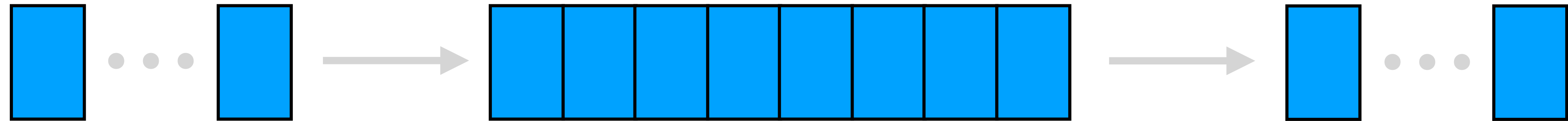
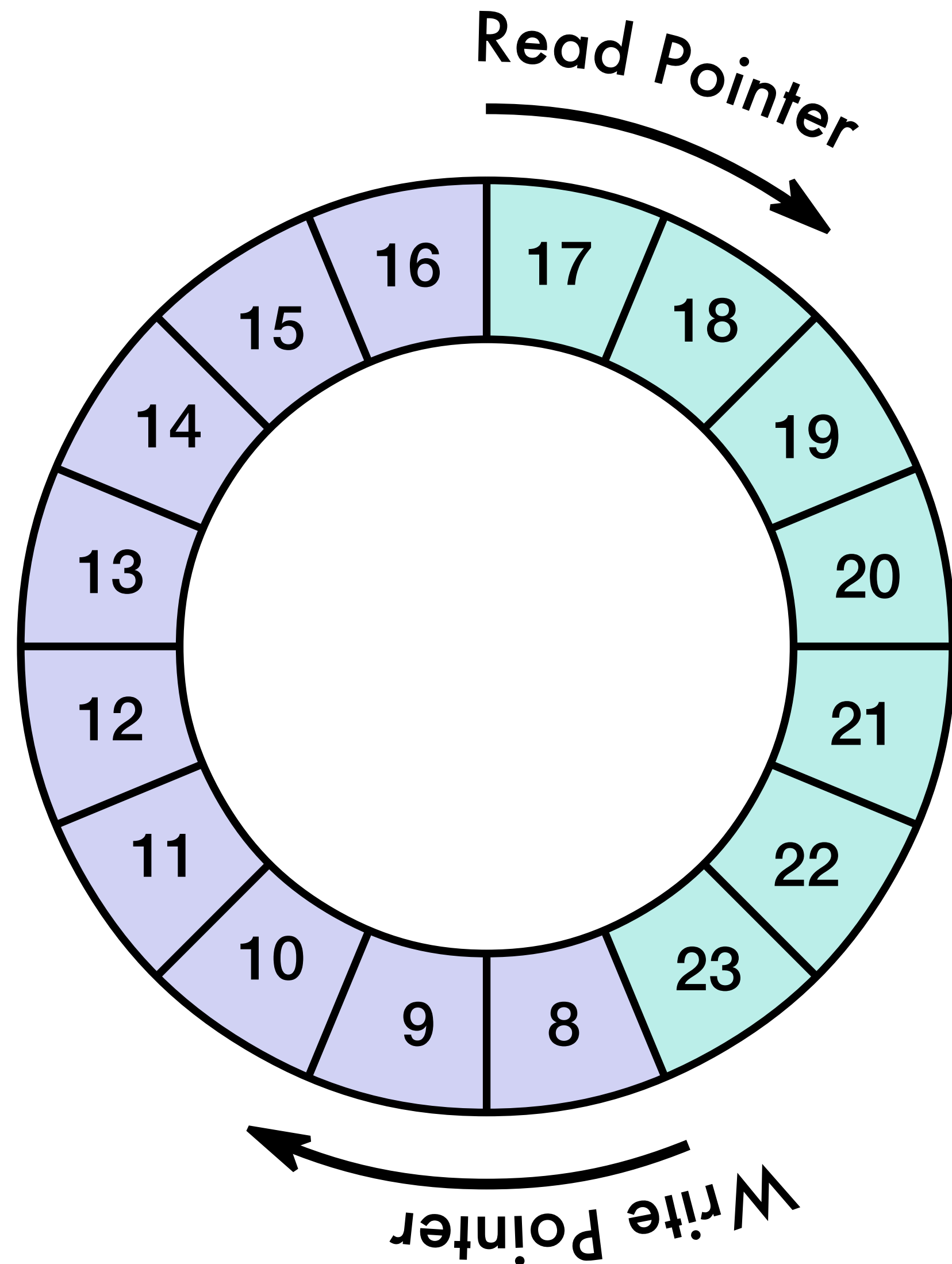


The humble FIFO



- First-In, First-Out data structures
 - Perfect for passing data/objects from one thread to the other
 - Useful if losing data/objects is not an option
 - (Non)RealtimeMutable loses data if written to twice

The humble FIFO



- Realtime code use ring buffers to implement a FIFO
- Fixed capacity: no allocations (i.e. realtime safe)
- Various flavours