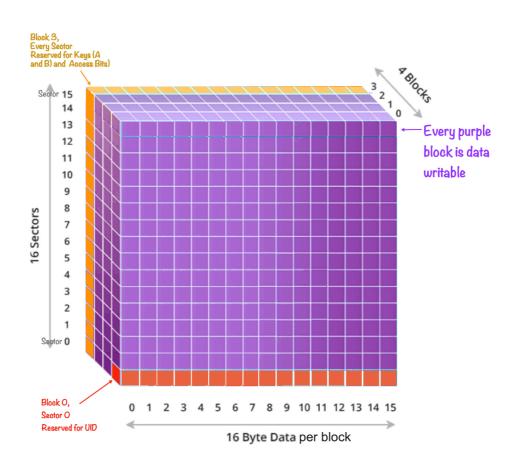
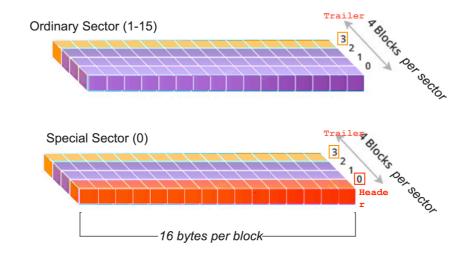
MIFARE RFID Card (PICC) Memory Map

1) 3D Respresentation of Entire Memory (IKB)



2) 3D Respresentation of a memory sector: made up of 4 blocks, whereby each block has 16 bytes



3) Tabular Memory Map Representation

		Ŧ	(ev	A :	6 b	vtes			ces byt	s Bi es	ts:										
Sector	Plac		_					6	7	8	0	_	Key 11				_	7.00	T		
						4		6				Ξ						Acce			
15	63 62		00					FF 00				FF 00	FF 00			FF 00		0]			J
	61	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	
	60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	
14	59		00					FF				FF				FF		0 1]
	58 57		00					00				00				00		0]		_	
	56		00					00				00				00		[0		_	
13	55	00	00	00	00	00	00	FF	07	80	69	FF	FF	FF	FF	FF	FF	0]	0 1	L]	1
	54	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	-
	53 52		00					00				00				00		0]		_	
12	51 50		00					FF 00				FF				FF 00		0]			
	49		00					00		00	00	00	00			00		[0	0 0)]	
	48	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	
11	47		00					FF				FF				FF		0]]
	46 45		00					00				00				00		0]		_	
	44		00					00				00				00		[0		_	
10	43	0.0	00	00	00	00	00	FF	07	80	69	FF	FF	पप	पप	FF	पप	0]	0 1	1 1	1
10	42		00					00				00				00		0]			-
	41 40		00					00				00				00		0]		_	
	-10			00	00		-	00	00		-	00	00		00	-	00		-	, 1	
9	39 38		00					FF 00				FF 00				FF 00		0]			
	37		00					00				00				00		0]		_	
	36	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	
8	35	00	00	00	00	00	00	FF	07	80	69	FF	FF	FF	FF	FF	FF	0]	0 1	L]]
	34		00					00				00				00		0]		_	
	33 32		00					00				00				00		0]		_	
_	0.1		00	00	00		00		0.5		-				_				0 1	-	
7	31		00					FF 00				FF 00				FF		0]			
	29		00					00				00				00		0]		_	
	28	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0	, 1	
6	27		00					FF 00				FF				FF		0]			Towns Plank 2. Towns Control Trailing
	26 25		00					00				00				00		0]		_	Every Block 3, Every Sector: Trailer: Key A, Key B, and Acess Bits
	24	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	
5	23	00	00	00	00	00	00	FF	07	80	69	FF	FF	FF	FF	FF	FF	0]	0 1	L]	
	22		00					00				00				00		0]		_	
	21 20		00					00				00				00		0]		_	
4	10	00	00	00	00	00	00	FF	07	00	60					FF		F 0	0 1	- 1	
4	19 18		00					00				FF 00				00		0]			
	17		00					00				00				00		0]			
	16	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	
3	15		00					FF				FF				FF		0]			
	14 13		00					00				00				00		0]			
	12	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	
2	11	00	00	00	00	00	00	FF	07	80	69	FF	FF	FF	FF	FF	FF	0]	0 1	L]	
	10		00					00				00				00		0]		_	
	9 8		00					00				00				00		0]		_	
_																					1
1	- 7 6		00					FF 00				FF 00				FF		0]			1
	5	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	[0	0 0)]	
	4	4D	75	/3	69	бĎ	65	6E	/4	61	∠0	0D	υA	20	∠0	20	20	[0	υ 0	1	
0	3		00					FF				FF				FF		0]]
	2 1		00					00				00				00		0]		_	Block 0. Sector 0: Header: UID Page 3
	0	23	28	74	F5	8A	80	04	00			64				68		[0			Block 0, Sector 0: Header: UID Page C A block has 16 bytes

4) Calculation of Actual Writable Memory

Note: Not all of IKB memory is usable for storing data!

While a MIFARE Classic IKB card is marketed as having IKB (IO24 bytes) of memory, not all of this memory is usable for storing data. A significant portion is reserved for keys, access control, and special-purpose blocks like the UID.

Let's recalculate the writable memory.

Memory Structure Recap

A MIFARE Classic IKB card has:

- · 16 sectors
- · 4 blocks per sector
- · 16 bytes per block

Thus:

16 sectors x 4 blocks/sector x 16 bytes/block = 1024 bytes total memory

Reserved Memory

- 1. Sector Trailers (1 block per sector):
- · Each sector has I trailer block (Block 3).
- · The trailer stores Key A, Key B, and Access Bits.
- · 16 bytes per trailer × 16 sectors = 256 bytes reserved.
- 2. Sector O, Block O (UID and manufacturer data):
- · Permanently reserved for the card's UID and manufacturer data.
- · 16 bytes reserved.

Total Reserved Memory = Memory reserved for UID + Memory reserved for trailers

- = 256 bytes + 16 bytes
- = 272 bytes

Writable Memory = Total Memory - Reserved Memory

- = 1024 bytes 272 bytes
- = 752 bytes

Verification:

Writable Memory

1. Sector O: Blocks I and 2 are writable.

Therefore, 2 blocks × 16 bytes/block = 32 bytes writable.

2. Sectors 1-15: Each sector has 3 writable blocks (Blocks O, I, and 2).

Therefore, 15 sectors \times 3 blocks/sector \times 16 bytes/block = 720 bytes writable.

Total Writable Memory = Writable memory in Sector O + Writable memory in Sectors 1-15

Total Writable Memory = 32 bytes + 720 bytes = 752 bytes