SECTOR 2 FILE DESCRIPTOR RECORDS FDR

ADDRESS	CONTENTS				
0000-0009	Filename-up to 10 characters				
000A-000B	Extended Record Length(if=>256)				
000C	Filetype	|---FLOPPY---|		|--HARDDRIVE--|	
		NOT PROTECTED	PROTECTED	N/P	PROTECT
	DIS/FIX	>00	>08	>10	>18
	Program	>01	>09	>11_See	>19
	INT/FIX	>02	>0A	>12_NOTE_2	>1A
	DIS/VAR	>80	>88	>90_below	>98
	INT/VAR	>82	>8A	>92	>9A
000D	Number of (MAXRECSIZE) records/sector or records/AU				
000E-000F	Number of sectors allocated to the file				
0010	For memory-image program files and variable-length data files this contains the number of bytes used in the last disk sector of file. This is used to determine end-of-file.				
0011	MAXRECSIZE of data file (logical record length if <256 else 0)				
0012-0013	File record count, but with the second byte being the high-order byte of the value. (i.e. >2301=>0123)				
0014-0015	Time of creation bits: hhhh hmmm mmms ssss				
0016-0017	Date of creation YYYY YYYM MMMd dddd				
0018-0019	Time of last change secs are /2 remainder discarded				
001A-001B	Date of last change				
001C-001E	Block link				

For a file which is "not fractured", these three bytes point to the sectors on which the file is stored. If we let the 6 nybbles of these bytes be represented by >UVWXYZ then the word formed from >0XUV will be the sector number of the first sector of the file and >0YZW will be the logical offset of the last sector of the file. That is, the number of sectors in the file will be >0YZW + >0001(File Descriptor Record is not included in the sector count). If the file is "fractured", then this three-byte block refers to the first segment of the fractured file and will be followed by as many additional three-byte blocks as there are additional file segments. In each block the word >0XUV is the starting sector of the segment and the word >0YZW is one less than the total number of sectors used by the file through the current segment.

FILE STORAGE

Files are placed on the disk in first-come/first served manner. The first file written will start at sector >0042, and each subsequent file will be placed after it. Sectors >2 through >41 are reserved for File Descriptor Records. File data will be stored in these sectors if no other sectors are available. If more than 64 files are stored on a disk, additional File Descriptor Records will be allocated as needed, one sector at a time, from the next available pool of sectors unused. A Subdirectory Directory Link map will be allocated the same as a FDR as described in this section.

NOTE 2

You should never see these codes on a floppy only system. These codes are used as part of the harddrive structure. For HardDrive, this byte in bit form of 76543210, will have bit 4 set. MDOS does not change bit when Copy HD to Floppy occurs. i.e. I/V which equals >82 and in bit form would be 1000 0010 and would be 1001 0010 or >92 if file has changed. Also bit 5 will be set if file is a "DSK1"(emulate) type file.