Commander X 16 Map of select Pages

This document containes detailed information about five crucial memory pages of the Commander X 16 (X16) computer. These pages represent requirements of I/O devices, the CPU, the Kernal, the Basic Language, and other X16 facilities.

Infromation contained herein is gathered from many sources in that project and is presented here to give an overview of what is used, what is availalble for use, and what is not currently known.

E&OE.

IO Page (9Fxx) Map

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
	Audio		VERA		RFU		VIA 1	VIA 2	RTC		User 1		User 2		User 3	
0			veralo				d1prb	d2prb								
1			veramid				d1pra	d2pra								
2			verahi				d1ddrb	d2ddrb								
3			veradat				d1ddra	d2ddra								
4			veradat2				d1t1l	d2t1l								
5			veractl				d1t1h	d2t1h								
6			veraien				d1t1ll	d2t1ll								
7			veraisr				d1t1lh	d2t1lh								
8							d1t2l	d2t2l								
9							d1t2h	d2t2h								
A							d1sr	d2sr								
B							d1acr	d2acr								
C							d1pcr	d2pcr								
D							d1ifr	d2ifr								
E							d1ier	d2ier								
F							d1ora	d2ora								

	Unused/Redundantly Mapped
	Unknown/Unspecified
	User Defined

Page Zero (00xx) Map

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0																
1																
2																
3																
4																
5																
6																
7																
8																
9																
A																
B																
C																
D																
E																
F																

Legend:

	User/Application
	Registers for 16 bit libraries.
	Kernal
	CBDOS
	rfu
	FPLIB
	BASIC

Page One (01xx) Map

Page One is reserved for the W65C02S System Stack.

Page Two (02xx) Map

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0													rfu	Kernal Code	Kernal Code	Framebuffer
1													rfu	Kernal Code	Kernal Code	Framebuffer
2													rfu	Kernal Code	Kernal Code	Framebuffer
3													rfu	Kernal Code	Kernal Code	Framebuffer
4													Kernal Code	Kernal Code	Framebuffer	Framebuffer
5													Kernal Code	Kernal Code	Framebuffer	Framebuffer
6													Kernal Code	Kernal Code	Framebuffer	Framebuffer
7													Kernal Code	Kernal Code	Framebuffer	Framebuffer
8												rfu	Kernal Code	Kernal Code	Framebuffer	Framebuffer
9												rfu	Kernal Code	Kernal Code	Framebuffer	Framebuffer
A												rfu	Kernal Code	Kernal Code	Framebuffer	Framebuffer
B												rfu	Kernal Code	Kernal Code	Framebuffer	Framebuffer
C												rfu	Kernal Code	Kernal Code	Framebuffer	Framebuffer
D												rfu	Kernal Code	Kernal Code	Framebuffer	Framebuffer
E												rfu	Kernal Code	Kernal Code	Framebuffer	Framebuffer
F												rfu	Kernal Code	Kernal Code	Framebuffer	Framebuffer

	Kernal
	rfu
	Kernal Code
	Framebuffer Driver Vectors

Page Three (03xx) Map

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0																
1																
2																
3																
4																
5																
6																
7																
8																
9																
A																
B																
C																
D																
E																
F																

	Basic Vectors
	Kernal Vectors
	Kernal
	rfu
	FPLIB
	BASIC

Other Pages

At this time pages 4 through 7 should be available for application use. However, this too may change before the X16 is released.