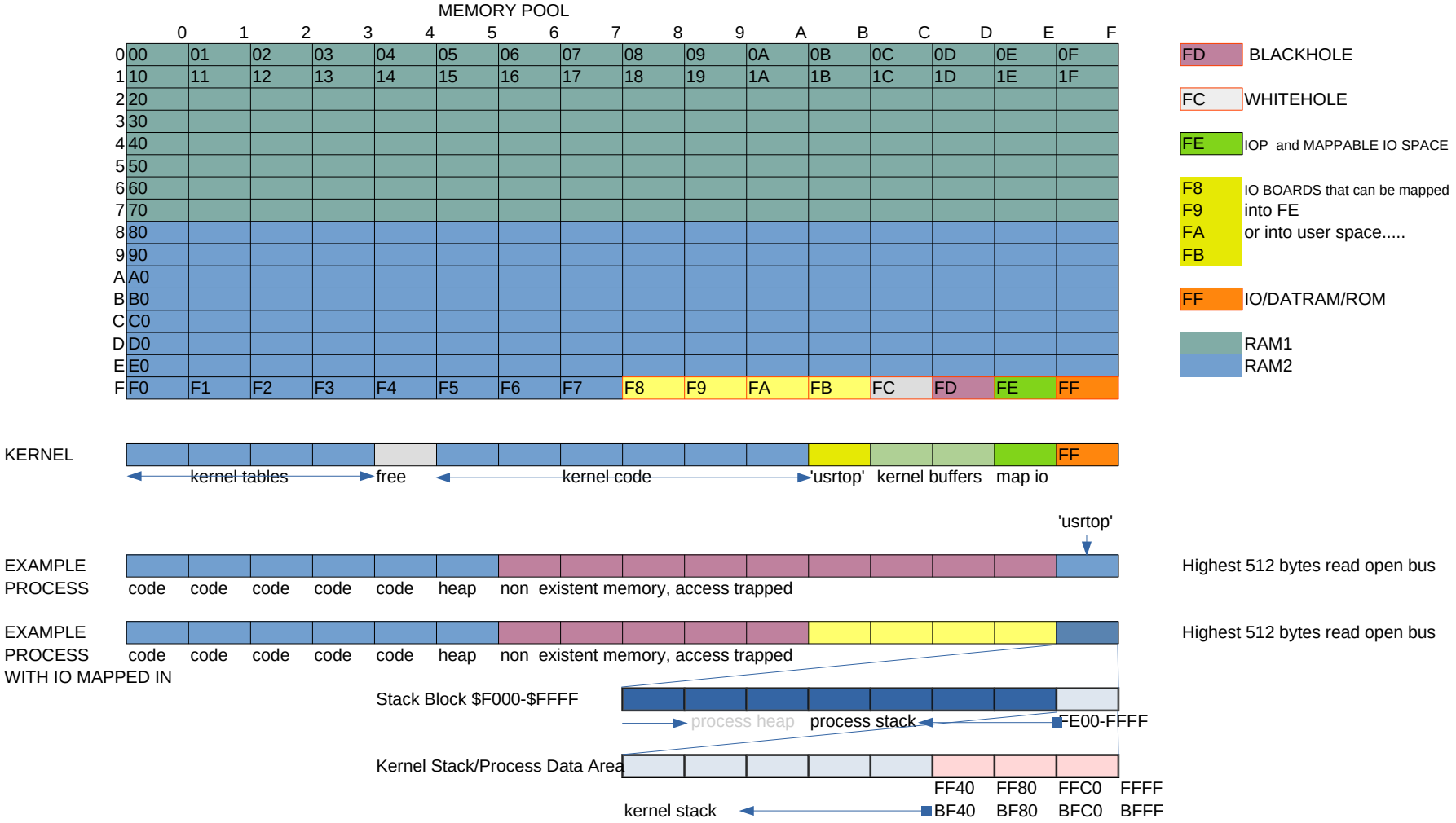
MEMORY POOL
0 1 2 3 4 5 6 7 8 9 A B C D E F
0 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
1 10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
2 20
3 30
4 40
5 50
6 60
7 70
8 80
9 90
A A0
B B0
C C0
D D0
E E0
F F0 F1 F2 F3 F4 F5 F6 F7 F8 F9 FA FB FC FD FE FF
FD BLACKHOLE
FC WHITEHOLE
FE IOP and MAPPABLE IO SPACE
F8 F9 FA FB IO BOARDS that can be mapped into FE or into user space.....
FF IO/DATRAM/ROM
RAM1
RAM2
KERNEL
FF
kernel tables
free
kernel code
'usrtop'
kernel buffers
map io
'usrtop'
EXAMPLE PROCESS
code code code code code heap non existent memory, access trapped
Highest 512 bytes read open bus
EXAMPLE PROCESS WITH IO MAPPED IN
code code code code code heap non existent memory, access trapped
Highest 512 bytes read open bus
Stack Block $F000-$FFFF
process heap
process stack
FE00-FFFF
Kernel Stack/Process Data Area
FF40 FF80 FFC0 FFFF
kernel stack
BF40 BF80 BFC0 BFFF

IO Decoding (on MON card)		
F000-F003	console ACIA	
F004-F007	timer/trap/LIGHTS PIA	
F008-F00F	unassigned	DIV3
F010-F07F	serial IO SR4 cards	DIV3
F080-F0FF	unassigned	DIV4
F100-F11F	IDE controller	DIV5
F120-F17F	unassigned	DIV5
F180-F1FF	unassigned	DIV6
F200-F2FF	IOP board	DIV7
F300-F3FF	unassigned	DIV7

If an IO board can do local sub address select it can be used in any area