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(INSTALL - AINSTALLS 2-4-85)
EXIT
: AINSTALLS
(-- \ install indexed arrays)
' VERTEX AINSTALL ' MERCATOR AINSTALL
' FACET AINSTALL ' CONANCHOR AINSTALL
' FACE AINSTALL ' CONTOUR AINSTALL
' PPOLY AINSTALL ARRAYSEG ' POLYSEG !
' ICONIMAGE AINSTALL
' GVERTEX AINSTALL
' GPOLY AINSTALL
' GRIDCOLOR AINSTALL
' GIVERT AINSTALL
' 9X9CDARSE AINSTALL
' 9X9FINE AINSTALL
' XFORMVERT AINSTALL ;

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(INSTALL - BINSTALLS 2-18-85)
EXIT : BINSTALLS
(-- \ install un-indexed arrays)
HBUF-SEG 270 BINSTALL (mainview screen buffer)
\$SEG 310 BINSTALL (instance cache: string space)
\$LOCSEG 62 BINSTALL (instance cache: string pointers)
LOISEG 62 BINSTALL (instance cache: lo-word iadr)
HIISEG 31 BINSTALL (instance cache: hi-byte iadr)
IXSEG 90 BINSTALL (display sys: x world coordinate)
IYSEG 90 BINSTALL (display sys: y world coordinate)
IDSEG 45 BINSTALL (display sys: icon id#)
ICSEG 45 BINSTALL (display sys: color codes)
ILSEG 90 BINSTALL (display sys: lo-word iadr)
IHSEG 45 BINSTALL (display sys: hi-byte iadr)
LSYSEG 47 BINSTALL MSYSEG 28 BINSTALL
SSYSEG 11 BINSTALL CURSEG 13 BINSTALL ;

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0 (INSTALL - LFCLAIM AINSTALL BINSTALL
1 EXIT
2 : LFCLAIM
3 (#segs -- seg \ claim space at end of avail mem)
4 NEGATE LFSEG @ + DUP LFSEG ! ;
5
6 : AINSTALL
7 (array-pfa -- install indexed array in memory)
8 DUP 'ARRAY ! #BYTES #ROWZ 2* + 16/ 1+ LFCLAIM OVER 6 + !
9 !OFFSETS ;
10
11 : BINSTALL
12 (base-ptr-pfa #segs -- \ install un-indexed array)
13 LFCLAIM SWAP ! ;
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2-4-85) (INSTALL - CONFIGURE-SYSTEM 2-5-85)
EXIT HEX
: CONFIGURE-SYSTEM (customize to environment)
12 0 SYSCALL (-- #K in system)
40 * (-- #seg in system)
1- LFSEG ! (-- \ mark last free seg)
AINSTALLS (-- \ install indexed arrays)
BINSTALLS (-- \ install un-indexed arrays)
LFSEG @ @DS 1000 + - (-- #cache-segs)
41 / (-- #cache-blks)
#CACHE ! AUTO-CACHE (-- \ set up auto cache)
B800 DBUF-SEG ! (-- \ screen display buffer)
BUFFER-HEAD @ SEG>ADDR DUP 1BUFADR ! (disk buffers)
@ SEG>ADDR 2BUFADR ! ICINIT (INSTALLXKEY) ;
DECIMAL

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0 ( MEMORY - INSTANCE OP: IRESET support          1-15-85)
1
2 : MAXSPACE 3. VA>BUF ;
3
4 : INIT-SPACE ( -- ) IROOT !NEWSPACE
5 150000. MAXSPACE 1.5! ;
6 : NEXT-NEW ( class -- d \ allocate new space and ignore)
7 ( fragments and block boundaries - for ireset)
8 >R I FILE-SLEN C@ >R ( -- slen class )
9 @NEWSPACE 2DUP I IHEADLEN + M+ !NEWSPACE ( d -- slen class)
10 >C CI VA>BUF ( adr -- slen class)
11 9 + I' SWAP C! ( -- slen class \ store class)
12 R> R> 2DROP
13 SET-CURRENT NULLPOINTERS CI ICLOSE ;
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0 ( MEMORY - INSTANCE OP: IRESET          1-30-85)
1
2 : IRESET ( -- \ initialize object handling system)
3 ICINIT CCLR VCLR
4 ( MOUNT-B ) INIT-SPACE ( initialize newspace)
5 2 NEXT-NEW >C SET-CURRENT CI INST-SIB 1.5! CI INST-PREV 1.5!
6 7 NEXT-NEW CI IINSERT ( IAPPLICATION)
7 3 NEXT-NEW CI IINSERT IOPEN ( ISYSTEM)
8 5 NEXT-NEW 2DUP ' FRAGMENT 2! CI IINSERT ( FRAGMENT)
9 4 NEXT-NEW 2DUP ' INACTIVE 2! CI IINSERT ( INACTIVE)
10 SAVE-BUFFERS CCLR VCLR ;
11
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