Multi Threaded Game Engine Design

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I've seen a lot of student games, community hobbyist games, and even professional AAA engines that use multi-threading on a per-subsystem basis. These engines create a thread for each of the main subsystems of the game – logic, physics, graphics, audio, and networking – and then synchronize updates between these threads each frame.

Multi-threaded Game Engines | Game Development by Sean
design of a multi-threaded game engine. Categories and Subject Descriptors C.4.1 [Computer Systems Organization]: Performance of Systems – design studies. General Terms Algorithms, Performance, Design Keywords Game Engine, Multi-Threaded 1. INTRODUCTION Computer gaming is a vast industry, rivaling Hollywood and the music industry in terms of revenue. The global market is estimated to be ...

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Multithreaded Game Engine Architecture With Data Oriented Design - General and Gameplay Programming - GameDev.net GameDev.net is your resource for game development with forums, tutorials, blogs, projects, portfolios, news, and more. I would like to discuss with you a complex topic: architecture design of the game engine.

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