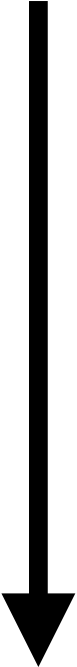


Does the non-
realtime thread mutate the
object?

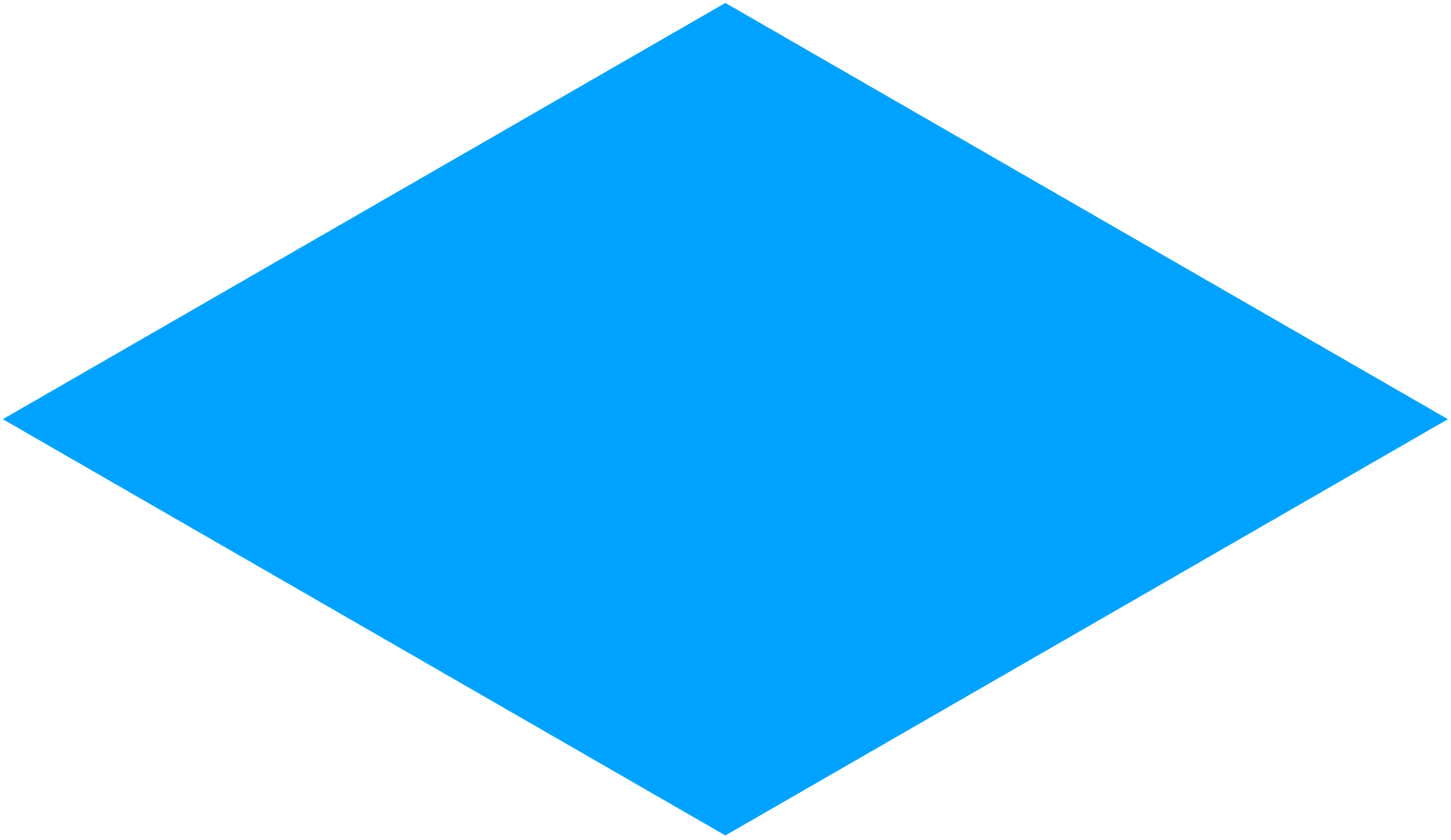
Double buffering



