

init_loop

task_next = run_loop_task
task_next->spawn

run_loop_task

task_next = rendering_task

run_loop

main_exec

task_next->spawn

rendering_task

task_next = draw_task

rendering

common_rendering

task_next->spawn

draw_task

task_next = runloop_task

run_draw

common_draw

task_next->spawn

