

# About

After an upgrade to AmigaOS 3.9 with an Amiga AGA you will notice that your chip-ram will drain considerably when browsing folders and, if you are running FBlit, you may also notice nasty artefacts on the screen. Amiga OS3.9 uses chip-ram by design for the icons and hence the drain.

If you follow the official Amiga OS 3.9 FAQ, you will see that they mention the addition of:

```
C:FBlit
```

and:

```
C:LoadWB SIMPLEGELS
```

in your S:Startup-Sequence in order to fix the drain on chip-ram but, regrettably, this does not solve the issue - or, better yet, it patches the situation a little. We present a simple formula to get rid of the flickering, invisible, screen artefacts and horizontal lines on the screen.

## Requirements

You will need to download the following packages from AmiNET:

- [IconLib\\_46.4.lha](#).
- [FBlit](#).

## Installing the New Icon Library

You can unpack the `IconLib_46.4.lha` and roughly follow the instructions to install `icon.library`. In essence, you should copy the `libs/icon.library_020` to `LIBS:` and, if you benefit from a MAPROM device, then you can load it inside the ROM as well. For example, using BlizKick, you copy `icon.library` to `DEVS:Modules/` and then add `icon.library` in `S:startup-sequence` to the BlizKick command.

## Installing FBlit

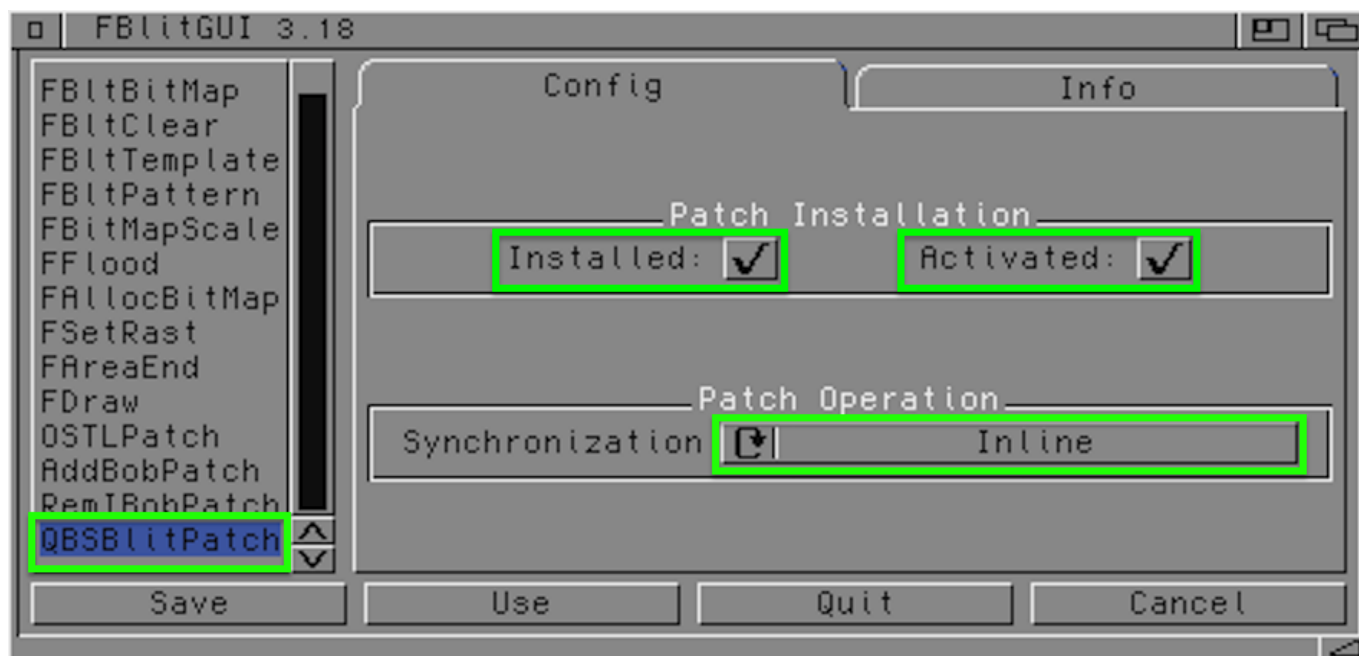
Installing FBlist involves copying:

- `FBlit` and `FBlitGUI` to `C:`
- `fblit.library` to `LIBS:`

After that, from the `IconLib_46.4.lha` copy `ThirdParty/FBlit/FBlit.cfg_WB3.5` to `ENVARC:FBlit.cfg`.

# Configuring FBlit

After copying the configuration file from `IconLib_46.4.lha` as described in the last section, you may need to tweak FBlit a little. What happens is that the synchronisation is set to use `beamsync` in the `QBSBlitPatch` section and in case you get screen flickering or black screen showing up intermittently when clicking icons, then set the synchronisation option to `inline`:



This should eliminate the black screen flicker altogether.

