### Are you interacting with a real-time thread?











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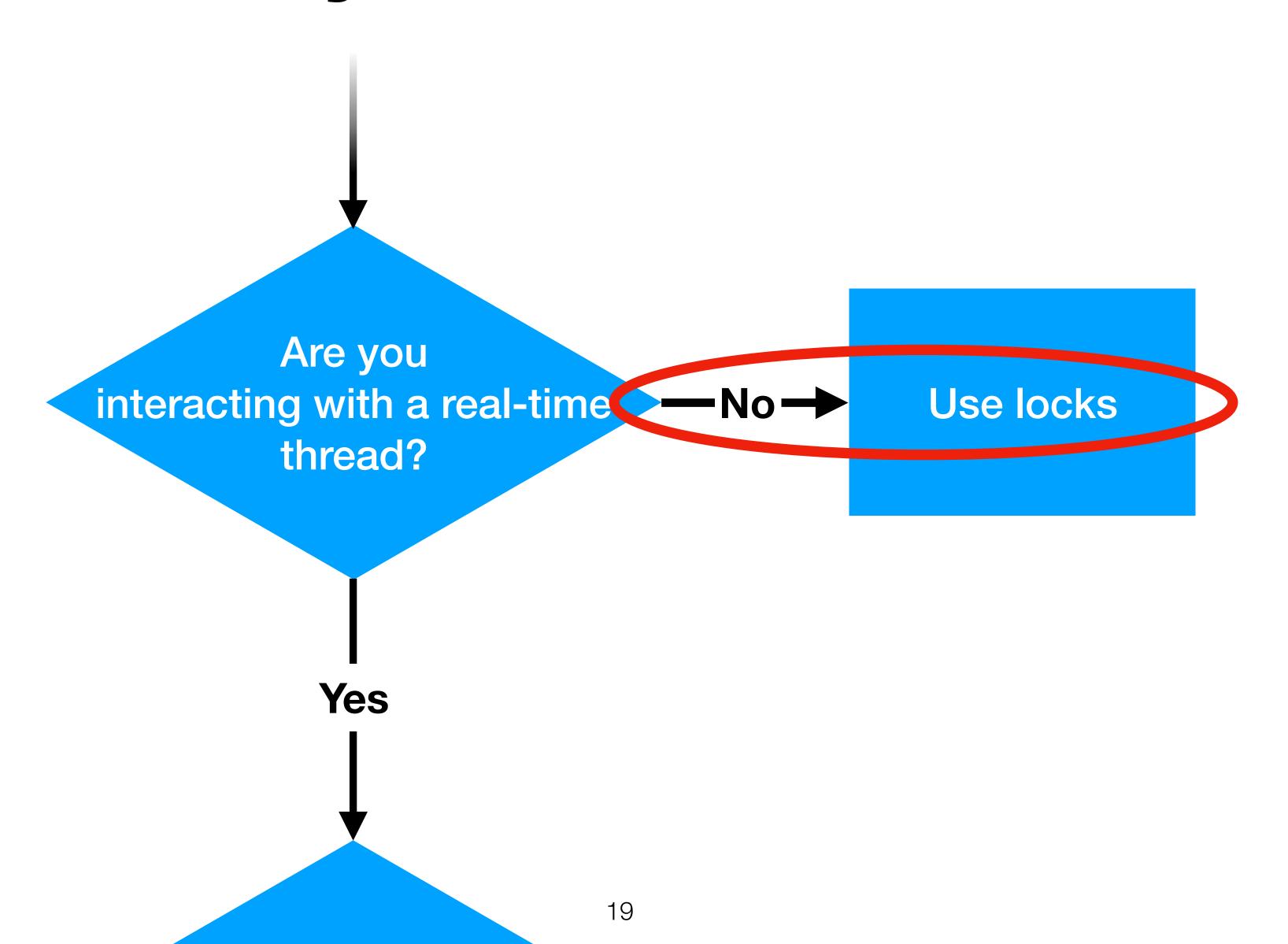
# Can you use a lock?







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### std::mutex