

-- TrapDefs.Mesa Edited by Sandman on April 10, 1978 11:03 AM

DIRECTORY

ControlDefs: FROM "controldefs";

DEFINITIONS FROM ControlDefs;

TrapDefs: DEFINITIONS = BEGIN

-- Faults

StartFault: SIGNAL [dest: GlobalFrameHandle];  
StackError: ERROR [FrameHandle];  
PortFault: ERROR;  
LinkageFault: ERROR;  
ControlFault: SIGNAL [source: FrameHandle] RETURNS [ControlLink];  
UnboundProcedure: SIGNAL [dest: ControlLink] RETURNS [ControlLink];  
ParityError: SIGNAL [address: POINTER];  
PhantomParityError: SIGNAL;

-- Signal Stuff

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

-- Xfer Trap Stuff

TrapReason: TYPE = {other, localCall, return};  
TrapState: TYPE = {off, on, pending};

TrapStatus: TYPE = MACHINE DEPENDENT RECORD [  
fill1: [0..177B],  
reason: TrapReason,  
fill2: [0..37B],  
state: TrapState];

TrapParameter: TYPE = RECORD [  
SELECT OVERLAID \* FROM  
other => [  
link: ControlLink],  
localCall => [  
ep: CARDINAL], -- Actually 2\*ep+2  
return => [  
frame: FrameHandle], -- Actually frame+6  
ENDCASE];

NullReason: TrapReason = LOOPHOLE[0];

TraceOff: TrapStatus = [0, NullReason, 0, off];  
TraceNext: TrapStatus = [0, NullReason, 0, pending];

END...