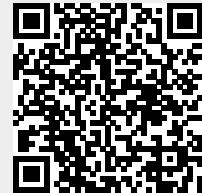


The amount of time that passes before something starts to happen after it has been given the instruction to start. An important technology consideration in any performance based evaluation, where high throughput computer devices often postpone transfers or other memory intensive actions based on internal decisions of protocol transaction overhead, device or software contention and other OS factors.

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Last update: **2006/10/15 09:35**