Allocator

COLLABORATORS

	TITLE : Allocator		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Allocator Version 1.22 (16.08.1996)

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1.2   What is Allocator ?

About Allocator

Allocator is - as you can easily see from its name - an utility to

control your Amiga`s memory.

When you`ve just finished a nice new program and you want to know how

much memory it needs, simply start Allocator and then your program, and

you`ll have the figures.

Another situation: You`re interested in your program`s behaviour when

there`s not enough memory available. You can open hundreds of windows on

the Workbench, run the most memory-intensive applications and then start

your program... or you use Allocator: By three mouseclicks you reduce

available RAM to some few bytes, start your program and see what happens.

1.3   System requirements

What do I need ?

Well, at first you need a functioning Amiga computer, the model doesn`t

matter.

Secondly, Allocator requires Amiga-OS 3.0 (V39) or higher, and thirdly

you should have some (around 63) kilobytes of free memory.

1.4   Files & Installation

Files & Installation

Allocator may only be distributed if the following files are a part

of the distribution:

Allocator -> the program itself

Allocator.info -> the program icon

Allocator.guide -> this AmigaGuide® document

Allocator.guide.info -> and its icon

If Allocator is distributed as an archive via bulletin board systems or

EMail, the following two files must also be a part the archive:

Allocator.readme -> readme-file

Allocator.readme.info -> and icon

Please note: NONE of these files may be changed in any way !!

To install Allocator on a hard drive simply drag the program into

the desired drawer.

1.5   How to use it

How to use it

When you start Allocator, the Allocator window appears on the Workbench

screen. Below it`s dragbar you`ll see a row of gadgets, namely one cyclegad

labelled `Avail` and four buttons labelled `Update`, `Free`, `Allocate`

and `Largest`.

Below these there are three number gadgets on the left and three integer

gadgets on the right side, which are labelled `Chip`, `Fast` and `Total`.

On the window`s bottom finally there`s a large text display field that

shows the message `Allocator V1.22 © 1996 by Matthias Grosser` (yes, that`s

important ;-)).

The three number gadget`s (on the left hand) contents depends on the

cycle-gadget above. If this is set on `Avail`, all available memory is

displayed. The setting `Max` shows you the total amount of built-in RAM
and `used` displays the memory which is in use at the moment.

The `Update`-button actualizes the free memory that is displayed in the
number-gadgets. If the amount of used memory has changed, the difference
is shown in the bottom textfield in the following manner:

DChip=<diff in chip mem> DFast=<diff in fast mem> D=<total difference>

If the figures are negative the memory is used now, if they`re positive (no
sign) the memory has been freed.

To get the memory that a program needs click on the `Update`-button
several times until the message is `Updated available memory`, then start
the program and click once again on `Update`. The differences in free memory
will be shown in the textgadget.

To allocate some memory do the following:

Enter the amount to be allocated in the three integer gadgets.

Click on `Allocate`.

Check the message in the textbox, which looks like this:

A_CHIP=<address of allocated chipmem> or `fail`

A_FAST=<address of allocated fastmem> or `fail`

A_ANY=<address of allocated mem, type MEMF_ANY> or `fail`

If you want to change the amount of allocated RAM, simply enter
a new value and click on `Allocate`. All memory will be freed and
reallocated, so the amount of allocated memory is always the same
as displayed in the integer gadgets.

To give back the allocated RAM click on `Free` and you`ll get this message:

F_CHIP=<amount of freed chipmem>

F_FAST=<...> and so on...

The integer gadgets` values will be resetted to zero.

The last gadget to be explained is the one labelled `Largest`.

If you click on this gadget, the largest block of memory that can be
allocated will be displayed in the integer gadgets. To allocate it
click on `Allocate`, to clear the gadgets use `Free`.

One of the three allocations will surely fail because the largest block of
memory is either fast or chip mem.

Be careful about this function as some programs may cause horrible
system crashes if there`s not enough memory available.

To quit the program use the window`s closegadget. All allocated memory
will be returned before the program ends.

1.6   Known Bugs and Limitations

Unknown program features (aka bugs ;-))

No known bugs at the moment.

Limitations

Also no known limitations.

1.7   How to contact the Author

How to contact the Author

If you`ve found a bug in the program or you have a good suggestion,

you can write me:

Matthias Grosser

Bahnhofstraße 51a

D-63834 Sulzbach/Main

Germany

Please describe the bug as exact as possible and give me also information

on your computer`s configuration (model, processor, accelerator cards,

RAM, OS version). If you want an answer, please enclose a self-addressed

and stamped envelope.

Please note:

I (the author) am !! NOT !! responsible for any damages or losses that may

arise out of the use of this program.

Many programs show catastrophal reactions in extreme low-memory situations.

So be always careful! Avoid any write-to-disk accesses while testing a

program! A misuse of the program might result in severe destruction of data!

1.8   Copyrights

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1.9   Legal Matters

Legal Matters

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