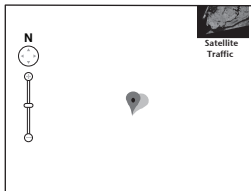


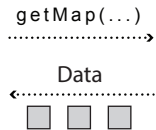
Thread 1:
DrawScene()



Thread 2:
DrawScene()



Thread 3:
DrawWidgets()



Thread 4:
GetData()