```
auto gain = 1.0f;

void realtimeThreadEntry()
{

    while (rocketFlying)
    {
        // do some dsp ...

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

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

```
auto gain = 1.0f;

void realtimeThreadEntry()
{
    register auto gain_copy = gain;
    while (rocketFlying)
    {
        // do some dsp ...

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

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