

-- BcdMergeDefs.Mesa Edited by Sandman on August 23, 1977 10:28 PM

DIRECTORY

BcdDefs: FROM "bcddefs",
LoaderBcdUtilDefs: FROM "Loaderbcdutildefs",
ControlDefs: FROM "ControlDefs",
LoadStateDefs: FROM "loadstatedefs";

DEFINITIONS FROM LoadStateDefs, LoaderBcdUtilDefs, BcdDefs;

BcdMergeDefs: DEFINITIONS = BEGIN

GlobalFrameHandle: TYPE = ControlDefs.GlobalFrameHandle;

MergeModule: PROCEDURE [frame, copied: GlobalFrameHandle, initialGFT: LoadStateGFT];

MergeBcd: PROCEDURE [mergee: BcdBase, RealFromRel: Relocation, config: ConfigIndex,
initialGFT: LoadStateGFT, code, symbols: BOOLEAN, bcdname: STRING];

MergedBcdSize: PROCEDURE RETURNS [size: CARDINAL];

WriteMergedBcd: PROCEDURE [movewords: PROCEDURE [POINTER, CARDINAL]];

InitializeMerge: PROCEDURE [sizeoftable: CARDINAL, lastrealgfi: ControlDefs.GFTIndex];

FinalizeMerge: PROCEDURE;

END.