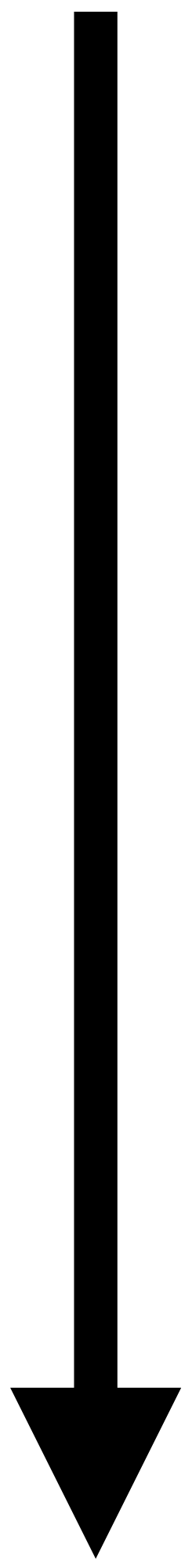
Are you
interacting with a real-time
thread?

Use locks

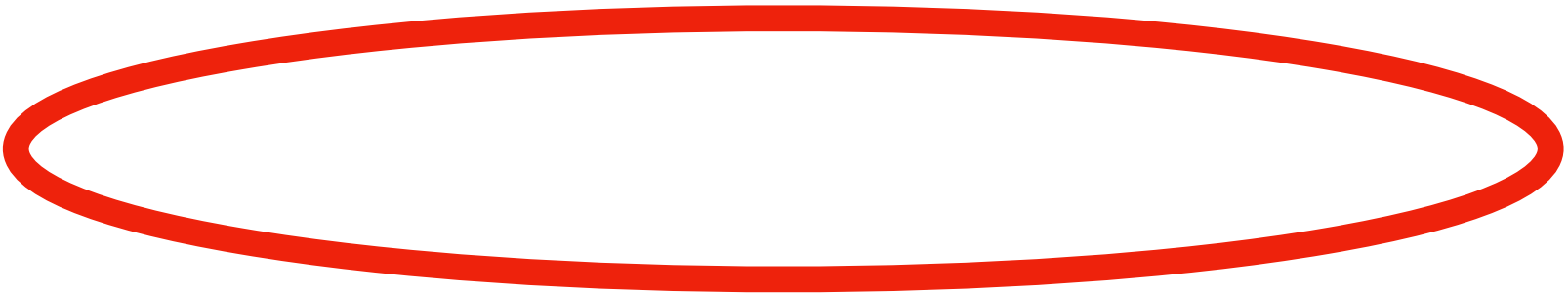
No

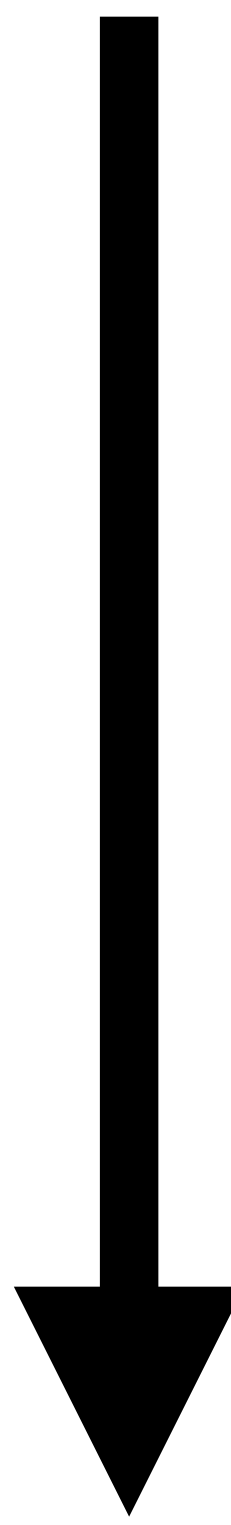


Yes

Are you
interacting with a real-time
thread?

Can you use a lock?





