
Subject: Re: Ready Boost Hack Settings?

Posted by [danpaul88](#) on Mon, 15 Sep 2008 09:20:12 GMT

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thrash300 wrote on Mon, 15 September 2008 05:39danpaul88 wrote on Sun, 14 September 2008 06:05SuperFetch loads frequently used files into unused areas of your RAM. This makes use of otherwise wasted RAM, and speeds up loading of programs, assuming those programs are the ones that SuperFetch decided to load.

The actual way it works is a bit more complex (it takes into account things which programs you open at which times of the day and such), that's a general overview of what it does. The RAM it uses for a cache is released as soon as any other applications require it, so it does not actually USE any RAM in that sense (other than the RAM used by the service to run).

Do Go And Study The Transpher Rates A U.S.B. Cable, The Potential And Limits, The The Bits, Bytes, That Is Learning It.

Did you even read what I wrote, or did you just thrash out random words on your keyboard? SuperFetch has absolutely NOTHING to do with USB, *except* when coupled with ReadyBoost, which simply gives it more space to use as a cache.

Also, your sentance (for lack of a better word) makes no sense anyway.

As for the comment in SSnipe's quote about SuperFetch slowing down games, that is only true during the time the game is loading data into RAM, since there is a slight delay while SuperFetch releases parts of it's cached RAM for the game to load data into, but while the game is actually running it should have no effect on it's speed. However, this is very dependant on exactly HOW the game works and when it allocates memory, and therefore may not be true of all games.

EDIT: Typo.
