
Subject: Re: Memory Allocation under GS/OS

Posted by [AppleII_GSMarc](#) on Fri, 10 Oct 2014 17:14:51 GMT

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Thanks, I just went back and looked over that code sample you posted and it's very helpful. Since drive space and memory are no longer much of an issue (thanks to emulators, the CFFA300, and inexpensive memory cards), I'd like everything I work on to be GS/OS compatible and hard drive installable. Popping in a self-booting flopping isn't nearly as much fun as it used to be!
