

ADR	HEXADR	NAME	Description	OS
106	\$006A	RAMTOP	RAM Size	both

RAM size, defined by powerup as passed from [TRAMSZ](#) (location 6), given in the total number of available pages (one page equals 256 bytes, so PEEK(106) * 256 will tell you where the Atari thinks the last usable address --byte-- of RAM is). [MEMTOP](#) (741,742; \$2E5. \$2E6) may not extend below this value. In a 48K Atari, [RAMTOP](#) is initialized to 160 (\$A0), which points to location 40960 (\$A000).

The user's highest address will be one byte less than this value. This is initially the same value as in location 740. PEEK(740) / 4 or PEEK(106) / 4 gives the number of 1K blocks.

You can fool the computer into thinking you have less memory than you actually have, thus reserving a relatively safe area for data (for your new character set or player/missile characters, for example) or machine language subroutines by:

```
POKE(106), PEEK(106): REM # of pages you want to reserve.
```

see also: [TRAMSZ](#), [MEMTOP](#)