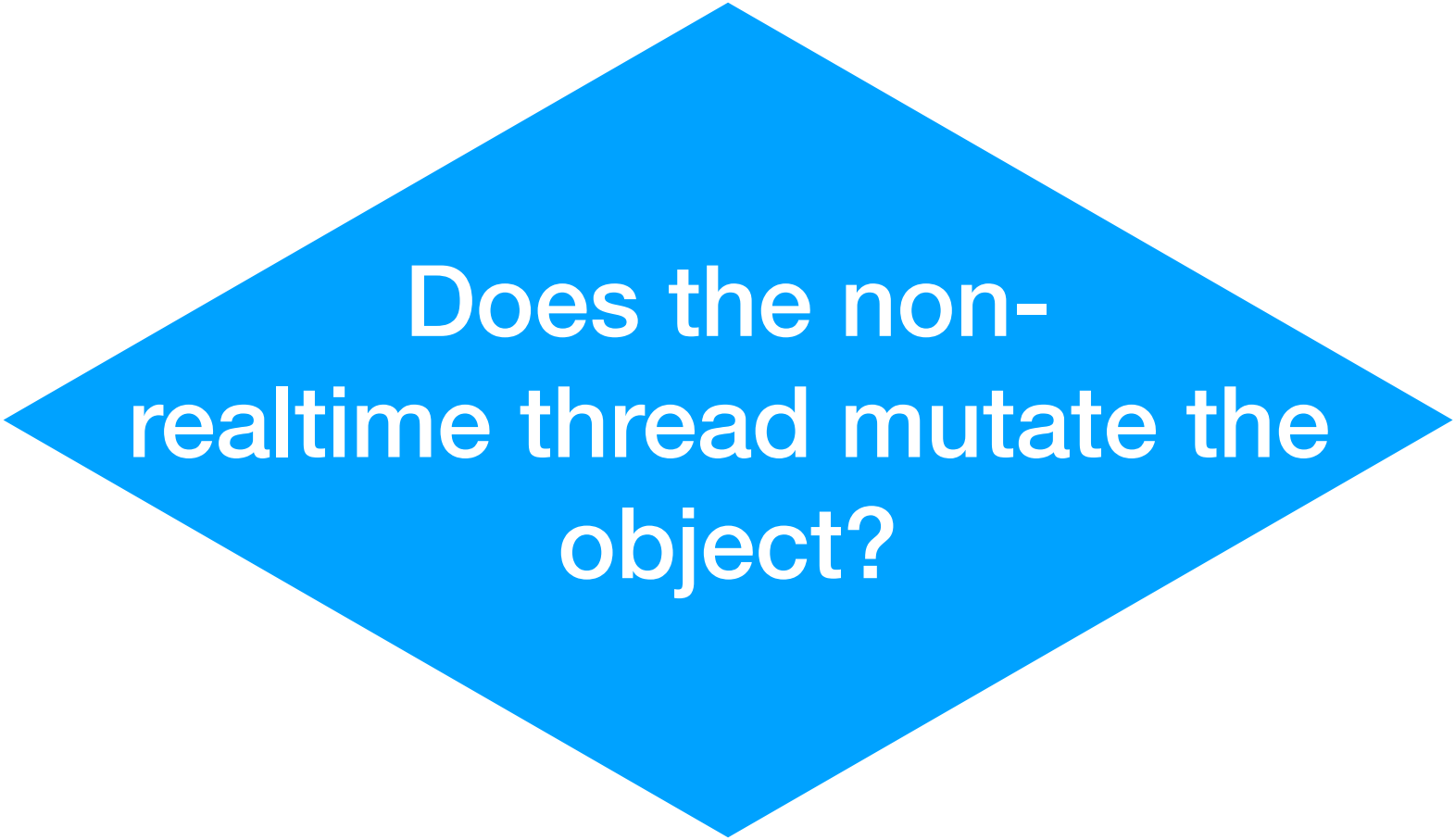
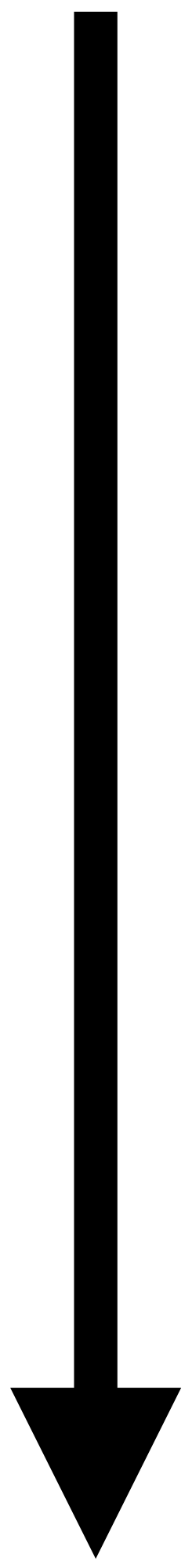
