
Subject: Duel Processor Support For FDS
Posted by [gibberish](#) on Fri, 04 Jun 2004 03:16:09 GMT
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JPAnyway this game, and fds ofcourse doesnt support hyperhreading since thats a technology wich came in late 2003. they had it earlier but that was on itanium and xeon ecta.

The release date is irrelevant; any program that has multiple threads of execution will take advantage of extra CPU's be they real or hyper-threaded.

Given that a program takes advantage of multiple CPU's the only factor I have found that effects if it will take advantage of hyper-threading is the OS.

If you are running on Windows 2000 Professional you can use multiple CPU's but you can't use hyper threading, 2000 server and XP both support hyper-threading.
