

Memory Map

This shouldn't change significantly. When I can load from storage then Apple 1 BASIC won't be loaded at runtime. The systems new BASIC likely will be.

It is also possible that the top of free memory will move down from \$FC00.

Addresses	Contents
0000-DFFF	Free memory. Not used for anything.
E000-F01F	Apple 1 Integer BASIC is temporarily loaded here as storage doesn't yet work. It's just RAM, you can overwrite it or anything.
F020-FBFF	More free memory
FC00-FEFF	Kernel ROM. Contains system functions and WozMon, which it currently boots into.
FFF0-FF0F	Command, Error, Parameter, Information and Top of Numeric Stack.
FF10-FFF9	Vectors to Kernel routines
FFFA-FFFF	65C02 Vectors for NMI, IRQ and Reset