

```
auto gain = 1.0f;
```

```
void realtimeThreadEntry()
```

```
{  
    while (rocketFlying)  
    {  
        ...  
        processSensorData (sensorData, 512);  
    }  
}
```

```
void processSensorData (float* sensorInOut, int n)
```

```
{  
    // 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()  
{
```

```
    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;
```

```
}
```