

Apple II File Type Notes



Developer Technical Support

File Type: **\$B0 (176)**

Auxiliary Type: **All**

Full Name: Apple IIGS Source Code File

Short Name: Apple IIGS Source Code

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Files of this type contain source code to be compiled by Apple IIGS native development environments. This File Type Note obsoletes any publications bearing this information with earlier publication dates.

Changes since March 1990: Added new vendor and language numbers and altered the warning about resource forks.

Files of type \$B0 contain source code to be used by an Apple IIGS native development environment, such as APW. The data fork of \$B0 files contains straight ASCII text; nothing that should not be interpreted as ASCII should be in this kind of file. The resource fork is reserved; it cannot be guaranteed that resources in these files are preserved by programming utilities. The resource fork, if it exists, should contain Apple IIGS resources.

The auxiliary type of file type \$B0 is used to distinguish between different compilers or assemblers. The value in the auxiliary type is also referred to as the “APW Language Number,” since APW matches language numbers with the auxiliary type of \$B0 files to determine which compiler or assembler should be used to compile a source code file. Throughout this Note, “APW Language Number” is used to mean “auxiliary type of file type \$B0,” even though a specific auxiliary type value may be assigned to a native development environment other than APW, and may, in fact, not represent an APW language.

Developer Technical Support assigns and catalogs all official APW language numbers, and effective May 1988, DTS has a new scheme for these numbers. Under the new scheme, the high byte of the APW language number is a vendor number and the low byte is a language number. To form the APW language number, combine the vendor number with the language number.

Note: Vendors who form their own language numbers in this fashion should also inform Developer Technical Support of the new products to ensure proper inclusion in future File Type Descriptors.

Following is a list of the APW languages which do not follow the new scheme; inclusion of a language on this list does not imply the language product exists or ever will exist under APW.

Number	Language Code	Use
\$0	PRODOS	Text file (File Type \$04)
\$1	Text	APW text file
\$2	ASM6502	6502 Assembler
\$3	ASM65816	65816 Assembler
\$4	BASIC	Byte Works BASIC
\$5	BWPASCAL	Byte Works Pascal
\$6	EXEC	Command file
\$7	SMALLC	Byte Works small C
\$8	BWC	Byte Works C
\$9	LINKED	APW linker command language
\$A	CC	APW C
\$B	PASCAL	APW Pascal
\$C	COMMAND	Byte Works command-processor window
\$1E	TMLPASCAL	TML Pascal

The following is a list of currently defined vendors and languages; inclusion of a vendor on this list does not imply the vendor is developing, or ever will be developing, any of the language products listed for APW.

Vendor Number	Vendor Name
\$0	Apple Computer
\$1	The Byte Works
\$2	TML Systems
\$3	Zedcor
\$4	RavenWare
\$5	SEA Software
\$6	DAL Systems
\$7	Adobe Systems

Language Number	Language Name
\$2	6502 Assembler
\$3	65816 Assembler
\$4	BASIC
\$6	Script files
\$9	Linker command file
\$A	C
\$B	Pascal
\$C	Command-processor window
\$D	Forth
\$E	Small C
\$F	Lisp
\$10	Modula-2
\$11	FORTTRAN
\$12	Logo
\$13	Prolog

\$14	COBOL
\$15	Resource Description
\$16	Disassembly template
\$17-\$18	Reserved
\$19	Page description

The generic vendor names and language descriptions are more familiar in combination. For example, an “Apple Resource Description” file would be Rez source code, and “Adobe Systems Page Description” is a Postscript™ file.

If, as a developer of native development software, you need a vendor number or a new language number for a language processor not currently covered on this list, write to the address in “About File Type Notes”, to the attention of “APW Language Number Administration”.

Note: Language number assignments are considered **provisional** until the applicant submits proof of publication of a language processor using the assigned number. Acceptable proof must include a complete specification for the language that the processor recognizes, as well as photocopies of public notices that discuss the terms and details of publication (e.g., newspaper and magazine ads, software reviews, brochures, circulars, electronic mail solicitations, etc.). Unless a developer has made prior arrangements with Developer Technical Support, DTS may rescind a provisional language number assignment after a period of one calendar year from the date of assignment if a developer does not submit the required proof of publication.