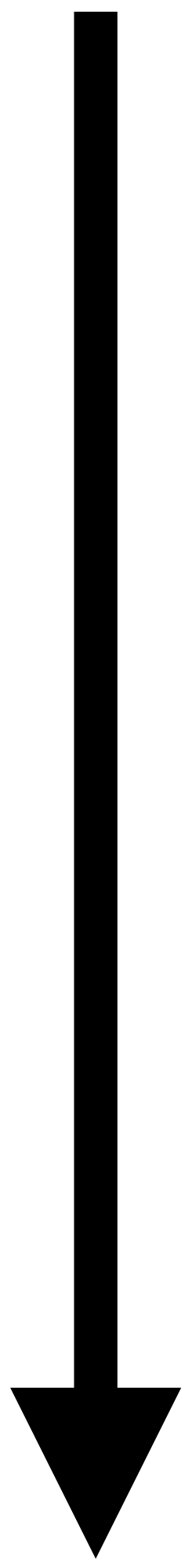
Are you sharing
“is_always_lock_free” data?

Use std::atomic

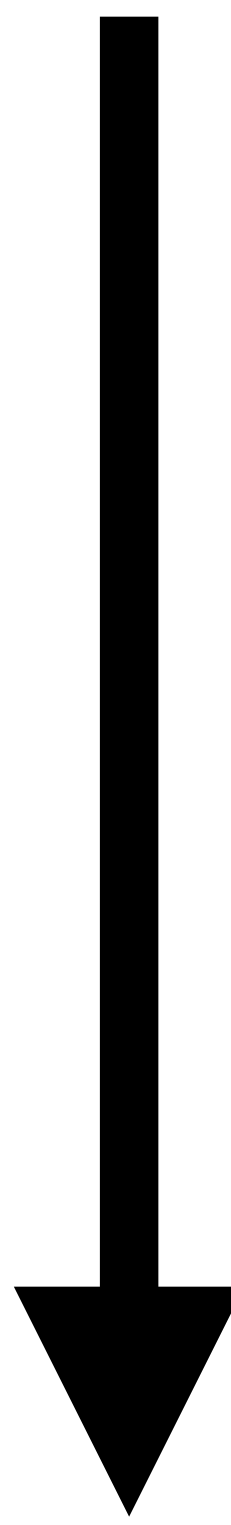
Yes

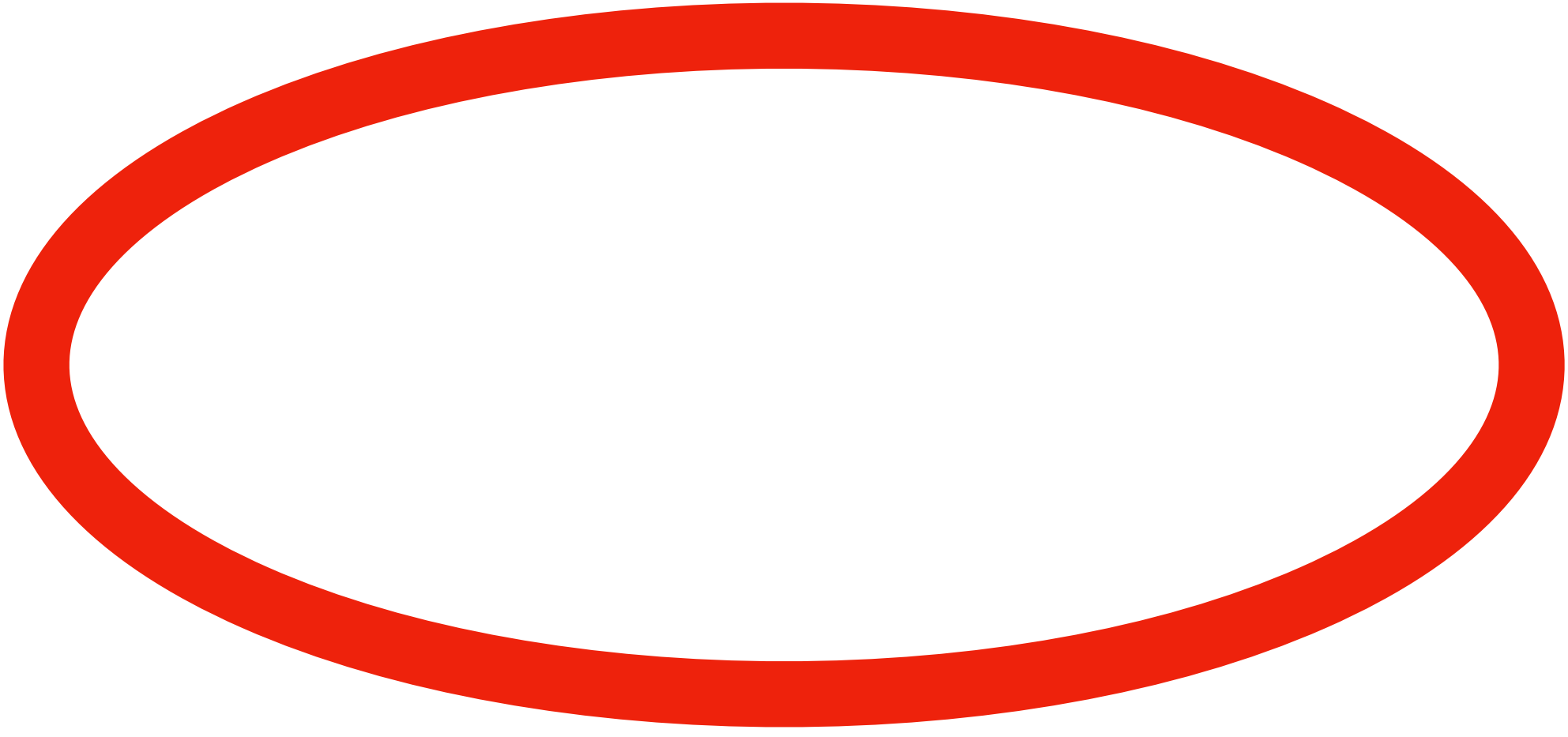


No

Are you
interacting with a real-time
thread?

How big is your data?





