The Non-Casual Reference to

PoSRIC

\'poż-'rik\

an acronym for the Portable Scripted RiPorFS Interface in C

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Introduction

RiPorFS was created with the idea of a truly limitless and portable file system. To make that idea a reality, **PoSRIC** has been created so you can access such filesystems on virtually any computer with a command line and a standard C library.

Building(Linux)

To build **PoSRIC** under linux you must have a GCC-like C compiler. Once you have the compiler working, run ./build in the root **PoSRIC** directory to build the program, and the executable will be located in the local bin directory.

Building(DOS)

as of now PoSRIC doesn't work on DOS

To build **PoSRIC** under DOS you must have Turbo C installed (Turbo C++ will probably work but I haven't tested it). Run the command to in the root **PoSRIC** directory and press o+r+enter. Select the .TC that corresponds with your Turbo C version and press F9 to start the build process. Once building is done, press alt+x to return to the DOS prompt, where you can run posric to get started.

Commands

Command Description

#:foo is blue; Make a comment about foo being blue

exit:; Exit posric with no errors

giveUp:foo; Print "foo" and exit if the last command ended in error

echo:foo; Print "foo" to the screen use:foo.rpf; Use the archive "foo.rpf"

tmp:tmp.rpf; Use the file "tmp.rpf" as a temporary file

format:; Format the archive being used

addFn:foo; Adds the filename "foo" to the archive

RiPorFS vIIB Specs

The **Ri**dged **Por**table **F**ile **S**ystem is a storage protocol based off of(as you guessed) ridges. Ridges are 8-bit unsigned integers paired with a fletcher16 checksum of the integer and(if it's a data ridge) the data that follows. The ridges have a dual purpose; to describe data, and to provide data. Description ridges have the 8th bit set, and describe the data ridges that follow. Data ridges encode blocks of data that are 1-128 bytes long. The data from the data ridges following a descriptor ridges are combined, and interpreted as descriptor ridges tell to.

RiPorFS Layout

//hom												
Offset	00	01	02	03	04	05	06	07	08	09	OΑ	0123456789A
000000	65	78	74	80	FC	FD	FD	06	47	1F	48	ext€üýý.G.H
000011	65	6C	6C	6F	2C	20	FC	FD	FD	05	<u>2</u> F	ello, ůýý./
000022	54	57	6F	72	6C	64	21	FE	FF	FF		TWorld!ģÿÿ∏

Red border	Green border	Blue border	Pink border	Red fill	Tan fill	Green fill
signature	filename ridge	data ridge	end of fs ridge	ridge #	fletcher16 checksum	data

RiPorFS Ridge #s

Hex Value	Name	Description
FF	NULL Data	Used when the following data can be ignored
FE	End of FS Ridge	Used to signify the end of the filesystem
FD	File Data Ridge	Used when filedata is being read
FC	File Name Ridge	Used when a filename is being read. Encoded UTF-8
FB	Directory Name Ridge	Used when sorting files into a directory (named with the data being read). Encoded UTF-8
FA	Directory End Ridge	Used to end a directory
F9	Time Of Creation	Used to tell the time of creation of the following file/directory names. Data is a variable-length little-endian integer representing the time of creation in UNIX time.
F8	Time Of Modification	Used to tell the time of the last modification of the following file/directory names. Data is a variable-length little-endian integer representing the time of the last modification in UNIX time.
F7	File Owner	The name of the owner of the following files/directories. Encoded in UTF-8
F6	Last Writer	The name of the last person who modified the following files/directories. Encoded in UTF-8
F5	Permissions	The UNIX permissions for the following files/directories
F4	File Type	The MIME type of the following files
80	XML Metadata	Misc. XML metadata