

How do we improve the performance of conhost processes when we ping a bunch of servers?

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A customer had a program that launches many instances of the `ping` program in order to check the availability of a large number of servers. They found that each copy of `ping` comes with a copy of `conhost.exe`, and all these `conhost` processes degrade system performance by a factor of four. They were looking for guidance on how they could improve the performance of the `conhost` process.

Well, the best way to avoid performance issues with `conhost` is to stop using `conhost`.

It sounds like the customer was launching the `ping` program and then either parsing the output or studying the exit code in order to determine whether the server was up. Instead, they could use the `System.Net.NetworkInformation.Ping` class (if programming in C#) or the `IcmpSendEcho` function (if programming in C/C++). Not only is this more efficient, you get detailed status results which will help you decide which server your program should use.

(Both functions report the ping time in milliseconds because the speed of light is unlikely to improve.)

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