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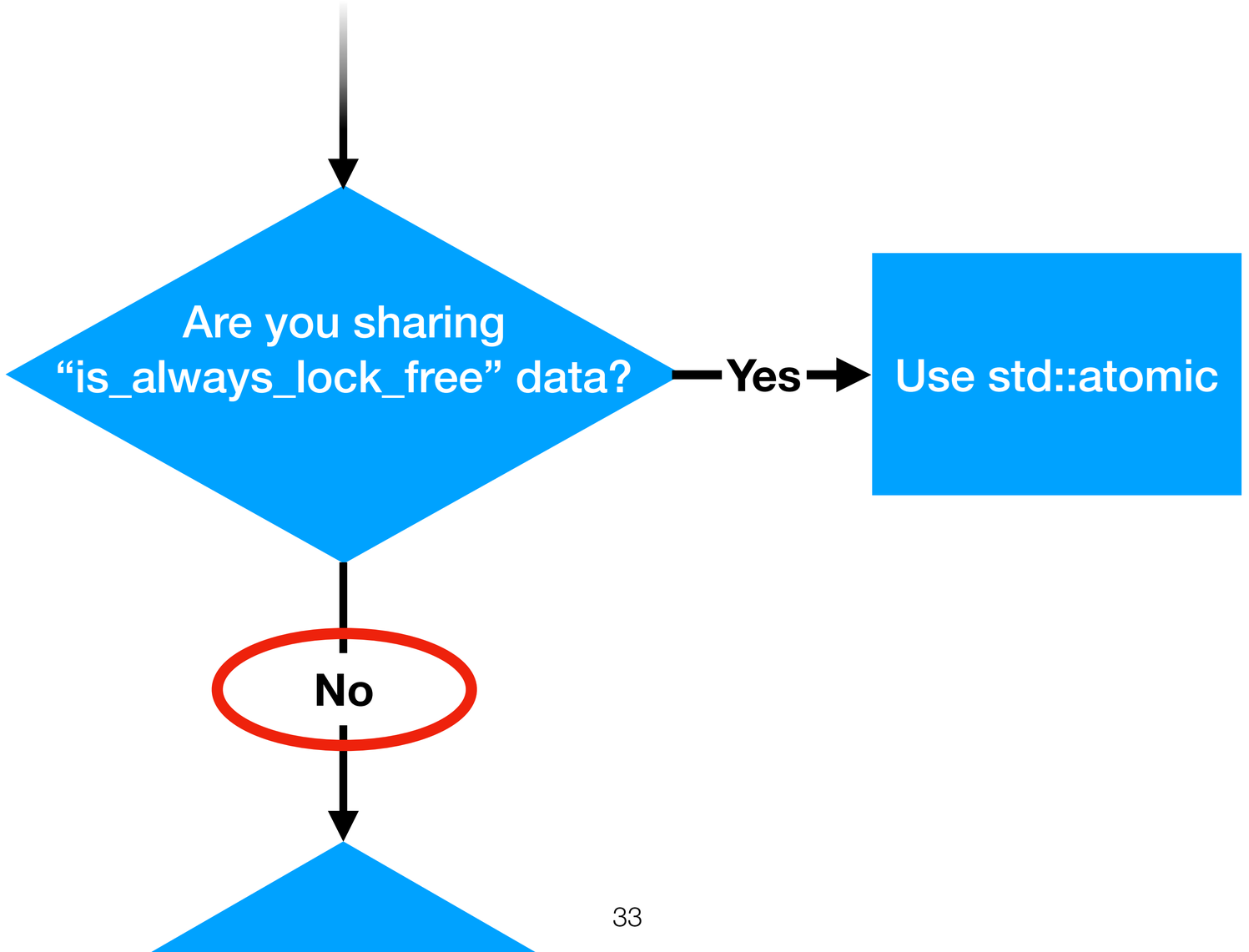
