

## SFX Music Maker - Memory Map

UNIT	NAME	START	END	SIZE	DESCRIPTION
SFX_ENGINE		E8	EF	8	Audio buffer
SFX_ENGINE		F0	FC	D	SFX-Engine work registers
SFXMM	IO_BUFFER_ADDR	400	53F	140	IO 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	TEMP_BUFFER_ADDR	B800	B8EF	F0	Temporary screen buffer
SFXMM	VIDEO_ADDR	B900	B9EF	F0	Video area
SFXMM	VIDEO_PIANO_ADDR	B9F0	BA17	28	Virtual piano Video area
SFXMM	SCREEN_BUFFER_ADDR	BA18	BB07	F0	Video buffer
SFXMM	CHARSET_ADDR	BC00	BDFF	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	CURRENT_FILE_ADDR	BF80	BFFF	80	Current file name
SFXMM	SEARCH_PATH_ADDR	C000	C07F	80	Search path name
SFXMM	RESOURCES_ADDR	C080	C7FF	780	SFXMM Resources
SFXMM	RESPTR	C080	C0F1	72	Table of resource pointera
SFXMM		C0F2	C708	617	Resource data
SFXMM/UI	LIST_BUFFER_ADDR	C800	CBFF	400	Universal List Buffer
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
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