





```
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;
```

```
    }
```

```
}
```

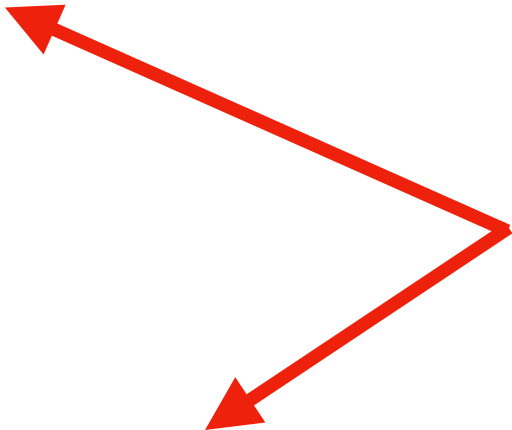
```
// called on another thread
```

```
void setSensorGain (float newGain)
```

```
{
```

```
    gain = newGain;
```

```
}
```



Cached



No effect

Data race

Undefined behaviour

Anything can happen!
(Including exploding rockets)







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How big is your data?

