

```
// Create a wave to hold data folder references returned by Worker.
// /WAVE specifies the data type of the wave as "wave reference".
Make/WAVE/N=(numPlanes) ww

Variable timerRefNum = StartMSTimer

MultiThread ww= Worker(srcData,p)

Variable elapsedTime = StopMSTimer(timerRefNum) / 1E6

Printf "Statement took %g seconds for %d planes\r", elapsedTime, numPlanes

// At this point, ww holds wave references to 50 M_ImagePlane free waves
// created by Worker. Each M_ImagePlane holds the extracted and filtered
// data for one plane of the source 3D wave.

// Create an output wave named out3D by cloning the first filtered plane
WAVE w= ww[0]
Duplicate/O w, out3D

// Concatenate the remaining filtered planes onto out3D
Variable i
for(i=1;i<numPlanes;i+=1)
    WAVE w= ww[i]
    Concatenate {w}, out3D
endfor

// Create a 3D output wave by concatenating the filtered planes
Concatenate/O {ww}, out3D

// ww holds references to the free waves. By killing ww, we kill
// the last reference to the free waves which causes them to be
// automatically deleted.
KillWaves ww
End
```

To run the demo, execute:

Demo (50)

### Structure Array MultiThread Example

In a preceding example, free data folders were used to hold data processed by threads. A somewhat simpler approach is to use one or more structures to pass input data and to receive output data. The following example uses a single structure for both input and output. An array of these structures stored in a wave ensures that each thread works on its own data. After the calculation, the results are extracted. The net result for this simple example is nothing more than: `dataOutput = sin(p)`.

```
Structure ThreadIOData
    // Input to thread
    double x

    // Output from thread
    double out
EndStructure

Function Demo()
    if (IgorVersion() < 6.36)
        // This example crashes in Igor Pro 6.35 or before
        // because of a bug in StructGet/StructPut
        Abort "Function requires Igor Pro 6.36 or later."
```