

T:mk.tmp

COLLABORATORS

	<i>TITLE :</i> T:mk.tmp	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

T:mk.tmp

1.1 main

```
--background--  
rexx_exec.library/AvailMem  
rexx_exec.library/FlushMem  
rexx_exec.library/GetSysBase  
rexx_exec.library/ReBoot
```

1.2 --background--

```
--background-- :  
  
$(C): (1996, Rocco Coluccelli, Bologna)  
$VER: rexx_exec.library 37.2 (15.03.97)  
  
rexx_exec.library  
  
This sub-library of the rexxMOOS.library let ARexx programmers  
use some function from the system exec.library  
  
AvailMem()  
FlushMem()  
GetSysBase()  
ReBoot()  
  
NOTES  
  
Is part of the MOOS package.  
  
TODO
```

A lot... :-)

BUGS

1.3 rexx_exec.library/AvailMem

AvailMem :

NAME

AvailMem -- Returns information about the available memory.

SYNOPSIS

```
size = AvailMem(options)
```

FUNCTION

Use this function to know how much memory is currently available in the system or to returns the largest free block of memory, according with any class of memory (see below).

INPUTS

options - "Flags/N,Outstem,Largest=L/S"

"Flags" - A bit mask to select which value we need to be returned:

Mem_Any	= 0
Mem_Public	= 1
Mem_Chip	= 2
Mem_Fast	= 4
Mem_Local	= 128
Mem_24bitdma	= 256
Mem_Kick	= 512

"Outstem" - The function may fill a given stem with values of the available memory:

```
<stem.>Mem_Any  
Any type of memory  
  
<stem.>Mem_Public  
  
<stem.>Mem_Chip  
  
<stem.>Mem_Fast  
  
<stem.>Mem_Local  
Memory that does not go away at RESET  
  
<stem.>Mem_24bitdma  
Memory within 24 bits of address and
```

usable in DMA mode.

```
<stem.>Mem_Kick
Memory that can be used for KickTags

"Largest" - Instead of return the total size of memory
available, the function can return the largest
contiguous block of free mem.
```

RESULT

The total size of available memory in the classes specified with flags, or the largest block size specifying the "Largest" option.

EXAMPLE

```
SAY AvailMem()
```

NOTES

Due to the effect of multitasking, the value returned may not actually be the amount of free memory available at that instant.

SEE ALSO

```
exec.library/AvailMem(), exec.library/AllocMem()
```

1.4 rexx_exec.library/FlushMem

FlushMem :

NAME

FlushMem -- Flush all class of memory.

SYNOPSIS

```
FlushMem()
```

FUNCTION

Force the system for freeing all un-needed memory.

INPUTS

RESULT

EXAMPLE

```
CALL FlushMem()
```

NOTES

SEE ALSO

```
exec.library/AllocMem()
```

1.5 rexx_exec.library/GetSysBase

GetSysBase :

NAME

GetSysBase -- Returns information readed from ExecBase.

SYNOPSIS

```
GetSysBase(options)
```

FUNCTION

Use this function to read some information stored into the ExecBase structure.

INPUTS

```
options - "Outstem/A"
```

"Outstem" - The function may fill a given stem with data readed from the ExecBase structure:

```
<stem.>ColdCapture  
Coldstart soft capture vector
```

```
<stem.>CoolCapture  
Coolstart soft capture vector
```

```
<stem.>WarmCapture  
Warmstart soft capture vector
```

```
<stem.>KickMemPtr  
Pointer to queue of mem lists
```

```
<stem.>KickTagPtr  
Pointer to ROM tag queue
```

```
<stem.>KickCheckSum  
Checksum for mem and tags
```

```
<stem.>ThisTask  
Pointer to current task structure
```

```
<stem.>SysCPU  
System's CPU: 68000, 68010, 68020,  
68030, 68040.
```

```
<stem.>SysFPU  
System's FPU: 68881, 68882, FPU40,
```

NOFPU (if there isn't any FPU).

In this release an output stem must be specified when calling the function.

RESULT

In this release the function returns nothing.

EXAMPLE

```
CALL GetSysBase("sys.")
SAY "sys.ColdCapture ==" sys.ColdCapture
SAY "sys.CoolCapture ==" sys.CoolCapture
SAY "sys.WarmCapture ==" sys.WarmCapture
SAY "sys.KickMemPtr ==" sys.KickMemPtr
SAY "sys.KickTagPtr ==" sys.KickTagPtr
SAY "sys.KickCheckSum ==" sys.KickCheckSum
SAY "sys.ThisTask ==" sys.ThisTask
SAY "sys.SysCPU ==" sys.SysCPU
SAY "sys.SysFPU ==" sys.SysFPU
```

NOTES

The "SysCPU" and "SysFPU" fields are not valid using a 68060.

SEE ALSO

```
struct ExecBase
```

1.6 rexx_exec.library/ReBoot

ReBoot :

NAME

ReBoot -- Reboot the Amiga.

SYNOPSIS

```
ReBoot()
```

FUNCTION

Reboot the machine. All external memory and peripherals will be RESET, and the machine will start its power up diagnostics. This function never returns.

INPUTS

All that we wants.

RESULT

An altogether totally integrated living system.

EXAMPLE

```
SAY "Bye, bye..."  
CALL ReBoot()
```

NOTES

SEE ALSO

`exec.library/ColdReboot()`
