

VMEM OVERVIEW

COLLABORATORS

	<i>TITLE :</i> VMEM OVERVIEW	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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REVISION HISTORY

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Chapter 1

VMEM OVERVIEW

1.1 VMEM OVERVIEW

WELCOME TO
* VMEM *
THE VIRTUAL MEMORY PACKAGE
FOR ALL AMIGA SYSTEMS WITH
WORKBENCH 2 OR ABOVE
Copyright (c)1994 By Lee Braiden

NOTE : This index is provided as a reference point, but
PLEASE read through all manuals carefully.

Overview
Package Contents
Distribution
Copyright
Registration
Miscellaneous
Commercial Usage

1.2 vmem_intro

VMem is a package of several programs and files which allow your AMIGA Access to almost infinite amounts of memory, by letting programs which have been designed to use VMem to use a space on a disk as memory.

When a program needs to use information, it needs somewhere to put it - and this 'somewhere' is normally your computer's memory. If there is not enough memory available, or other programs are using a lot of it, when the program tries to store information in memory, there won't be enough left, and the program will not work.

This is where VMem comes in. When a program tries to store information through VMem and there isn't enough available, VMem copies other information which is not (currently) being used to a disk, and then frees the space which that information was using, and gives it the program that needs it at the time. When this program has finished with it, the other

program's information is read back into it, and it is given back to the original owner.

VMem also offers memory emulation which will let programs which need types of memory which are not available on your system. For example, if a program tries to get FAST memory (the type on most memory expansions) VMem can 'talk it into' using CHIP memory (normal memory used for graphics and sound as well as general information) or PUBLIC memory (any kind).

SO WHAT'S THE CATCH ?

1.3 catch

SO WHAT'S THE CATCH ?

As everyone knows, nothing's free. Virtual memory is no exception. Real memory is lightning fast compared to disk drives, or even hard disk drives, and since virtual memory has to use some kind of disk to store the memory on, programs can run a LOT slower. However, this is a small inconvenience considering the price of buying real memory.

However, VMem is a "smart" bit of kit. It will only start saving stuff to disk when absolutely necessary - the rest of the time, it just acts like real mem. See the Demo program if you don't believe me.

1.4 distribution

DISTRIBUTION, COPYRIGHT, AND REGISTRATION

The programs and files in this distribution are freely distributable, but are also Copyright (c) By Lee Braiden. They may be freely distributed as long as no more than a nominal fee is charged to cover time and copying costs.

Programmers can register as a VMem developer by sending £10 sterling to:

Lee Braiden,
11 Poseyhill Rd.,
Doagh,
Co. Antrim,
N.I.
BT39 ORL

Send money by EuroCheck (only in pounds sterling (£) !), uncrossed cheque, or British Royal Mail Postal Order. Please state the version of vmem.library you have (use the C:Version command to display the version) and any programs which you have written (or are writing) which use VMem.

If you register you will be sent the next update of VMem (when it becomes available) and you will be kept up to date concerning further developments regarding VMem.

If I get enough support for VMem, a future version of will include:

- * Localized (multi-lingual) Prefs,etc
- * MMU support (so that MMU-equipped machines hard-coded abilities won't be replaced with slower,soft-coded ones.)
- * Support for multiple dirs (VMem will store stuff in any dir with enough space).
- * AvailMem()-type function for virtual memory (to work out how much you can squeeze into VMem's storage directories.
- * And any other neat stuff I can think of.(Write to the address above if you've any ideas).

SEE ALSO : Copyright of files

1.5 misc

MISCELLANEOUS

If you are having problems with any aspect of VMem, have found any bugs, or have comments, please feel free to send a letter (or disk) to the above address - it will be most welcome. A reply will be sent as soon as possible.

Please note that even though every effort has been made to ensure the reliability VMem package, the author will not be held responsible for any damage or loss of data resulting directly or indirectly from use of the package.

1.6 commercial

COMMERCIAL USAGE

Commercial usage is allowed if the following conditions are met:

- You register as a VMem developer (see above).
- You state in your documentation that your program uses vmem.library and that VMem is Copyright (c) 1994 By Lee Braiden.
- You send me a copy of your finished product(s) using vmem.library.

If these conditions are met you are allowed to include the vmem.library, the prefs program, and the installation program (including all documentation files ← for these programs) with your commercial product.

1.7 contents

CONTENTS

The complete VMem package contains the following files:

VMem (dir)

SEE ALSO : Copyright of Files

1.8 vmem_dir

VMem (dir)
 AutoDocs (dir)
 Demo (dir)
 FD (dir)
 Include (dir)
 Install (dir)
 Libs (dir)
 Manual (dir)
 Prefs (dir)

1.9 libs_dir

Libs (dir)
 vmem.library

1.10 prefs_dir

Prefs (dir)
 Prefs

1.11 manual_dir

Manual (dir)
 VMem_Prefs.manual
 VMem_Prefs.guide
 VMem_OverView.manual
 VMem_OverView.guide

1.12 include_dir

```
Include (dir)
  CLib
  Pragas
  Proto
  Libraries
```

1.13 clib_dir

```
CLib (dir)
  VMem_Protos.h
```

1.14 pragmas_dir

```
Pragas (dir)
  VMem_Pragmas.h
```

1.15 proto_dir

```
Proto (dir)
  VMem.h
```

1.16 libraries_dir

```
Libraries (dir)
  VMem.h
  VMem.i
  VMem_Lib.i
```

1.17 autodocs_dir

```
AutoDocs (dir)
  vmem.doc
  vmem.guide
```

1.18 demo_dir

```
Demo (dir)
  Demo.c
  Demo
```

1.19 fd_dir

```
FD (dir)
  VMem_Lib.fd
```

1.20 install_dir

```
Install (dir)
  Install
```

1.21 filescopyright

All of the files in the package must remain unmodified unless permission is explicitly given in this distribution. None of these files may be distributed on its own, the entire package must be distributed as one whole. 'Demo' is full public domain and can be used in any way you like.

There is one exception to the above. If you plan to release a freely distributable program (either public domain, freeware or shareware), you may include 'libs/vmem.library', the installation program and the preference editor (each with their documentation and icons) with your distribution. It is left to the programmer to decide whether he wishes to register as a VMem developer. Registration is not required, but would certainly be appreciated. If you include VMem with a public domain, freeware or shareware program I'd like to ask you to send me a full working version.

Whether your program is freely distributable or commercial, you must state in your documentation that your program uses VMem and that VMem is Copyright (c) 1994 By Lee Braiden.

REFER TO OTHER FILES IN THIS RELEASE FOR MORE INFORMATION