MemMinister

Marcus Ohlström

COLLABORATORS

	TITLE : MemMinister		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Marcus Ohlström	December 8, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

MemMinister

1.1   MemMinister version 1.1

```
            MemMinister 1.1   © Marcus Ohlström  1994

    Copyright            Copyright
    Disclaimer           Legal stuff
    Author               How to contact me

    Usage                How to use MemMinister
    Requirements         What do I require to run MemMinister?
    Features             Why should I use MemMinister?

    History              This has been done
    Future               This will be done
    Thanks to...         Who helped me?
    Bugs                 How to report Bugs
```

1.2   copyright

    MemMinister is FreeWare, NOT Public Domain!!
    You are allowed to use and redistribute it as long as you don't make any
changes. All files listed below must be included unchanged!

    The archive should contain these files:

```
        Filename                              Bytes

        MemMinister.info                         628
        MemMinister/MemMinister                 4140
        MemMinister/MemMinister.info             395
        MemMinister/MemMinister.guide          11044
        MemMinister/MemMinister.guide.info       482
        MemMinister/Source/MemMinister.c       11317
        MemMinister/Source/MemMinister.h         608
        MemMinister/Source/MemMinister_rev.h     204
        MemMinister/Source/MemMinister_rev.rev     4
        MemMinister/Source/SCOPTIONS             133
```

```
        MemMinister/Source/SMakeFile                    649
```

All rights of MemMinister and the other files listed above belongs to me,
except the icons. You may NOT include MemMinister in any commersial product
nor sell it without my written permission. You may charge a small amount
when distributing MemMinister, but only to your own costs when copying and
distributing the files.

1.3 disclaimer

MemMinister is tested on my Amiga 1200 and on a friends Amiga 3000,
without any problems at all. None of us could find any bugs, but I don't
give you any warranties, either expressed or implied. All use of this
program is at your own risk, the author is NOT responsible for anything that
happens to you or your system, either direct or indirect.

        CONCLUSION: YOU CAN NOT BLAIM ME!!!

1.4 My post and e-mail adresses

If you want to contact me, use one of the following addresses:

```
Snail-Mail: Marcus Ohlström
            Utflyktsvägen 14
            S-161 51 Bromma
            Sweden

Internet:   Marcus_Ohlstrom@p31.f417.n201.z2.fidonet.cd.chalmers.se

FidoNet:    Marcus Ohlstrom 2:201/417.31
```

I will try to reply, especially to e-mail. If you want to be sure your
letter will reach me, use snail-mail, but if you want a fast reply, use
InterNet or FidoNet.

1.5 usage

To start MemMinister, just dubbleclick on it's icon or type MemMinister
in a CLI-window (you don't have to do any installationprocedures, just copy
it to the place you want it). Their are no options at all, so you don't have
to bother with that stuff.

When you have started it, you'll see a small window with two gadgets and
a textfield containing nine texts in three columns. The first column shows
(from top to bottom) the amount of free chipmemory, free fastmemory and total
free memory. The second column shows the amount of free memory when you last
clicked the snap-gadget, i.e. the snap-value (or, if you didn't click the
snap-gadget, the amount of free memory when you started MemMinister). The
third and last column shows the difference between the snapped values and

the current values. Right now MemMinister updates its data 7 times per
second, but this may change in the future.

    The two gadgets are:

    The flush-gadget   named "Flush"
    The snap-gadget   named "Free   Snapped   Used"

    If you want to check if your program frees all memory and other
resources it allocates, I recommend you to do the following:

    1. Flush the memory.
    2. Snap the current values.
    3. Start your program and do whatever you want.
    4. Quit your program.
    5. Flush the memory again.

    If all values in the third column are equal to zero, your program
released all used resources. If the values are positive, your program did not
free everything, and if the values are negative, your program freed more
memory than it allocated. (That would be nice, wouldn't it? Try start your
program again!! And why don't you send a copy to me :-))
    Note that some programs, e.g. programs that use the audio-device, do not
free all memory the first time you run them. This is because the audio-device
once loaded can't be totaly flushed out of the memory. When you want to
memory-check such a program you should first run it once and then do the
procedure described above.

    If you launch your program from a shell, be sure to use Commodore's own
Shell and CON:, or another Shell/CON: that allocates all buffer-memory at
startup. Some theird-part products (e.g. KingCon) don't allocate the
bufferts until thay are needed, and this will make MemMinister show the
incorrect values since some of the used memory is being allocated by your
Shell/CON: and not by your program.

