IO & Memory address Mapping

Memory

Address Range 0x000 – 0x0FF



Seven Segment

Address 0x100

7	6	5	4	3	2	1	0
NC	Hex0[6] E2	Hex0[5] F1	Hex0[4]	Hex0[3]	Hex0[2]	Hex0[1]	Hex0[0]
15	14	13	12	11	10	9	8
NC	Hex1[6]	Hex1[5]	Hex1[4]	Hex1[3]	Hex1[2] H5	Hex1[1] H6	Hex1[0] E1
23	22	21	20	19	18	17	16
NC	Hex2[6]	Hex2[5] E4	Hex2[4]	Hex2[3]	Hex2[2]	Hex2[1] _{G6}	Hex2[0]
31	30	29	28	27	26	25	24
NC	Hex3[6] D4	Hex3[5] F3	Hex3[4]	Hex3[3]	Hex3[2]	Hex3[1]	Hex3[0] F4

LEDs

Address 0x101

7	6	5	4	3	2	1	0
LEDG[7]	LEDG[6]	LEDG[5]	LEDG[4]	LEDG[3]	LEDG[2]	LEDG [1]	LEDG[0]
Y21	Y22	W21	W22	V21	V22	U21	U22
15	14	13	12	11	10	9	8
LEDR[7]	LEDR[6]	LEDR[5]	LEDR[4]	LEDR[3]	LEDR[2]	LEDR[1]	LEDR[0]
U18	Y18	V19	T18	Y19	U19	R19	R20
31						17	16
NC						LEDR[9]	LEDR[8]
						R17	R18

Pushbuttons and Switches

Address 0x102

7			4	3	2	1	0
	NC				KEY[2]	KEY[1]	KEY[0]
					T22	R21	R22
15	14	13	12	11	10	9	8
SW[7]	SW[6]	SW[5]	SW[4]	SW[3]	SW[2]	SW[1]	SW[0]
M2	U11	U12	W12	V12	M22	L21	L22
31						17	16
	NC						SW[8]
							M1