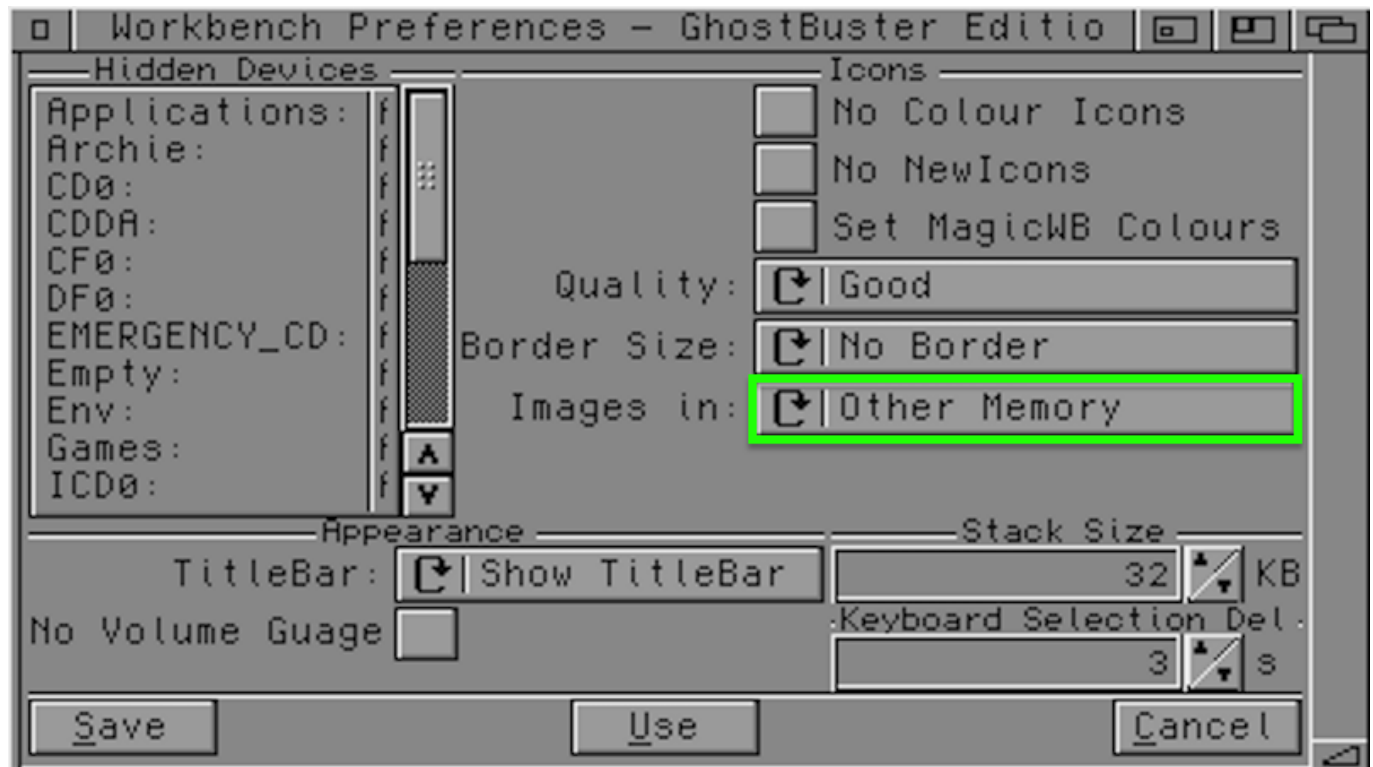
## Using Fast RAM for Icons

The `C/IconsToFastRAM` tool from PeterK's IconLib archive can be used to make icons use fast RAM, however that can also be accomplished using built-in features.

### OS 3.9

For OS3.9, except from loading the new `icon.library`, no other change is necessary to `S:startup-sequence`: you do not need to add the `SIMPLEGELS` option to `LoadWB`. Just load the `icon.library` as per the documentation (or with `BlizKick`).

However, you should open up the `SYS:Prefs/Workbench` preference item and set `Images in:` to `Other Memory`.



## OS 3.5

For OS3.5, you might need to download [WBCtrl](#), copy the WBCtrl binary to C: and then edit your S:startup-sequence, locate the C:LoadWB command at the very end, and make the following changes so it looks like:

```
C:WBCtrl IMT=ICONFAST
C:LoadWB
```

The IMT=ICONFAST parameter enables processing icons in Fast RAM.

An alternative to WBCtrl is [WBAllocFast](#) that claims to redirect more allocation calls than the former to fast RAM.

From:  
<http://grimore.org/> - Wizardry and Steamworks

Permanent link:  
[http://grimore.org/amiga/os3.9/reduce\\_chip\\_ram\\_consumption](http://grimore.org/amiga/os3.9/reduce_chip_ram_consumption)

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