

# Redbin

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## 

RedbinRedREBinRedbinwordany-block!

Redbinload/binary mold/binary

- Redbin64

# 

- 
- 
- 

#

```
magic="REDBIN" (6), version=1 (1), flags (1), length (4), size (4)

flags (000000000000000000000000)
  bit0: 00000000
  bit1: 000000
  bit2: 00000000
  bit3-7: 0000000000

length : 0000000000000000
size   : 000000000000000000
```

```
magic="REDBIN" (6), version=1 (1), flags (1), length (4), size (4)

flags (000000000000000000000000)
  bit0: 00000000
  bit1: 000000
  bit2: 00000000
  bit3-7: 0000000000

length : 0000000000000000
size   : 000000000000000000
```

```
magic="REDBIN" (6), version=1 (1), flags (1), length (4), size (4)

flags (000000000000000000000000)
  bit0: 00000000
  bit1: 000000
  bit2: 00000000
  bit3-7: 0000000000

length : 0000000000000000
size   : 000000000000000000
```

```
magic="REDBIN" (6), version=1 (1), flags (1), length (4), size (4)

flags (000000000000000000000000)
  bit0: 00000000
  bit1: 000000
  bit2: 00000000
  bit3-7: 0000000000

length : 0000000000000000
size   : 000000000000000000
```

```
magic="REDBIN" (6), version=1 (1), flags (1), length (4), size (4)

flags (000000000000000000000000)
  bit0: 00000000
  bit1: 000000
  bit2: 00000000
  bit3-7: 0000000000

length : 0000000000000000
size   : 000000000000000000
```

```
magic="REDBIN" (6), version=1 (1), flags (1), length (4), size (4)

flags (000000000000000000000000)
  bit0: 00000000
  bit1: 000000
  bit2: 00000000
  bit3-7: 0000000000

length : 0000000000000000
size   : 000000000000000000
```

```
magic="REDBIN" (6), version=1 (1), flags (1), length (4), size (4)

flags (000000000000000000000000)
  bit0: 00000000
  bit1: 000000
  bit2: 00000000
  bit3-7: 0000000000

length : 0000000000000000
size   : 000000000000000000
```

```
magic="REDBIN" (6), version=1 (1), flags (1), length (4), size (4)

flags (000000000000000000000000)
  bit0: 00000000
  bit1: 000000
  bit2: 00000000
  bit3-7: 0000000000

length : 0000000000000000
size   : 000000000000000000
```

[illegible]

### 3. 〇〇〇〇〇〇〇〇

Redbin word

- [illegible]

[□□□□□□□□□□□□□□□□](#) *index*

[□□□□□□□□□□□□□□□□](#) *index*

word64UTF-8

[illegible]

```
length (4), size (4), offset1 (4), offset2 (4),...
offset3 (4)
```

```
length (4), size (4), offset1 (4), offset2 (4),...
offset3 (4)
```

**length** [] **size** []

Red ID Redbin

Red block! series

#### 4. 000000

□□□□□□□□□□32□□□□ header □□□□□□□□□□

- bit31 : new-line
- bit30 : no-values
- bit29 : stack?
- bit28 : self?
- bit27 : set?
- bit26-16 :
- bit15-8 : series
- bit7-0 :

## 4.1.

header (4)  
n/a

header/type=0

64

## 4.2.

header (4), value (4)

header/type=1

## 4.3. Unset!

header (4)

header/type=2

## 4.4. None!

header (4)

header

header/type=3

## 4.5. Logic!

header (4), value=0|1 (4)

header

header/type=4

## 4.6. Block!

header (4), head (4), length (4), ...

header

header/type=5

head

header (4), head (4), length (4), ...

length

header (4), head (4), length (4), ...

## 4.7. Paren!

header (4), head (4), length (4), ...

header

header/type=6

block!header (4), head (4), length (4), ...

## 4.8. String!

header (4), head (4), length (4), data (unit\*length) [, padding (1-3)]

header

header/type=7

header/unit=1|2|4

head header (4), head (4), length (4), data (unit\*length) [, padding (1-3)] unit 1 2 4 length 16777215(2^24 - 1) UCS-1 UCS-

length

## 4.9. File!

## 4.10. Url!

## 4.11. Char!

## 4.12. Integer!

## 4.13. Float!

```
header [padding=0 (4),] header (4), value (8)
```

```
header 00
```

```
header/type=12
```

value 64

## 4.14. Context!

```
header (4), length (4), symbol1 (4), symbol2 (4),..., value1 [any-type!], value2 [any-type!], ...
```

```
header 00
```

```
header/type=14
```

```
header/no-values=0|1
```

```
header/stack?=0|1
```

```
header/self?=0|1
```

function! object! Redbin word length no-values stack? self? word self

## 4.15. Word!

```
header (4), symbol (4), context (4), index (4)
```

```
header 00
```

```
header/type=15
```

```
header/set?=0|1
```

context

context! Redbin word context -1

set? [any-value!]

word word word

## 4.16. Set-word!

header (4), symbol (4), context (4), index (4)

header

header/type=16

word!

