

	Contents	Bytes	Offset	Sectors/Blocks	Value	1 block = 8 sectors = 4096 bytes			
File System	Signature	16	0	1 sector	WUFS_SYSTEM_INFO	First sector on disk unless boot loader present			
	Disk Name	32	16				first sector following boot loader		
	Disk size in blocks	8	48						
	Usage bitmap block start	8	56			Note that the file system is a SECTOR but all other nodes are BLOCKs			
	Usage bitmap block size	8	64						
	Root dir descriptor block	8	72						
	Flags	8	80						
	Reserved	8	88						
Usage Bitmap	Signature	16	0	1+ blocks	WUFS_BITMAP_INFO				
	BITS	blocks/8	16						
	Tail Signature	n				Helps identify bitmap bits			
d-Node	Signature	16	0	1 block (4096 bytes)	WUFS_D_NODE_INFO				
	Dir Name	64	16			Must be zero terminated, so up to 63 chars			
	attributes	8	80						
	ACL	8	88						
	Create Date	8	96						
	Parent Block	8	104			Zero for root dir			
	Extension Block	8	112			Allows more nodes; zero if all fit into this block			
	Metadata block	8	120			zero if no metadata			
	Per Child Node:		128						
	Block Address	8							
f-Node	Signature	16	0	1 block 8	WUFS_F_NODE_INFO				
	File Name	128	16						
	attributes	8	144						
	ACL	8	152						
	Create Date	8	160						
	Parent Block	8	168						
	Extension Block	8	176						
	Metadata Block	8	184						
	Per Content Node:		192						
	Block Address	8				Having address AND block count saves a lot of space on large unfragmented files			
	Block Count	8							
d-Ext Node	Signature	16	0	1 block	WUFS_D_NODE_MORE				
	Preceding Block	8	16			d-node or previous d-ext node, allowing daisy chaining where needed			
	Next Extension Block	8	24						
	Per Child Node:		32						
	Block Address	8							

f-Ext Node	Signature	16	0	1 block	WUFS_F_NODE_MORE					
	Preceding block	8	16							
	Next Extension Block	8	24							
	Per Content Node:		32							
	<i>Block Address</i>	8								
	<i>Block Count</i>	8								
Metadata node										
	Signature	16	0	1 block	WUFS_MTDATA_NODE					
	Parent block	8	16							
	Metadata	n	24			up to block size or zero terminated				