

```
-- LoaderDefs.mesa
-- Last Modified by Sandman, February 16, 1978 9:55 AM
```

## DIRECTORY

```
BcdDefs: FROM "bcddefs",
ControlDefs: FROM "controldefs",
SegmentDefs: FROM "segmentdefs";
```

```
DEFINITIONS FROM BcdDefs;
```

```
LoaderDefs: DEFINITIONS =
```

```
BEGIN
```

```
LoaderErrorType: TYPE = {BcdAlreadyLoaded, InvalidBcd, FileTableError,
  BcdWillNotFit, LoadStateNotFound, LoadStateWillNotFit, Impossible};
```

```
GlobalFrameHandle: TYPE = ControlDefs.GlobalFrameHandle;
FileSegmentHandle: TYPE = SegmentDefs.FileSegmentHandle;
```

```
LoaderError: SIGNAL [error: LoaderErrorType];
InvalidBcd: ERROR [bcdfile: SegmentDefs.FileHandle];
InvalidFile: ERROR [name: STRING];
VersionMismatch: SIGNAL [name: STRING];
```

```
Load: PROCEDURE [name: STRING] RETURNS [FileSegmentHandle];
```

```
LoadBcd: PROCEDURE [bcdfile: SegmentDefs.FileHandle] RETURNS [bcdseg: FileSegmentHandle];
```

```
New: PROCEDURE [bcdseg: FileSegmentHandle, framelinks, alloc: BOOLEAN]
  RETURNS [frame: GlobalFrameHandle];
```

```
UnNewConfig: PROCEDURE [frame: ControlDefs.GlobalFrameHandle];
```

```
Loader: PROGRAM;
```

```
END....
```