```cpp
struct realtime_context_state
{
    realtime_context_state() = default;

    void realtime_enter()                    { realtime_flag.store (true); }

    void realtime_exit()                     { realtime_flag.store (false); }

    /// Returns true if this is in a real-time state
    bool is_realtime_context() const     { return realtime_flag.load(); }

private:
    std::atomic<bool> realtime_flag { false };
};
```

```cpp
inline realtime_context_state& get_realtime_context_state()
{
    thread_local realtime_context_state rcs;
    return rcs;
}
```

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{
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    void realtime_enter()                      { realtime_flag.store (true); }

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inline realtime_context_state& get_realtime_context_state()
{
    thread_local realtime_context_state rcs;
    return rcs;
}
```

```cpp
inline bool is_real_time_context()
{
    return get_realtime_context_state().is_realtime_context();
}
```