

# callAsync

- Defer non-realtime safe processing to non-realtime thread

```
callAsync([] () { std::cout << "Hello World!" << std::endl; });
```

- Lambda will be executed on non-realtime thread
- callAsync is realtime safe (even if lambda isn't)
- Moving your lambda must be realtime safe!

# Farbot's AsyncCaller

```
| messageThreadExecutor.callAsync([] () { std::cout << "Hello World!" << std::endl; });
```