

# Re: Asf fastforward performance

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2005-05/msg00>

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- *From:* "Peter Duniho" <NpOeStPeAdM@xxxxxxxxxxxxxxxxxxxx>
  - *Date:* Sun, 29 May 2005 10:24:14 -0700
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"Thore Karlsen [MVP DX]" <sid@xxxxxxx> wrote in message  
<news:vbjj91deanoc59rgeu3k8aivogekdd6ce9@xxxxxxxxxxx>

> If the decompressor is only using one thread to decode, dual processors  
> won't help.

But in that case, the CPU usage should not be reported as 97%. Also, he has three streams, which as far as I know could result in three threads for decompression.

Of course, I have no idea what the problem might actually be, so this post isn't all that helpful. But it does seem that his configuration does take advantage of the additional processor, and so that would imply that his problem may not be a CPU bandwidth issue (since he gets the same CPU usage and performance even after adding a second processor).

I am, of course, assuming that the only difference between his single-processor and dual-processor test is the number of processors. That is, that the CPUs used are otherwise identical. I am also assuming that by "dual-processor" he does NOT mean "a single Hyper-Threaded processor", since in reality Hyper-Threading adds only a modest amount of processing bandwidth (10-20% at best in many cases).

Pete

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• *References:*

- ◆ [\*Asf fastforward performance\*](#)  
    ◇ *From:* Wael\_Bakr
- ◆ [\*Re: Asf fastforward performance\*](#)  
    ◇ *From:* Jeremy Noring
- ◆ [\*Re: Asf fastforward performance\*](#)  
    ◇ *From:* Wael\_Bakr
- ◆ [\*Re: Asf fastforward performance\*](#)  
    ◇ *From:* Thore Karlsen [MVP DX]

Re: Asf fastforward performance

- Prev by Date: *videos or photos*
- Next by Date: *Re: Problems with changing playback rate*
- Previous by thread: *Re: Asf fastforward performance*
- Next by thread: *Re: Asf fastforward performance*
- Index(es):
  - ◆ *Date*
  - ◆ *Thread*