

Memory info multiplatform plugin for iOS, tvOS, Android, Windows, MacOS and Linux.

A multiplatform plugin to get information about ram memory usage and availability.

All platforms are represented in the demo scene and script.

FUNCTIONS:

```
bool getMemInfo();
```

Calling `bool meminfo.getMemInfo();` will fill the public struct `meminfo.meminf`.

If the function fails it returns false otherwise it will return true.

This struct varies slightly among the platforms.
You should use only the supported fields in your application.

(For example the Android fields cannot be called all of them on the Windows editor while they work on the Linux editor.)

All the values are returned in **MegaBytes!**

```
public struct meminf {
    public int memtotal;      //common
    public int memfree;      //common

    public int memavailable;  // windows / android / linux
    public int swaptotal;     // windows / android / linux
    public int swapfree;      // windows / android / linux
    public int memcache;      // windows / android / linux

    public int active;        // android / linux / ios / macos / tvos
    public int inactive;      // android / linux / ios / macos / tvos
    public int swapcached;     // android / linux

    public int memLoad;       // windows only [the percentage of used ram]

    public int memused;       // ios / macos / tvos
    public int memwired;      // ios / macos / tvos
}
```

For Android/Linux:

On Android the free ram is: `memfree + cached`.

On Linux the free ram is: `memavailable`.

For iOS/tvOS/MacOS:

The free ram is: `memfree + memactive`.

For Windows:

The actual free ram is: `memavailable`.

The pure free ram is: `memfree`.

[Android only]

```
void gc_Collect();
```

This function is Android only and will force a `System.gc()` call to free up some memory.

SUPPORT:

For any questions, problems and suggestions please use this email address: elias_t@yahoo.com

forum: <https://forum.unity.com/threads/released-memory-info-for-android-ios-linux-macos-and-windows.211272/>