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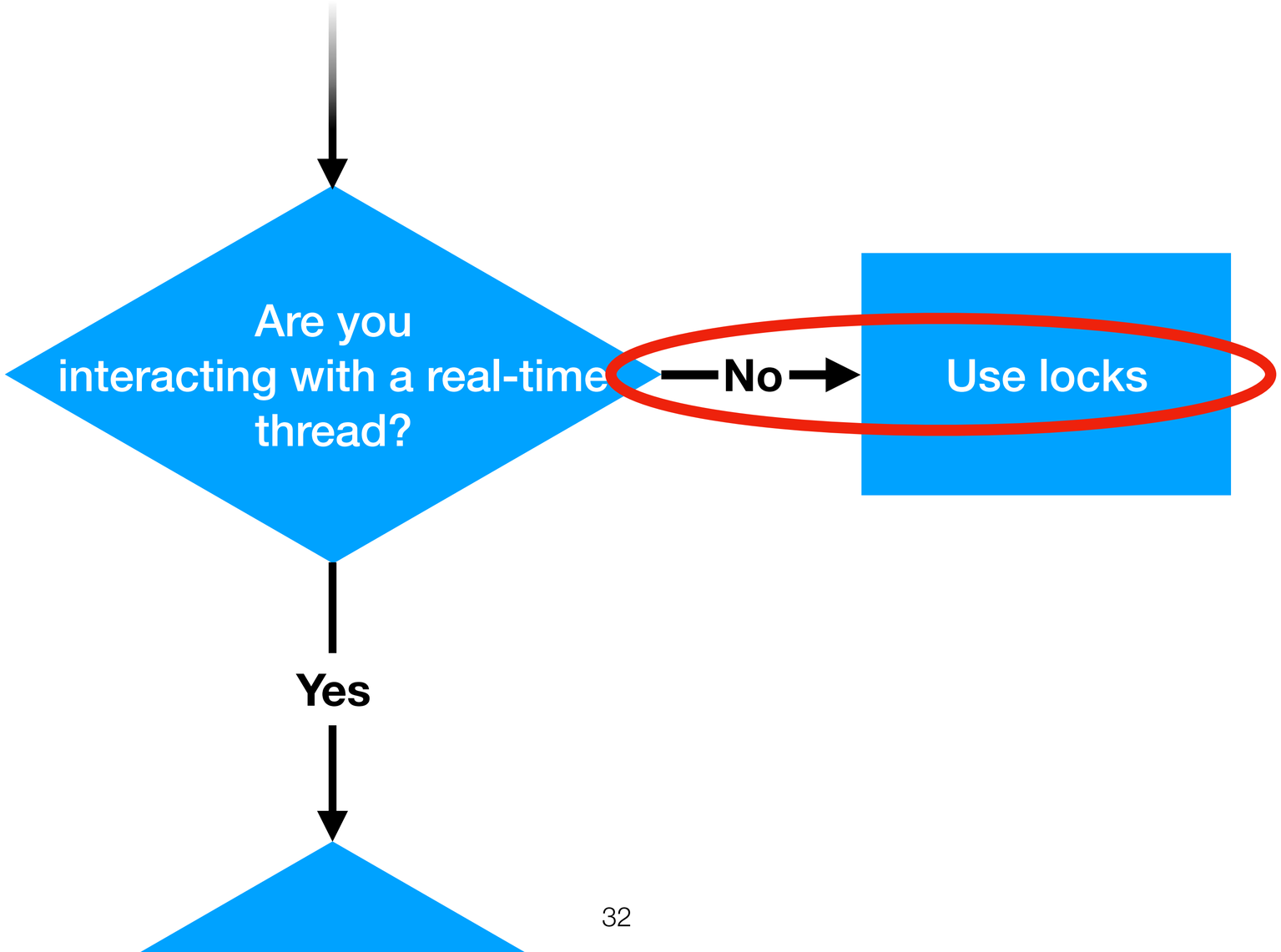
Can you use a lock?



std::mutex