

**TopMem** Get address of end of RAM

#include <Memory.h>

## **Memory Manager**

Ptr                    **TopMem( );**  
                          **returns**           highest address in RAM

**TopMem** returns a pointer to the first byte beyond the end of physical RAM, or to the end of memory available for applications.

**Returns:** a Ptr; the highest RAM address accessible.

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Notes: The global variable MemTop (at 0x0108) carries this same information. The **Environs** and **SysEnvirons** functions provide a lot of information about the equipment you are running.

Other Memory Manager global variables include:

<u>MemTop</u>	0x108	Address of end of RAM
<u>BufPtr</u>	0x10C	Address of end of jump table
<u>HeapEnd</u>	0x114	Address of end of application heap zone
<u>TheZone</u>	0x118	Address of current heap zone
<u>ApplLimit</u>	0x130	Application heap limit
<u>SysZone</u>	0x2A6	Address of system heap zone
<u>ApplZone</u>	0x2AA	Address of application heap zone
<u>ROMBase</u>	0x2AE	Address of start of ROM
<u>RAMBase</u>	0x2B2	Trap dispatch base for RAM routines
<u>ScrnBase</u>	0x824	Address of main screen buffer
<u>CurrentA5</u>	0x904	Start of application globals
<u>CurStackBase</u>	0x908	Address of the base of the stack