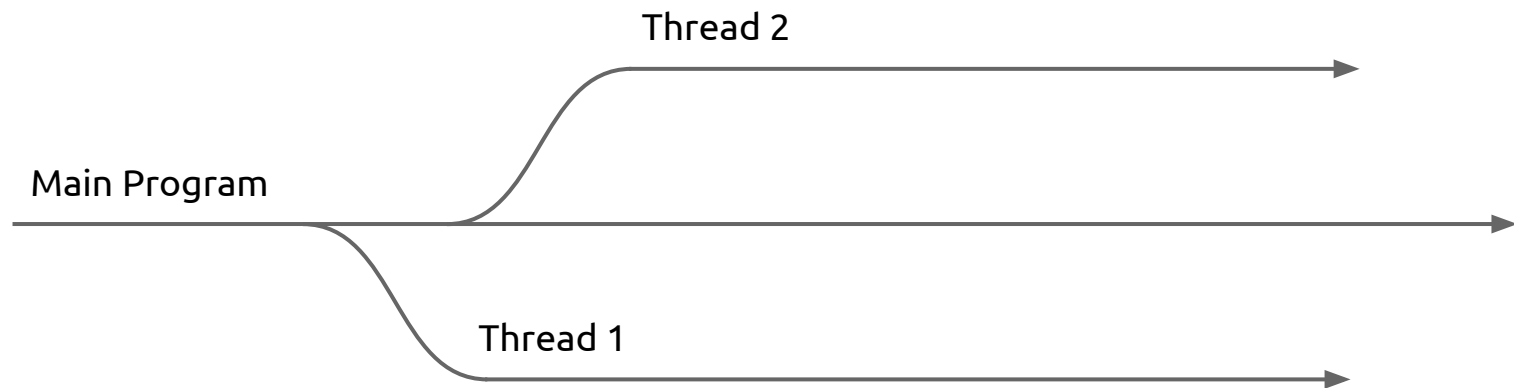




Multithreading

in Löve

Threads?



Are threads useful in
video games?

Generally, they prevent the
game from freezing while
doing another task

EXAmPLes:

Send and receive data through the
network

Send and receive data from an external hardware (arduino, wiimote, Oculus sensors, etc).

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About LÖVe threads

The `love.graphics` and `love.window` modules have several restrictions and therefore should only be used in the main thread.

Unless you define the `love.threaderror` callback or call `Thread:getError` you won't see any errors your thread code throws.

creating a Thread

```
local
```

```
    th = love.thread.newThread(  
        "myfile.lua")
```

Running a Thread

```
th: start ()
```


EXAMPLE

local

th = love.thread.**newThread**(
 "myfile.lua")