

# try\_lock Summary

- Scenario:
  - Data is big: `std::atomic<>::is_always_lock_free == false`
  - Failure to acquire the resource is ok
- Trade-off:
  - Non-real-time thread waits on real-time thread for access to the resource
  - Real-time thread will have to fail gracefully
- Examples:
  - Passing large data to the real-time thread for exclusive use
  - Audio samples, wavetables, filter coefficients etc.

# Seriously, can you use a lock?

