

## Appendix B: 68000 Address Map

## (a) General Address Map

<u>Address Range</u>	<u>Chip Select</u>	<u>Device</u>
00000 - 7FFFF	CS-ROM* (17k)	EPROM ROM 2 256K x 16
80000 - 9FFFF	CS-RAM*/CSTORAM*	RAM 2 256K x 8
A0000 - BFFFF	CS-SPARE*	Spare slot
C0000 - C7FFF	U30 pin 15	Interrupt capture register (U29)
C8000 - CFFFF	CS-STAT*	Interrupt status register (U11)
D0000 - D7FFF	CS-IOP*	I/O Processor (IOP)
D8000 - DFFFF	CS-DPB*	Deflection Processor Board (DPB)
E0000 - E7FFF	CS-WAVE*	Waveform Generator
E8000 - EFFFF	CS-CHAR/CS-CHARD*	Character Generator
F0000 - F7FFF	CS-ACON*	ACON module
F8000 - FFFFF	n/a	unused

## (b) Convergence Circuit Address Map

<u>Address Range</u>	<u>Function</u>
E0000 - E07FF	Red Horizontal - 16 rows of 64 values (stored in MSB of word), organized as follows: E0000 Row 1, value 1 E003E Row 1, value 64 E0040 Row 2, value 1, etc...
E0800 - E0FFF	Red Vertical - organized same as red horizontal
E1000 - E17FF	Green Horizontal
E1800 - E1FFF	Green Vertical
E2000 - E27FF	Blue Horizontal
E2800 - E2FFF	Blue Vertical
E3000 - E3FFF	Zone Latch (14k)

## (c) Character Generator Address Map (Screen)

<u>Address Range</u>	<u>Function</u>
E8000 - E9FFF	Screen Space - 32 rows of 64 characters, organized as follows: E8000 Row 1, column 1 E807E Row 1, column 64 E8080 Row 2, column 1, etc...
EA000 - EAFFF	Font Space - 256 characters, organized as follows: EA000 Character 1, slice 1 EA01E Character 1, slice 16 EA020 Character 2, slice 1, etc...
EC000 - EDFFF	Display register
EE000 - EFFFF	Vertical RAM