AGB Programming Manual AGB Memory

3 AGB Memory

3.1 Overall Memory Map

The following is the overall memory map of the AGB system.

	0FFFFFFh		
	0E00FFFFh 0E000000h	Game Pak RAM (0 - 512 Kbits)	Images
	0DFFFFFFh	Game Pak ROM Wait State 2 (32 MB)	 Flash Memory (1 Mbit)
	0C000000h		Mask ROM (255 Mbits)
	0BFFFFFh	Game Pak ROM Wait State 1 (32 MB)	 Flash Memory (1 Mbit)
	0A000000h		Mask ROM (255 Mbits)
	09FFFFFFh	Game Pak ROM	 Flash Memory (1 Mbit)
Game Pak Memory	08000000h	Wait State 0 (32 MB)	Mask ROM (255 Mbits)
AGB Internal			
Memory	070003FFh	OAM (1 Kbyte)	
	07000000h		
	06017FFFh		
		VRAM (96 Kbytes)	
	06000000h		
	050003FFh	Palette RAM (1 Kbyte)	
	05000000h		
	04000000h	I/O, Registers	
	03007FFFh	CPU Internal Working RAM (32 Kbytes)	
	03000000h		
	0203FFFFh	CPU External Working RAM	
	02000000h	(256 Kbytes)	ROM RAM
			
	00003FFFh 00000000h	System ROM (16 Kbytes)	Unused Area Image Area
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