

**MFFreeMem**                      Total free memory available for temporary allocation

#include <Memory.h>

**Memory Manager**

long                      **MFFreeMem**( );  
                              *returns*                      total temporary memory available for allocation

**MFFreeMem** returns the total amount of free memory that is available for temporary allocation in bytes. Use **MFTempNewHandle** and **MFTempDisposHandle** to allocate and deallocate temporary memory.

**Returns:**    the total number of bytes available for temporary memory allocation