

# **MemMinister**

Marcus Ohlström

**COLLABORATORS**

	<i>TITLE :</i> MemMinister		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Marcus Ohlström	January 31, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>MemMinister</b>	<b>1</b>
1.1	MemMinister version 1.1 . . . . .	1
1.2	copyright . . . . .	2
1.3	disclaimer . . . . .	2
1.4	My post and e-mail addresses . . . . .	2
1.5	usage . . . . .	3
1.6	The Flush-gadget . . . . .	4
1.7	The Snap-gadget . . . . .	4
1.8	requirements . . . . .	4
1.9	features . . . . .	4
1.10	Program history . . . . .	5
1.11	Things to do (when I got time...) . . . . .	6
1.12	Thanks to: . . . . .	6
1.13	Bugs - No, I don't think so :-). . . . .	6

---

# Chapter 1

## MemMinister

### 1.1 MemMinister version 1.1

MemMinister 1.1 © Marcus Ohlström 1994

Copyright

Copyright

Disclaimer

Legal stuff

Author

How to contact me

Usage

How to use MemMinister

Requirements

What do I require to run MemMinister?

Features

Why should I use MemMinister?

History

This has been done

Future

This will be done

Thanks to...

Who helped me?

Bugs

How to report Bugs

## 1.2 copyright

MemMinister is FreeWare, NOT Public Domain!!

You are allowed to use and redistribute it as long as you don't make any changes. All files listed below must be included unchanged!

The archive should contain these files:

Filename	Bytes
MemMinister.info	628
MemMinister/MemMinister	4140
MemMinister/MemMinister.info	395
MemMinister/MemMinister.guide	11044
MemMinister/MemMinister.guide.info	482
MemMinister/Source/MemMinister.c	11317
MemMinister/Source/MemMinister.h	608
MemMinister/Source/MemMinister_rev.h	204
MemMinister/Source/MemMinister_rev.rev	4
MemMinister/Source/SCOPTIONS	133
MemMinister/Source/SMakeFile	649

All rights of MemMinister and the other files listed above belongs to me, except the icons. You may NOT include MemMinister in any commercial product nor sell it without my written permission. You may charge a small amount when distributing MemMinister, but only to your own costs when copying and distributing the files.

## 1.3 disclaimer

MemMinister is tested on my Amiga 1200 and on a friends Amiga 3000, without any problems at all. None of us could find any bugs, but I don't give you any warranties, either expressed or implied. All use of this program is at your own risk, the author is NOT responsible for anything that happens to you or your system, either direct or indirect.

CONCLUSION: YOU CAN NOT BLAIM ME!!!

## 1.4 My post and e-mail addresses

If you want to contact me, use one of the following addresses:

Snail-Mail: Marcus Ohlström  
Utflyktsvägen 14  
S-161 51 Bromma  
Sweden

Internet: Marcus\_Ohlstrom@p31.f417.n201.z2.fidonet.cd.chalmers.se

FidoNet: Marcus Ohlstrom 2:201/417.31

---

I will try to reply, especially to e-mail. If you want to be sure your letter will reach me, use snail-mail, but if you want a fast reply, use InterNet or FidoNet.

## 1.5 usage

To start MemMinister, just dubbleclick on it's icon or type `MemMinister` in a CLI-window (you don't have to do any installationprocedures, just copy it to the place you want it). Their are no options at all, so you don't have to bother with that stuff.

When you have started it, you'll see a small window with two gadgets and a textfield containing nine texts in three columns. The first column shows (from top to bottom) the amount of free chipmemory, free fastmemory and total free memory. The second column shows the amount of free memory when you last clicked the

```

snap-gadget
    , i.e. the snap-value (or, if you didn't click the
snap-gadget, the amount of free memory when you started MemMinister). The
third and last column shows the difference between the snapped values and
the current values. Right now MemMinister updates its data 7 times per
second, but this may change in the future.
```

The two gadgets are:

The

```

flush-gadget
    named "Flush"
```

The

```

snap-gadget
    named "Free      Snapped      Used"
```

If you want to check if your program frees all memory and other resources it allocates, I recommend you to do the following:

1. Flush the memory.
2. Snap the current values.
3. Start your program and do whatever you want.
4. Quit your program.
5. Flush the memory again.

If all values in the third column are equal to zero, your program released all used resources. If the values are positive, your program did not free everything, and if the values are negative, your program freed more memory than it allocated. (That would be nice, wouldn't it? Try start your program again!! And why don't you send a copy to me :-))

Note that some programs, e.g. programs that use the audio-device, do not free all memory the first time you run them. This is because the audio-device once loaded can't be totaly flushed out of the memory. When you want to memory-check such a program you should first run it once and then do the procedure described above.

