



**Recap**

- Created two solutions which are real-time safe
  - Return instantly from `triggerAsyncUpdate()`


Both have additional overheads

Both have worse average latency than a sync update

# Recap

- Created two solutions which are real-time safe
  - Return instantly from `triggerAsyncUpdate()`
- Both have additional overheads
- Both have worse average latency than `juce::AsyncUpdater`





Another  
approach?