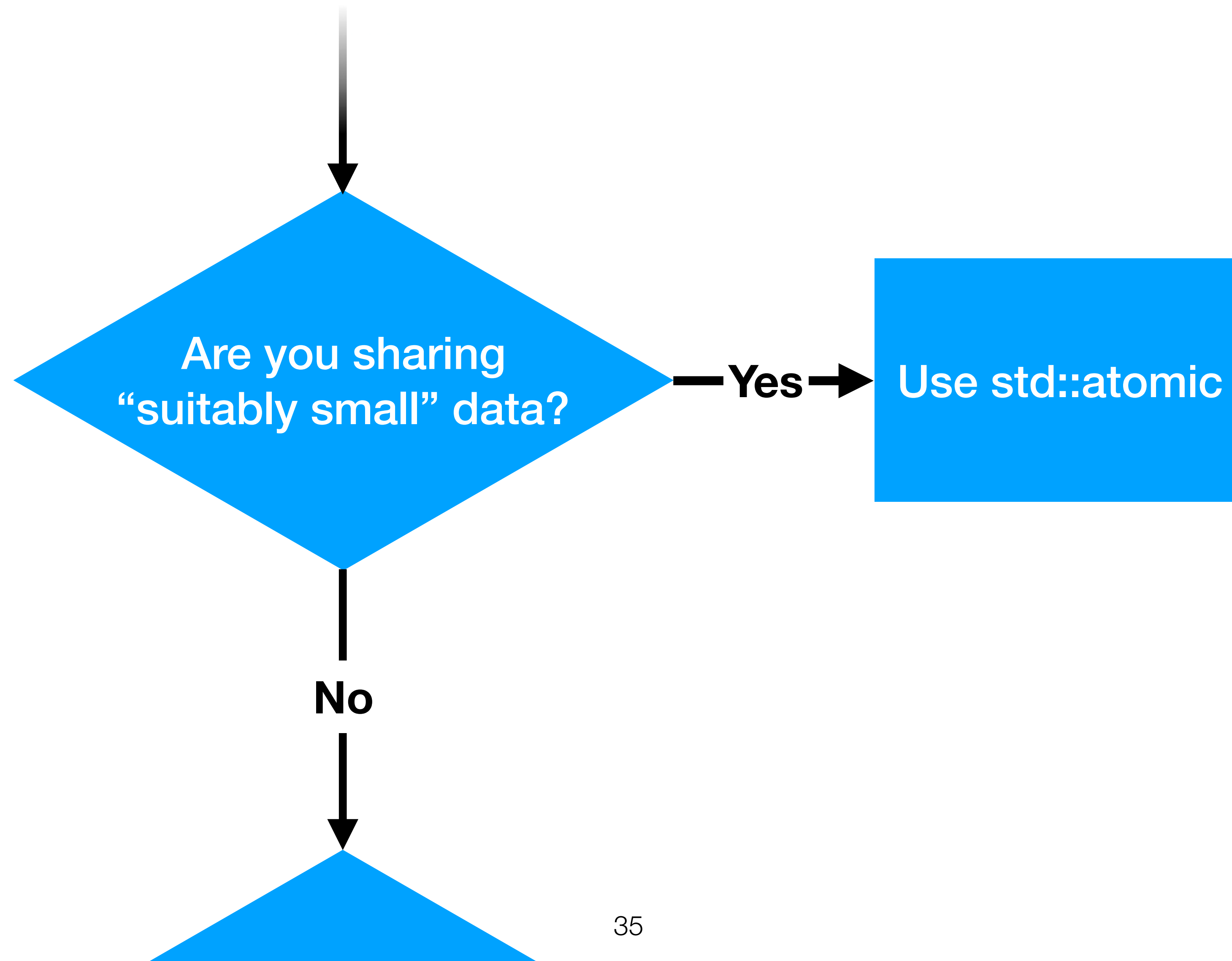


# How big is your data?



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

```
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;
}
```