P E R S E U S : Memory map

RAM 2 [framework]

Hardware detection variables
Framework code
Framework variables and data
Video RAM 7 buffer
Current Screen info
Hardness and depth map for current screen
Sprites and Animated Blocks bitmap pool
Sprites and Animated Blocks memory structures
Main Char sprites
Main Char memory structure
Sound Tracker public variables
Rotation lookup table for sprites
Loader / Interrupt table / Stack

RAM 0 [framework / custom]

Video RAM 5 buffer
Framework variables and data
Breaths Areas, Screen Areas and Portals structures
Scoreboard code
Scoreboard code [custom]
Block collisions code
Events code
Animated Blocks code
Breath Areas
Screen Areas code
Portals code
Main Char FSM
Sprites code
Main Char FSM [custom]
Sprites FSM [custom]

RAM BF1 [framework / custom]

Sound tracker code and parameters
Instruments, Arpeggios, Ornaments, Music and FX [custom]

RAM BF2 [framework / custom]

Game map [custom]
Reset map routine

RAM BS1 [custom]

Intro and Menu data [custom]
Intro and Menu code [custom]

RAM 5 [custom]

Screen
Blocks and superblocks [custom]
1 bit flags and game variables [custom]

RAM 7 [custom]

Shadow Screen
Data [custom]

RAM BS2 [custom]

Sprites and Animated Blocks bitmaps [custom]