

Re: timer counter chip access mystery]

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/performance/2003-07/0033.html>

From: Petri Helenius (*pete_at_he.iki.fi*)

Date: 07/17/03

To: "Steven Hartland" <killling@barrysworld.com>, "Jin Guojun [DSD]" <j_guojun@lbl.gov>, <freebsd-
Date: Thu, 17 Jul 2003 01:01:49 +0300

5.x defaults to ACPI or TSC timers. So your wish has been transported by a timemachine into the past.

With 4.x you have to set it manually.

Pete

----- Original Message -----

From: "Steven Hartland" <killling@barrysworld.com>

To: "Petri Helenius" <pete@he.iki.fi>; "Jin Guojun [DSD]" <j_guojun@lbl.gov>; <freebsd-performance@freebsd.org>

Sent: Thursday, July 17, 2003 12:57 AM

Subject: Re: timer counter chip access mystery]

> *If this could be changed / fixed it would have a marked performance increase*
> *for all game server code which use this function heavily from what I've seen*
> *and would explain the sometimes huge performance differential between*
> *FreeBSD and Linux.*

>

> *Steve / K*

> ----- Original Message -----

> From: "Petri Helenius" <pete@he.iki.fi>

> To: "Jin Guojun [DSD]" <j_guojun@lbl.gov>; <freebsd-performance@freebsd.org>

> Sent: Wednesday, July 16, 2003 10:44 PM

> Subject: Re: timer counter chip access mystery]

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>>

>> *This access happens over ISA bus and thus happens at the speed the bus*
>> *operates at. Use TSC or ACPI for faster gettimeofday.*

>>

>> *Pete*

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>

freebsd-performance@freebsd.org mailing list

freebsd-performance: Re: timer counter chip access mystery]

<http://lists.freebsd.org/mailman/listinfo/freebsd-performance>

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