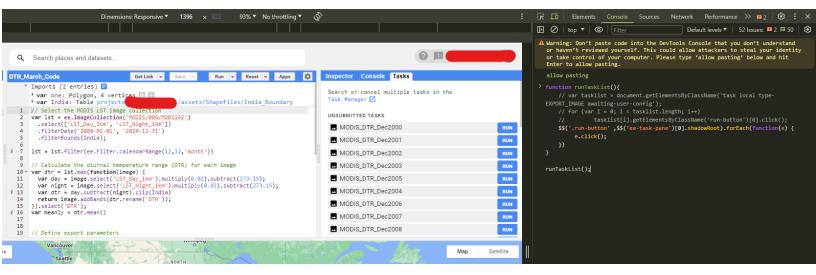
When you run the code given in the notebook in the code editor of Earth Engine, all the images get generated. It is evident in the tasks.



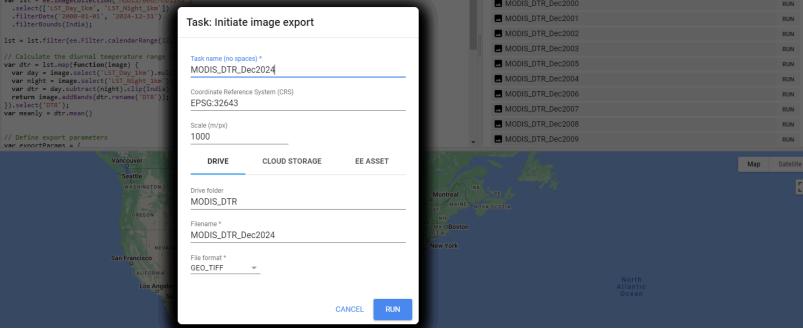
Use the below code to run all the tasks at once, instead of individually running each task. This needs browser level manipulation.

```
> function runTaskList(){
    // var tasklist = document.getElementsByClassName('task local type-
EXPORT_IMAGE awaiting-user-config');
    // for (var i = 0; i < tasklist.length; i++)
    // tasklist[i].getElementsByClassName('run-button')[0].click();
    $$('.run-button',$$('ee-task-pane')[0].shadowRoot).forEach(function(e) {
        e.click();
    })
}
runTaskList();
</pre>
```

Open inspector tab and then console, copy paste the code and run it.



As soon as you run it, all the tasks get executed into initiation mode as below, one behind another (Browser might go into hang mode for 5-10 seconds, don't panic)



Similar to initiating all tasks at once, we can also initiate running all tasks at once, using another code given below entered in the console tab. When you run it, all the tasks gets executed one after another within 10-20 seconds.

