

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.