

AvailMem

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	AvailMem	1
1.1	AvailMem - Manual	1
1.2	whatisit	2
1.3	startfromshell	2
1.4	startfromwb	2
1.5	doend	3
1.6	version	3
1.7	system requirements	3
1.8	author	3
1.9	copyright	3
1.10	thanks	4
1.11	otherprogs	4
1.12	history	4

Chapter 1

AvailMem

1.1 AvailMem - Manual

AvailMem

It shows in graphical window how much memory you have

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General...

What is AvailMem?

Starting the program...

Starting from shell

Starting from workbench

Finishing the program...

Finishing the program

Others...

Version

Author

Copyright

System requirements

Thanks

Other programs of me

History

1.2 whatisit

What is AvailMem?

AvailMem is a little program that gives you a graphical information about the current status of your Chip- and Fastmem. Both displays are divided into three parts. (I begin from the left side). The first part is the nonfragmented part of your free memory. The second part is the fragmented part of the free memory. The last part is the used part of the memory (its color is the backgroundcolor).

1.3 startfromshell

Starting from shell

The input of 'AvailMem ?' gives you an overview of the parameters you can specify.

example 1:

```
1> AvailMem ?
```

```
L=LEFTEDGE/N/K, T=TOPEdge/N/K, W=WIDTH/N/K, R=REFRESH/N/K, C=COLOR/N/K:
```

LEFTEDGE:

The left edge of the program-window.

TOPEdge:

The top edge of the program-window.

WIDTH:

The width edge of the program-window.

REFRESH:

A value in seconds how often the programs updates the display. The value '0' is possible but takes a lot of your computerpower.

COLOR:

A value of a colornumber which you can see when opening the systemprogram 'palette'. For example '1' is the black (standard colors).

example 2:

```
1> AvailMem L=200 TOPEdge=12 WIDTH=100 R=2 COLOR=1
```

1.4 startfromwb

Starting from workbench

Doubleclick the icon and AvailMem will start. It's smart to copy the program into your WBStartup drawer. You can specify some tooltypes which are the same words than in the shellmode.

See also

starting from shell

1.5 doend

Finishing the program

To finish the program just click the close-gadget or press 'ESC'.

1.6 version

Version 1.02

1.7 system requirements

System requirements

You must have workbench 2.0 or higher, and also MUI (see 'ReadMe.mui').

1.8 author

Author

This program was developed by Dirk Böhmer. The following hard- and software made this project more easy:

- Amiga 4000/030, 8MB FastrAM, 2MB ChipRAM, 85MB Seagate harddisc, 435MB Maxtor harddisc, external 3.5" floppydisc, Acer 33LR multisync, scandoubler
- Dice-C-compiler, MUI-MagicUserInterface, GoldED-editor, MagicWB

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1.9 copyright

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How to reach me see
author
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1.10 thanks

Thanks to:

- Matthew Dillon for that nice Dice-C-compiler
- Stefan Becker for the Dice-germany-distribution and for Toolmanager
- Stefan Stuntz for the brilliant MUI
- Dietmar Eilert for his GoldEd (I want to register, sorry! But therefore it has to have functions like 'Undo' and a better replacefunction
- Michael Illgner for his help to explain the boobsi-objects
- all others from the Amiga-User-Group-Uni-Paderborn (AUGUP)

1.11 otherprogs

Other programs of me

Since the beginning of 1993 you can find a Tetris-clone on many FTP-servers, mailboxes and the Amiga-diskmagazin which you can play on the workbench and which doesn't open a special screen for it, I hate this. Its name is WBTRIS in version 1.54. I have received a lot of hints of improvements but if you work on other projects it's difficult to understand the WBTRIS-source after a half year. :-) Maybe I will return to WBTRIS.

1.12 history

History of AvailMem:

AvailMem 1.0 (28.11.93)

- first public release

AvailMem 1.01 (02.12.93)

- bug fixed: system crashed when tried to resize window
-

AvailMem 1.02 (08.12.93)

- window is now inactive when starting
 - now AvailMem uses MUI_Request when an error happens
 - fixed a little syntax error in 'AvailMem.guide'
-