

0  
1 ( FILES - LOAD/READ ME  
2 ( FILES - Directory record field access  
3 ( FILES - Directory field definitions  
4 ( FILES - INIT-DIR  
5 ( FILES - GET# DISK-CODE FILE  
6 ( FILES - SPACE ALLOCATION VARIABLES AND CONSTANTS  
7 ( FILES - FILE-START/END  
8 ( FILES - FILE-START/END  
9 ( FILES - 0-START/END A-START/END B-START/END  
10 ( FILES - INSTALL-FILES  
11 ( FILES - DIRECTORY RECORDS 000 - 009  
12 ( FILES - DIRECTORY RECORDS 010 - 019  
13 ( FILES - DIRECTORY RECORDS 020 - 029  
14 ( FILES - DIRECTORY RECORDS 030 - 039  
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16 ( FILES - DIRECTORY RECORDS 050 - 059  
17 ( FILES - DIRECTORY RECORDS 060 - 069  
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19 ( FILES - DIRECTORY RECORDS 080 - 089  
20 ( FILES - DIRECTORY RECORDS 090 - 099  
21 ( FILES - DIRECTORY RECORDS 100 - 109  
22 ( FILES - DIRECTORY RECORDS 110 - 119  
23 ( FILES - DIRECTORY RECORDS 120 - 129  
24 ( FILES - DIRECTORY RECORDS 130 - 139  
25 ( FILES - BLOCK 26 IS START OF GENERATED DIRECTORY  
26 DIRECTORY .....INSTANCE ..Z?\*@\$.IROOT  
27 STRING .....BPORT-PIC .c.(.....PHRASECO  
28 LISTICONS .j)...(...MOVE-OV ...^..ENGINEER  
29 ( FILES - BLOCK 28 IS END OF GENERATED DIRECTORY

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0      ( FILES - Directory field definitions                                3-1-85)
1      : DFIELD
2      ( offset <name> -- \ define directory field )
3      ( At run time: record# <fieldname> -- addr \ in buffer      )
4      CREATE C, ( PFA=>offset )
5      DOES>
6      C@ SWAP DOFFBLK BLOCK + SWAP + ;
7
8      0 DFIELD FILE-NAME ( 12 ASCII characters      )
9      12 DFIELD FILE-TYPE ( 0=fixed,1=var,2=overlay )
10     13 DFIELD FILE-START ( start of file on disk   )
11     15 DFIELD FILE-END   ( end of file on disk     )
12     17 DFIELD FILE-#REC  ( max # records          )
13     19 DFIELD FILE-RLEN  ( max record length      )
14     20 DFIELD FILE-SLEN  ( status record length    )
15

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0 ( FILES - LOAD/READ ME                                8-29-85) ( FILES - INIT-DIR                                3-1-85)
1      : INIT-DIR ( -- \ initialize disk file directory)
2 2 2 24 THRU ( load file compiler & data)
3      I FILE-TYPE 9 0 FILL LOOP ;
4 INSTALL-FILES ( allocate disk space)
5 23040 28 BLOCK 1008 + !
6 46016 28 BLOCK 1010 + ! ( add b signature to directory)
7
8 SAVE-BUFFERS
9
10 FORGET DIRBASE
11
12
13
14
15

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0 ( FILES - Directory record field access                                3-1-85) ( FILES - GET# DISK-CODE FILE                                3-1-85)
1
2 26 C= DIRBASE ( base block of directory)
3
4 : DOFFBLK ( dirrec# -- offset blk \ calc directory record#)
5 ( offset & block)
6 DUP 96 < NOT
7 IF 96 DIRBASE 2+
8 ELSE DUP 48 < NOT
9     IF 48 DIRBASE 1+
10    ELSE 0 DIRBASE
11    THEN
12 THEN
13 >R - 21 * R> ;
14
15

