

Summary

- **Real-time vs. non-real-time guarantee**

Library-created background threads vs. timer overhead

• **Minimizing latency vs. jitter vs. packet overhead**

• Maybe this isn't appropriate for a general-purpose library

• **Think carefully about your uses and trade-offs**

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Summary

- Real-time vs. non-real-time guarantee
- Library-created background thread vs. timer overhead
- Minimum latency vs. jitter vs. cpu overhead
- Maybe this isn't appropriate for a general-purpose library
- Think carefully about your use cases and trade-offs

More Problems

- Ordering of callbacks?