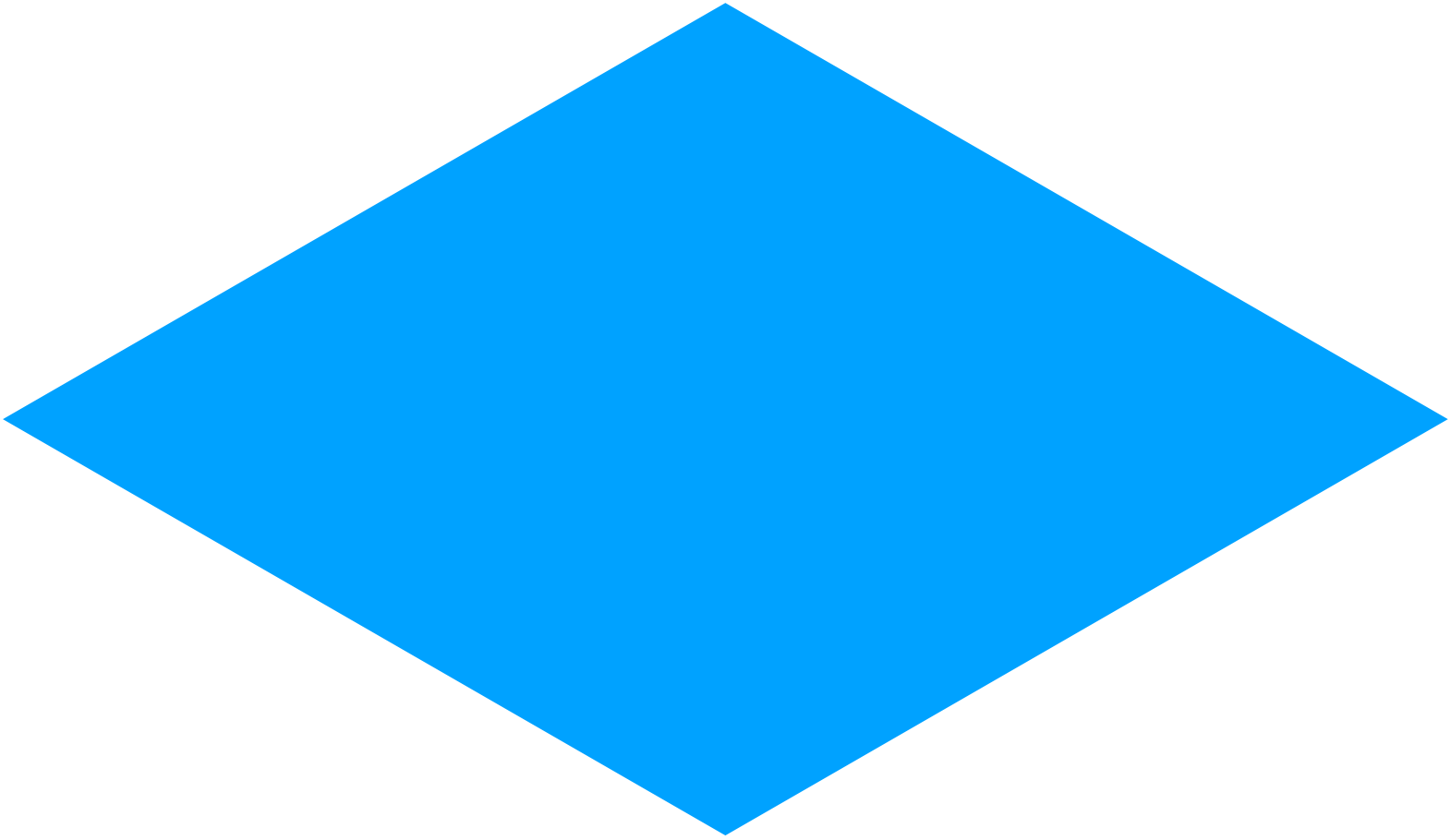

