You don't need to request/allocate the SHR display area. At least I don't think so. I don't believe that the Memory Manager handles that area. There are some special areas (like Bank 00 as well), which it doesn't touch. I'll try to find the documentation on this, or someone with more knowledge can reply. My understanding was that it's always safe to write to SHR areas at 01/2000-9FFF and E1/2000-9FFF (assuming you're the only program running of course and not an NDA or something).

Of course, before I submit this post, I found a technote (http://apple2.gs/technotes/tn/iigs/TN.IIGS.052.txt) which indicates it's possible to load a program into some of the "Special Memory" such as the SHR area. But I've never had this problem. I only use the Memory Manager to allocate memory for files I load like my graphics and sounds. I just write directly to SHR RAM for graphics. There really is no other way and even if someone else has allocated it that seems more like an indication of a bigger problem that I can't resolve. Just do it. What could possibly go wrong. ;)