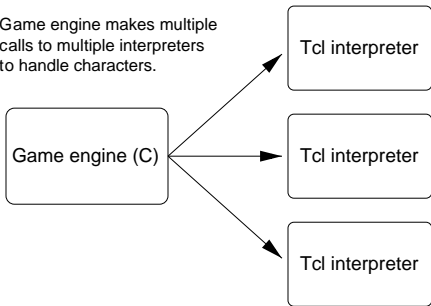


## Multiple scripting contexts

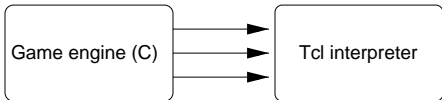
Game engine makes multiple calls to multiple interpreters to handle characters.



## Multiple calls to a single context

Game engine makes multiple calls to one interpreter to handle characters

Script is passed some sort of identifier to select which character to update



## One call to a single context

Game engine makes one call to the scripting engine in each frame.

Script iterates through each character and performs update.

