HFSDefaults structure

#include <DiskInit.h>

typedef struct **HFSDefaults** {

		Size	Offset	Description
char	sigWord[2];	2	0	Signature ('BD' for HSF floppies)
long	abSize;	4	2	Allocation block size in bytes (or 0 to autocalc)
long	clpSize;	4	6	Clump size in bytes
long	nxFreeFN;	4	10	Next free file number (normally 16)
long	btClpSize;	4	14	B* tree clump size in bytes(or 0 to autocalc)
short	rsrv1	2	18	(unused)
short	rsrv2;	2	20	(unused)
short	rsrv3;	2	22	(unused)
} **HFSDefaults**		24		

Notes: This structure contains options used by **DIFormat** when it formats a disk (see also **DIBadMount**). The global variable FmtDefaults (at 0x39E) contains the address of a structure with this layout which is normally contained in ROM.

If you wish to format a diskette using different defaults, you can allocate a 24-byte non-relocatable block and fill it with the HFSDefaults field values and set FmtDefaults to point to your version of the structure. Then call **DIFormat**. To restore the normal values, just clear FmtDefaults.

The nxFreeFN field sets the initial 'hard' file number used in identifying files and directories on the volume. This value will be stored in the volume information (ie, the ioVNxtFNum field in a VolumeParam or VCB structure) and is incremented each time a new file or directory is created.

If you set the abSize and/or btClpSize fields to 0, their values will be automatically calculated based upon the volume size.