
Subject: CPU_Cores() error

Posted by [kodos](#) on Sun, 02 Mar 2008 16:14:03 GMT

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Hi,

I have found one or two bugs in the function CPU_Cores() under Win32.

1)

The for loop in the 32 bit version of the function should only run trough 32 times not 64 times.

2)

Shouldn't we use the ProcessAffinityMask instead of the SystemAffinityMask to get the available cores?

Subject: Re: CPU_Cores() error

Posted by [mirek](#) on Mon, 03 Mar 2008 19:11:56 GMT

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kodos wrote on Sun, 02 March 2008 11:14Hi,

I have found one or two bugs in the function CPU_Cores() under Win32.

1)

The for loop in the 32 bit version of the function should only run trough 32 times not 64 times.

Correct and fixed (but actually not a bug, it worked).

Quote:

2)

Shouldn't we use the ProcessAffinityMask instead of the SystemAffinityMask to get the available cores?

Maybe... Should these be the same in most cases?

Mirek

Subject: Re: CPU_Cores() error

Posted by [kodos](#) on Mon, 03 Mar 2008 20:01:50 GMT

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luzr wrote on Mon, 03 March 2008 20:11

Quote:

2)
Shouldn't we use the ProcessAffinityMask instead of the SystemAffinityMask to get the available cores?

Maybe... Should these be the same in most cases?

I haven't tested it but I think that they are not the same if you assign the process to an explicit processor with the taskmanager.

And I think the return value of this function should return the cores it can use and not the cores that are in the system..

Subject: Re: CPU_Cores() error
Posted by [mirek](#) on Tue, 04 Mar 2008 00:26:35 GMT
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kodos wrote on Mon, 03 March 2008 15:01 luzr wrote on Mon, 03 March 2008 20:11

Quote:

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Shouldn't we use the ProcessAffinityMask instead of the SystemAffinityMask to get the available cores?

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And I think the return value of this function should return the cores it can use and not the cores that are in the system..

Well, we are using "ProcessAffinityMask" now. IMO, that is what you suggest(?)

Mirek

Subject: Re: CPU_Cores() error
Posted by [kodos](#) on Tue, 04 Mar 2008 12:32:01 GMT
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luzr wrote on Tue, 04 March 2008 01:26

Well, we are using "ProcessAffinityMask" now. IMO, that is what you suggest(?)

Yes, thanks.
