

**filesysres**

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# Contents

<b>1</b>	<b>filesysres</b>	<b>1</b>
1.1	filesysres.doc . . . . .	1
1.2	FileSystem.resource/--background-- . . . . .	1

# Chapter 1

## filesysres

### 1.1 filesysres.doc

--background--

### 1.2 FileSystem.resource/--background--

#### PURPOSE

The `FileSystem.resource` is where boot disk drivers rendezvous to share file system code segments for partitions specified by dos type. Prior to V36, it was created by the first driver that needed to use it. For V36, its creation is ensured by the rom boot process.

#### CONTENTS

The `FileSystem.resource` is described in the include file `resources/filesysres.h`. The nodes on it describe how to algorithmically convert the result of `MakeDosNode` (from the `expansion.library`) to a node appropriate for the dos type.

#### FileSysEntry

`fse_Node` on `fsr_FileSysEntries` list  
`ln_Name` is of creator of this entry  
`fse_DosType` `DosType` of this `FileSys`: e.g. `0x444f5301` for the fast file system.  
`fse_Version` high word is the version, low word is the revision.  
`fse_PatchFlags` bits set for those of the following that need to be substituted into a standard device node for this file system: e.g. `$180` for substitute `SegList` & `GlobalVec`  
`fse_Type` device node type: zero  
`fse_Task` standard dos "task" field  
`fse_Lock` must be zero  
`fse_Handler` for V36, if bit 31 is set, this is not an AmigaDOS partition.

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fse\_StackSize stacksize to use when starting task  
fse\_Priority task priority when starting task  
fse\_Startup startup msg: FileSysStartupMsg for disks  
fse\_SegList segment of code to run to start new task  
fse\_GlobalVec BCPL global vector when starting task

no more entries need exist than those implied by fse\_PatchFlags, so entries do not have a fixed size. For V36, for example, the entry for the fast file system (fse\_DosType 0x444f5301) contains a zero fse\_PatchFlags, and thus no entries beyond that.