

# NandFS Struct

It's the main data structure, from here, we can do all we need on a NandFS volume. It's mainly options, pointers to important things (Caches, Object Hashtable, Special Dirs?), stats and buffer/memory Pools.

```

/* Nandfs */
typedef struct {
    bool mounted;
    uint8 vpage_ratio;      /* How many physic page do we need for a logical page */

    nandfs_device *dev; /* The Device */

    nandfs_object_list objects[NANDFS_OBJECT_HASHTABLE_SIZE]; /* Object Hashtable */

    /* Caches */
    nandfs_object_cache header_cache;
    nandfs_object_cache chunk_cache;

    /* Tmp */
    nandfs_object *chunks_tmp;      /* Used while scanning */
    nandfs_object *hardlinks_tmp;

    /* Specials dirs */
    nandfs_object *root, *lostnfound, *deleted, *unlinked;

#ifdef CONFIG_NANDFS_STATS
    /* Stats */
    /* ... */
#endif

    /* Options */
    /* .... */

    /* Blocks */

    /* Buffers and Mem pool */
    /* .... */
} nandfs;

```