



WindSock SRM V1.1 - Windows System Resources Monitor

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WindSkRM displays the current status of your Windows System Resources, updated every second. Three types of resources are displayed, System Memory (Global Heap), GDI Heap, and User Heap. The screen shows you the percentage of each of these resources that has been used, and the actual amount remaining to the system, in K bytes for System Heap, and in bytes for GDI and User Heap.

The 'Hist' button shows you a window which displays a graph of your usage of system resources over the last 5 minutes. This is useful for spotting trends. If the SRM has been running for less than 5 minutes, you will get less information. The white bar shows you where the graph is currently being updated. At the end of 5 minutes, the graph will wrap around, starting at the beginning again.

The 'Beep' button controls a low resources alarm. If Beep is on (the default) an alarm will sound if you use more than 90% of GDI or User Heap, or if you have less than 200KB of System Heap left. Pressing the Beep button toggles the status of the alarm to quiet (i.e. switches it off). If the alarm goes off, it is a good idea to exit Windows and then re-start it, because if you run out of resources, you are in __Big__ trouble.

System Memory is the total memory available to Windows, including Base, Extended, and Swapfile (if you are running in Enhanced Mode) the percentage used includes memory assigned to SmartDrive and used by DOS. The important part of this figure is how much you have left. Too little and you will not be able to launch new applications, running out can cause Windows to crash.

GDI Heap is a data segment belonging to GDI.EXE, one of the Windows Kernel programs. GDI memory is used to store Windows graphics objects such as Cursors, Fonts, Icons, Pens, and Brushes. Programs which use a lot of these objects will use up GDI Heap. Many Windows applications create graphics objects and forget to release them, this means that as you run programs during the day, your GDI Heap shrinks. This is a major cause of UAEs. The solution is 1) don't run 'Bad' programs, or 2) exit Windows and re-start when your heap fills up.

User Heap is a data segment in another Windows kernel program (USER.EXE), which contains information about Windows that are currently on the screen. Closing applications that are currently running will reduce the usage of this resource. Some programs also use up User space, and if your User Heap gets low, you should close Windows and re-start.

You can use this utility both as an early warning system for low system resources situations, by running it constantly in the background (it does not use up resources while running, and is fairly efficient), or to identify 'Bad' programs by running them alongside it and watching for gradually increasing memory usage. If you suspect a program, but it does not 'eat' resources while running, it may be not releasing them when it shuts down. Try launching and closing the program a few times and see if the figures change.

Please report any bugs/suggestions to Chris Hewitt on CompuServe ID 100036,133.