NOTE:

    If you want to check one of your programs, do nothing else while
    checking it! Even rearranging the windows may allocate/deallocate
    memory and the values presented by MemMinister are not valid anymore!

1.6 The Flush-gadget

    If you click the flush-gadget MemMinister will flush the memory from all
currently not used libraries, fonts and other not used memory-resident data,
just as if you had typed Avail flush in a CLI-window.
    The Amiga OS will automaticly free this memory if necessary, so you don't
have to flush the memory manualy. But in some cases it would be nice being
able to do the flushing in an easy way, e.g. if you want to monitor the
memoryusage of a program (see Usage for an example).
    Note that the OS will not flush the memory until it really has to. This
means that if you have chipmemory left but all fastmemory is used, the OS
will not flush the memory, and your programs will get started in chipmemory.
To prevent this, you have to flush the memory manualy.

1.7 The Snap-gadget

When you click the snap-gadget the second column containing the
snap-values would be reset to the current values.

1.8 requirements

MemMinister would run at any system with Amiga-OS 2.04 or higher (V37).
It wouldn't work correctly if you have more than 999.999.999 bytes
(nearly 1GB), but I can't see that would be a problem to most of you :-)

1.9 features

One night when I was finishing some functions to my new program
(IconMinister, don't forget that, it would be great :-), I wanted to see
if those functions returned all memory they allocated. I started one of my
memory watching programs, and it crashed!! I began serching for the other
ones I knew I got, but they didn't work the way I wanted, none of them
would accept my fontsettings, or to be correct, they all look awfull.

I got the idea to write my own memory watcher, and because I never was
satisfied with any of the others I decided to do the ultimate memory
watcher! I began searching bugs and misfeatures in every memory watcher
program I have and tried to do everything better... And of course I also
added some other features and funktions.

Although I haven't finished MemMinister, I decided to let you use it
already now, so here it is!

And here are some of the features

MemMinister is font-sensitive!! It's the first memory monitoring program
I've ever seen that works with my fontsettings (Times 11, Courier 11,
Helvetica 9), and more, it works with all font-settings I've tested.

MemMinister offers an easy way to flush the memory from unused libraries,
devices, fonts and all other "flushable" data.

MemMinister has a nice and easy-to-use snap-funktion.

MemMinister is small, memory-economical and it doesn't use much of the
CPU-time, usually less than 0.3% on my A1200.

If you zip MemMinister's window you'll have a window not higher than
the screen-title, easy to position, not doing much harm, but still showing
you the amount of free memory.

1.10 Program history

```
History

V1.1    22-Aug-94

        * MemMinister now views three fields, showing the amount of
          chipmemory, fastmemory and the total memory.

        * Added the snap-fields and the used-fields.

        * Added the Snap-gagdet.

        * Added the Flush-gagdet.

        * Old V1.0-mode when window is zoomed, i.e. when you click the
          zoomgadget you'll get a small window showing the amount of total
          free memory in the windowtitle.

V1.0    15-Jul-94

        * It just opens a window, showing the amount of free memory in
          the windowtitle. I was too tired to do something complex out of
          this program (I finished it 4:30 am...), but I did upload
          it to some BBS's before I went to sleep, so you might have
          seen it (but I hope not :-)
```

1.11   Things to do (when I got time...)

```
I've got a lot of ideas, but i realize I can't implement them all. Here
are some of my more realistic ideas:

    * User-defineble update-intervall

    * User-defineble window-positions and zoom-positions

    * Alternative zoom-mode, showing more than just the total free memory.

    * Source-cleaning :-)

    If there is anything you would like to see included, please let me know!
Send all suggestions to me, I will try to reply as soon as possible.
```

1.12   Thanks to:

```
Many thanks to (in random order)...


Tomas Kärki          for the Enforcer-testing

Daniel Stenberg      for his RawDoFmt()-trick!!
```

1.13   Bugs - No, I don't think so :-)

        If you find any bugs, please contact me.
        I would appreciate if you include information about your system, such as
your computer model, how much memory you have, have many drives/harddrives,
which screenmode/fonts you're using, your Kickstart and Workbench versions
(you got them by typing version in a CLI-window) and so on. You can't send
to much information, so lets bring it all to me :-)