Does the non-realtime thread mutate the object?

Double buffering

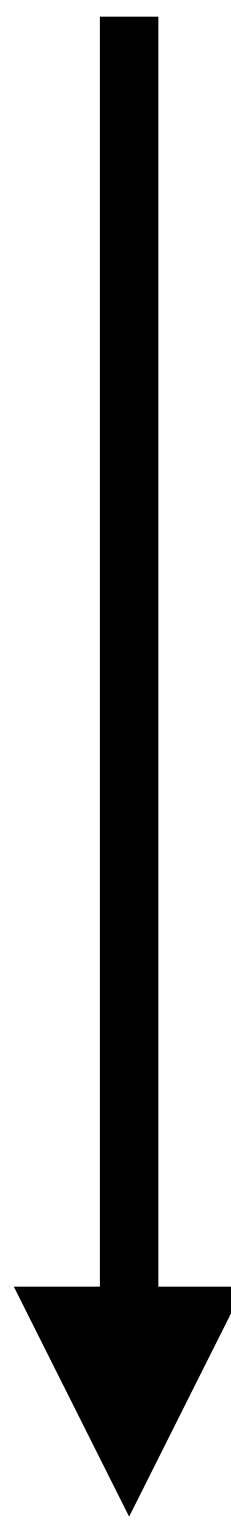
No

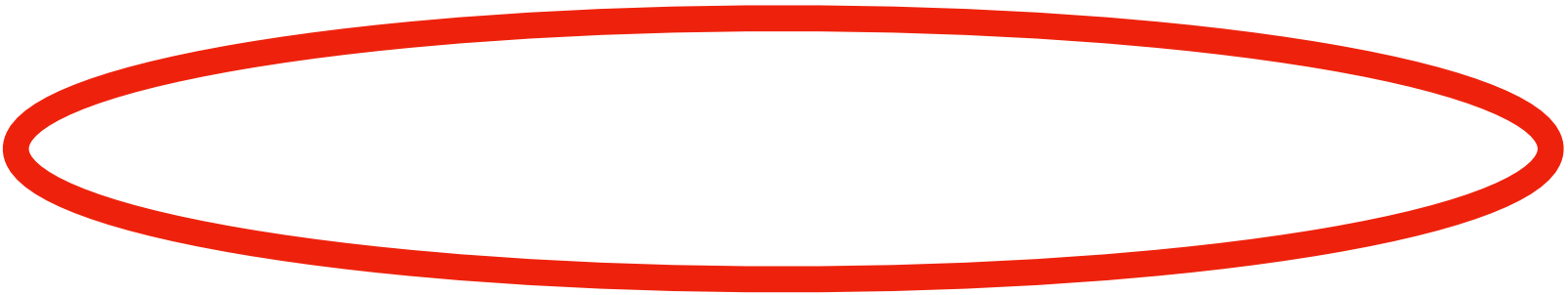


Yes



Non-real-time Mutating?





