
Subject: Re: Memory Allocation under GS/OS

Posted by [AppleIGSMarc](#) on Fri, 10 Oct 2014 00:32:41 GMT

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I don't have easy access to the Toolbox References at the moment (my copies are buried somewhere in a storage unit), so maybe you can help me out with something related. I've started messing around with graphics programming on the IIGS again and so far I've just been writing to the shadow memory in \$01/2000 without actually asking for it. Since I'm starting to work on something that I'd actually like to release one day, I need to do it the proper way and request the memory through the memory manager. What parameters can I pass into the NewHandle call to get this specific block of memory and mark it as non-moveable? And yes...I promise to never stomp on memory again without asking first.

Thanks!
