

Re: Re:What's the longest time before Windows flushes data to disk?

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Hi Slava

Concerning the "absurdities that I have withdrwawn", the only thing I can say is that I am able to admit my mistakes – unfortunately, you seem to lack such ability completely (in fact, this is your problem, rather than mine). Actually, the only reason why I participate in these discussions is because I want to learn more, so that I am not afraid of mistakes. Apparently, your reason for participation is somehow different.....

Concerning your statements in Latin, I believe this is just pathetic show-off – you try to demonstrate your intelligence, but somehow demonstrate lack of any (exactly like anyone who tries to demonstate anything when he/she does not really have to). Again, this is your problem, rather than mine – I just find it amusing.

Concerning the faults in logic..... in order to back up your claim, you have provided description of REALTIME_PRIORITY_CLASS from SetPriorityClass()MSDN documentation. However, it really depends on the conclusions that you make. For example, the only conclusion that I made from this description is that you should use this feature sparingly and for the short intervals only, unless you are desperate to screw up the session. However, your conclusion is somehow different – you presented it as absolutely normal behaviour.

It is understandable that, under some certain circumstances, neither "lazy writer" nor Balance Set Manager may run(in fact, it applies to ANY thread, regardless of its priority). For example, if the machine is uni-processor one and someone writes something like

```
_ASM CLI
```

```
while(1){}
```

then they are not going to run until the reboot. I believe that your assumption about misused REALTIME_PRIORITY_CLASS is from the same field,

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although with less disastrous consequences. Therefore, I want to make it clear that everything I said applies **ONLY UNDER THE NORMAL CIRCUMSTANCES!!!!** However, you are talking about **ABNORMAL(!!!)** things that should not occur if all programs that run on the target machine are properly designed, and present them as something normal – you presented **REALTIME_PRIORITY_CLASS** as one of the reasons why cache may not get flushed for minutes, hours and days. Whose logic is at fault?????

Concerning the frequency of "lazy writer" invocation, please consult Windows Internals, page 683, last paragraph

Concerning Balance Set Manager, please consult the same source, page 466 (I have checked my spelling, so that you can go right to these pages).

I hope to hear from you soon – I find this "confrontation" quite entertaining

Regards

Anton Bassov

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