

# **ShowMem**

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	<i>TITLE :</i> ShowMem	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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# Chapter 1

## ShowMem

### 1.1 ShowMem Guide

ShowMem Guide

Guide Version 1.02 ShowMem Version 2.02

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## 1.3 Installation

The "Installation" of ShowMem is in fact very easy:

-> Just copy it wherever you want it.

## 1.4 Overview about ShowMem

ShowMem is a tiny tool that shows the memory layout, i.e. shows which chunks of memory are used and which are free.

Once you have **installed** ShowMem, double clicking on its icon opens the memory layout window. The window itself is split into several (usually two) vertical regions, one for each type of memory available. The start address of each memory node is printed on top of it.

Below the number, the available memory chunks of this node are displayed. A (usually) white part of the window indicates a used part of the memory, a colored part encodes a free (still available) part of memory. The color used indicates the type of memory (the colors printed here are due to the CBM standard colorset of the workbench 2.0 or newer):

White: Used memory

Blue: Fast Mem

Black: Chip Mem

Grey: Unknown memory.

You may also have a look at the picture.

## 1.5 History

Version 2.00: First public AmiNet release.

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Version 2.01: Added the tooltypes LEFTEDGE, TOPEdge, WIDTH, HEIGHT for free configuration of the window and its position.

Version 2.02: The 2.01 passed illegal parameters to the gfx.library RectFill() vector. Fixed.

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