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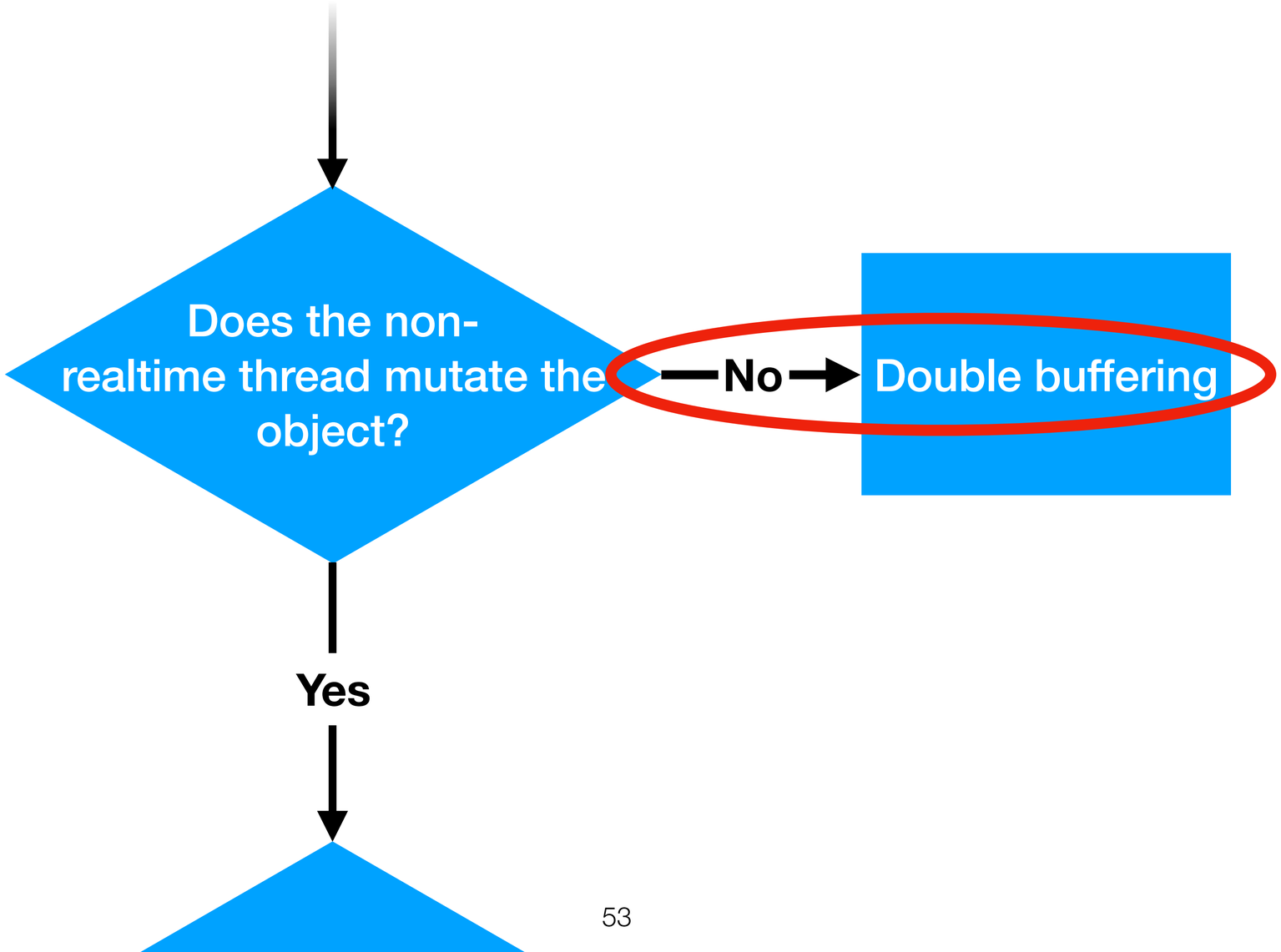
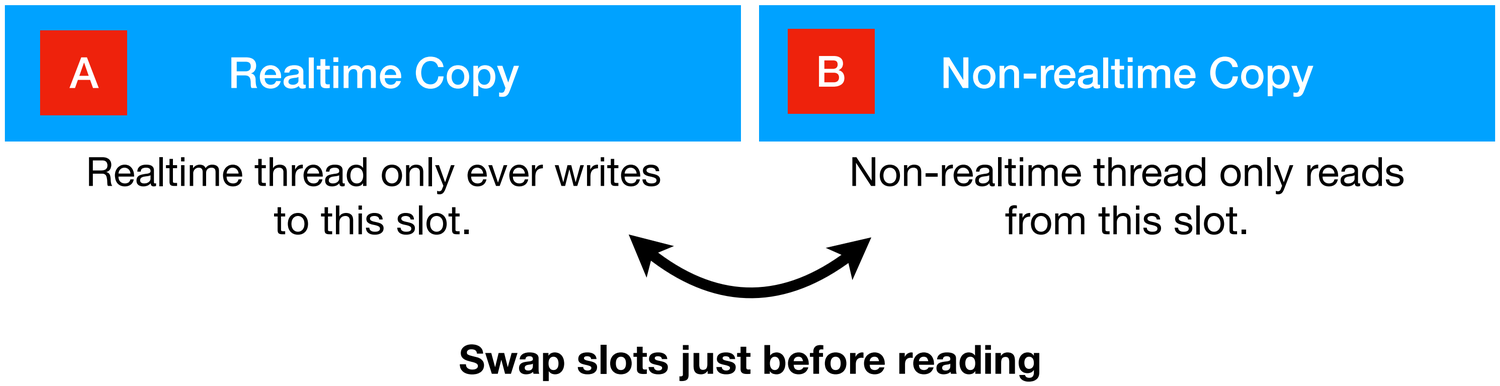
Non-real-time Mutating?



Double Buffering

Use two buffers: one for the realtime thread, one for the non-realtime thread



1. Both slots are pre-initialised with valid data