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-- FrameDefs.Mesa
-- Edited by Sandman on August 23, 1977 9:14 PM

DIRECTORY
  AltoDefs: FROM "altodefs",
  ControlDefs: FROM "controldefs",
  Mopcodes: FROM "mopcodes",
  SegmentDefs: FROM "segmentdefs";

DEFINITIONS FROM SegmentDefs, ControlDefs;

FrameDefs: DEFINITIONS = BEGIN

  -- Global Frame Table management

  FrameClass: TYPE = ControlDefs.FrameClass;

  EnumerateGlobalFrames: PROCEDURE [
    proc: PROCEDURE [GlobalFrameHandle] RETURNS [BOOLEAN]
    RETURNS [GlobalFrameHandle];
  NoGlobalFrameSlots: SIGNAL [CARDINAL];
  EnterGlobalFrame: PROCEDURE [frame: GlobalFrameHandle, nslots: CARDINAL]
    RETURNS [entryindex: GFTIndex];
  RemoveGlobalFrame: PROCEDURE [frame: GlobalFrameHandle];
  ReleaseFrame: PROCEDURE [frame: GlobalFrameHandle];
  GlobalFrame: PROCEDURE [link: UNSPECIFIED] RETURNS [GlobalFrameHandle];
  DeletedFrame: PROCEDURE [gfi: GFTIndex] RETURNS [BOOLEAN];
  Class: PROCEDURE [frame: FrameHandle] RETURNS [FrameClass];

  New: MACHINE CODE [name: STRING] RETURNS [frame: GlobalFrameHandle] =
    INLINE[Mopcodes.zKFCB, sNew];
  Copy: MACHINE CODE [oldframe: GlobalFrameHandle] RETURNS [newframe: GlobalFrameHandle] =
    INLINE[Mopcodes.zKFCB, sCopy];
  UnNew: MACHINE CODE [frame: GlobalFrameHandle, freeframe: BOOLEAN] =
    INLINE[Mopcodes.zKFCB, sUnNew];

  -- Frame Size

  FrameSize: PROCEDURE [CARDINAL] RETURNS [CARDINAL];

  -- Code Stuff

  SwapOutCode: PROCEDURE [f: GlobalFrameHandle];
  SwapInCode: PROCEDURE [f: GlobalFrameHandle];
  LockCode: PROCEDURE [link: UNSPECIFIED];
  UnlockCode: PROCEDURE [link: UNSPECIFIED];
  CodeSegment: PROCEDURE [frame: FrameHandle] RETURNS [codeseg: SegmentDefs.FileSegmentHandle];
  ReturnByte: PROCEDURE [frame: FrameHandle, byteoffset: INTEGER] RETURNS [byte: AltoDefs.BYTE];

  -- Signal Stuff

  SendMsgSignal: SIGNAL RETURNS [UNSPECIFIED, UNSPECIFIED];
  ResumeError: SIGNAL;
  MultiLevelUnwind: ERROR;

END...
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