```
struct BiquadCoeffecients  {  float b0, b1, b2, a1, a2; };
NonRealtimeMutatable<BiquadCoeffecients> biquadCoeffs;

void processAudio (float* buffer)
{
    NonRealtimeMutatable<BiquadCoeffecients>::ScopedAccess<true> coeffs(biquadCoeffs);

    processBiquad (*coeffs, buffer);


}

void changeBiquadParameters (BiquadCoeffecients newCoeffs)
{
    NonRealtimeMutatable<BiquadCoeffecients>::ScopedAccess<false> coeffs(biquadCoeffs);

    *coeffs = newCoeffs;


}
```

farbot's NonRealtimeMutatable

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farbot's NonRealtimeMutatable

```
struct BiquadCoeffecients  {  float b0, b1, b2, a1, a2; };
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}
```

Non-real-time Mutate Summary

- Scenario:
  - Data is big: `std::atomic<>::is_always_lock_free == false`
  - The non-real-time thread ***can*** mutate the object
  - Real-time thread will not fail to acquire the resource
- Trade-off:
  - The real-time thread ***can not*** mutate the object
  - Non-real-time thread will wait on the real-time thread
  - Overhead of copying on the non-real-time thread
- Examples:
  - Sharing large data from the non-real-time thread to the real-time thread
  - Audio samples, wavetables, filter coefficients etc.