# Memory Card File System Specification (FAT)

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# File System Specification (FAT)

#### **Memory Card Block Structure**

A Memory Card contains 1 Mbit (128 KB) of flash memory and is organized in blocks of 8 KBytes. Memory Cards are managed with an independent file system known as the FAT. PDA application data is also managed in the blocks.

Table 1: Layout of Memory Card blocks

Block No.	Contents		
0	FAT block		
1	Data block 1		
2	Data block 2		
14	Data block 14		
15	Data block 15		

Writes to flash memory are performed in 128-byte units known as sectors. There are 64 sectors in each block. When reading PDA sectors on the PlayStation 2, set sceMcxGetMem(port,slot,buff,0x8000000+ 0x80 x sect,0x80). One sector of data (128 bytes) is read to buff. Sector writes are not possible.

#### **FAT Block Format**

A FAT block has the following structure:

Table 2: FAT block memory map

Sector No.	Contents
0	Format ID sector
1	Block information sector 1
15	Block information sector 15
16	Alternate information sector 1
35	Alternate information sector
	20
36	Alternate sector 1
55	Alternate sector 20
56	Reserved sector 1
62	Reserved sector 7
63	Dummy write sector

#### **Format ID Sector**

#### Table 3

'M'	'C'	0	0		sum
-----	-----	---	---	--	-----

The first 2 bytes of the Format ID are 'M' and 'C', and the remaining bytes are all '0'. However the 128th byte is the checksum, which contains the result obtained by XORing bytes 1-127.

When the first 2 bytes are 'MC', the card is identified as a formatted Memory Card. Otherwise, it is considered unformatted.

#### **Block Information Sector**

Table 4: Structure of block information sector

Contents	Data Type	Size (bytes)	
Block list Information	(unsigned long)	4	
File size	(long)	4	
Next block	(unsigned short)	2	
Filename	(char) X 21	21	
Reserved	(unsigned char)	1	
Unused	unknown	94	
PDA application	(unsigned char)	1	
Checksum	(unsigned char)	1	

#### **Block List Information**

Table 5: Meaning of block list information

Value	Contents
51	Header block
52	Intermediate block
53	End block
Α0	Free block
A1	Header block with delete
	mark
A2	Intermediate block with
	delete mark
АЗ	End block with delete
	mark

Immediately after formatting, all block list information fields are set to the value A0. When a file is created, the file's block list information has values 51-53. When a file is deleted, the block list information used by the deleted file has values A1-A3. Once a file has been deleted, it can be restored simply by restoring the original block list information. However, if the file has been deleted and another file is created such that the "header block - intermediate block - end block" chain is broken, all blocks of the broken chain will be set to A0 by a check during the next FAT read.

If a file is only 1 block long, the block list information will only be 51 (or A1). If the file size is 2 blocks, the block list information will only have values 51 and 53 (or A1 and A3), and there will be no blocks with a value of 52 (or A2).

#### File Size

File size is maintained in bytes, and the value is computed as follows:

File size = No. of blocks specified when creating a new file X 8192 bytes

#### Next Block

If a file spans multiple blocks, a pointer to the next block, which is 1 less than the block number, is stored. For example, if the next block were block number 1, 2,..., or 15, then the value 0, 1,..., or 14, respectively, would be stored as the pointer. When there is no next block, 0xFFFF is stored in this field.

#### Filename

Stores the filename. A NULL (0x00) is required at the end of the character string.

#### PDA Application

For a PDA application, use sceMcSetFileInfo to set the sceMcFileAttrPDAExec bit in the file attributes. Otherwise, leave it as 0. This information is not copied in the PlayStation 2 file management screen, so it is set to 0 when a PDA application is copied, but now downloaded from the PlayStation 2.

#### Checksum

The checksum is obtained by XORing bytes 1-127.

#### Alternate Information Sector

#### Table 6

(long) substituted sector number	Ω	 sum
(long) substituted sector number	U	 Sulli

When a sector is specified as an alternate information sector, the alternate sector is used in place of the specified sector. For example, if alternate information sector 3 contained 123 as its substituted sector number and an attempt was made to read or write sector 123, alternate sector 3 of the same number as the alternate information sector would be read or written instead.

When the sector number is 0x1000000, this means that the sector substitution failed and so the alternate information is ignored. When the same alternate sector number is in the alternate information, the information found in the more recent sector takes priority.

The checksum data in the 128th byte is obtained by XORing bytes 1-127.

#### Alternate Sector

The actual sector specified in the alternate information sector is written here.

#### **Dummy Write Sector**

This sector is used for dummy writes in order to clear unidentified flags.

### **FAT Operation**

Next, FAT operation using the PlayStation library, etc., will be described.

#### **Format**

The format operation sets up each sector as shown in the following table.

Table 7: State of formatted FAT

Target		Offset within sector / write contents							
sector	0	1	2	3	4~7	8	9	10~126	127
0	4D	43	00	00	00	00	00	00	sum
1~15	A0	00	00	00	00	FF	FF	00	sum
16~35	FF	FF	FF	FF	00	FF	FF	00	sum

<sup>\*</sup> The values in the table are expressed as hex numbers.

The sum in the 127th byte is the checksum, and is obtained by XORing bytes 0-126.

Formatted FAT images are shown as Memory Card format images (see the Memory Card Format Image section).

#### **Unformat**

If the first two bytes of sector 0 are other than 'MC', the Memory Card is considered to be in an unformatted state.

#### **Delete**

The delete operation changes the high-order 4 bits of the first byte of all block information sectors of the appropriate file, from 5 to A. All other data (excluding the checksum in the 127th byte) remains unchanged.

#### **Undelete**

Following a delete operation, the undelete operation changes the high-order 4 bits of the first byte of all block information sectors of the appropriate file, from A to 5. All other data (excluding the checksum in the 127th byte) remains unchanged. The undelete operation restores data files that have been deleted.

## **Special Processing in PDA**

#### Writing to the FAT Sector of an Executing PDA Application

When an attempt is made to write to a FAT sector corresponding to a block in which an executing PDA application is stored, (e.g., from the PlayStation 2 via the library), the write is inhibited and an error is generated. Furthermore, the library recognizes this state to mean that a Memory Card has been swapped.

#### **Alternate Sector Write Disable Interval**

During the execution of the "display while transferring file" command of the libmox library, writing to the alternate information sectors (sectors 16-35) and to the alternate sectors (36-55) is disabled in order to protect the PDA application file and PDA icons. An attempt to write to these sectors generates an error.

# **Memory Card Format Image**

The FAT state for a formatted Memory Card is shown below.

From alternate sector 1 to the dummy write sector, it is unnecessary to set the specified initial value.

```
00080 A0 00 00 00 00 00 00 - FF FF 00 00 00 00 00 00
        Block information sector 1
00100 A0 00 00 00 00 00 00 - FF FF 00 00 00 00 00 00
        Block information sector 2
00780 A0 00 00 00 00 00 00 - FF FF 00 00 00 00 00 00
        Block information sector 15
```

```
00800 FF FF FF FF 00 00 00 00 - FF FF 00 00 00 00 00 00
        Alternate information sector 1
00880 FF FF FF FF 00 00 00 00 - FF FF 00 00 00 00 00 00
        Alternate information sector 2
01180 FF FF FF F0 00 00 00 - FF FF 00 00 00 00 00 Alternate information sector 20
Alternate sector 1
```

```
Alternate sector 2
Reserved sector 2
```