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0 ( FILES - SPACE ALLOCATION VARIABLES AND CONSTANTS      8-29-85)
1 ( ASSUMES 9 SEC/TRK ACCESS)
2   0 C= INITIAL-DPA ( initial freespace pointer for disk a)
3 23040 C= INITIAL-DPB ( initial freespace pointer for disk b)
4 22848 C= FINAL-DPA ( end of freespace on disk a)
5 45888 C= FINAL-DPB ( end of freespace on disk b)
6 V= DPA ( disk a free space pointer)
7 V= DPB ( disk b free space pointer)
8 : INIT-DPAB ( -- \ set initial free space pointers)
9   INITIAL-DPA DPA !   INITIAL-DPB DPB ! ;
10 : .FREE-SPACE ( -- \ display amount of free space on the disks)
11   FINAL-DPA DPA @ - CR ." DISK A = " U. ." FREE SEGS"
12   FINAL-DPB DPB @ - CR ." DISK B = " U. ." FREE SEGS" ;
13 : BYTES>BLOCKEND ( vsa -- n \ compute number of bytes to end)
14   ( of block)
15   0 64 U/MOD DROP NEGATE 64 + 16* ;

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0 ( FILES - FILE-START/END                                3-4-85)
1
2 : SEGISTBLK ( dp-vsa -- dp-vsa #segistblk #r1stb #rec rlen)
3   ( \ given a freespace address and the current file in )
4   ( file#, calc some parameters)
5   DUP BYTES>BLOCKEND ( dp-vsa c)eob --)
6   FILE# @ FILE-RLen C@ ( dp-vsa c)eob rlen -- )
7   2DUP < IF >R DROP DUP BYTES>BLOCKEND 16/ + 1024 R) THEN
8   >R I / ( dp-vsa recs)eob -- rlen)
9   FILE# @ FILE-#REC @ >R I MIN
10  ( dp-vsa #recs1stblk -- #rec rlen)
11  >R I J * 16 /MOD SWAP IF 1+ THEN
12  ( dp-vsa #segistblk -- #r1stblk #rec rlen)
13  I I' = NOT IF OVER BYTES>BLOCKEND 16/ MAX THEN
14  R> R> R> ;
15

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0 ( FILES - FILE-START/END                                3-4-85)
1
2 : FILE-START/END ( dp-vsa -- start-vsa end-vsa \ given a)
3   ( freespace address and the current file in file#, compute)
4   ( the adjusted freespace pointer and the start & end vsas.)
5   SEGISTBLK ( dp-vsa #segistblk #r1stb #rec rlen --)
6   >R SWAP - ( dp-vsa #segistblk #rec' -- rlen )
7   1024 I / ( dp-vsa #segistblk #rec' rec/blk -- rlen )
8   /MOD 64 * ( dp-vsa #segistblk remrec sbk -- rlen )
9   SWAP R) * ( dp-vsa #segistblk sbk #bytes -- )
10  16 /MOD SWAP IF 1+ THEN + + ( dp-vsa vsa-len --)
11  OVER + 1- ;
12
13
14
15

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VSA>VSA  
 VSA>22K  
 VSA -- 01501 111

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0 ( FILES - 0-START/END A-START/END B-START/END          9-09-85)
: 0-START/END 0 0 ;
: A-START/END ( -- start-vsa end-vsa \ allocate space on disk)
  DPA @ FILE-START/END
  DUP 1+ DUP FINAL-DPA U< NOT IF UNRAVEL THEN DPA ! ;
: B-START/END ( -- start-vsa end-vsa \ allocate space on diskb)
  DPB @ FILE-START/END
  DUP 1+ DUP FINAL-DPB U< NOT IF UNRAVEL THEN DPB ! ;
: X-START/END ( -- start-vsa end-vsa \ allocate space on diskb)
  ( and block align) DPB @ BYTES>BLOCKEND 16/ DUP 64 = NOT
  IF DPB +! ELSE DROP THEN B-START/END ;

CASE FILE-CASES ( file-type -- start end \ find disk space)
  0 IS 0-START/END 1 IS A-START/END 2 IS B-START/END
  3 IS X-START/END
OTHERS UNRAVEL