## 4.17. Lit-word!

header (4), symbol (4), context (4), index (4)

header

header/type=17

word!

## 4.18. Get-word!

header (4), symbol (4), context (4), index (4)

header

header/type=18

word!

## 4.19. Refinement!

header (4), symbol (4), context (4), index (4)

header

header/type=19

word!

## 4.20. Issue!

header (4), symbol (4)

header

header/type=20



## 4.21. Native!

```
header (4), ID (4), spec [block!]  
header  
  
header/type=21
```

ID `natives/table` `native`

## 4.22. Action!

```
header (4), ID (4), spec [block!]  
header  
  
header/type=22
```

ID `actions/table` `action`

## 4.23. Op!

```
header (4), symbol (4),  
TBD  
  
header/type=23
```

`symbol` `op!` `action` `native` `function`

## 4.24. Function!

```
header (4), context [context!], spec [block!], body [block!], args [block!], obj-  
ctx [context!]  
header  
  
header/type=24
```

## 4.25. Path!

```
header (4), head (4), length (4), ...  
header  
  
header/type=25
```

block!□□□□□□□□□□□□□□□□

## 4.26. Lit-path!

Default: header (4), head (4), length (4), ...

Compact: TBD

header/type=26

block!□□□□□□□□□□□□□□□□

## 4.27. Set-path!

```
header (4), head (4), length (4), ...
```



header/type=27

block!□□□□□□□□□□□□□□□□

## 4.28. Get-path!

```
header (4), head (4), length (4), ...
```

□ □ □ □ □ □    □ □

header/type=28

block!□□□□□□□□□□□□□□□□

## 4.29. Bitset!

```

header (4), length (4), bits (length)

```

11111111

header/type=30

length

```
000000000000000000000000000080000000000000000bitset!series0000000000000000000000000000
```

bits 32 NUL

## 4.30. Point!

header (4), x (4), y (4), z (4)

header

header/type=31

## 4.31. Object!

header (4), context [reference!], class-id (4), on-set-idx (4), on-set-arity (4)

header

header/type=32

on-set-idx 0 on-change\* 0 on-set-arity 0

## 4.32. Typeset!

header (4), array1 (4), array2 (4), array3 (4)

header

header/type=33

## 4.33. Error!

header (4), context [reference!]

header

header/type=34

## 4.34. Vector!

header (4), head (4), length (4), values (unit\*length)

header

header/type=35

unit 1 vector 1024 8 values values unit  
1024 32 NUL

## 4.35. Pair!

```
header (4), x (4), y (4)
```

```
header
```

```
header/type=37
```

## 4.36. Percent!

```
[padding=0 (4),] header (4), value (8)
```

```
header
```

```
header/type=38
```

percent! 64 value 64

## 4.37. Tuple!

```
header (4), array1 (4), array2 (4), array3 (4)
```

```
header
```

```
header/type=39
```

## 4.38. Map!

```
header (4), length (4), ...
```

```
header
```

```
header/type=40
```

length map map length

## 4.39. Binary!

```
header (4), head (4), length (4), ...
```

```
header
```

```
header/type=41
```

block!

## 4.40. Time!

```
##### [padding=0 (4),] header (4), value (8)
```

```
#####  
```

```
header/type=43
```

time!##### **value** #####64#####

## 4.41. Tag!

```
##### header (4), head (4), length (4), data (unit*length)
```

```
#####  
```

```
header/type=44
```

```
header/unit=1|2|4
```

string!#####

## 4.42. Email!

```
##### header (4), head (4), length (4), data (unit*length)
```

```
#####  
```

```
header/type=45
```

```
header/unit=1|2|4
```

string!#####

## 4.43. Date!

```
##### header (4), date (4), time (8)
```

```
#####  
```

```
header/type=47
```

date# **red-date!** #####32#####integer#####time#64#####

## 4.44. Reference!

□ □ □ □ □ □    □ □

any-

14