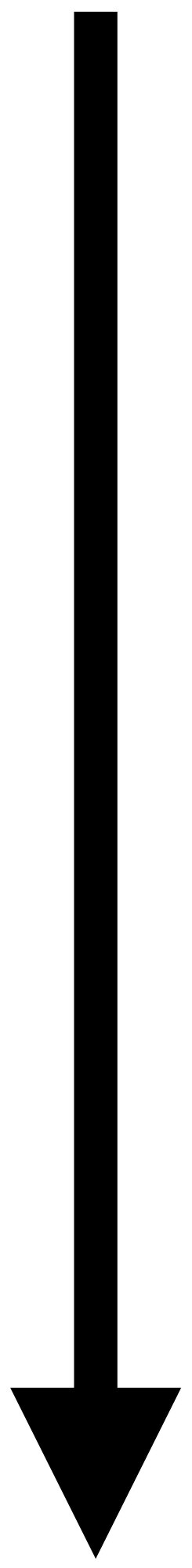
Are you sharing
“suitably small” data?

Use std::atomic

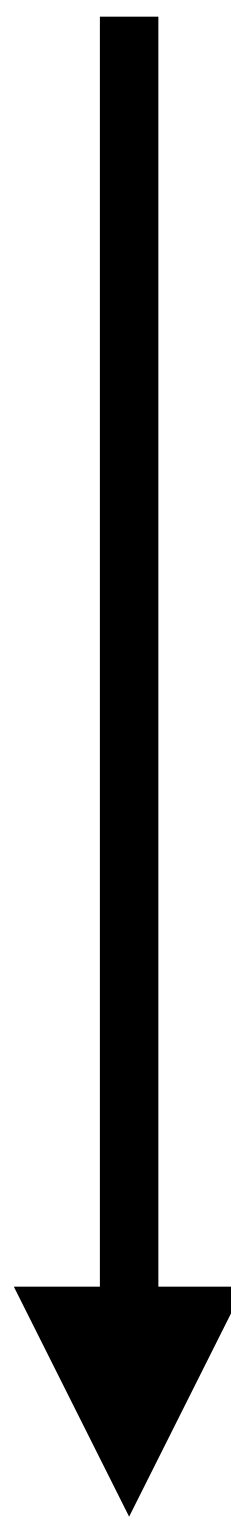
Yes

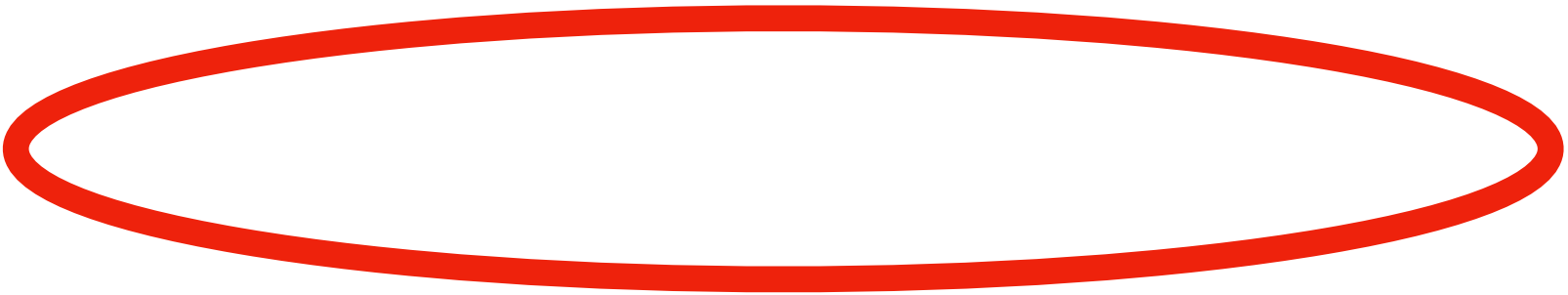


No

Are you
interacting with a real-time
thread?

How big is your data?