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0 ( FILES - INSTALL-FILES                                3-4-85)
: INSTALL-FILES ( -- \ allocate space for files)
  INIT-DPAB
  140 1 DO I 43 = NOT IF I DUP FILE# !
    FILE-TYPE C@ FILE-CASES
    I FILE-END ! I FILE-START !
    ELSE 40 FILE-START @ 43 FILE-START !
    40 FILE-END @ 43 FILE-END !
  THEN
  LOOP .FREE-SPACE ;

```

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0 ( FILES - DIRECTORY RECORDS 000 - 009                  9-12-85)
INIT-DIR
( dir# name disk #rec rlen slen)

FILE 000 DIRECTORY 0 140 21 0
FILE 001 INSTANCE 8 9408 16 0
FILE 002 IROOT 0 0 0 0
FILE 003 ISYSTEM 0 0 0 0
FILE 004 INACTIVE 0 0 0 0
FILE 005 FRAGMENT 0 0 0 0
FILE 006 ELO-CPIC 8 301 16 0
FILE 007 IAPPLICATION 0 0 0 0
FILE 008 GAZ-CPIC A 195 16 0
FILE 009 MEC-CPIC A 178 16 0

```

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0 ( FILES - DIRECTORY RECORDS 010 - 019

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1
2 (  dir#  name      disk #rec  rlen  slen)
3
4 FILE 010  BOOT/KERNEL  A  8192  16   0
5 FILE 011  BOX          B    64  16   8
6 FILE 012  STARPORT    0     0   0   0
7 FILE 013  BANK         0     0   0   9
8 FILE 014  BANK-TRANS  B     7  19   6
9 FILE 015  PERSONNEL   0     0   0   0
10 FILE 016  CREWMEMBER  B     6  20  24
11 FILE 017  ASSIGN-CREW 0     0   0  24
12 FILE 018  SHIP-CONFIG 0     0   0   0
13 FILE 019  TRADE-DEPOT 0     0   0   0
14
15

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13

0 ( FILES - DIRECTORY RECORDS 020 - 029

```

1
2 (  dir#  name      disk #rec  rlen  slen)
3
4 FILE 020  SHIP        0     0   0  75
5 FILE 021  MYS-CPIC    A   379  16   0
6 FILE 022  TIME        0     0   0   4
7 FILE 023  STARSYSTEM  0     0   0   8
8 FILE 024  STAR        0     0   0   6
9 FILE 025  VESSEL      B    25  65  16
10 FILE 026  ELEMENT     B    23  23   6
11 FILE 027  MESSAGE     0     0   0  17
12 FILE 028  ARTIFACT    B    51  30   6
13 FILE 029  PROJECTILE  0     0   0   8
14
15

```

14

0 ( FILES - DIRECTORY RECORDS 030 - 039

```

1
2 (  dir#  name      disk #rec  rlen  slen)
3
4 FILE 030  NOM-CPIC    A    71  16   0
5 FILE 031  SPE-CPIC    B   118  16   0
6 FILE 032  PLANET      B    61  22   0
7 FILE 033  THR-CPIC    B   155  16   0
8 FILE 034  OPERATIONS  0     0   0   0
9 FILE 035  NOTICE     0     0   0   1
10 FILE 036  EVALUATION  0     0   0  25
11 FILE 037  VEL-CPIC    B   292  16   0
12 FILE 038  VPR-CPIC    A    78  16   0
13 FILE 039  MIN-CPIC    A   131  16   0
14
15

```

15

3-1-85) ( FILES - DIRECTORY RECORDS 040 - 049

3-1-85)

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(  dir#  name      disk #rec  rlen  slen)
FILE 040  SPECIMEN      B    28  16  13
FILE 041  RUIN          0     0   0   7
FILE 042  TVEHICLE      0     0   0   7
FILE 043  BIO-DATA      0    28  16  13 ( use specimen ca)
FILE 044  TPORT-PIC     B   145  16   0
FILE 045  FLUX-NODE     0     0   0   8
FILE 046  NEBULA        0     0   0   6
FILE 047  CAPT-LOG      0     0   0  36
FILE 048  STRING        0     0   0   0
FILE 049  BPORT-PIC     B   153  16   0

