objects in directories

files
directories
access keys
subprocess descriptors
ecs goodies
soft links

note on ecs goodie

basic operations

1. present on ecs goodie and ask for an
copy object in return [one gets the option to copy an object with this command]

2. present an ecs goodie and an ecs object
and ask that they be copied. Next [requires a special option]
representation of files, directories, accessors, etc.

struct s-structure descriptor

- directory
  - file
    - disk address + unique name
  - access key
    - a number
  - EFS goodie
    - a number + unique name
    - Cas set of disk blocks
    - table of EFS objects
    - the unique name would be checked

- EFS
  - special type capability
  - data file holds disk address + name

II (disk type)

- special type capability
  - data file holds the EFS
  - cas for each file, in preference to using the class code mechanism

- same as file

directing structure for an entry

- name, object, accesskey, list

<entry> ::= <name> <object> <accesskey> <list>

<accesskey> list ::= <key> <accesskey> <accesskey> <list>

<accesskey> list ::= <key> <role> <accesskey> <list>

Note: associated with each entry will be a special accesskey.
That accesskey will appear on all accesskey lists in the directory
with full option bits.
3 ways in which objects at area might be known

1. Known to constructor of the subprocess descriptor
   e.g., The file containing the code for the subprocess
   The class containing the subprocess

2. Known to constructor of the subprocess
   e.g., (have none) (but cleanup is needed)

3. Local to the subprocess itself
   e.g., scratch run file (should)

4. From user of
   e.g., standard 'tests' (grep .int)

5. By force from creations