(lua\_callback)

Material.Render(lua\_callback)