

# Headers

Headers are used to store metadata.

```
#define NANDFS_MAX_NAME_LENGTH      (256-1)
#define NANDFS_MAX_ALIAS_LENGTH    (512-1)

typedef struct {
    char name[NANDFS_MAX_NAME_LENGTH + 1];
    char *alias;           /* For symlinks */
    uint32 equivalent_id;  /* Hardlink */

    /* File size */
    uint32 size;
    uint32 mode;
#ifdef CONFIG_NANDFS_WINCE
    /* WinCE */
    uint32 win_ctime[2];
    uint32 win_atime[2];
    uint32 win_mtime[2];
#else
    /* POSIX */
    uid_t pos_uid;
    gid_t pos_gid;
    dev_t pos_rdev;
    struct timespec pos_atime;
    struct timespec pos_mtime;
    struct timespec pos_ctime;
#endif
} nandfs_object_header;
```

All this structure is stored as-is in the NAND. If it's a Symlink, the path (alias) is stored beyond the header. Header are loaded by `nandfs_get_object_header()` and `obj->header` should not be used.