; Mesa-NovaDefs.asm; edited by Johnsson, January 18, 1976 2:21 PM

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

; structure of PSBs
link = 0
    ; 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
abortPending = 40
    ; abortPending: BOOLEAN,
timeoutPending = 20
    ; timeoutPending: BOOLEAN,
waitingOnCV = 10
    ; waitingOnCV: BOOLEAN,
priority = 7
    ; priority: [0..7],
frame = 4
    ; frame: FrameHandle
1PSB = 5

; structure of StateVector
stk0 = 0
stkp = 10
dest = 11
source = 12
?StateVector = 11.

; structure of Frame
pc = 1

; fixed addresses
SOC = 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 = 560
    ; Saved PC on interrupt