Table of Contents

Sections

□ System Background

○ Major Components

§ Logic Emulation

§ Hardware Emulation

○ Standard Memory Map

○ Binary/Machine Code File Format (.ctr)

□ Description of Operating Sequence

○ ctrl-6502 Power-On RESET

○ Main Loop

○ Interrupt Service Routine Handler

○ Interfacing with Emulated Hardware

□ Current Burdens (Bugs, uncertainties)

□ Future Burdens (TODO)

References

1: System Background

A. Major Components

i. Logic Emulation:

□ Goal: accurately emulate MOS 6502 logic, input, output, data processing, instructions

□ 151 legal opcodes. Illegal opcodes currently are NOP \*(1)\*

ii. Hardware Emulation:

B. Standard Memory Map

|  |  |  |  |
| --- | --- | --- | --- |
| **Section** | **Address Range** | **Width** | **Usage** |
| Zero Page | *$0000 - $00FF* | **256 B** | **Reserved** |
|  | *$0000 - $000F* | 16 B | Local variables, function arguments |
|  | *$0010 - $00FF* | 240 B | Global variables, pointer tables |
| Stack | *$0100 - $01FF* | **256 B** | **Reserved** |
|  | *$0100 - $019F* | 160 B | Nametable data to be copied during VBLANK |
|  | *$01A0 - $01FF* | 96 B | Stack memory |
| Other internal RAM | *$0200 - $07FF* | **1,536 B = 1.5 KB** | **Global and system data, variables** |
|  | *$0200 - $00FF* | 256 B | OAM data to be copied during VBLANK |
|  | *$0300 - $00FF* | 256 B | Sound player and other variables |
|  | *$0400 - $07FF* | 1024 B = 1 KB | Arrays, global variables that are used less often |

C. Binary/Machine Code File Format (.ctr)