

# **Segment**

Paul Manias

**COLLABORATORS**

	<i>TITLE :</i> Segment		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Paul Manias	July 26, 2024	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Segment</b>	<b>1</b>
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.