

Segment

Paul Manias

COLLABORATORS

	<i>TITLE :</i> Segment		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Paul Manias	May 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Segment	1
1.1	Object: Segment	1
1.2	Object: Segment	1
1.3	Object: Segment	2
1.4	Object: Segment	2
1.5	Object: Segment	2
1.6	Object: Segment	2
1.7	Object: Segment	3

Chapter 1

Segment

1.1 Object: Segment

OBJECT DOCUMENTATION

Name: SEGMENT
Version: 0.8 Beta.
Date: September 1997
Author: Paul Manias
Copyright: DreamWorld Productions, 1996-1997. All rights reserved.

1.2 Object: Segment

OBJECT

Name: Segment
Module: Kernel
Version: 1
Type: Complex

DESCRIPTION

The segment object is used for loading complex data files, which if formatted correctly, can be scatter loaded into any area of memory.

ACTIONS

The Segment object supports the following actions:

- Free() Free the segment and others on the chain.
- Get() Get a new segment object.
- Init() Initialise a segment object.
- Load() Load a segment file.

STRUCTURE

The Segment object consists of the following public fields:

- Address Pointer to segment data.
- MemType Type of memory that the Address points to.
- Next Next segment in list.
- Prev Previous segment in list.
- Source Origin of this segment.

1.3 Object: Segment

FIELD

Name: Address
Type: APTR
Inheritance: Allocated on loading.
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

This field points to the actual data of the given segment. If the segment is of the MEM_CODE type, you can execute it by jumping to this address.

1.4 Object: Segment

FIELD

Name: MemType
Type: LONG
Inheritance: Source
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

Reflects the memory type of the Address that this Segment has been loaded into.

SEE ALSO

Field: Address

1.5 Object: Segment

FIELD

Name: Next
Type: struct Segment *
Inheritance: Source
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

Points to the next Segment in the chain. Driven to null if no more Segments are left on the chain.

1.6 Object: Segment

FIELD

Name: Prev
Type: struct Segment *
Inheritance: Source
On Change: Cannot change after initialisation.

Status: Read/IWrite

DESCRIPTION

Points to the previous Segment in the chain. Driven to null if this is the first Segment on the chain.

1.7 Object: Segment

FIELD

Name: Source

Type: APTR

On Change: Cannot change after initialisation.

Status: Read/IWrite/Compulsory

DESCRIPTION

This field points to a standard GMS source structure, eg a FileName. You must supply a Source here when calling Init(), otherwise you will not be able to load anything in.