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16

10/31/85) ( FILES - DIRECTORY RECORDS 050 - 059

3-1-85)

```

(  dir#  name      disk #rec  rlen  slen)
FILE 050  PHRASECONTRL  0     0   0   6
FILE 051  SUBJECT       0     0   0   0
FILE 052  ORIGINATOR    0     0   0  19
FILE 053  MESSAGE       0     0   0   2
FILE 054  <UNUSED>      0     0   0   0
FILE 055  TEXT          0     0   0  40
FILE 056  SCROLL-TEXT   0     0   0  44
FILE 057  ANALYZE-TEXT  B    15 190   0
FILE 058  BUTTONS       B    14  73   0
FILE 059  BLT-HEAD      0     0   0  10

```

17

3/23/85) ( FILES - DIRECTORY RECORDS 060 - 069

3-1-85)

```

(  dir#  name      disk #rec  rlen  slen)
FILE 060  UNUSED RED-PR A 128 0 0 0
FILE 061  ENCOUNTER     0     0   0  17
FILE 062  ICON1:1       B    50  18   0
FILE 063  ICON1:2       B    50  18   0
FILE 064  ICON1:4       B    50  18   0
FILE 065  ICON-NAME 12 B    27  27   0
FILE 066  UNUSED 128 B 128 0 0 0
FILE 067  REGIONS       B     6  28   2
FILE 068  CREATURE      B   100 156  17
FILE 069  ORD:          0     0   0   1

```



21

10-06-85)

```

1
2 (  dir#  name      disk  #rec   rlen  slen   compressed )      (  dir#  name      disk  #rec   rlen  slen   compressed )
3
4 FILE 070  CHKFLIGHT-OV  B    65    16    0  \ [+ ]      FILE 100  ORBIT-OV      B    400    16    0  \ [+ ]
5 FILE 071  FRACT-OV      B   270    16    0  \ [ ]      FILE 101  CAPTAIN      B    247    16    0  \ [+ ]
6 FILE 072  ICONP-OV      B    50    16    0  \ [+ ]      FILE 102  SCIENCE      B    195    16    0  \ [ ]
7 FILE 073  SITE-OV       B    80    16    0  \ [ ]      FILE 103  NAVIGATR      B     39    16    0  \ [ ]
8 FILE 074  HYPERMSG-OV   B   100    16    0  \ [+ ]      FILE 104  SHIPBUTTONS  B    200    16    0  \ [ ]
9 FILE 075  GPOLY        B    89     4    0  \ [ ]      FILE 105  *MAP-OV      B    250    16    0  \ [ ] 145+stk
10 FILE 076  FACET        B    72     4    0  \ [ ]      FILE 106  HYPER-OV     B    435    16    0  \ [ ]
11 FILE 077  VERTEX       B   134     3    0  \ [ ]      FILE 107  ANALYZE-OV   B    135    16    0  \ [+ ]
12 FILE 078  BLT-OV       B    35    16    0  \ [+ ]      FILE 108  LAUNCH-OV    B     50    16    0  \ [+ ]
13 FILE 079  MISC-OV      B    77    16    0  \ [+ ]      FILE 109  FLUX-EFFECT  B     33    16    0  \ [ ]
14
15