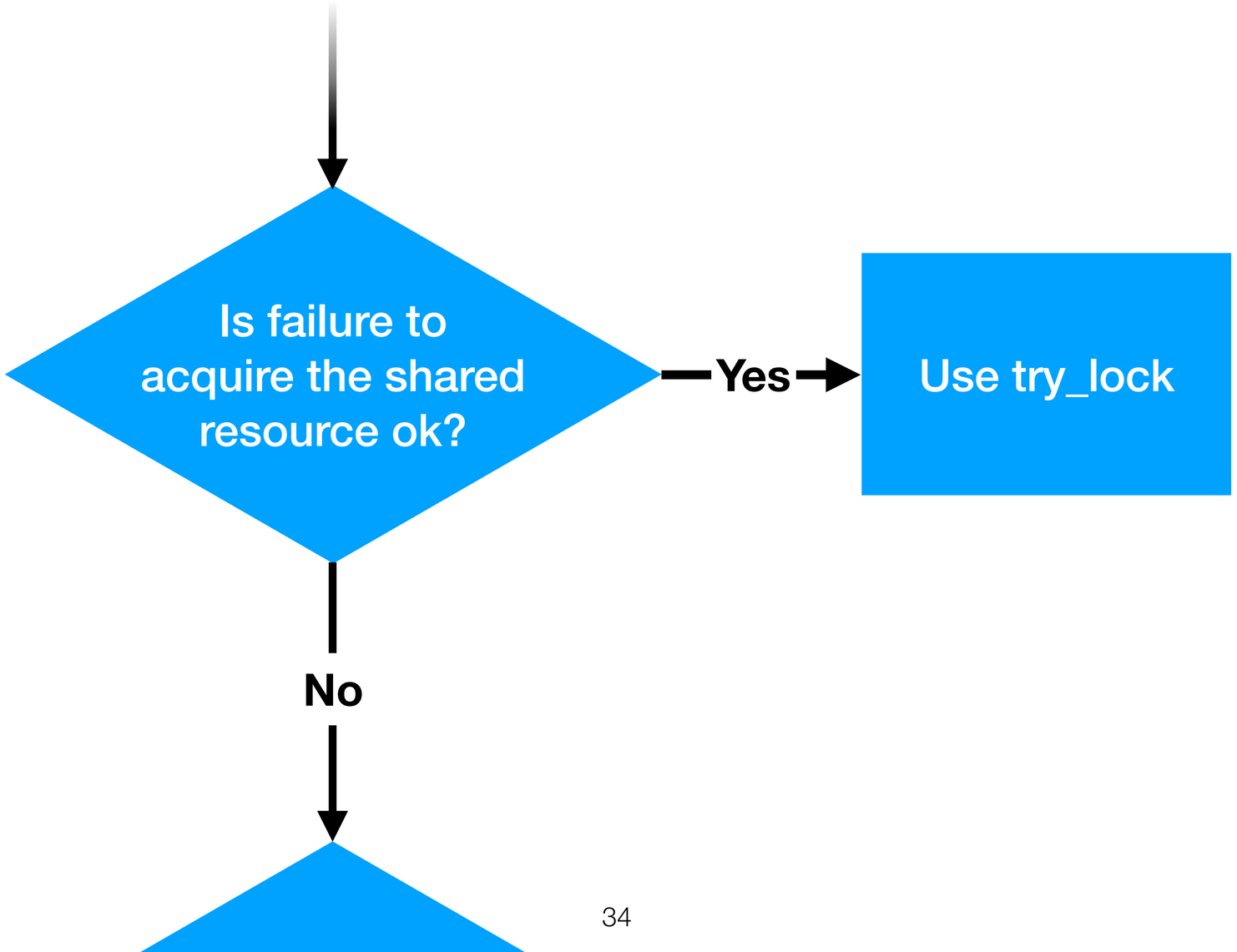
How big is your data?



Seriously, can you use a lock?