Real-time (wait-free)

- Audio thread

- Audio thread has to read this memory

- Wait-free synchronisation around the memory

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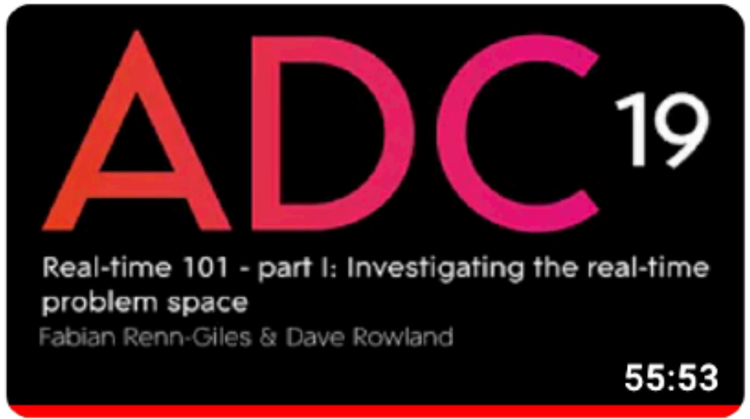

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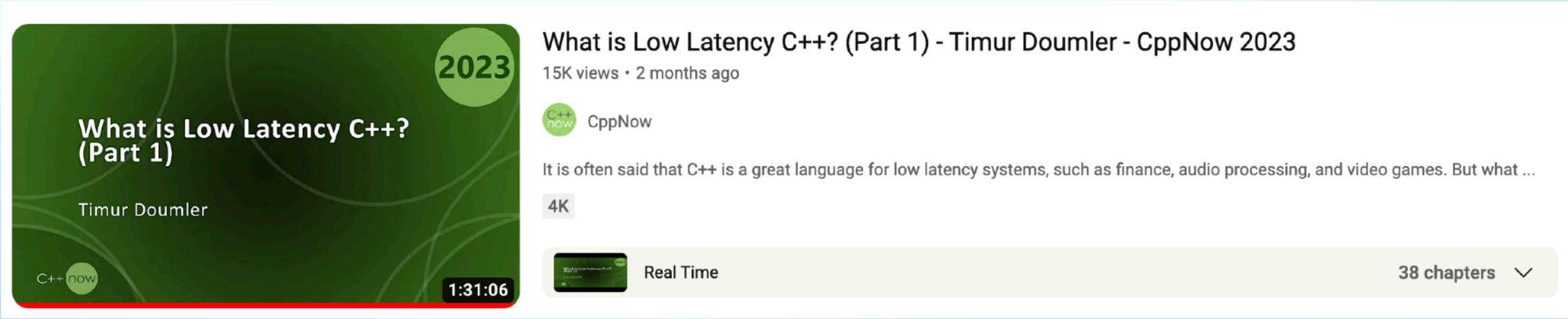
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