

Real-time safe?

• Engineered as follows:

• Is low latency (comparable to juice) : AsyncUpdater 😊

• Low CPU overhead (additional notify_all cost) 😊

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Therefore is not real-time safe



- Requires an additional thread to be running 🤖

- This signal call will end update calling `std::condition_variable::notify_all()` which is a *system call*

Any system that interacts with the thread should *cancel*

Real-time Safe?

- Engineered a solution which:
 - Is low latency (comparable to `juce::AsyncUpdater`) 😊
 - Low CPU overhead (additional `notify_all` cost) 😊
 - Therefore is not real-time safe 😞
 - Requires an additional thread to be running 😐
- This signal call will end update calling `std::condition_variable::notify_all()` which is a ***system call***
- Any system call which interacts with the the thread scheduler ***could block***

Cost of `triggerAsyncUpdate()`

