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Subject: Re: How to fine tune the server performace  
Posted by [xemul](#) on Wed, 20 Feb 2008 10:52:09 GMT  
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These numbers are useless by their own

What is really important is their relative values. For example, if you have two VEs with 100 units each, this is absolutely the same as if you have them both with 1000 or even 10000 units. Since the units are equal, the scheduler will give each of them 50% of CPU power. But if you change the numbers so that one becomes X times larger then the others, then the scheduler will give that particular VE X times more CPU time that to the others one. E.g. 900 units vs 100 units will result in 90% of CPU time vs 10% of CPU time (an 9000 vs 1000 will produce the same effect).

Hope this explanation is clean

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