

How to define and use a distributable function

version	1.0.0
scope	Example. This code is provided as example code for a user to base their code on.
description	How to define and use a distributable function
boards	Unless otherwise specified, this example runs on the SliceKIT Core Board, but can easily be run on any XMOSS device by using a different XN file.

If a task is a never-ending loop containing a single select (like a combinable function) that *only has cases responding to interface messages* then the function can be marked as *distributable*. For example:

```
[[distributable]]
void port_wiggler(server interface wiggle_if c, port p)
{
    // This task waits for a message on the interface c and
    // wiggles the port p the required number of times.
    while (1) {
        select {
            case c.wiggle(int n):
                printstrln("Wiggling port.");
                for (int i=0;i<n;i++) {
                    p <: 1;
                    p <: 0;
                }
                break;
            case c.finish():
                return;
        }
    }
}
```

A distributable task can be distributed within a par. This means that the task will not run on any particular core but will be run on the core of the task that calls to it.

```
int main() {
    interface wiggle_if c;
    par {
        task1(c);
        [[distribute]] port_wiggler(c, p);
    }
    return 0;
}
```

A distributed task must be on the same tile as the tasks it is connected to.



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