

art - Bug #19064

services.scheduler.num_threads does not work

02/20/2018 10:40 AM - Adam Lyon

Status:	Closed	Start date:	02/20/2018
Priority:	Normal	Due date:	
Assignee:	Kyle Knoepfel	% Done:	100%
Category:	Application	Estimated time:	0.00 hour
Target version:	2.10.03	Spent time:	1.00 hour
Occurs In:		Experiment:	g-2
Scope:	Internal	SSI Package:	art
Description			
services.scheduler.num_threads does not set the number of desired threads. Please fix.			

History

#1 - 02/20/2018 10:44 AM - Kyle Knoepfel

- Status changed from New to Resolved
- Assignee set to Kyle Knoepfel
- Target version set to 2.10.03
- % Done changed from 0 to 100

Fixed with commit [art:66e2a26](#).

To see how many threads TBB thinks it has available, use the -M program option (e.g.):

```
art -c <config> -M cout
```

#2 - 02/20/2018 10:46 AM - Kyle Knoepfel

- Status changed from Resolved to Closed