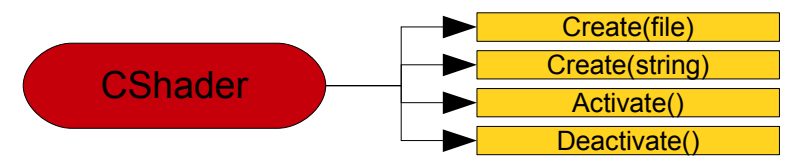
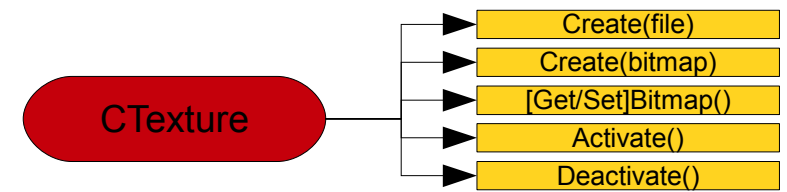
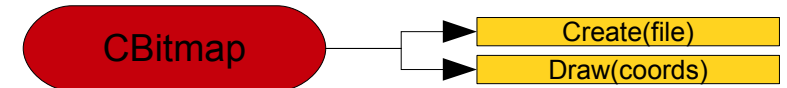
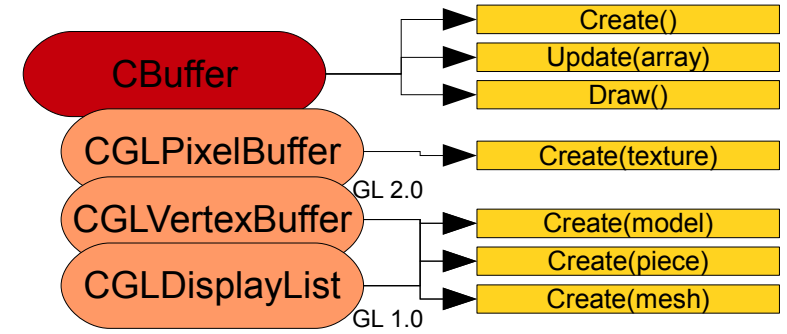
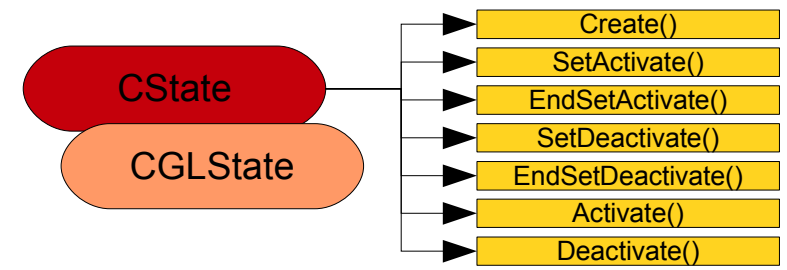
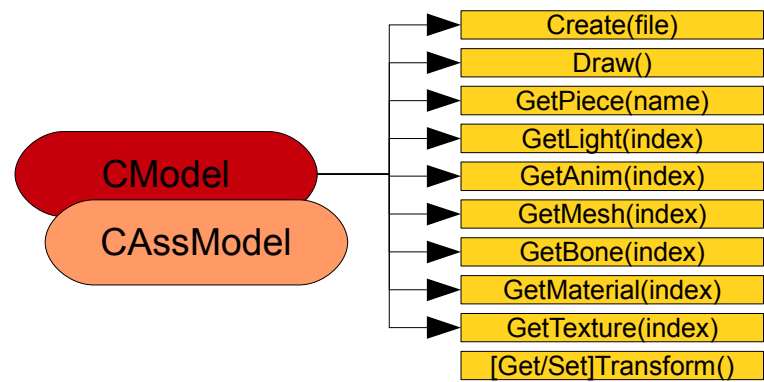
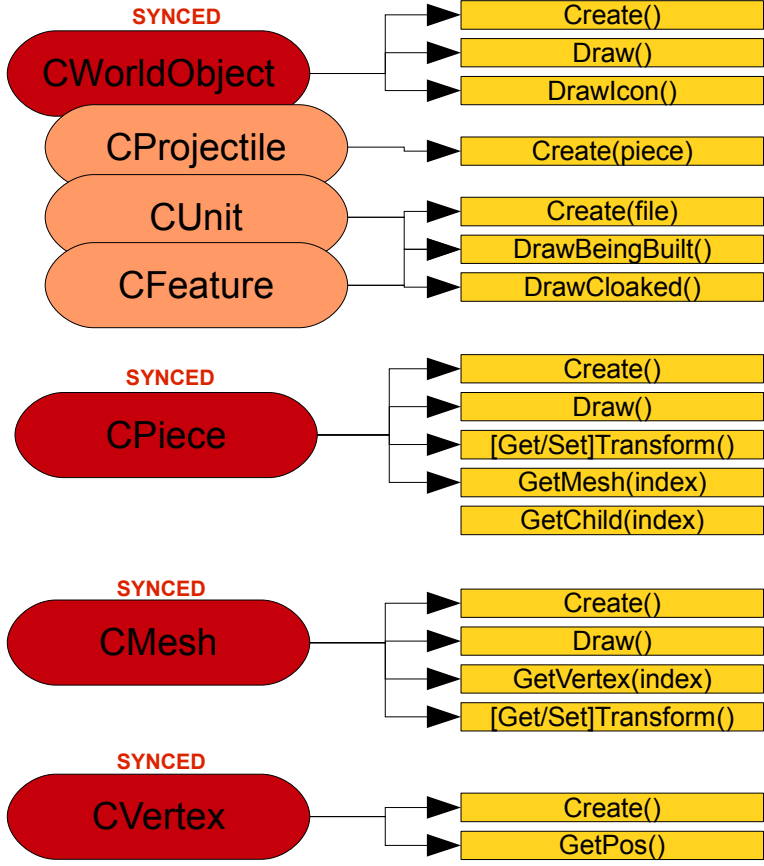


Sim Thread



## Simplified Example Render Process

```
// Create some world objects (unit2 is a clone)
unit1 = new CUnit(file)
unit2 = new CUnit(unit1)

// Load some textures (1 could be color, 2 could be teamcolor)
texture1 = unit1->model->GetTexture(1)
texture2 = new CTexture(file)

// Load a shader
shader = new CShader(file)

// Create a reusable GL state (optional)
state = new CState()

state->SetActive()
    texture1->Activate()
    texture2->Activate()
    shader->Activate()
    // other GL setup
state->EndSetActive()

state->SetDeactivate()
    shader->DeActivate()
    texture2->DeActivate()
    texture1->DeActivate()
    // other GL cleanup
state->EndSetDeactivate()

// Draw our units
// In this contrived example both units use the same textures

state->Activate()
unit1->Draw()
unit2->Draw()
state->Deactivate()
```