

DISK ALLOCATION ROUTINES:

1. GDSKHDR (GET FIXED DISK SPACE FOR FILE-HEADER-BLOCK)
 - INPUT: X4=NUMBER OF SECTORS
 - B7=RETURN
 - OUTPUT: X6=DISK ADDR
 - OR
 - RETURNS TO B7-1 IF NO SPACE AVAILAPLE
 - (DUE TO ACCOUNTING ERROR OR FRAGMENTATION; SYSERR)
2. FDSKHDR (FREE FIXED DISK SPACE FOR FILE-HEADER-BLOCK)
 - INPUT: X4=NUMBER OF SECTORS
 - X5=DISK ADDR
 - B7=RETURN
 - OUTPUT: (NONE)
 - OR
 - RETURNS TO B7-1 IF INTERSECTED FREE BLOCK
 - (SYSERR)
3. GDSKPTR (GET SWAPPED DISK SPACE FOR POINTER -BLOCK)
 - INPUT: B7=RETURN
 - OUTPUT: (NONE)
 - OR
 - RETURNS TO B7-1 IF SWAPPED -SPACE CUTOFF
4. FDSKPTR (FREE SWAPPED DISK SPACE FOR POINTER-BLOCK)
 - INPUT: B7=RETURN
 - OUTPUT: (NONE)
5. GDSKDAT (GET SWAPPED DISK SPACE FOR DATA-BLOCK)
 - INPUT: X4=NUMBER OF SECTORS
 - B7=RETURN
 - OUTPUT: X6=DISK ADDR
 - OR
 - RETURNS TO B7-1 IF SWAPPED-SPACE CUTOFF
6. FDSKDAT (FREE SWAPPED DISK SPACE FOR DATA-BLOCK)
 - INPUT: X4=NUMBER OF SECTORS
 - X5=DISK ADDR
 - B7=RETURN
 - OUTPUT: (NONE)
 - OR
 - RETURNS TO B7-1 IF INTERSECTED FREE BLOCK
 - (SYSERR)

no longer allocates; just reserves!

X1 = work reg

X2 = bit mask

X3 = current unit

X4 = current pos

X5 = current hd gp

X6 = storing

X7 = DAT address

B1 = current sector

B2 = # remaining sectors

B3 = # remaining units

B4 = # remaining pos.

