SedOric & OricDOS
Sector Descriptions

Version 1.2

Section One

SedOric Sector Descriptions

Version — Track : 0 , Sector : 1

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	01	00	00	00	00	00	00	00	20	20	20	20	20	20	20	20	
$10	00	00	03	00	00	00	01	00	53	45	44	4F	52	49	43	20	
$20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$30	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$40	53	45	44	4F	52	49	43	20	56	33	2E	30	30	36	20	30	SEDORIC V3.006 0
$50	31	2F	30	31	2F	39	36	0D	0A	55	70	67	72	61	64	65	1/01/96..Upgrade
$60	64	20	62	79	20	52	61	79	20	4D	63	4C	61	75	67	68	d by Ray McLaugh
$70	6C	69	6E	20	20	20	20	20	20	20	20	20	0D	0A	61	6E	lin ..an
$80	64	20	41	6E	64	72	7B	20	43	68	7B	72	61	6D	79	20	d André Chéramy
$90	20	20	20	20	20	20	20	20	20	20	20	20	20	0D	0A	0D	0A	....
$A0	53	65	65	20	53	45	44	4F	52	49	43	33	2E	46	49	58	See SEDORIC3.FIX
$B0	20	66	69	6C	65	20	66	6F	72	20	69	6E	66	6F	72	6D	file for inform
$C0	61	74	69	6F	6E	20	0D	0A	20	20	20	20	20	20	20	20	ation ..
$D0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$E0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$F0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	

Byte	Description
$40 - $FF	Version string. (192 bytes)

```
SEDORIC V3.006 01/01/96
Upgraded by Ray McLaughlin
and André Chéramy
See SEDORIC3.FIX file for information
```

Copyright Track : 0, Sector : 2

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	00	00	FF	00	D0	9F	D0	9F	02	B9	01	00	FF	00	00	B9	
$10	E4	B9	00	00	E6	12	00	78	A9	7F	8D	0E	03	A9	10	A0	
$20	07	8D	6B	02	8C	6C	02	A9	86	8D	14	03	A9	BA	A0	B9	
$30	20	1A	00	A9	84	8D	14	03	A2	02	BD	FD	CC	9D	F7	CC	
$40	CA	10	F7	A2	37	A0	80	A9	00	18	79	00	C9	C8	D0	F9	
$50	EE	37	B9	CA	D0	F3	A2	04	A8	F0	08	AD	01	B9	A8	D0	
$60	02	A2	3C	84	00	A9	7B	A0	B9	8D	FE	FF	8C	FF	FF	A9	
$70	05	8D	12	03	A9	85	8D	14	03	A9	88	8D	10	03	A0	00	
$80	58	AD	18	03	30	FB	AD	13	03	99	00	C4	C8	4C	6C	B9	
$90	A9	84	8D	14	03	68	68	68	AD	10	03	29	1C	D0	D5	EE	
$A0	76	B9	EE	12	03	CA	F0	1F	AD	12	03	CD	00	B9	D0	C1	
$B0	A9	58	8D	10	03	A0	03	88	D0	FD	AD	10	03	4A	B0	FA	
$C0	A9	01	8D	12	03	D0	AA	A9	C0	8D	0E	03	4C	00	C4	0C	
$D0	11	53	45	44	4F	52	49	43	20	56	33	2E	30	0A	0D	60	.SEDORIC V3.0..©
$E0	20	31	39	38	35	20	4F	52	49	43	20	49	4E	54	45	52	1985 ORIC INTER
$F0	4E	41	54	49	4F	4E	41	4C	0D	0A	00	00	00	00	00	00	NATIONAL.....

Byte	Description
$16	Disk type (#00 – Master Disk, #01 – Slave Disk)
$D1 - $FF	Copyright string. (47 bytes)

```
SEDORIC V3.0
© 1985 ORIC INTERNATIONAL
```

Boot Track : 0, Sector : 3

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	00	00	02	53	59	53	54	45	4D	44	4F	53	01	00	02	00	...SYSTEMDOS....
$10	02	00	00	42	4F	4F	54	55	50	43	4F	4D	00	00	00	00	...BOOTUPCOM....
$20	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$30	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$40	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$50	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$70	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....

System Track : 20, Sector : 1

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	D2	D2	D2	D2	40	64	00	0A	00	20	20	20	20	20	20	20	RRRR@d...
$10	20	20	20	20	20	20	58	58	2F	58	58	2F	58	58	20	20	XX/XX/XX
$20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$30	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$40	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$50	20	20	20	20	20	20	20	20	20	20	00	00	00	00	00	00	.....
$60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$70	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$80	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$90	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....

Byte	Description
$00 - $03	Drives table, contains number of tracks per side, i.e. #D2 = #52 (52 tracks per side) + #80 (Double sided flag) for the drives A, B, C and D.
$04	Keyboard type (bit 6 is if ACCENT SET and bit 7 is 1 if AZERTY) i.e. #40 = 0100 0000, only bit 6 is set to 1, so this keyboard is set to QWERTY.
$05 - $06	First line number for RENUM command.(i.e. #0064 = 100)
$07 - $08	Line number step for RENUM command (i.e. #000A = 10)
$09 - $1D	Disk name (21 bytes) (i.e. "_____XX/XX/XX")
$1E - $59	INIST, Instructions executed at startup (60 bytes)
$5A - $FF	Unused (Initialise to #00)

Bitmap 1 Track : 20, Sector : 2

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	FF	00	5F	02	00	00	2A	11	01	2A	00	00	00	00	00	00	
$10	00	00	00	00	00	00	00	00	00	00	00	00	F8	FF	FF	FF	
$20	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$30	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	0F	DB	F6	FF	FF	FF	
$40	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$50	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$60	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$70	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$80	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$90	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$A0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$B0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$C0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$D0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$E0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$F0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	

Byte	Description
$00 - $01	Location of next Bitmap sector (#FF,#00)
$02 - $03	Number of Sectors free (#025F = 607 sectors)
$04 - $05	Number of files (#0000 = None)
$06	Number of tracks per side (#2A = 42)
$07	Number of sectors per track (#11 = 17)
$08	Number of sectors used by the directory (#01 = 1)
$09	Copy of the byte at $0006 which has bit 7 set to 0 if single sided or 1 if double sided. So for a disk that is double sided with 17 sectors per side it would be #AA.
$0A	#00 if Master, #01 if Slave or #47 ("G") if Games.
$0B - $0F	5 Unused bytes.
$10 - $FF	Bitmap: Each bit represents a sector. A sector is free if the corresponding bit is set to 1 or occupied if it's set to 0. The bits of each byte are read from right to left (bit0 -> bit7), but the bytes are read from left to right. (240 bytes)

Bitmap 2 Track : 20, Sector : 3

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	FF	00	CA	02	00	00	2A	11	01	2A	00	00	00	00	00	00	
$10	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$20	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$30	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$40	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$50	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$60	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$70	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$80	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$90	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$A0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$B0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$C0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$D0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$E0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	
$F0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	

Byte	Description
$00 - $01	Location of next Bitmap sector (#FF,#00)
$02 - $03	Total number of Sectors (#02CA = 714 sectors)
$04 - $05	Number of files (#0000 = None)
$06	Number of tracks per side (#2A = 42)
$07	Number of sectors per track (#11 = 17)
$08	Number of sectors used by the directory (#01 = 1)
$09	Copy of the byte at $0006 which has bit 7 set to 0 if single sided or 1 if double sided. So for a disk that is double sided with 17 sectors per side it would be #AA.
$0A	#00 if Master, #01 if Slave or #47 ("G") if Games.
$0B - $0F	5 Unused bytes.
$10 - $FF	Bitmap: Each bit represents a sector. A sector is free if the corresponding bit is set to 1 or occupied if it's set to 0. The bits of each byte are read from right to left (bit0 -> bit7), but the bytes are read from left to right. (240 bytes)

Directory Track : 20, Sector : 4

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	00	00	F0	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
$10	45	20	20	20	20	20	20	20	20	44	4F	43	26	0A	03	41	E DOC...@
$20	46	20	20	20	20	20	20	20	20	44	4F	43	8B	0E	02	42	F DOC...@
$30	44	20	20	20	20	20	20	20	20	44	4F	43	0D	0E	FF	40	D DOC...@
$40	41	20	20	20	20	20	20	20	20	44	4F	43	05	0A	03	40	A DOC...@
$50	42	20	20	20	20	20	20	20	20	44	4F	43	05	0D	04	40	B DOC...@
$60	43	20	20	20	20	20	20	20	20	44	4F	43	05	11	02	40	C DOC...@
$70	47	20	20	20	20	20	20	20	20	44	4F	43	06	02	09	40	G DOC...@
$80	50	45	54	49	46	49	43	48	41	44	53	43	06	0B	02	40	PETIFICHADSC...@
$90	50	45	54	49	46	49	43	48	42	44	53	43	06	0D	02	40	PETIFICHBDSC...@
$A0	50	45	54	49	46	49	43	48	43	44	53	43	06	0F	02	40	PETIFICHCDSC...@
$B0	47	52	4F	53	46	49	43	48	44	44	53	43	07	04	04	40	GROSFICHDDSC...@
$C0	47	52	4F	53	46	49	43	48	45	44	53	43	07	08	04	40	GROSFICHEDSC...@
$D0	50	45	54	49	46	49	43	48	47	44	53	43	06	11	04	40	PETIFICHGDSC...@
$E0	47	52	4F	53	46	49	43	48	46	44	53	43	07	0C	07	40	GROSFICHFDSC...@
$F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....

Byte	Description
$00 - $01	Track and sector of the following Catalogue (#00 #00 indicates no more directories)
$02	Byte indicating the first free directory slot. (#00 indicates directory is full)
$03 - $0F	Unused
$10 - $FF	15 directory entries, 16 bytes per entry
	Each entry in the directory is structured as follows :
$00 - $08	Name of file, space filled.
$09 - $0B	Filename Extension i.e. DOC
$0C	Track of the files descriptor
$0D	Sector of the files descriptor
$0E	Number of Sectors used by the file including the file descriptors.
$0F	Protection attribute
	8765 4321
	Unprotected #40 = 0100 0000
	Protected #C0 = 1100 0000

File Descriptor

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	00	00	FF	40	00	C4	FF	C7	00	00	04	00	05	0B	05	0C	...@.D.G........
$10	05	0D	05	0E	00	00	00	00	00	00	00	00	00	00	00	00	....
$20	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$30	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$40	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$50	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$70	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$80	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$90	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....
$F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....

Byte	Description
$00 - $01	Link to the next descriptor. i.e. the #0000 points to Sector 0, Track 0, this indicates that there is no other descriptor, because a sector can never be zero.
$02	#FF
$03	Type of file (see manual page 100). i.e. #40, or 0100 0000, indicates a file that is a block of data (bit 6 set to 1).
$04 - $05	Start address (or number of records for a Direct Access file).
$06 - $07	End address or length of a record for a Direct access file
$08 - $09	Execution address if AUTO flag is set, #0000 is no AUTO run.
$0A - $0B	Number of sectors to load.
$0C - $FF	Sectors to load. (122 pairs of 2 bytes)
	Subsequent Descriptors :
$00 - $01	Link to next descriptor
$02 - $FF	List of Track/Sectors to load (127 pairs of 2 bytes)
	Maximum number of sectors is 122 + 127 = 249

Section Two

OricDOS Sector Descriptions

System Sector

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	50	50	50	50	50	50	50	50	20	20	20	20	20	20	20	20	PPPPPPPP
$10	02	0E	04	00	6A	08	91	01	4F	52	49	43	44	4F	53	20	....j...ORICDOS
$20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$30	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$40	4F	72	69	63	20	44	4F	53	20	56	31	2E	31	33	20	20	Oric DOS V1.13
$50	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$60	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$70	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$80	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$90	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$A0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$B0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$C0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$D0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$E0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
$F0	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	

Byte	Description
$00	Drive 0, side 1 - Number of tracks (0, 40, 80)
$01	Drive 1, side 1
$02	Drive 2, side 1
$03	Drive 3, side 1
$04	Drive 0, side 2
$05	Drive 1, side 2
$06	Drive 2, side 2
$07	Drive 3, side 2
$08	DSTEP value
$09 – $0F	Unused
$10	Sector for next available sector
$11	Track for next available sector
$12	Sector pointer to first directory
$13	Track pointer to first directory
$14 – $15	Number of blocks free on disk - 2 bytes
$16 – $17	Number of blocks used on disk - 2 bytes
$18 – $20	Disk name
$21 – $FF	Not used

Directory Sector

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	83	08	0F	53	59	53	54	45	4D	44	4F	53	2D	00	07	00	...SYSTEMDOS-...
$10	0E	81	80	48	45	4C	50	20	20	43	4F	4D	07	00	01	81	...HELP COM....
$20	03	01	C0	48	45	4C	50	20	20	30	30	20	04	00	06	01	...HELP 00 ....
$30	0F	01	C0	48	45	4C	50	20	20	30	31	20	04	00	02	01	...HELP 01 ....
$40	0B	01	C0	48	45	4C	50	20	20	30	32	20	04	00	0E	01	...HELP 02 ....
$50	0A	02	C0	48	45	4C	50	20	20	30	33	20	04	00	0D	02	...HELP 03 ....
$60	06	02	C0	48	45	4C	50	20	20	30	34	20	04	00	09	02	...HELP 04 ....
$70	02	02	C0	48	45	4C	50	20	20	30	35	20	04	00	05	02	...HELP 05 ....
$80	0E	02	C0	48	45	4C	50	20	20	30	36	20	04	00	01	02	...HELP 06 ....
$90	0A	82	C0	48	45	4C	50	20	20	30	37	20	04	00	0D	82	...HELP 07 ....
$A0	06	82	C0	48	45	4C	50	20	20	30	37	41	04	00	09	82	...HELP 07A....
$B0	02	82	C0	48	45	4C	50	20	20	30	38	20	04	00	05	82	...HELP 08 ....
$C0	0E	82	C0	48	45	4C	50	20	20	30	39	20	04	00	01	82	...HELP 09 ....
$D0	0D	83	C0	48	45	4C	50	20	20	31	30	20	04	00	10	83	...HELP 10 ....
$E0	09	83	C0	48	45	4C	50	20	20	31	31	20	04	00	0C	83	...HELP 11 ....
$F0	05	83	C0	00	00	00	00	00	00	00	00	00	00	00	00	00	....

Byte	Description
$00	Track - pointer to next directory (0 if no more)
$01	Sector - pointer to next directory (0 if no more)
$02	Number of files in directory (max = 15)
$03 – $08	Filename - null if no file in slot
$09 – $0B	Filename extension
$0C – $0D	Number of sectors taken by file - 2 bytes
$0E	Sector of first block of program
$0F	Track of first block of program
$10	Sector of last block of program
$11	Track of last block of program
$12	P, N, I status
$13 – $22	Repeat sequence in 16 byte blocks etc. Same format for data files, including STORE

File/Program Sectors

First block - Program, Code, Memory created by !SAVE

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	0123456789ABCDEF
$00	01	04	FF	00	01	05	F5	0A	02	00	F5	0F	05	0A	00	56	V
$10	24	D4	22	56	31	2E	35	22	00	15	05	14	00	9D	00	1D	$."V1.5"........
$20	05	64	00	A1	3A	94	00	3D	05	6E	00	4E	43	D4	31	39	.d..:..=.n.NC.19
$30	3A	93	20	43	24	28	4E	43	29	3A	43	24	28	30	29	D4	:. C$(NC):C$(0).
$40	22	48	45	4C	50	22	00	50	05	78	00	43	24	28	31	29	"HELP".P.x.C$(1)
$50	D4	22	42	41	43	4B	55	50	22	00	61	05	82	00	43	24	."BACKUP".a...C$
$60	28	32	29	D4	22	43	4F	50	59	22	00	71	05	8C	00	43	(2)."COPY".q...C
$70	24	28	33	29	D4	22	44	45	4C	22	00	82	05	96	00	43	$(3)."DEL".....C
$80	24	28	34	29	D4	22	44	45	4D	4F	22	00	92	05	A0	00	$(4)."DEMO".....
$90	43	24	28	35	29	D4	22	44	49	52	22	00	A2	05	AA	00	C$(5)."DIR".....
$A0	43	24	28	36	29	D4	22	44	52	56	22	00	B5	05	B4	00	C$(6)."DRV".....
$B0	43	24	28	37	29	D4	22	45	52	52	4F	52	53	22	00	CB	C$(7)."ERRORS"..
$C0	05	BE	00	43	24	28	38	29	D4	22	46	49	4C	45	4E	41	...C$(8)."FILENA
$D0	4D	45	53	22	00	DE	05	C8	00	43	24	28	39	29	D4	22	MES".....C$(9)."
$E0	46	4F	52	4D	41	54	22	00	F0	05	D2	00	43	24	28	31	FORMAT".....C$(1
$F0	30	29	D4	22	4C	4F	41	44	22	00	01	06	DC	00	43	24	0)."LOAD".....C$

Byte	Description
$00	Track pointer to next block
$01	Sector pointer to next block
$02	#FF = Suitable for !LOAD
$03	00
$04 - $05	Start address for !LOAD (2 bytes)
$06 - $07	End address for !LOAD (2 bytes)
$08	T address / Program type (2 bytes)
$09	$0000 = Code no T, $0001 = Basic, $0002 = Basic AUTO, $ABCD = Code T address
$0A	Number of bytes in this block. (#F5 = Full)
$0B	Data bytes from here on

Subsequent blocks created by !SAVE

Byte	Description
$00	Track pointer to next block. (Null if no more)
$01	Sector pointer to next block. (Null if no more)
$02	Number of bytes in this block. (#FD = Full)
$03	Data bytes from here on

Blocks created by !OPEN/!PUT

Byte	Description
$00	Track pointer to next block. (Null if no more)
$01	Sector pointer to next block. (Null if no more)
$02	Data - for single byte data. For $ - length of $ (e.g. 3) followed by string
$03	Data - for single byte data. For $ - string character
$04	Data - for single byte data. For $ - string character
$05	Data - for single byte data. For $ - string character (last)
$06	Data - for single byte data. For $ - length of $ followed by string
$07	Data - for single byte data. For $ - string character
$08	etc.

Blocks created by !STORE

Byte	Description
$00	Track pointer to next block. (Null if no more)
$01	Sector pointer to next block. (Null if no more)
$02- $03	End address + 1 from which data was saved (2 bytes)
$04 -$05	Start address from which array was saved (2 bytes)
$06	Bit 7 set for % integers
$07	#FF for strings
$08	Array block copied from memory. For $ - Length of $ followed by $.