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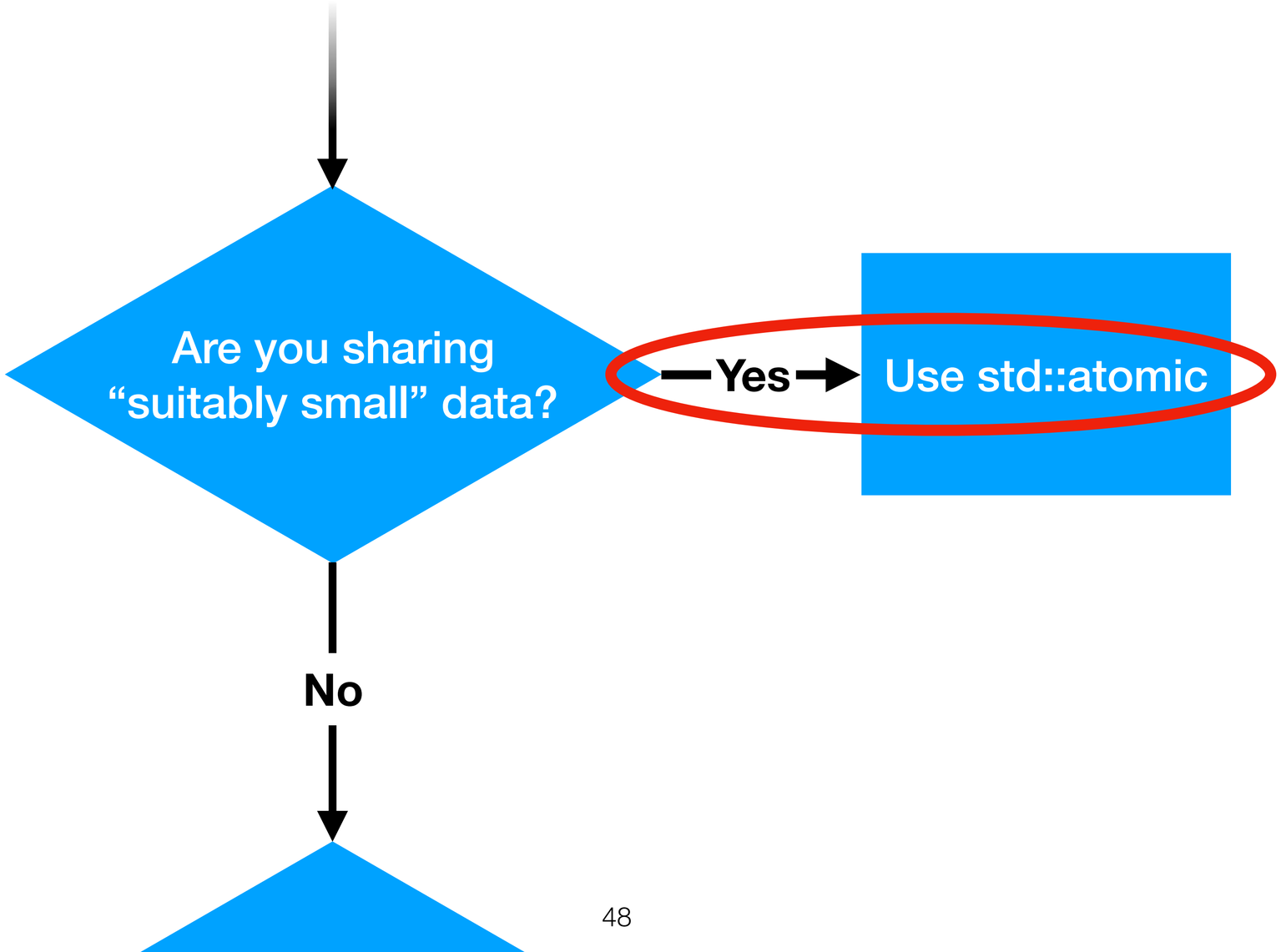
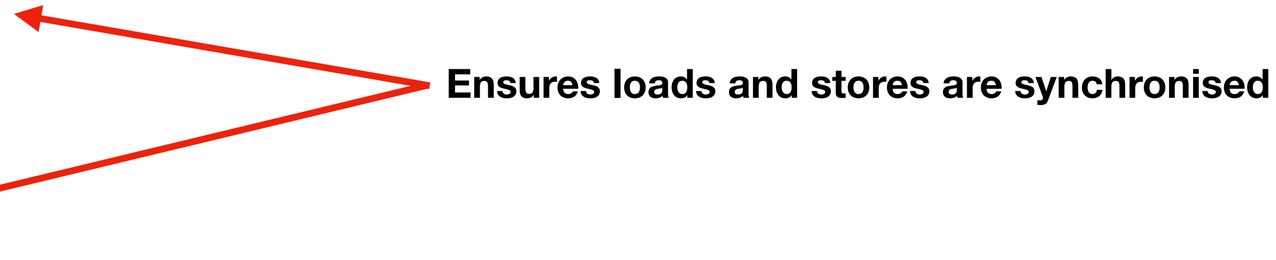
How big is your data?



```cpp
std::atomic<float> gain (1.0f);


void processSensorData (float* sensorInOut, int n)
{
    // do some dsp
    ...

    for (int i = 0; i < n; ++i)
        sensorInOut[i] *= gain.load();
}

// called on another thread
void setSensorGain (float newGain)
{
    gain.store (newGain);
}
```