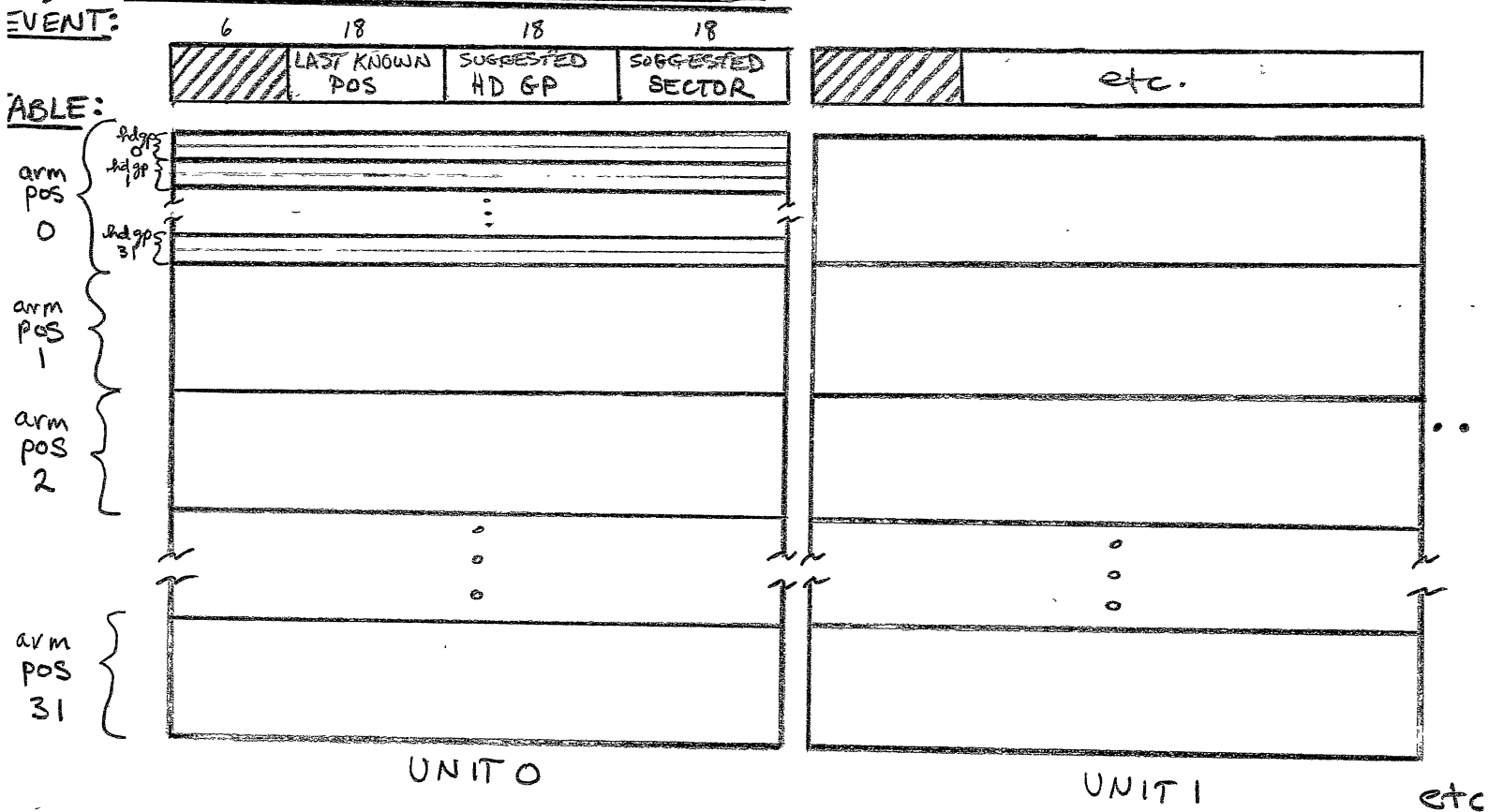
B5 = # remaining hd groups

B6 = return

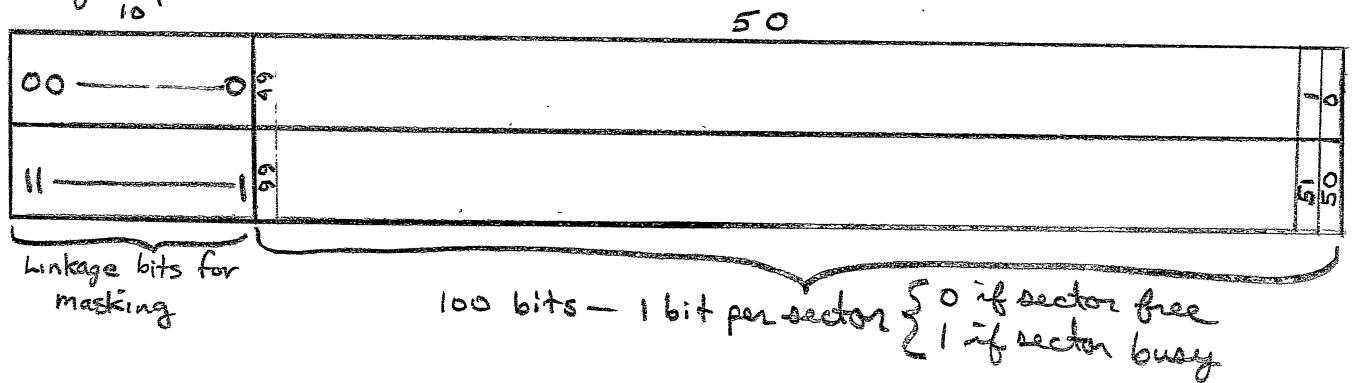
B7 = outer return?



Disk Allocation TABLES



Detail of 2-word entry for each head group:



UNIT SCATTER EVENT:
(to scatter preferred unit during initialization)



also Arm Pos Table! 1 word per arm pos

