

PERSEUS : Memory map

RAM 2

Address	Bytes	Content
8000	5	Hardware detection variables
8005	245	Main
80FA	395	Input
8285	88	Interrupt
82DD	517	Memory
84E2	622	Render
8750	240	RenderScreen
8840	963	RenderSprite
8C03	699	Screen
8EBE	15	Free
8ECD	10.543	Data 1
B7FC	4	Free
B800	1.755	Data 2
BEDB	36	Free
BEFF	257	Loader / Interrupt table / Stack
c000		Next bank

RAM 0

Address	Bytes	Content
C000	1.991	Data
C7C7	983	Scoreboard
CB9E	751	Block_col
CE8D	527	Events
D09C	1.560	Entity_AB
D6B4	17	AB FSM Simple
D6C5	186	AB FSM Button
D77F	100	AB FSM Gate
D7E3	81	AB FSM Bubble
D834	91	AB FSM Object
D88F	223	Entity_BA
D96E	207	Entity_PRTL
DA3D	96	Entity_SA
DA9D	2.503	Entity_SPR
E464	57	SPR FSM _CHILD_
E49D	267	SPR FSM _MAINCHAR_
E5A8	3.283	SPR FSM Perseus
F27B	200	SPR FSM Coin
F343	429	SPR FSM Cycle
F4F0	84	SPR FSM Dead
F544	330	SPR FSM Debris
F68E	19	SPR FSM Dummy
F6A1	239	SPR FSM JmprBullet
F790	603	SPR FSM Jumper
F9EB	125	SPR FSM Knife
FA68	256	SPR FSM Projectile
FB68	62	SPR FSM SimpleAnim
FBA6	147	SPR FSM Statue
FC39	761	SPR FSM Walker
FF32	137	SPR Wlkbullet
FFBB	69	Free
10000		Next bank

RAM BF1

Address	Bytes	Content
c000	314	AY Parameters
C13A	1.224	AY Player Code
C602	764	Instruments
C8FE	44	Arpeggios and ornaments
C92A	7.261	Music
E587	712	FX
E84F	6.065	Free
10000		Next bank

RAM BF2

Address	Bytes	Content
c000	15.688	Game map
FD48	58	Code: T128_ResetActivBF2
FD82	638	Free
10000		Next bank

RAM BS1

Address	Bytes	Content
c000	6.912	Intro strips bitmap
DB00	2.016	Intro title bitmap
E2E0	576	Scoreboard bitmap
E520	243	Not AI bitmap
E613	544	Menu RetroBenSoft 2025 bitmap
E833	2.490	Intro
F1ED	828	Text
F529	1.576	Menu
FB51	1.199	Free
10000		Next bank

RAM 5

Address	Bytes	Content
4000	6.144	Screen
5800	768	Screen attributes
5b00	6.999	Screen blocks
7657	2.139	Screen superblocks
7EB2	240	1bitFlags & GameVars
7FA2	94	Free
8000		Next bank

RAM 7

Address	Bytes	Content
c000	6.144	Shadow screen
d800	768	Shadow screen attributes
db00	768	Attributes buffer
DE00	4.192	Sprites bitmap #1
EE60	4.192	Sprites bitmap #2
fec0	320	Free
10000		Next bank

RAM BS2

Address	Bytes	Content
c000	4.402	Animated blocks bitmaps
D132	11.974	Sprites bitmaps
FFF8	8	Free
10000		Next bank