Are you sharing "suitably small" data?

Use std::atomic









Are you interacting with a real-time thread?

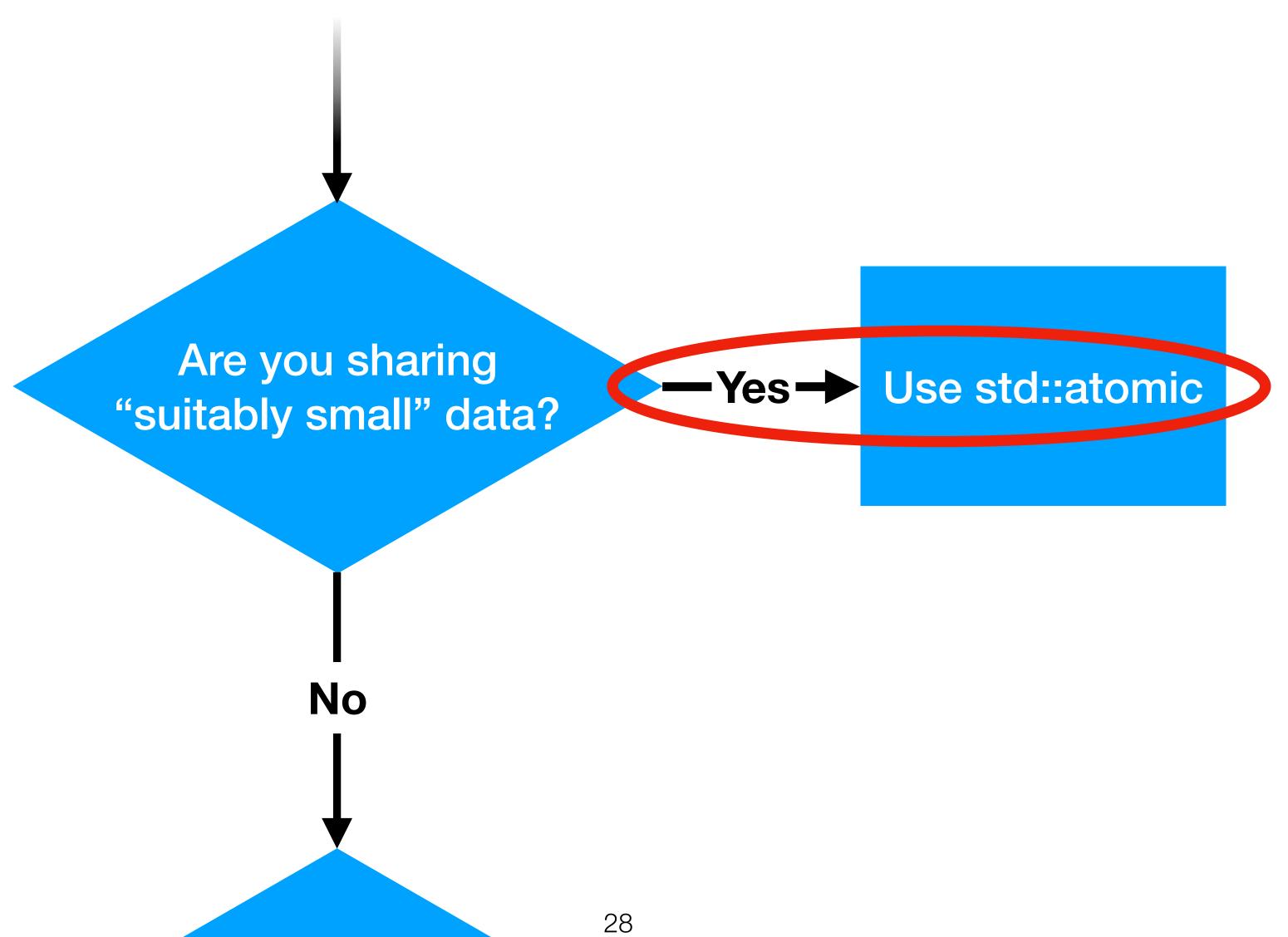
How big is your data?







How big is your data?



```
std::atomic<float> gain (1.0f);

void processSensorData (float* sensorInOut, int n)
{
    // do some dsp
    ...
    for (int i = 0; i < n; ++i)
        sensorInOut[i] *= gain.load();
}

// called on another thread
void setSensorGain (float newGain)
{
    gain.store (newGain); 4</pre>
```

Ensures loads and stores are synchronised