



# Tech Info Library

## Apple Media Tool: Lower Your Project Memory Requirements (5/94)

Revised: 5/31/94  
Security: Everyone

Apple Media Tool: Lower Your Project Memory Requirements (5/94)

=====

Article Created: 31 May 1994

TOPIC -----

My title seems to require 10 megs of memory but I was hoping that it would run in 5 megs of memory . How can I reduce the memory requirements for my project?

DISCUSSION -----

Your AMK project could take an immense amount of memory if you incorrectly optimize your project. For instance, if you want a good transition, you might want a short looping sound covering up a slow screen transition. You might want that sound pre-loaded (it is loaded into memory when your title starts) but you do not want to pre-load your 100 MB movie because that will require 100 MB of memory in order to run your project. To turn pre-load on or off, select the media file in the media window so that it is highlighted. Then select the "Pre-load" menu item from the Media menu in the Apple Media Tool. From the AMT Programming Environment, ensure that your SUPPLIER/HANDLER classes do not have "preload is true" lines in your MEDIA.k files. If you want to change the memory allocation of your Macintosh runtime, after building the runtime, select the file in the Finder, select "Get Info" from the File menu and increase the "Minimum Size" number which represents the Kbytes of memory allocated to the runtime. Here are some tips on reducing memory requirements for your title:

- 1) Never use the pre-load feature for your media. That takes up the full size of the media file for the entire time your title is running.
- 2) Use pictures with smaller dimensions.
- 3) Use 3rd-party sound editing tools (like SoundEdit Pro) to reduce the frequency of your sounds (for instance, converting 22K sounds to 11K sounds). Sounds are loaded entirely into memory while they are running.
- 4) Turn long background sounds into small "looping" sounds. That will reduce the memory required on that screen.
- 4) For highly complex screens where many large pictures "hide" and "show" themselves, try turning the screen into multiple similar screens which emulate the same behavior. All pictures are loaded in memory for a whole screen and they will not be 'garbage collected' before you change screens

(i.e. until the next link)

Support Information Services

Copyright 1994, Apple Computer, Inc

Tech Info Library Article Number:15495