

Hyper threading – BIG WHITE ELEPHANT ?

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Hey i wanted to know if anyone out there has noticed much difference with hyperthreading on or off?

i mean xp pro is designed for 2 processors thats great but HT surely doesnt split the cache in half so while 1 "processor" is being hammered the other seems to have no or little load so to me i think HT is a big white elephant Intel brought out. should have gotten the FX AMD chip.. why oh why did i leave AMD for Intel!

i think this should be the same for games as not many programs are written for dual processors..... so i'd be kind of effectivley using 2GHz of my 4 Ghz prescott :(

ANy comments welcome!