

filesystems

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REVISION HISTORY

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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.
```

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.