

**EatMe**

**COLLABORATORS**

	<i>TITLE :</i> EatMe		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		November 28, 2024	

**REVISION HISTORY**

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# Chapter 1

## EatMe

### 1.1 Documentation for EatMe V 1.2

This document describes EatMe Version 1.2.  
©1993, 1994 Natural Interface Solutions

Introduction  
About and requirements  
Copyrights  
Installing  
Using EatMe  
History  
Contact Info

This program is in the Public Domain!

### 1.2 Introduction to EatMe

Introduction to EatMe

EatMe is a programmer's utility for testing their programs under low memory situations. EatMe will allocate a user specified amount of memory (in bytes) to simulate a low memory situation.

EatMe will give back the memory it "ate" on command. A display of how much memory is left, and how much memory has already been taken by EatMe is available at all times.

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## 1.3 About EatMe from Natural Interface Solutions

About EatMe from Natural Interface Solutions

Name: EatMe  
Version: 1.2  
Date: January 1994  
Programmers: Sean Kormilo and Andrew Richards

Requirements:  
Kickstart and Workbench 2.0 or above

General:  
EatMe was created on a couple Amiga 3000's.

The Graphical User Interface (GUI) was generated with  
GadToolsBox V2.0b - Copyrighted 1992-93 by Jaba Development.

Thanks To:  
Andrew, for fixing a really buggy program. I  
wasn't initially intending on releasing it to the world  
at large. (Sean)

Also thanks to the folks at Commodore-Amiga who may actually  
be doing something right for a change. Good luck with the  
CD\$^3\$\$^2\$ guys! And hurry up with AAA okay? (Sean)

Sean, for still taking most of the credit for this program, even  
though he's barely touched it! ;- ) (Andrew)

## 1.4 Important Information

EatMe V1.2  
©1993, 1994 Natural Interface Solutions.  
Written by Sean Kormilo and Andrew Richards.

This program is freeware. You may freely distribute this program as long as  
no more than a nominal fee is charged to cover time and copying costs. All  
files in this distribution are to be kept together, without being modified  
(except by an archival program).

The authors are not responsible for any loss of data, damages to software  
or hardware that may result directly or indirectly from the use of this  
program.

Use EatMe at your own risk.

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## 1.5 Installing EatMe

How to install EatMe

Simply copy EatMe anywhere you want it, and copy the documentation file wherever you want it. Pretty easy, eh?

## 1.6 So I've got it, now what?

How to use EatMe

First you must start EatMe. This can be done either by double clicking the icon from the Workbench, or by typing 'EatMe' at the CLI prompt. Currently, EatMe does not 'detach' itself from the CLI.

Please Choose which topic you would like some help with:

Gadgets  
Menus  
Options

## 1.7 The EatMe Gadgets

How to use the EatMe Gadgets

The following are the gadgets in the EatMe window. I have tried to 'create' the EatMe window in ASCII form.

Please click on the item which interests you.

```
|[]| EatMe |
|-----|
|         |
| [       ] Free Memory    @[       ] Mem Type |
|         |
| [       ] Amount to Eat  [ Eat Memory   ] |
|         |
|                               [ Return Memory ] |
|         |
| [       ] Will Leave     [           ] Eaten |
|         |
|-----|
```

( Yes, I know it hurts! ;] )

## 1.8 The EatMe Gadgets

How to use the EatMe Gadgets  
Free Memory

The Free Memory gadget indicates how much RAM is currently available in the system.

The type of memory the display is valid for, depends upon the state of the Mem Type gadget. So, if Mem Type is set for fast RAM, the Free Memory gadget will display the amount of available fast RAM.

## 1.9 The EatMe Gadgets

How to use the EatMe Gadgets  
Amount To Eat

Keyboard Equivalent: 'm'

The Amount To Eat gadget is used to select the amount of memory you wish to take. Simply enter the desired amount using the keyboard.

## 1.10 The EatMe Gadgets

How to use the EatMe Gadgets  
Will Leave

The Will Leave gadget displays the amount of memory that EatMe will leave once it has taken memory.

It is dependent on the Amount to Eat gadget, and the Mem Type gadget. In other words, if the Mem Type gadget is set for CHIP RAM, it will display the amount of CHIP RAM that will be available once you have taken the RAM.

## 1.11 The EatMe Gadgets

How to use the EatMe Gadgets  
Memory Type

Keyboard Equivalent: 't'

This gadget determines the type of RAM that EatMe will take.

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The currently available choices are:

- Any - EatMe will take any type of RAM
- Chip - EatMe will only take Chip RAM
- Fast - EatMe will only take Fast RAM

## 1.12 The EatMe Gadgets

How to use the EatMe Gadgets  
Eat Memory

Keyboard Equivalent: 'e'

Once you have decided how much RAM you would like to eat, and once you have determined the type of RAM you want, press this button. It will use your settings, and take the appropriate amount of RAM.

Note: Currently, EatMe will only be able to take the largest chunk of the RAM type selected. This means that while the Free Memory gadget may display, say 3 megabytes, you will in reality only be able to take 1.5 megabytes. We are working on a solution to this problem.

Eaten RAM may be returned by pressing the Return Memory gadget.

## 1.13 The EatMe Gadgets

How to use the EatMe Gadgets  
Return Memory

Keyboard Equivalent: 'r'

Press this button to return what EatMe has eaten. The amount of memory that EatMe has currently "eaten" is indicated in the Eaten gadget. ↔

## 1.14 The EatMe Gadgets

How to use the EatMe Gadgets  
Eaten

The Eaten gadget display the amount of memory that EatMe has taken. Memory may be returned by pressing the Return Memory gadget.

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## 1.15 The EatMe Menus

How to use the EatMe Menus

There is only one menu available in EatMe. That is the Project menu.

Under the project menu you will find:

Iconify (Amiga I): Iconify will put EatMe into an AppIcon that sits on the Workbench. The image it uses is based upon the EatMe icon. If an icon is not available, it will use the default tool icon. To return EatMe to its original state, double click on the AppIcon.

About: Reveals important information about the version of EatMe you are using.

Quit (Amiga Q): Will quit EatMe. If any memory is in use, EatMe will return it before it exits.

## 1.16 EatMe Options

EatMe Options

There are currently no Workbench or CLI options.  
Sorry.

## 1.17 Notes on previous changes etc.

History

Version 1.2 (Jan. 07, 1994)	- Fixed buglette Added iconify Added memory type selection. Improved AmigaGuide docs.
Version 1.1 (Dec. 09, 1993)	- First public release.
Version 1.0 (Jul. 18, 1993)	- Not released. (and that's a good thing!)

## 1.18 Where to send your suggestions, comments, bugs, etc.

Comments? Suggestions?

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Send any bug reports, suggestions, gifts (like registered versions of your programs ;- ) to:

(Internet)        Sean\_Kormilo@UManitoba.Ca

(Snail Mail)     Sean Kormilo  
                  3368 Assiniboine Ave  
                  Winnipeg, Manitoba, Canada  
                  R3K 0B1

If you find EatMe useful please drop us a note.

Thanks.

Sean Kormilo.

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