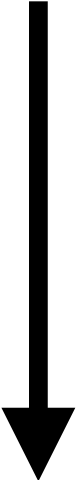
No

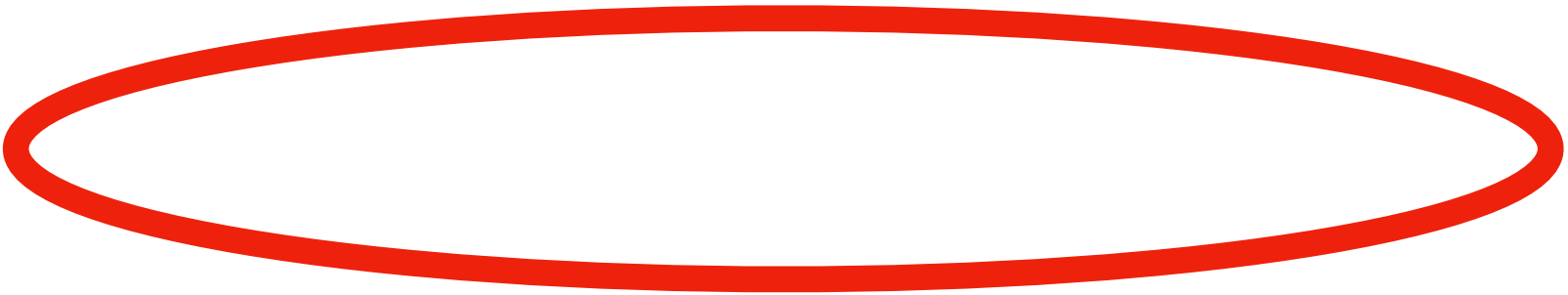


Yes



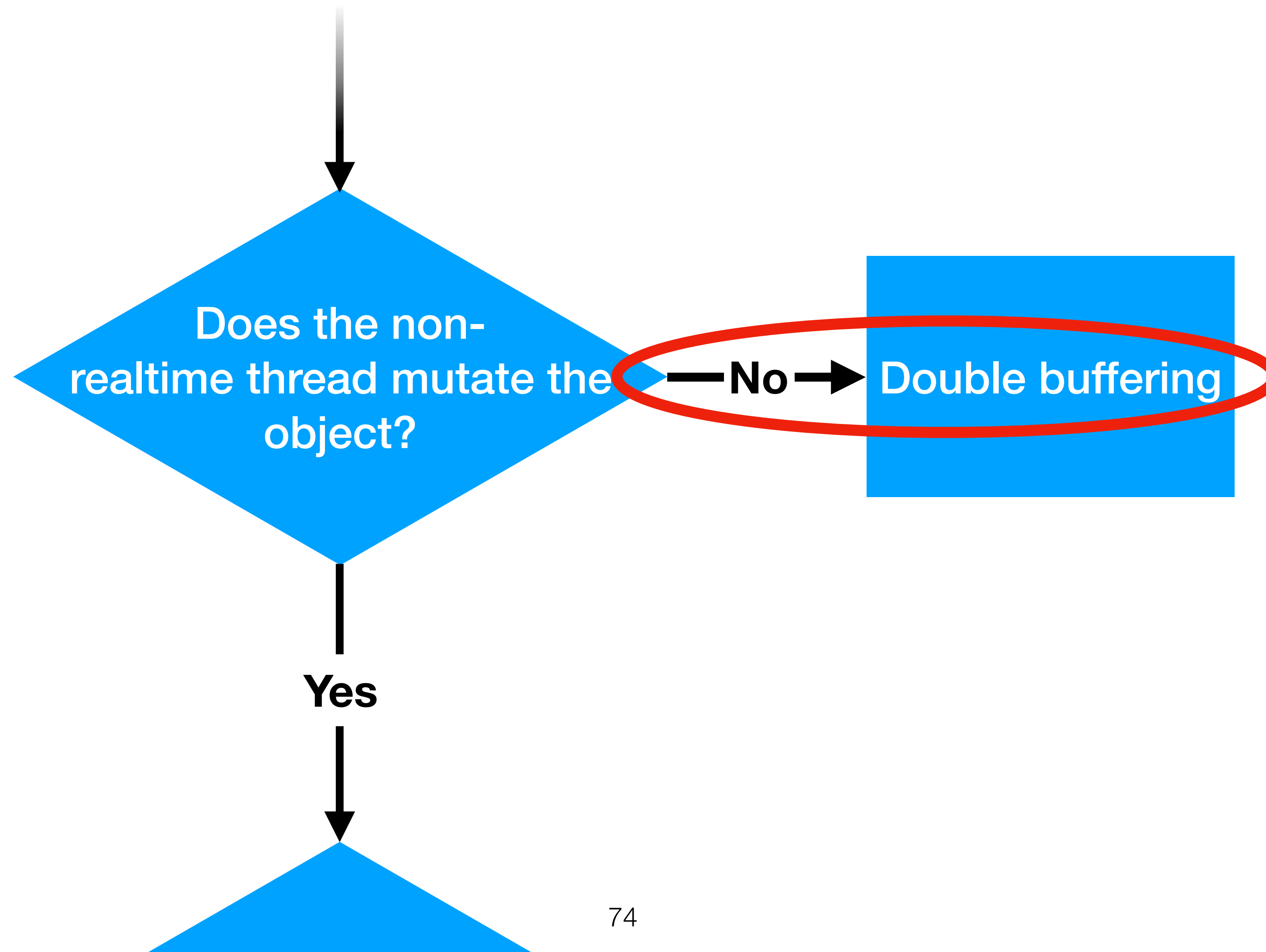
Non-real-time Mutating?





