

**Title: BEETLE Memory Management - using VGA reserved memory areas**

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## **BEETLE Memory Management**

### **Using VGA reserved memory areas**

#### **1. VGA text area**

**The location of the VGA text area depends on the used monitor (monochrome or no monitor = B000:0 to B7FF:F or color monitor = B800:0 to BFFF:F).**

#### **2. More ordinary memory**

**Without using the VGA graphics functionality the application has 64 KBytes more conventional memory (with memory manager entry I=B000-BFFF).**

**Without VGA card the application has 160 KBytes more conventional memory (with memory manager entry I=B000-C7FF).**

**Important for all cases is to know that standard programs (e.g. Intersvr) write directly into the VGA text area.**