VMEM OVERVIEW

COLLABORATORS			
	TITLE : VMEM OVERVIEW		
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Chapter 1

VMEM OVERVIEW

1.1   VMEM OVERVIEW

```
                              WELCOME TO
                    * VMEM *
              THE VIRTUAL MEMORY PACKAGE
              FOR ALL AMIGA SYSTEMS WITH
                 WORKBENCH 2 OR ABOVE
             Copyright (c)1994 By Lee Braiden


     NOTE : This index is provided as a reference point,but
            PLEASE read through all manuals carefully.



            Overview

            Package Contents

            Distribution

            Copyright

            Registration

            Miscellaneous

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```

1.2   vmem_intro

```
                    VMem is a package of several programs and files which  ←
                        allow your
AMIGA Access to almost infinite amounts of memory,by letting programs which
have been designed to use VMem to use a space on a disk as memory.

        When a program needs to use information, it needs somewhere to put
it - and this 'somewhere' is normally your computer's memory. If there is
not enough memory available, or other programs are using a lot of it, when
```

the program tries to store information in memory, there won't be enough left,
and the program will not work.

        This is where VMem comes in. When a program tries to store
information through VMem and there isn't enough available, VMem copys other
information which is not (currently) being used to a disk, and then frees
the space which that information was using, a gives it the program that
needs it at the time.When this program has finished with it, the other
program's information is read back into it,and it is given back to the
original owner.

        VMem also offers memory emulation which will let programs which need
types of memory which are not available on your system. For example, if a
program tries to get FAST memory (the type on most memory expansions) VMem
can 'talk it into' using CHIP memory (normal memory used for graphics and
sound as well as general information) or PUBLIC memory (any kind).

                SO WHAT's THE CATCH ?

1.3 catch

                        SO WHAT's THE CATCH ?

        As everyone knows, nothing's free. Virtual memory is no exception.
Real memory is lightning fast compared to disk drives,or even hard disk
drives, and since virtual memory has to use some kind of disk to store the
memory on, programs can run a LOT slower. However, this is a small
inconveniece considering the price of buying real memory.

        However, VMem is a "smart" bit of kit. It will only start saving
stuff to disk when absolutely nessecary – the rest of the time, it just acts
like real mem. See the Demo program if you don't believe me.

1.4 distribution

                        DISTRIBUTION,COPYRIGHT,AND REGISTRATION

   The programs and files in this distribution are freely distributable, but
are also Copyright (c) By Lee Braiden. They may be freely distributed as long
as no more than a nominal fee is charged to cover time and copying costs.

   Programmers can register as a VMem developer by sending £10 sterling to:

            Lee Braiden,
            11 Poseyhill Rd.,
            Doagh,
            Co. Antrim,
            N.I.
            BT39 ORL

   Send money by EuroCheck (only in pounds sterling (£) !), uncrossed
cheque, or British Royal Mail Postal Order. Please state the version of
vmem.library you have (use the C:Version command to display the version)
and any programs which you have written (or are writing) which use VMem.

   If you register you will be sent the next update of VMem (when it becomes
available) and you will be kept up to date concerning further developments
regarding VMem.

   If I get enough support for VMem, a future version of will include:

        *   Localized (multi-lingual) Prefs,etc

        *   MMU support (so that MMU-equiped machines hard-coded abilities
             won't be replaced with slower,soft-coded ones.)

        *   Support for multiple dirs (VMem will store stuff in any dir
             with enough space).

        *   AvailMem()-type function for virtual memory (to work out how
             much you can squeeze into VMem's storage directories.

        *   And any other neat stuff I can think of.(Write to the address
             above if you've any ideas).

        SEE ALSO :
                Copyright of files

1.5 misc

                         MISCELLANEOUS

        If you are having problems with any aspect of VMem, have found any
bugs, or have comments, please feel free to send a letter (or disk)
to the above address – it will be most welcome. A reply will be sent as
soon as possible.

        Please note that even though every effort has been made to ensure
the reliability VMem package, the author will not be held responsible for any
damage or loss of data resulting directly or indirectly from use of the
package.

1.6 commercial

                         COMMERCIAL USAGE

   Commercial usage is allowed if the following conditions are met:

        ·   You register as a VMem developer (see above).

·   You state in your documentation that your program uses
vmem.library
and that VMem is Copyright (c) 1994 By Lee Braiden.
·   You send me a copy of your finished product(s) using
vmem.library.

   If these conditions are met you are allowed to include the vmem.library,
the prefs program, and the installation program (including all documentation files ←
   for
these programs) with your commercial product.

1.7 contents

CONTENTS

   The complete VMem package contains the following files:

VMem   (dir)
  SEE ALSO :
Copyright of Files

1.8 vmem_dir

VMem   (dir)

AutoDocs (dir)

Demo   (dir)

FD   (dir)

Include (dir)

Install (dir)

Libs   (dir)

Manual   (dir)

Prefs   (dir)

1.9 libs_dir

Libs   (dir)
    vmem.library

1.10   prefs_dir

```
        Prefs           (dir)
            Prefs
```

1.11   manual_dir

```
    Manual  (dir)
        VMem_Prefs.manual
        VMem_Prefs.guide
        VMem_OverView.manual
        VMem_OverView.guide
```

1.12   include_dir

```
                    Include (dir)

        CLib

        Pragmas

        Proto

        Libraries
```

1.13   clib_dir

```
        CLib            (dir)
            VMem_Protos.h
```

1.14   pragmas_dir

```
        Pragmas (dir)
            VMem_Pragmas.h
```

1.15   proto_dir

```
        Proto           (dir)
            VMem.h
```

1.16 libraries_dir

```
              Libraries        (dir)
                   VMem.h
                   VMem.i
                   VMem_Lib.i
```

1.17 autodocs_dir

```
          AutoDocs        (dir)
               vmem.doc
               vmem.guide
```

1.18 demo_dir

```
          Demo            (dir)
               Demo.c
               Demo
```

1.19 fd_dir

```
          FD              (dir)
               VMem_Lib.fd
```

1.20 install_dir

```
          Install         (dir)
                Install
```

1.21 filescopyright

   All of the files in the package must remain unmodified unless permission
is explicitly given in this distribution. None of these files may be
distributed on its own, the entire package must be distributed as one whole.
'Demo' is full public domain and can be used in any way you like.

   There is one exception to the above. If you plan to release a freely
distributable program (either public domain, freeware or shareware), you
may include 'libs/vmem.library', the installation program and the
preference editor (each with their documentation and icons) with your
distribution. It is left to the programmer to decide whether he wishes
to register as a VMem developer. Registration is not required, but would
certainly be appreciated. If you include VMem with a public domain,
freeware or shareware program I'd like to ask you to send me a full working

version.

   Whether your program is freely distributable or commercial, you must
state in your documentation that your program uses VMem and that VMem is
Copyright (c) 1994 By Lee Braiden.

                REFER TO OTHER FILES IN THIS RELEASE FOR MORE INFORMATION