

-- FrameDefs.mesa; edited by Sandman on March 23, 1978 10:22 AM

DIRECTORY

AltoDefs: FROM "altodefs",  
 ControlDefs: FROM "controldefs",  
 Mopcodes: FROM "mopcodes",  
 SegmentDefs: FROM "segmentdefs",  
 SDDefs: FROM "sddefs";

FrameDefs: DEFINITIONS = BEGIN

-- Global Frame Table management.

GFTIndex: TYPE = ControlDefs.GFTIndex;  
 GlobalFrameHandle: TYPE = ControlDefs.GlobalFrameHandle;  
 FrameHandle: TYPE = ControlDefs.FrameHandle;  
 FrameClass: TYPE = ControlDefs.FrameClass;  
 FileSegmentHandle: TYPE = SegmentDefs.FileSegmentHandle;

EnumerateGlobalFrames: PROCEDURE [  
 proc: PROCEDURE [GlobalFrameHandle] RETURNS [BOOLEAN]  
 RETURNS [GlobalFrameHandle];  
 NoGlobalFrameSlots: SIGNAL [CARDINAL];  
 EnterGlobalFrame: PROCEDURE [frame: GlobalFrameHandle, nslots: CARDINAL]  
 RETURNS [entryindex: GFTIndex];  
 RemoveGlobalFrame: PROCEDURE [frame: GlobalFrameHandle];

GlobalFrame: PROCEDURE [link: UNSPECIFIED] RETURNS [GlobalFrameHandle];  
 DeletedFrame: PROCEDURE [gfi: GFTIndex] RETURNS [BOOLEAN];  
 Class: PROCEDURE [frame: FrameHandle] RETURNS [FrameClass];  
 ValidateGlobalFrame: PROCEDURE [GlobalFrameHandle];  
 InvalidGlobalFrame: SIGNAL [frame: GlobalFrameHandle];  
 Start: PROCEDURE [GlobalFrameHandle];  
 Restart: PROCEDURE [GlobalFrameHandle];  
 FlushLargeFrames: PROCEDURE;

New: PROCEDURE [name: STRING] RETURNS [frame: GlobalFrameHandle] =  
 MACHINE CODE BEGIN Mopcodes.zKFCB, SDDefs.sNew END;  
 Copy: PROCEDURE [old: GlobalFrameHandle] RETURNS [new: GlobalFrameHandle] =  
 MACHINE CODE BEGIN Mopcodes.zKFCB, SDDefs.sCopy END;  
 UnNew: PROCEDURE [frame: GlobalFrameHandle] =  
 MACHINE CODE BEGIN Mopcodes.zKFCB, SDDefs.sUnNew END;

-- Frame Size

FrameSize: PROCEDURE [CARDINAL] RETURNS [CARDINAL];  
 MakeFsi: PROCEDURE [words: CARDINAL] RETURNS [fsi: CARDINAL];

-- Code Stuff

SwapOutCode: PROCEDURE [f: GlobalFrameHandle];  
 SwapInCode: PROCEDURE [f: GlobalFrameHandle];  
 MakeCodeResident: PROCEDURE [f: GlobalFrameHandle];  
 LockCode: PROCEDURE [link: UNSPECIFIED];  
 UnlockCode: PROCEDURE [link: UNSPECIFIED];  
 CodeSegment: PROCEDURE [frame: FrameHandle] RETURNS [codeseg: FileSegmentHandle];  
 ReturnByte: PROCEDURE [frame: FrameHandle, byteoffset: INTEGER] RETURNS [byte: AltoDefs.BYTE];

END...