

VMem_Prefs

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| | <i>TITLE :</i> VMem_Prefs | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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Chapter 1

VMem_Prefs

1.1 VMem Preferences Manual - Copyright (c)1994 By Lee Braiden

The VMem preferences program is added to your system in the "Prefs" drawer of your boot disk. From this program, all features of the VMem package can be controlled by simply selecting the gadgets.

When you run VMem, you will see a window with gadgets for the following options:

IMPORTANT : Read the IMPORTANT NOTE before going on.

Memory Emulation
Memory Options
Memory Limits
Storage Options

Save
Use
Cancel

1.2 The following memory emulation options are available:

Chip
Fast
Public

Clear
Reverse

1.3 note

NOTES:

- * Many of these options are for advanced users, and could (and should) be ignored by novices.
- * Help is available in the VMem Prefs program by pressing the Help key, or clicking the right mouse button while the mouse pointer is over a gadget.

1.4 fastemu

Fast: This option allows you to set the FAST memory emulation mode. Clicking the gadget (or Holding the right Amiga-Key and pressing F) will toggle between the following :

FAST
CHIP
PUBLIC

1.5 fastemufast

FAST: Sets VMem to cause all attempts to allocate FAST memory to use FAST memory . (This is the normal mode)

1.6 fastemuchip

CHIP: Sets VMem to cause all attempts to allocate FAST memory to use CHIP memory instead.

1.7 fastemupublic

PUBLIC: Sets VMem to cause all attempts to allocate FAST memory to use PUBLIC memory instead. (This is probably the best option for an Amiga without FAST memory installed.)

1.8 chipemu

Chip: This option allows you to set the CHIP memory emulation mode. Clicking the gadget (or Holding the right Amiga-Key and pressing C) will toggle between the following :

CHIP
FAST
PUBLIC

1.9 chipemufast

FAST: Sets VMem to cause all attempts to allocate CHIP memory to use FAST memory . (This is a very dangerous option - don't use unless you know what you're doing !)

1.10 chipemuchip

CHIP: Sets VMem to cause all attempts to allocate CHIP memory to use CHIP memory. (This is the normal mode - You should probably leave it alone.)

1.11 chipemupublic

PUBLIC: Sets VMem to cause all attempts to allocate CHIP memory to use PUBLIC memory instead. (This is a very dangerous option - don't use unless you know what you're doing!)

1.12 publicemu

Public: This option allows you to set the PUBLIC memory emulation mode. Clicking the gadget (or Holding the right Amiga-Key and pressing P) will toggle between the following :

CHIP
FAST
PUBLIC

1.13 publicemufast

FAST: Sets VMem to cause all attempts to allocate PUBLIC memory to use FAST memory. (This is a dangerous option—don't use it unless you know what you're doing.)

1.14 publicemuchip

CHIP: Sets VMem to cause all attempts to allocate PUBLIC memory to use CHIP memory instead. (You probably shouldn't use this!)

1.15 publicemupublic

PUBLIC: Sets VMem to cause all attempts to allocate PUBLIC memory to use PUBLIC memory. (This is the normal mode, and should probably be left alone.)

1.16 clearemu

Clear: This gadget allows you to disable programs' requests for CLEAR memory. (You should probably keep this option at "CLEAR").

1.17 reverseemu

Reverse: This is option allows you to disable programs' requests for REVERSE memory. (You should probably keep this option at "REVERSE").

1.18 forceemu

Force: This option allows you to force programs to allocate CLEAR or REVERSE memory even if they didn't ask for it. (You should probably leave this at "No Force".) (Programmers may find the "Clear" option handy for debugging, but remember to leave it off to test your program properly).

1.19 lowmemlimit

LowMemLimit: This option allows you to set the minimum amount of (real) memory to keep free. This should probably be kept at about 50000 to allow the Amiga to display messages, etc.

1.20 select

Select: This gadget will bring up a "Drawer Requester" with which you can select the drawer where you want VMem to store it's temporary files. The more this drawer can hold, the more Virtual Memory you will have.

1.21 save

Save: Sets and Saves your current preferences, and quits.

1.22 use

Use: Just Sets (doesn't save) current preferences, and quits.

1.23 cancel

Cancel: Resets preferences to previous settings, and quits.

1.24 chipmem

CHIP Memory: This is the standard type of memory in an AMIGA. It is used for programs, information, graphics, sound, and any thing else the computer might need to store. This is present in all AMIGAS.

1.25 fastmem

FAST Memory: This is the type of memory which on most memory expansions. It CANNOT be used for graphics or sound.

1.26 publicmem

PUBLIC Memory: This is just means 'any memory available', although when a program asks the computer for PUBLIC memory, it will be given FAST memory if any is available. (In other words, the computer gives a program CHIP memory only as a last resort.)

1.27 clearmem

CLEAR Memory: This is FAST *OR* CHIP memory which is set to zero before a program gets it.

1.28 reversemem

REVERSE Memory: If you don't know, you don't need to know.