

triggerAsyncUpdate()



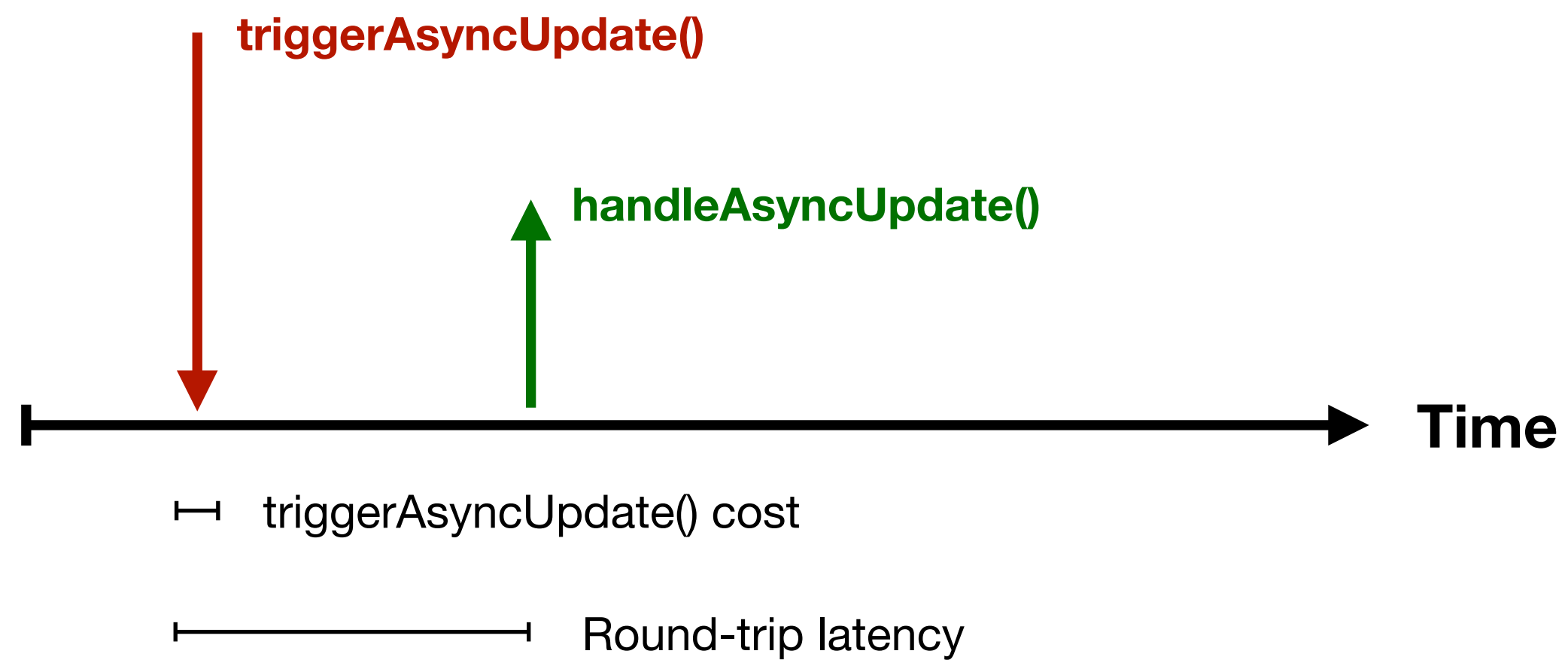
handleAsyncUpdate()





triggerAsyncUpdate() cost

~~Round-trip latency~~



juce::AsyncUpdater

Average = 21 microsecs, minimum = 6 microsecs, maximum = 52 microsecs, total = 21 millisecs
Average = 19 microsecs, minimum = 7 microsecs, maximum = 74 microsecs, total = 19 millisecs
Average = 20 microsecs, minimum = 5 microsecs, maximum = 99 microsecs, total = 20 millisecs
Average = 18 microsecs, minimum = 5 microsecs, maximum = 96 microsecs, total = 18 millisecs
Average = 21 microsecs, minimum = 6 microsecs, maximum = 97 microsecs, total = 21 millisecs
Average = 19 microsecs, minimum = 5 microsecs, maximum = 70 microsecs, total = 19 millisecs
Average = 20 microsecs, minimum = 5 microsecs, maximum = 102 microsecs, total = 20 millisecs
Average = 18 microsecs, minimum = 7 microsecs, maximum = 85 microsecs, total = 18 millisecs
Average = 18 microsecs, minimum = 7 microsecs, maximum = 65 microsecs, total = 18 millisecs
Average = 19 microsecs, minimum = 6 microsecs, maximum = 91 microsecs, total = 19 millisecs

Average = 20 microsecs, minimum = 5 microsecs, maximum = 102 microsecs