



#219: New Memory Manager Glue Routines

See also: *Inside Macintosh*, Volume I, The Memory Manager

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This Technical Note describes some new Memory Manager routines which make life a little easier for C and Pascal programmers.

MPW 3.0 includes some new glue routines that allow you to allocate pre-zeroed handles and pointers and to allocate memory (zeroed or otherwise) in the system heap. These capabilities have always been available to assembly language programmers, but these routines make it possible for C and Pascal programmers to achieve the same results.

Here are the definitions for the new routines:

```
FUNCTION NewHandleSys(byteCount: Size): Handle;
```

Allocate a new handle in the system heap.

```
FUNCTION NewHandleClear(byteCount: Size): Handle;
```

Allocate a new handle, and fill the allocated memory with zeros.

```
FUNCTION NewHandleSysClear(byteCount: Size): Handle;
```

Allocate a new handle in the system heap, and fill the allocated memory with zeros.

```
FUNCTION NewPtrSys(byteCount: Size): Ptr;
```

Allocate a new pointer in the system heap.

```
FUNCTION NewPtrClear(byteCount: Size): Ptr;
```

Allocate a new pointer, and fill the allocated memory with zeros.

```
FUNCTION NewPtrSysClear(byteCount: Size): Ptr;
```

Allocate a new pointer in the system heap, and fill the allocated memory with zeros.