

Trade-offs

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How do we service these messages (i.e. all the callbacks)

• We can't use systems, need to manage this ourselves

• We have to decide what is acceptable

Latency

CPU overhead

Ordering

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```
class RealTimeAsyncUpdater::RealTimeAsyncUpdateDispatcher : private Timer
{
public:
    RealTimeAsyncUpdateDispatcher()
    {
        startTimerHz (25);
    }

    void add (RealTimeAsyncUpdaterMessage&);
    void remove (RealTimeAsyncUpdaterMessage&);

private:
    void timerCallback() override
    {
        serviceUpdaters();
    }

    void serviceUpdaters();

    CriticalSection lock;
    Array<RealTimeAsyncUpdaterMessage*> updaters;
};
```