If you launch your program from a shell, be sure to use Commodore's own Shell and CON:, or another Shell/CON: that allocates all buffer-memory at

startup. Some third-part products (e.g. KingCon) don't allocate the buffers until they are needed, and this will make MemMinister show the incorrect values since some of the used memory is being allocated by your Shell/CON: and not by your program.

NOTE:

If you want to check one of your programs, do nothing else while checking it! Even rearranging the windows may allocate/deallocate memory and the values presented by MemMinister are not valid anymore!

## 1.6 The Flush-gadget

If you click the flush-gadget MemMinister will flush the memory from all currently not used libraries, fonts and other not used memory-resident data, just as if you had typed Avail flush in a CLI-window.

The Amiga OS will automatically free this memory if necessary, so you don't have to flush the memory manually. But in some cases it would be nice being able to do the flushing in an easy way, e.g. if you want to monitor the memoryusage of a program (see

Usage  
for an example).

Note that the OS will not flush the memory until it really has to. This means that if you have chipmemory left but all fastmemory is used, the OS will not flush the memory, and your programs will get started in chipmemory. To prevent this, you have to flush the memory manually.

## 1.7 The Snap-gadget

When you click the snap-gadget the second column containing the snap-values would be reset to the current values.

## 1.8 requirements

MemMinister would run at any system with Amiga-OS 2.04 or higher (V37).

It wouldn't work correctly if you have more than 999.999.999 bytes (nearly 1GB), but I can't see that would be a problem to most of you :-)

## 1.9 features

One night when I was finishing some functions to my new program (IconMinister, don't forget that, it would be great :-), I wanted to see if those functions returned all memory they allocated. I started one of my memory watching programs, and it crashed!! I began searching for the other ones I knew I got, but they didn't work the way I wanted, none of them would accept my fontsettings, or to be correct, they all look awfull.

I got the idea to write my own memory watcher, and because I never was satisfied with any of the others I decided to do the ultimate memory watcher! I began searching bugs and misfeatures in every memory watcher program I have and tried to do everything better... And of course I also added some other features and funktions.

Although I haven't finished MemMinister, I decided to let you use it already now, so here it is!

And here are some of the features

MemMinister is font-sensitive!! It's the first memory monitoring program I've ever seen that works with my fontsettings (Times 11, Courier 11, Helvetica 9), and more, it works with all font-settings I've tested.

MemMinister offers an easy way to flush the memory from unused libraries, devices, fonts and all other "flushable" data.

MemMinister has a nice and easy-to-use snap-funktion.

MemMinister is small, memory-economical and it doesn't use much of the CPU-time, usually less than 0.3% on my A1200.

If you zip MemMinister's window you'll have a window not higher than the screen-title, easy to position, not doing much harm, but still showing you the amount of free memory.

## 1.10 Program history

### History

V1.1 22-Aug-94

- \* MemMinister now views three fields, showing the amount of chipmemory, fastmemory and the total memory.
- \* Added the snap-fields and the used-fields.
- \* Added the  
Snap-gadget  
.
- \* Added the  
Flush-gadget  
.
- \* Old V1.0-mode when window is zoomed, i.e. when you click the zoomgadget you'll get a small window showing the amount of total free memory in the windowtitle.

V1.0 15-Jul-94

- \* It just opens a window, showing the amount of free memory in the windowtitle. I was too tired to do something complex out of
-



this program (I finished it 4:30 am...), but I did upload it to some BBS's before I went to sleep, so you might have seen it (but I hope not :-)

## 1.11 Things to do (when I got time...)

I've got a lot of ideas, but i realize I can't implement them ↔ all. Here are some of my more realistic ideas:

- \* User-defineble update-intervall
- \* User-defineble window-positions and zoom-positions
- \* Alternative zoom-mode, showing more than just the total free memory.
- \* Source-cleaning :-)

If there is anything you would like to see included, please let me know! Send all suggestions to me, I will try to reply as soon as possible.

## 1.12 Thanks to:

Many thanks to (in random order)...

Tomas Kärki for the Enforcer-testing

Daniel Stenberg for his RawDoFmt()-trick!!

## 1.13 Bugs - No, I don't think so :-)

If you find any bugs, please contact me

I would appreciate if you include information about your system, such as your computer model, how much memory you have, have many drives/harddrives, which screenmode/fonts you're using, your Kickstart and Workbench versions (you got them by typing version in a CLI-window) and so on. You can't send to much information, so lets bring it all to me :-)

---