

```
; Mesa-NovaDefs.asm; edited by Johnsson, January 18, 1978 2:21 PM
```

```
; structure of monitor locks
```

```
lockqueue = 0 ; lock: {locked, unlocked},  
; queue: POINTER [0..77777B] TO PSB
```

```
; structure of PSBs
```

```
link = 0 ; PSB: TYPE = RECORD [  
; link: PSBptr, -- must be 0 !!  
cleanUpLink = 1 ; cleanUpLink: PSBptr,  
timeout = 2 ; timeout: INTEGER  
bitsandpriority = 3 ; enterfailed, detached: BOOLEAN,  
; fill: [0..37B],  
state = 600 ; state: {frameReady, frameTaken, dead, alive}  
timeoutAllowed = 100 ; timeoutAllowed: BOOLEAN,  
abortPending = 40 ; abortPending: BOOLEAN,  
timeoutPending = 20 ; timeoutPending: BOOLEAN,  
waitingOnCV = 10 ; waitingOnCV: BOOLEAN,  
priority = 7 ; priority: [0..7],  
frame = 4 ; frame: FrameHandle]  
lPSB = 5
```

```
; structure of StateVector
```

```
stk0 = 0  
stkp = 10  
dest = 11  
source = 12  
lStateVector = 11.
```

```
; structure of Frame
```

```
pc = 1
```

```
; fixed addresses
```

```
SDC = 20  
currentPSB = 21  
readyList = 22  
currentState = 23  
bootPageTable = 24  
Emulate = 25  
oSTOP = 1  
oME = 4  
oMRE = 5  
oMXW = 6  
oMXD = 7  
oNOTIFY = 10  
oBCAST = 11  
oREQUEUE = 12  
CVA = 40 ; Array of pointers to Naked CVs  
ACTIVE = 453 ; Active interrupt mask  
INTPC = 500 ; Saved PC on interrupt
```