```

22

3-1-85)

```

1
2 (  dir#  name          disk  #rec   rlen  slen   compressed )      (  dir#  name          disk  #rec   rlen  slen   compressed )
3
4 FILE 080  BANK-OV       B      104   16    0    \ [+ ]          FILE 110  OP-OV       B      204   16    0    \ [+ ]
5 FILE 081  ASSCREW-OV    B      170   16    0    \ [+ ]          FILE 111  ITEMS-OV      B      354   16    0    \ [ ]
6 FILE 082  PERSONNEL-OV  B      270   16    0    \ [+ ]          FILE 112  LSYSICON       B      47    16    0    \ [ ]
7 FILE 083  SHIPGRPH-OV   B      159   16    0    \ [+ ]          FILE 113  MSYSICON       B      28    16    0    \ [ ]
8 FILE 084  CONFIG-OV     B      189   16    0    \ [+ ]          FILE 114  SSYSICON       B      11    16    0    \ [ ]
9 FILE 085  TDEPOT-OV     B      235   16    0    \ [+ ]          FILE 115  BEHAV-OV      B      360   16    0    \ [ ]
10 FILE 086  EDIT-OV       B      220   16    0    \ [ ]          FILE 116  CMAP          B      10    64    0    \ [ ]
11 FILE 087  PORTMENU-OV   B      148   16    0    \ [+ ]          FILE 117  INSTALL       B      50    16    0    \ [ ]
12 FILE 088  VITA-OV       B      250   16    0    \ [+ ]          FILE 118  HEAL-OV       B      67    16    0    \ [ ]
13 FILE 089  HP-OV         B      320   16    0    \ [+ ]          FILE 119  REPAIR-OV     B      78    16    0    \ [ ]
14
15

```

23

9-09-85)

```

1
2 (   dir#  name      disk #rec  rlen  slen  compressed )      (   dir#  name      disk #rec  rlen  slen  compressed )
3
4 FILE 090 LP-OV      B      340   16    0 \ [+ ]      FILE 120 GAME-OV      B      313   16    0 \ [ ]
5 FILE 091 SENT-OV    B      299   16    0 \ [+ ]      FILE 121 PLSET-OV    B      150   16    0 \ [+ ]
6 FILE 092 TV-OV      B      275   16    0 \ [ ]      FILE 122 MAPS-OV     B      150   16    0 \ [+ ]
7 FILE 093 COMM-OV    B      425   16    0 \ [+ ]      FILE 123 VES-BLT     X      188   16    0
8 FILE 094 COMMSPEC-OV B      140   16    0 \ [+ ]      FILE 124 STORM-OV    B       75   16    0 \ [ ]
9 FILE 095 SEED-OV    B      150   16    0 \ [ ]      FILE 125 HUM-PIC     B       30   16    0
10 FILE 096 LISTICONS  B       40   16    0 \ [+ ]      FILE 126 VEL-PIC     B       27   16    0
11 FILE 097 MOVE-OV    B      237   16    0 \ [ ]      FILE 127 THR-PIC     B       17   16    0
12 FILE 098 ENGINEER   B      140   16    0 \ [+ ]      FILE 128 ELO-PIC     B       38   16    0
13 FILE 099 DOCTOR     B       78   16    0 \ [+ ]      FILE 129 AND-PIC     B       27   16    0
14
15

```

24

```

0 ( FILES - DIRECTORY RECORDS 130 - 139
1
2 ( dir# name      disk #rec rlen slen  compressed )
3
4 FILE 130 COMPOUNDS      B      23    7    0
5 FILE 131 IT-OV         B     103   16    0
6 FILE 132 COMBAT-OV     B     400   16    0
7 FILE 133 DAMAGE-OV     B     200   16    0
8 FILE 134 <UNUSED>      0        0    0    0
9 FILE 135 <UNUSED>      0        0    0    0
10 FILE 136 <UNUSED>     0        0    0    0
11 FILE 137 <UNUSED>     0        0    0    0
12 FILE 138 <UNUSED>     0        0    0    0
13 FILE 139 <UNUSED>     0        0    0    0
14
15 ( END)

```

25

```

0 ( FILES - BLOCK 26 IS START OF GENERATED DIRECTORY
1
2
3
4
5
6
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8
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12
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26

