atomic Summary

- Scenario:

  - Multiple threads may need to mutate the data

- Trade-off:

  - Data is small: `std::atomic<>::is_always_lock_free == true`

  - Only certain operations are allowed

- Examples:

  - Sharing small data between threads

  - Gain values, level meters, automation values, parameters etc.

How big is your data?

Are you sharing "is_always_lock_free" data?

Yes → Use std::atomic

No