```
auto gain = 1.0f;
void realtimeThreadEntry()
{
     while (rocketFlying)
         // do some dsp ...
         for (int i = 0; i < n; ++i)
            sensorInOut[i] *= gain;
 // called on another thread
void setSensorGain (float newGain)
     gain = newGain;
```

```
auto gain = 1.0f;
void realtimeThreadEntry()
    register auto gain_copy = gain;
    while (rocketFlying)
        // do some dsp ...
        for (int i = 0; i < n; ++i)
           sensorInOut[i] *= gain_copy;
// called on another thread
void setSensorGain (float newGain)
    gain = newGain;
```