

Application Note: AN10036

How to use a par statement across multiple tiles

This application note is a short how-to on programming/using the xTIMEcomposer tools. It shows how to use a par statement across multiple tiles.

Required tools and libraries

This application note is based on the following components:

- xTIMEcomposer Tools - Version 14.0.0

Required hardware

Programming how-tos are generally not specific to any particular hardware and can usually run on all XMOS devices. See the contents of the note for full details.

1 How to use a par statement across multiple tiles

The par construct takes a set of statements (usually function calls) and runs them in parallel. By default each task runs on a separate logical core.

The on construct allows you to place tasks on different tiles. For example:

```
par {  
  on tile[0]: task1(5);  
  on tile[1]: task2();  
}
```

You can only do this from the main function and must include the platform.h header file.