





```
auto gain = 1.0f;
```

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

    register auto gain_copy = gain;
    for (int i = 0; i < n; ++i)
        sensorInOut[i] *= gain_copy;
}
```

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







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```
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```

```
void realtimeThreadEntry()  
{  
    while (rocketFlying)  
    {  
        ...  
        processSensorData (sensorData, 512);  
    }  
}
```

```
void processSensorData (float* sensorInOut, int n)  
{  
    // do some dsp ...  
  
    for (int i = 0; i < n; ++i)  
        sensorInOut[i] *= gain;  
}
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```
// called on another thread  
void setSensorGain (float newGain)  
{  
    gain = newGain;  
}
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