



Re: High-performance IO

code like E\_INVALID\_PHYSICAL\_MEMORY\_RANGE  
or something. I ask, because the following excerpt from MSDN  
is the seed of doubt:

"A similar restriction is that AWE window address ranges and memory  
pools cannot be used as data buffers for graphics or video calls."

And since AGP and PCI buses are being implemented in a quite  
similar way, this remark naturally scales up the problem to a question  
"does this restriction apply to disks too?"

Unfortunately, there is not much information available at the  
level of detail I would like to know... :-)

The only problem is that AWE requires SeLockMemory privilege

I believe it will not be a big problem, especially that it is just an  
alternative control flow path -- without that privilege my application  
will simply use the old good VirtualAlloc-based way. But indeed,  
the temptation to use AWE is very strong... :-)

Best regards  
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PS. The current, improved implementation is damn fast  
and no longer is the performance limiting factor. :-)

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