













```
struct BiquadCoefficients { float b0, b1, b2, a1, a2; };  
NonRealtimeMutable<BiquadCoefficients> biquadCoeffs;  
  
void processAudio (float* buffer)  
{  
    auto& coeffs = biquadCoeffs.realtimeAcquire();  
  
    processBiquad (coeffs, buffer);  
  
    biquadCoeffs.realtimeRelease();  
}  
  
void changeBiquadParameters (BiquadCoefficients newCoeffs)  
{  
    auto& coeffs = biquadCoeffs.nonRealtimeAcquire();  
  
    coeffs = newCoeffs;  
  
    biquadCoeffs.nonRealtimeRelease();  
}
```

fantasy's NonRealist Manifesto







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# farbot's NonRealtimeMutable

```
struct BiquadCoefficients { float b0, b1, b2, a1, a2; };  
NonRealtimeMutable<BiquadCoefficients> biquadCoeffs;
```

```
void processAudio (float* buffer)  
{  
    auto& coeffs = biquadCoeffs.realtimeAcquire();  
    processBiquad (coeffs, buffer);  
    biquadCoeffs.realtimeRelease();  
}
```

```
void changeBiquadParameters (BiquadCoefficients newCoeffs)  
{  
    auto& coeffs = biquadCoeffs.nonRealtimeAcquire();  
    coeffs = newCoeffs;  
    biquadCoeffs.nonRealtimeRelease();  
}
```

# farbot's NonRealtimeMutable

```
struct BiquadCoefficients { float b0, b1, b2, a1, a2; };  
NonRealtimeMutable<BiquadCoefficients> biquadCoeffs;
```

```
void processAudio (float* buffer)  
{  
    NonRealtimeMutable<BiquadCoefficients>::ScopedAccess<true> coeffs(biquadCoeffs);  
  
    processBiquad (*coeffs, buffer);  
  
}
```

```
void changeBiquadParameters (BiquadCoefficients newCoeffs)  
{  
    NonRealtimeMutable<BiquadCoefficients>::ScopedAccess<false> coeffs(biquadCoeffs);  
  
    *coeffs = newCoeffs;  
  
}
```