

Cody memory page map

overall memory map:

high\low	0xx	1xx	2xx	3xx	4xx	5xx	6xx	7xx	8xx	9xx	axx	bxx	cxx	dxx	exx	fxx	
0	0pg	stack	BASIC program memory														
1																	
2																	
3																	
4																	
5																	
6						free	A	B	C	D	E	F	G	H	I	J	
7	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	
8	A\$	B\$	C\$	D\$	E\$	F\$	G\$	H\$	I\$	J\$	K\$	L\$	M\$	N\$	O\$	P\$	
9	Q\$	R\$	S\$	T\$	U\$	V\$	W\$	X\$	Y\$	Z\$	BASIC runtime state					VIA	
a	free VID-shared RAM																
b																	
c						default screen RAM					default character RAM						
d	VID	free				S/UA	free				default color RAM				free VID-shared RAM		
e	character ROM									BASIC ROM machine code							
f																	

VID screen and color RAM region numbers:

high\low	0xx	1xx	2xx	3xx	4xx	5xx	6xx	7xx	8xx	9xx	axx	bxx	cxx	dxx	exx	fxx
a	\$0				\$1				\$2				\$3			
b	\$4				\$5				\$6				\$7			
c	\$8				\$9 (default screen RAM)				\$a (default char. RAM)				\$b (default char. RAM)			
d	\$c (blocked: VID)				\$d (blocked: SID/UART)				\$e (default color RAM)				\$f			

VID character RAM region numbers:

high\low	0xx	1xx	2xx	3xx	4xx	5xx	6xx	7xx	8xx	9xx	axx	bxx	cxx	dxx	exx	fxx
a	\$0								\$1							
b	\$2								\$3							
c	\$4 (default screen RAM)								\$5 (default character RAM)							
d	\$6 (blocked: VID/SID/UART)								\$7 (default color RAM)							

legend:

category	label	usable?	
65C02	0pg	\$a0 and up	zero page – mostly occupied by BASIC and default ISR
special	stack	risky	processor stack – always partially used by machine code
BASIC	program memory	partially??	used depending on length of BASIC source code
	free	yes	in BASIC RAM range, but not currently used
	A, B, ...	depends	usable only if the respective BASIC variable is unused
	runtime state	outside BASIC	internal BASIC state, only usable if BASIC is not running
hard-ware regs	VIA	no!!!	VIA registers
	VID	no!!!	VID registers and banks
	S/UA	no!!!	SID and UART registers
	free	risky?	no registers currently mapped here, acts as RAM
VID-shared	free shared RAM	yes	
	default VID RAM	if remapped	
ROM	ROM	no	not writable