

SFX Music Maker - Memory Map

UNIT	NAME	START	END	SIZE	DESCRIPTION
SFX_ENGINE		E6	ED	8	Audio buffer
SFX_ENGINE		EE	FC	F	SFX-Engine work registers
SFXMM	IO_BUFFER_ADDR	400	53F	140	IO Buffer
SFXMM	TEMP_BUFFER_ADDR	400	5ff	200	Temporary buffer
SFX_ENGINE	SFX_CHANNELS_ADDR	6C0	6FF	40	SFX-Engine channels register
SFXMM		2000	B3FF	9400	SFXMM Program
SFXMM		B000	B7FF	800	General Player Missile Graphics area
PMGRAPH	PLAYERSDATA	B400	B7FF	400	Used area of Player Missile Graphics
SFXMM/UI	LIST_BUFFER_ADDR	B400	B7FF	400	Universal List Buffer
SFXMM	VIDEO_ADDR	B800	B8EF	F0	Video area
SFXMM	VIDEO_PIANO_ADDR	B8F0	B917	28	Virtual piano Video area
SFXMM	SCREEN_BUFFER_ADDR	B918	BA07	F0	Video buffer
SFXMM	OTHER_FILE_ADDR	BA80	BAFF	80	File name for other IO operation
SFXMM	CURRENT_FILE_ADDR	BB00	BB7F	80	Main file name
SFXMM	SEARCH_PATH_ADDR	BB80	BBFF	80	Search path name
SFXMM	CHARSET_ADDR	BC00	BDFE	200	Font definition
SFXMM		BE00	BEFF	100	Edit buffer
SFXMM	EDIT_BUF1_ADDR	BE00	BE7F	80	Used in SFX/TAB edit mode
SFXMM	EDIT_BUF2_ADDR	BE80	BEFF	80	Used in SFX/TAB edit mode
SFXMM	VIS_TABLE_ADDR	BF00	BF39	3A	Table for virtual piano visualisation
SFXMM	DLI_COLOR_TABLE_ADDR	BF3A	BF57	1E	Display List Interrupt color table
SFXMM	DLIST_ADDR	BF58	BF6F	18	Display List
SFXMM	RESOURCES_ADDR	BF70	C6FF	790	SFXMM Resources
SFXMM	RESPTR	BF70	BFE1	72	Table of resource pointers
SFXMM		BFE2	C6BB	6DA	Resource data
	FREE RESOURCES MEMORY	C6BB	CB00	446	
SFX_ENGINE	SONG_ADDR	CB00	CBFF	100	Table of SONG
SFX_ENGINE	SFX_MODE_SET_ADDR	CC00	CC7F	80	Table of SFX Modulator Mode
SFX_ENGINE	SFX_NOTE_SET_ADDR	CC80	CCFF	80	Table of SFX Note Table Offsets
SFX_ENGINE	NOTE_TABLES_ADDR	CD00	CDFF	100	Note tables sets
SFXMM	HEAP_PTRLIST_ADDR	CE00	CEFF	100	Heap pointers list
SFX_ENGINE	SFX_TABLE_ADDR	CE00	CE7F	80	SFX Pointers
SFX_ENGINE	TAB_TABLE_ADDR	CE80	CEFF	80	TAB Pointers
SFXMM	HEAP_SIZES_ADDR	CF00	CFFF	100	Heap pointers size
SFXMM	HEAP_MEMORY_ADDR	D800	FFF9	27FA	SFXMM Main data memory
SFX_ENGINE	DATA_ADDR	D800	FFF9	27FA	SFX_ENGINE data memory