

Re: Application priority

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2006-09/msg00050.htm>

- *From:* ixrob <ixrob@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 5 Sep 2006 22:56:01 -0700
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Thank you m and anton for your information, I shall update my self on how it works.

"anton bassov" wrote:

Hi mate

This is the result of windows being 'fair' to all threads.

Indeed, it is – this is the main idea behind priority boosts. However, it applies only to threads in the dynamic range – if thread priority is in the real-time range, it will always run at its base priority (priority boost cannot take thread from dynamic range to real-time one)

Read all about it in MSDN by looking up SetThreadPriority.

In fact, "Windows Internals" provides much more detailed explanation of the concept, compared to that of MSDN

Anton Bassov

m wrote:

This is the result of windows being 'fair' to all threads. Read all about it in MSDN by looking up SetThreadPriority.

"anton bassov" <soviet_bloke@xxxxxxxxxxx> wrote in message news:1157486835.355608.256230@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hi mate

Re: Application priority

How come that the rountrip times increase when Cpukiller runs at normal priority even though my processes runs above normal priority?

You should clearly realize that, as long as thread priority falls into the dynamic range, priority in itself is quite relative thing – the system may increase priority of a thread that has not been active for quite a while. Apparently, when you have specified Normal priority, the target thread still has a chance to run from time to time, due to priority boost that gets applied by the system behind the scenes. Therefore, you get a delay.

Anton Bassov

ixrob wrote: