1. Space system area +0(1024)

+0(512) – pools initial allocation address (8\*64)

+512(128) – FSAT NEW ALLOCATIONS

+640(8) - SYSTEM\_ID\_GENERATOR

+512(512) - reserve

1. Pools

0 – Free space, starts at +512 allocation from low addresses (LHAL)

1 –Objects directory - high address allocation, starts from Size/4 and down( MLAL)

2 – Indexing - low address allocation, starts from Size/4 and up( MHAL)

3 – Data allocation from high addresses (HLAL)

4-9 – Reserve

1. Free Space Allocation Table

Allocation in SP=0

FSAT HEADER:

Fields:

Address(8) – address of the FSAT header (the same as in system area).

Length(8) – size in bytes. Initial size – 8K, Increment – 4K.

MaxN(4) – max number of items. Calculation: (Length –32)/ (item size(32) )

FreeN(4) – number of free items

RootN(4) – index of the root item (min?)

Reserve(16)

ITEMS[MaxN](32):

ADDRESS\_START(8) 0 - unallocated

ADDRESS\_END(8)

LENGTH(8)

NEXT(4)

PREV(4)

1. Pool Descriptor

Address of the 1st element

Number of elements

User Defined Key Length

1. Free Space Allocation Table

Allocation in SP=0

Location: +256

FSAT – 1..n 4K blocks. 1st – allocated during creation. Next – using *SysAllocateSpace* in SP0

FSAT block:

Number of Elements: +0(4) Initial: 1. 255 , reserved for Extend/Addpartition - 5

\_\_\_\_\_\_\_\_\_\_\_: +4(4) Reserve

Next Block Address: +8(8)

Prev Block Address: +16(8)

Each Element: +24(n\*16):

1. Start Address +0(8) Initial: 255+16+ Max Elements\*16
2. Length (8) initial: Space Size - Start Address
3. Primary index area (includes space allocation)

Each element:

1. Unique ID (8)
2. User ID (32)
3. Start address (8)
4. Length (8)
5. Pool (2)
6. Data area