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

void processAudio (float* buffer)
{
    auto& coeffs = biquadCoeffs.realtimeAcquire();

    processBiquad (coeffs, buffer);

    biquadCoeffs.realtimeRelease();
}

void changeBiquadParameters (BiquadCoeffecients newCoeffs)
{
    auto& coeffs = biquadCoeffs.nonRealtimeAcquire();

    coeffs = newCoeffs;

    biquadCoeffs.nonRealtimeRelease();
}
```

farbot'sNonRealtimeMutatable

farbot's NonRealtimeMutatable

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

void processAudio (float* buffer)
{
    auto& coeffs = biquadCoeffs.realtimeAcquire();

    processBiquad (coeffs, buffer);

    biquadCoeffs.realtimeRelease();
}

void changeBiquadParameters (BiquadCoeffecients newCoeffs)
{
    auto& coeffs = biquadCoeffs.nonRealtimeAcquire();

    coeffs = newCoeffs;

    biquadCoeffs.nonRealtimeRelease();
}
```

farbot's NonRealtimeMutatable

```cpp
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;


}
```