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.

Note *all this is actually RAM* and functions as it, except for the command area ; writing non zero values into the Command byte may affect other locations in that 16 byte area or elsewhere (e.g. reading a file in).

This block is however moveable.

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.
F020-FBFF	More free memory
FC00-FEFF	Kernel Image. Contains system functions and WozMon, which it currently boots into. This is RAM like everything else.
FFF0-FF0F	Command, Error, Parameters, Information space. This can be moved to accommodate other systems.
FF10-FFF9	Vectors to Kernel routines, not actually mandatory either.
FFFA-FFFF	65C02 Vectors for NMI, IRQ and Reset. This one is mandatory :)