NUMADX.cpp is a piece of code that demonstrates which NUMA node a DirectX adapter/device belongs to, so that the process/driver using this DirectX adapter will create all resources in the same part of the memory where the bus holding the GPU is located.

When launching a process, a specific code must be used to set the NUMA node number, which number is derived from the GPU that is about to be used.

In order to get maximum scalability and maximize the number of concurrent users on a platform, it is critical that resources are located correctly to minimize contention on the bus/chipset.

The sample NUMADX.cpp demonstrates how to do this.

On GRID servers, in the SBIOS, the option [NUMA] must be turned on (which is the default).