

## Re: 64 bit program

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*Source:*

<http://www.tech-archive.net/Archive/VB/microsoft.public.vb.general.discussion/2008-04/msg02750.html>

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- *From:* H-Man <[I-Hate@xxxxxxxxxx](mailto:I-Hate@xxxxxxxxxx)>
  - *Date:* Thu, 24 Apr 2008 15:13:57 -0600
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On Thu, 24 Apr 2008 12:59:17 -0700, Karl E. Peterson wrote:

expvb wrote:

"Karl E. Peterson" <[karl@xxxxxxxx](mailto:karl@xxxxxxxx)> wrote ...

The bottleneck is the disk subsystem, so no. If I could use RAM for spool, yeah, running parallel threads would be the very next optimization!

You could ask someone to modify one of the Ramdisk drivers samples, so you can call it from VB6 by using DeviceIoControl to make it map 1 GB pages in your process with the desired page from physical RAM, so the file management overhead is removed. MSDN DDK(Now WDK) has samples for 32 bits and probably 64 bits Ramdisks. You could ask in the C++ group, or freelance sites to make that driver for you, which simpler than a Ramdisk.

RAMDisk Sample(32 Bits):

<http://msdn2.microsoft.com/en-us/library/aa490479.aspx>

I think I'm missing how that might address the immediate situation, which is that I lack a system with more than 4Gb of addressable RAM. And if I had such a system, I could just use ordinary MMF techniques to access a(ny) RAM disk, right?

I'm probably missing something, but if you expect to physically run out of RAM, won't the system experience the same disk I/O bottleneck you are experiencing right now? How is a RAM drive going to speed anything up if you do not have as much physical RAM as the ramdrive size. If I'm not mistaken, won't Windows just page excess to the pagefile?

Re: 64 bit program

The OP states he would like to develop for 64 bit windows, and if he wants to address more than 16GB of RAM he'll need 64 bit Vista. But, in the end if the system doesn't have enough installed RAM, the disk subsystem will still be the bottleneck, right?

Ultimately this is just to satisfy my own curiosity as it seems you are far more knowledgeable in this than I am.

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HK

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