

**Mem**

**COLLABORATORS**

	<i>TITLE :</i> Mem		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		May 28, 2025	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Mem

### 1.1 Mem

Documentation for Mem

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### 1.2 Introduction

Introduction to Mem

Mem is a utility for viewing and editing of memory and files in binary form. This can be useful for programmers when testing their programs data structures and data files.

### 1.3 Requirements

Mem has been developed and tested on:

AmigaOS 3.0

CPU MC68020

[MUI 3.8](#)

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## 1.4 Installation

Installation of Mem

Unpack the archive, and copy it to the desired place.

## 1.5 Registration

How to register Mem

If you use Mem a lot, you can register Mem to get rid of the irritating requesters and to enjoy some extra features. All you have to do is to send **me** an email with subject "Mem registration" and with the information below:

\* Name

\* Email address

\* Snailmail address

You must also tell me what you use Mem for, and how often.

Please include some constructive feedback, to make Mem better.

Please be patient, I can not check my email more than once a week.

## 1.6 Distribution

Distribution of Mem

Mem is Mailware may be copied and spread as long as the archive remains unchanged.

## 1.7 Disclaimer

Disclaimer

The author disclaim all responsibility for data loss and system crashes when using Mem. The program is provided "as is" without warranty of any kind, either expressed or implied. The entire risk is with you.

## 1.8 Usage

Usage of Mem

Startup state:

Mem starts with one open view window. In this window you see a number, and beneath it a textgadget with more numbers.

The first number shows the current address you are displaying in the textgadget. If the number is highlighted, this window is the active view.

The textgadget displays the contents of the memory at the active area, the format is edited with the 'Control' window.

Keyboard:

'Right arrow' key: Increase the address by four.

'Left arrow' key : Decrease the address by four.

Combine with 'alt', to change the address by one.

Combine with 'shift', to page up/down.

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'Right amiga enter': Enter the address in a string requester.

Combine with 'shift' to enter the change from the current address in a string requester.

## Menus

Windows:

Control

Poke

Preferences

Allocations

Files

MemChange

## 1.9 Menus

Menus

Monitor

Update Update the current view window

New Opens a new view window

Write Write memory contents to disk

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About Information about Mem

About MUI Information about Magic User Interface

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Quit :-)

Address Changes the current address

Set Address

Add to address

Read address... Jump to the specified longword

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Increase 1

Increase 4

Decrease 1

Decrease 4

---

Page up

Page down

Windows Opens the selected window

Control Controls the view window

Poke For poking data into memory

Preferences Customize Mem

---

Allocations Manages memory allocation

Files Manages files

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MemChange Calculates the amount of free memory

## 1.10 Control window

This window controls the information showed in the view window.

Absolute address

If set the address in the view window will be displayed as the actual address in memory. If not set the address will be relative to the baseaddress.

Load and display a file, to see the difference.

The other options are quite easy to understand, just change them and watch the view window change.

## 1.11 Poke window

Warning!

Poking around in memory can crash your machine, use with care and respect.

The poke window is used for poking data into memory.

## 1.12 Preferences window

In this window you can control several options, making Mem behave the way you like.

In the unregistered version of Mem the functions for reading saved prefs are disabled.

## 1.13 Allocations window

This window is used for managing memory allocations. You can allocate memory of any type and size, the memory will be released when the program quits, or you delete it.

## 1.14 New allocation window

Name

The name that the allocation will have in the allocation list.

Size

The size (in bytes) that you want to allocate.

Type

See the autodocs for further explanation.

Clear

Clears the memory allocation to zeroes.

Reverse

Allocates the memory from the highest address possible, if fastmem is available it will be picked before chip.

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## 1.15 Files window

This window is used for loading and displaying files. The files are loaded to memory, and will not be changed. The allocated memory will be released when the program quits, or you delete the file.

## 1.16 New file window

File

The filename of the file you want to load.

Name

The name that the file will have in the file list.

## 1.17 MemChange window

MemChange is used to see changes in the amount of free memory. Press start, do something, press stopp, you can now see the difference in the amount of free memory between the two occasions.

## 1.18 Future

Future

- \* Display window for structures.
- \* Improved editing capabilities.
- \* Whatever you may suggest.

## 1.19 History

History

Mem 2.0 Major update

Many features added :-).

Some features removed :-(.

MUI GUI.

1.65 Minor update

Added Changescan option.

Added possibility to enter addresses in hex.

Replaced the ruler under the banks with colour codes.

Cleaned up the source a bit.

1.6 Minor update

Added the jump to address function.

Added the absolute address option.

Removed a bug concerning the start and end of the memory.

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Some small GUI improvements.

1.51 Bug fix

Bug fix, Mem now frees ALL allocated memory.

1.5 Initial release

1.0

Internal version, never published.

## 1.20 Author

Contact the author...

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## 1.21 Thanks to...

Thanks to...

Stefan Stuntz for the incredible **MUI**.

Thomas Nordh for testing and feedback.

## 1.22 MUI

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MUI - MagicUserInterface

Version 3.8

(c) Copyright 1992-97, Stefan Stuntz  
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MUI is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life much easier. Thinking about complicated terms like window resizing or font sensitivity is simply not necessary.

On the other hand, users of MUI based applications have the ability to customize nearly every pixel of a programs interface according to their personal taste.

Please click on the Install-MUI icon to install MUI on your system or to update from previous versions. Latest news and support can be found on Internet at [www.sasg.com](http://www.sasg.com).

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