OS Primitive Tool

*This sample is compatible with the November 2015 Xbox One XDK or later*

# Description

This tool was used to generate the numbers contained in the [Costs for Synchronization Primitives](https://aka.ms/synchronization-primitives-costs) white paper. It can be used to gather your own data and easily modified to create patterns closer to your title.

The results from the test are output as log files to *xd:* for the Xbox One version of the tool and to *<working directory>\Logs* for the PC version of the tool. This can be changed in ***FileLogger::OpenFile*** in ***FileLogger.cpp***.

# Using the tool

There is only one command line parameter, ***idleWorkers [num]***. This will set the number of other busy threads running during the test. If the parameter is missing there will be no idle workers created.

The tool will run through all the tests gathering data for Semaphores, Events, Mutexes, Shared Reader/Writer Locks, Critical Sections, and Condition Variables. If desired a subset of these tests can be run. The controlling function is ***PerformTests*** in ***SharedOSPrimitive.cpp***.

# Update history

Initial release October 2016