Getting Started

In code, replace:

for(int i = 0; i < max; i++){ ... }	Parallel.For(0, max, (i) => { ... });
foreach(var item in items) { ... }	Parallel.ForEach(items, (item) => { ... });
Method1(); Method2();	Parallel.Invoke(() => Method1(), () => Method2());

Examples

Assets\Parallel\Examples\Scenes
- PerlinNoiseExample

Warnings

- Code inside loop body must be *thread-safe*
- Avoid nested parallel loops:

Parallel.For(0, max (i) =>
{
    Parallel.For(0, max, (j) =>
    {
        ...
    }
}
	Parallel.For(0, max (i) =>
	{
	    for(int i = 0; i < max; i++)
	    {
	        ...
	    }
	}

Want to spawn objects in Parallel?

Async Objects: https://www.assetstore.unity3d.com/#!/content/81192