

## Re: Ram Drive

**Source:**

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.general/2004-11/14970.html>

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**From:** Gareth Tuckwell (*ContactGT\_at\_hotmail.com*)

**Date:** 11/22/04

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"Alex Nichol" <alexn.mvpts@ntlworld.delete.com> wrote in message news:6haup01efpk5ro1n8s2odvash3pso63v3@4ax.com...

> *Gareth Tuckwell wrote:*

>

>>

>>*More than the 2GB I already have?? And I am talking about 600MB of*

>>*temporary*

>>*files being used over a 10-15 minute period - I know a little bit of OS*

>>*cache doesn't store that all in memory - I can hear the hard disk*

>>*thrashing*

>>*away during the build!!*

>

> *In XP yes it does, provided there is no other more important use around*

> *(which is unlikely). But if you have a RAM drive it will just insert*

> *its cache in between that and your program, thus using RAM twice over.*

OK. If, as you say, Windows is going to cache all 600+MB of files in memory for me when I do a build, then can you tell me why do I see over 600MB of files being created, yet my memory usage not rise any higher than the 200-250MB normal usage. If it is cacheing all these temporary files, then it should push the memory usage up to 600MB + the normal 200MB = over 800MB when I do a large code build? However, it moves no higher than the normal 200-250MB usage during a code generation and I can hear the hard disk rattling away as the temporary files are written out to disk, then read back in a few minutes later! Also, if they are cached in memory by the operating system, then how does it know I have finished doing my build and therefore delete the cache? There are 21 separate environments built in sequence and they all refer to some of the temporary files in the other environments.

My understanding is that a cache is there to act as a buffer so that the operating system does not have to sit around waiting for the hard disk to save or load data. Any files stored in cache will only exist for a fraction of a second until the disk catches up. The cache is not there to save temporary files in RAM for 10-15 minutes so that a manual build procedure can take advantage of RAM speeds over hard disk speeds!!

microsoft.public.windowsxp.general: Re: Ram Drive

These temporary pre-compiled header files and intermediary files ARE written to and read from the DISK (via a buffer) across 21 different build environments and over a 10-15 minute period! If I use a RAM disk, then we REPLACE the need for the hard disk accesses with RAM accesses instead and the whole process is much faster. The RAM is NOT used twice and the hard disk is not thrashed as the temporary files are written to a disk which is based in RAM not in a physical drive.