```

0 DIRECTORY .....INSTANCE ..Z?~@$.IROOT .....I
1 SYSTEM .....INACTIVE .....FRAGMENT .....EL
2 O-CPIC .@~...IAPPLICATION.....GAZ-CPIC ...B.C...MEC
3 -CPIC .C.t.2...BOOT/KERNEL .u.t!..BOX ...@...STAR
4 PORT .....BANK .....BANK-TRANS -.5....PERSO
5 NNEL .....CREWMEMBER .6.=....ASSIGN-CREW .....SHIP-C
6 ONFIG .....TRADE-DEPOT .....SHIP .....KMYS-CPI
7 C .u!o*(...TIME .....STARSYSTEM .....STAR
8 .....VESSEL .@.(...A.ELEMENT .).J....MESSAGE
9 .....ARTIFACT .K.+3...PROJECTILE .....NOM-CPIC
10 .p*6#G...SPE-CPIC ...!.v...PLANET *.v.=...THR-CPIC
11 .w.....OPERATIONS .....NOTICE .....EVALUATION
12 .....VEL-CPIC ...5.$...VPR-CPIC .7#.#N...MIN-CPIC .
13 .#.$...SPECIMEN .6.Q....RUIN .....TVEHICLE ..
14 .....BIO-DATA .6.Q....TPORT-PIC .R.b....FLUX-NODE ...
15 .....NEBULA .....CAPT-LOG .....$

```

27

```

STRING .....BPORT-PIC .c.{.....PHRASECONTRL.....S
UBJECT .....ORIGINATOR .....MESSAGE' .....<U
NUSED> .....TEXT .....(SCROLL-TEXT .....ANA
LYZE-TEXT...?...).BUTTONS .@...I.BLT-HEAD .....<UNU
SED> .....ENCOUNTER .....ICON1:1 ...8.2...ICON1
:2 .9.q.2...ICON1:4 .r.*.2...ICON-NAME .+.Y....<UNUSE
D> .....REGIONS .Z.d....CREATURE .e...d...ORD:
.....CHKFLIGHT-OV...T.A...FRACT-OV .U.b....ICONP-OV
.c...2...SITE-OV ...d.P...HYPERMSG-OV .e.H.d...GPOLY
.I..Y...FACET .'.q.H...VERTEX .r.....BLT-OV
.....#...MISC-OV ./.(M...BANK-OV .l.c.h...ASSCREW-OV
.d...*...PERSONNEL-OV.....SHIPGRPH-OV .....CONFIG-OV
.;.w.=...TDEPOT-OV .x.b.k...EDIT-OV .c.)..\...PORTMENU-OV .
?.R....VITA-OV .S.L.z...HP-OV .M...@...LP-OV ..
.'T...SENT-OV .a...+...TV-OV .....COMM-OV ...
6.)...COMMSPEC-OV .H.S....SEED-OV .T.i.....

```

28

```

LISTICONS .j...(.MOVE-OV ...^..m...ENGINEER .....D
OCTOR ...X.N...ORBIT-OV .Y.h....CAPTAIN .i._w...SC
IENCE .' "I!C...NAVIGATR .#!!'...SHIPBUTTONS .J!."H...*MA
P-OV .." #z...HYPER-OV ..#>X3...ANALYZE-OV ?%EX...LAUN
CH-OV .F%wX2...FLUX-EFFECT .xX.k!...OP-OV ...&d&L...ITEMS
-OV .e&f(b...LSYSICON .6(u(/...MSYSICON .v.(...SSYSIC
ON ..(.(...BEHAV-OV ..(.h...CMAP ..*,*..@.INSTALL
.-*^*2...HEAL-OV ._*!#C...REPAIR-OV ."#o#N...GAME-OV
.p*(,9...PLSET-OV .),>...MAPS-OV .?..T-...VES-BLT
...;.(...STORM-OV .<...K...HUM-PIC ...$.....VEL-PIC
.%?....THR-PIC .@.P....ELO-PIC .Q.v.&...AND-PIC
.w./....COMPOUNDS ..../....IT-OV ..../q...COMBAT-OV
../.1...DAMAGE-OV .1[1H...<UNUSED> .....<UNUSED> .
.....<UNUSED> .....<UNUSED> .....<UNUSED> ..
.....<UNUSED> .....

```

.Z#3

29

```

( FILES - BLOCK 28 IS END OF GENERATED DIRECTORY 3-1-85)

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