

What can we do?

1. Not using that as a real-time threat

2. ~~Not used~~: AsyncUpdate from a real-time thread

3. Propose resolutions

What can we do?

1. Not use anything that calls `PostMessage` from a real-time thread
2. Not use `juce::AsyncUpdater` from a real-time thread
3. Propose some solutions

3. Create a `RealTimeAsyncUpdater`