

# How to use a par statement across multiple tiles

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version	1.1.1
scope	Example. This code is provided as example code for a user to base their code on.
description	How to use a par statement across multiple tiles
boards	Unless otherwise specified, this example runs on the SliceKIT Core Board, but can easily be run on any XMOS device by using a different XN file.

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.