**Scheduling jobs**

To schedule a job in the main thread, you must:

* Instantiate the job.
* Populate the job’s data.
* Call the [Schedule](https://docs.unity3d.com/ScriptReference/Unity.Jobs.IJobExtensions.Schedule.html) method.

Calling Schedule puts the job into the job queue for execution at the appropriate time. Once scheduled, you cannot interrupt a job.

**Note**: You can only call Schedule from the main thread.

**An example of scheduling a job**

