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

```cpp
struct realtime_context
{
    realtime_context()
    {
        get_realtime_context_state().realtime_enter();
    }

    ~realtime_context()
    {
        get_realtime_context_state().realtime_exit();
    }
};
```

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```

```cpp
void run_rt_thread()
{
    std::mutex m;

    realtime_context rc;

    get_file_size();
    do_malloc_free();
    do_vector_reserve();
    do_mutex_lock_unlock (m);
}
```