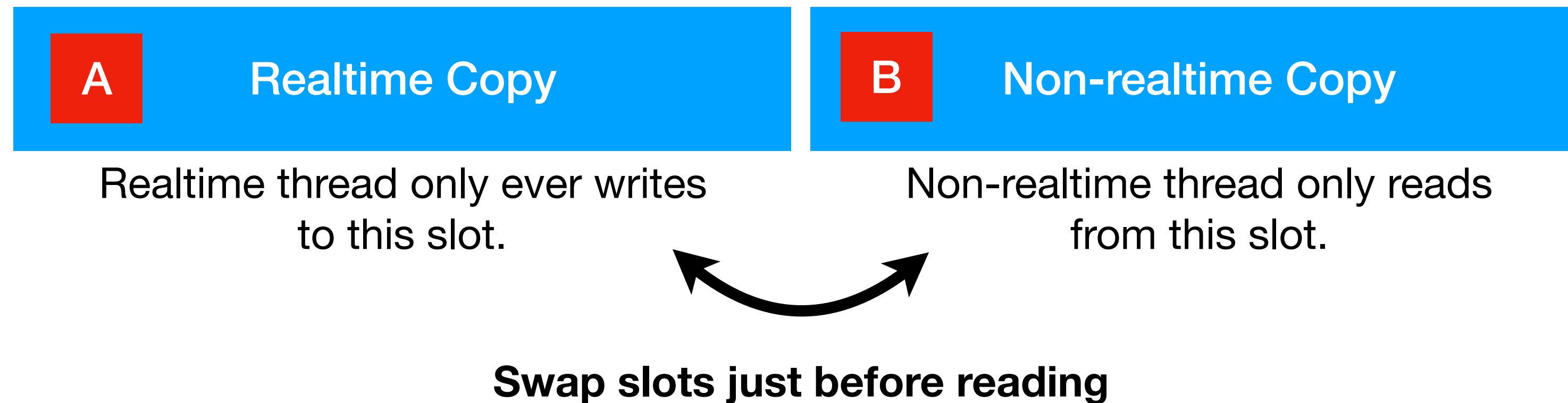


Non-real-time Mutating?



Double Buffering

Use two buffers: one for the realtime thread, one for the non-realtime thread



1. Both slots are pre-initialised with valid data