Subject: Re: Ready Boost Hack Settings?

Posted by _SSnipe_ on Mon, 15 Sep 2008 05:00:58 GMT

View Forum Message <> Reply to Message

CarrierII wrote on Sun, 14 September 2008 09:23Is there any way to get Superfetch to load certain files, or is it likely to have picked up I use Renegade (and thus it's data files) a lot?

dont know if this helps but was off a website

Quote:

Fine Tune SuperFetch

Windows SuperFetch enables programs and files to load much faster than they would on Windows XP–based PCs.

When you're not actively using your computer, background tasks—including automatic backup programs and antivirus scans—run when they will least disturb you. These background tasks can take up system memory space that your programs had been using. On Windows XP–based PCs, this can slow progress to a crawl when you attempt to resume work.

SuperFetch monitors which applications you use the most and preloads these into your system memory so they'll be ready when you need them. Windows Vista also runs background programs, like disk defragmenting and Windows Defender, at low priority so that they can do their job but your work always comes first.

But unfortunately superfetch has some issues:

- 1. It slows down games
- 2. Lot of people say its a resource hog (people who run vista with 512MB Ram)
- 3. Considerable amount of HDD thrashing which leads to overheated HDDs

but superfetch is a wonderful thing, which is a huge improvement of xp prefetch.

so instead of complaining you can fine tune How your superfetch works, using a registry hack

- 1. Goto: HKEY_LOCAL_MACHINE\SYSTEM\ControlSet001\Control\Session Manager\Memory Management\PrefetchParameters
- 2. you should see two keys called enable superfetch and enable prefetch, both having the default values of 3.
 - 3. change both the values according to the below info and your preference.
- 1: Caches Boot files only.
- 2: Caches Boot files and Programfiles (this is the best setting for most systems, gives maximum performance with minimum resource hog)
- 3: Caches all files (Default setting, takes maximum resources)