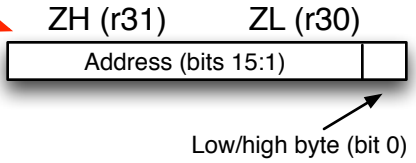
Program Memory (Flash)

16 bits

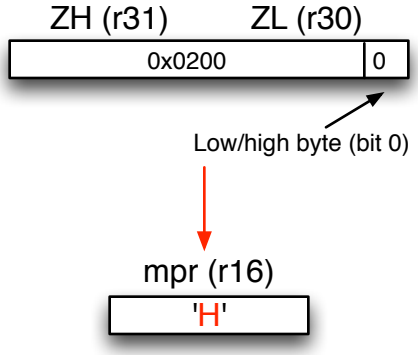
high byte	low byte	
'e'	'H'	0x0200
'l'	'l'	0x0201
'W'	'o'	0x0202
'r'	'o'	0x0203
.	.	
.	.	
.	.	
'g'	'n'	0x020F

(Labels STR_BEG, STR_END refer to some memory address ex. 0x0200)



LPM: load program memory
Address in Z-pointer register pair (ZH and ZL)
Must be shifted left by 1 first, to account for selecting low/high byte.

ex. LPM mpr, Z+

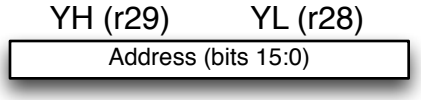


Loads contents of the program memory location 0x0200 (low byte) into the destination register mpr, then post-increments Z.

Data Memory (SRAM)

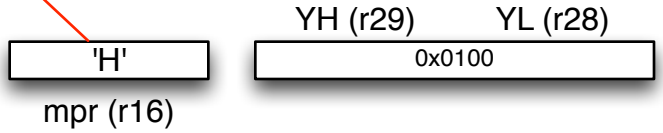
8 bits

'H'	0x0100
	0x0101
	0x0102
.	
.	
.	
	0x011F



ST: store to data memory
Address in X, Y or Z-pointer register pairs (we're using Y)
No need to shift since this memory is 8 bits wide

ex. ST Y+, mpr



Stores contents of the source register mpr into the data memory location 0x0100, then post-increments Y.

(LCDLn1Addr defined as 0x0100 in LCDDriver.asm)