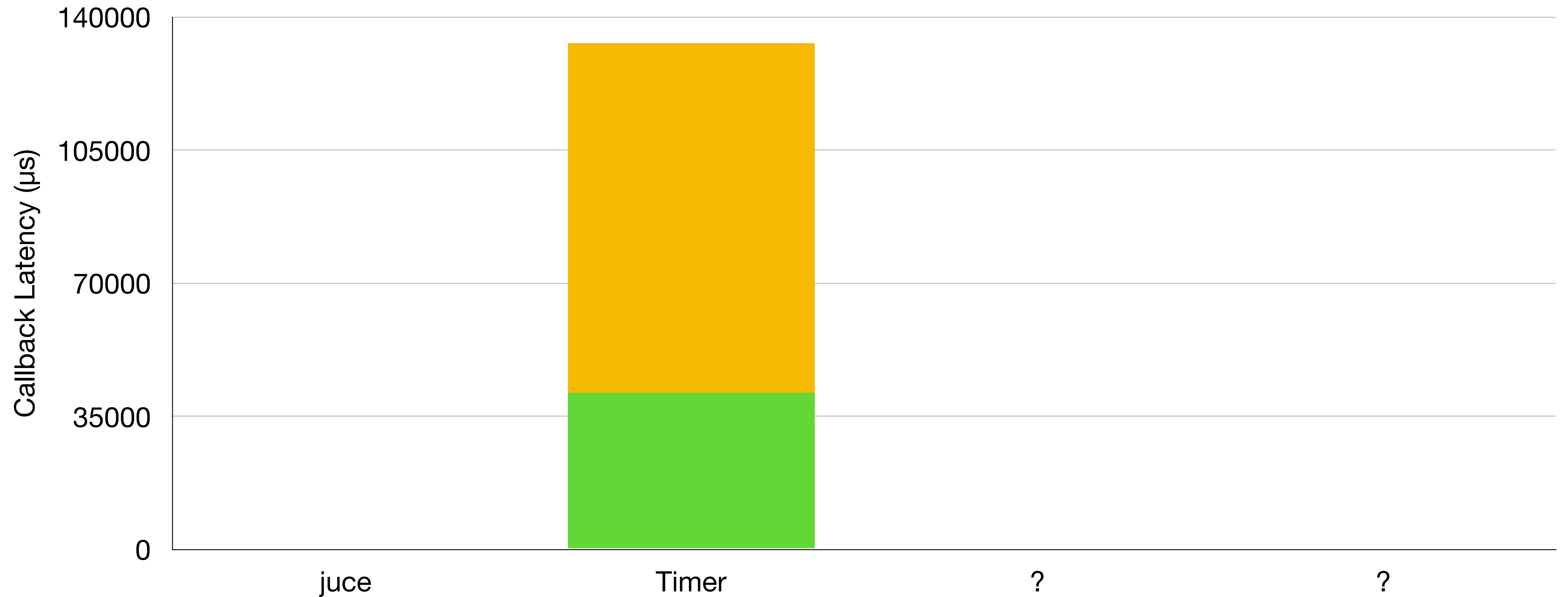


Round-trip Latency



```
RealTimeAsyncUpdateDispatcher()  
{  
    startTimerHz (25);  
}
```