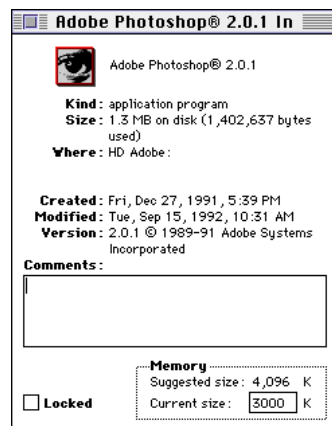Macintosh®

Adobe℠ Customer Services

Allocating Memory with ResEdit™

This tech note shows how to use ResEdit to get around a limitation of the Macintosh Finder. When running in MultiFinder® (in System 7™, Multifinder is always running), an application will use the amount of space allocated to it and no more. Select an application icon, and then select Get Info (under the File menu) to display the Suggested size and the Current size.

We can't change the Suggested size, but the Current size is ours to work with. Versions of the Macintosh operating system prior to 7.1 do not allow the allocation of more than 99,999K of memory. Photoshop can work in a larger RAM space if told to access that amount of memory.

The only way to enter a larger number is through the ResEdit application. ResEdit is a programming tool from Apple® and other software companies that license it from Apple; it is not Freeware. ResEdit should be used by advanced users only. Unlike most applications, in which there is nothing the user can do that will hurt the computer or the software, ResEdit can completely ruin the application or file it is modifying if the user makes the wrong changes. If this happens, the application must be trashed and reinstalled from the master disks.

To allocate more memory using ResEdit:

1 Open Photoshop in ResEdit (in this example, ResEdit 2.0).

2 Open the SIZE resource. There will be two resources: ID–1 and ID 0 (if not, see next page).

3 Open the resource with ID 0. You will see a window with several radio buttons.

4 Scroll to the bottom of the resource window.

5 Enter desired application size in the Size text field.
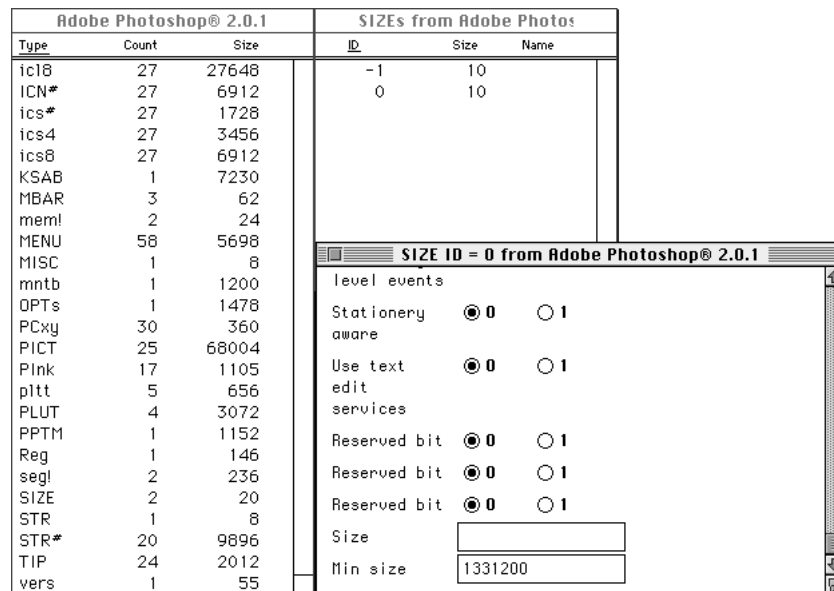
6 Save the changes.

7 Quit ResEdit.

Note: The size of the application is specified in bytes. Since there are 1024 bytes in a kilobyte and 1024 kilobytes in a megabyte, to convert from megabytes to bytes, multiply the number of desired megabytes times 1,048,576 (1024 x 1024). For example, to allocate 225 MB, multiply 225 times 1,048,576. The result is 235,930,000. This is the number to enter in the Current size text box.

When determining how much memory to allocate to Adobe Photoshop, keep at least 3 percent of your total memory free for the System to avoid performance hits.

If there is not a resource with ID 0, do the following:

1 Select the resource with ID –1.

2 Choose Duplicate from the Edit menu.

3 Select the new resource.

4 Choose Get Resource Info from the Resource menu.

5 Change the ID to 0 (zero).

This procedure can be used for any application.