

**StripAddress** Strip the high order byte off an address if running in 24 bit mode

#include <Memory.h>

**Operating System Utilities**

Ptr                    **StripAddress**(*address* );  
void                    \**address* ;            address to strip if running in 24 bit mode

**StripAddress** will clear the high order byte of an address if the machine is running in 24 bit mode. This action is identical in function to the global variable Lo3Bytes. However, if the machine is running in 32 bit mode, the address is returned unchanged.

*address* the address to be stripped.

**Returns:** the new, stripped address.