

Memory

From Dvd-game

All addresses are given in the format [4,6,8]. See DriveVersions

[804C,804C,804C] u24	irq vector (set to address of irq handler)
[805B,805B,805B] u8	irq depth (>0 if in interrupt)
[8084,8078,8080] u16	ticks
[8090,8084,808C] u8	media flag, see DBG_StartStopDisc
[8084,80A8,8080] u8	dicmdbuf0+0 (contains most significant byte)
[80B5,80A9,80B1] u8	dicmdbuf0+1
[80B6,80AA,80B2] u8	dicmdbuf0+2
[80B7,80AB,80B3] u8	dicmdbuf0+3 (contains least significant byte)
[80B8,80AC,80B4] u8	dicmdbuf1+0 (contains most significant byte)
[80B9,80AD,80B5] u8	dicmdbuf1+1
[80BA,80AE,80B6] u8	dicmdbuf1+2
[80BB,80AF,80B7] u8	dicmdbuf1+3 (contains least significant byte)
[80BC,80B0,80B8] u8	dicmdbuf2+0 (contains most significant byte)
[80BD,80B1,80B9] u8	dicmdbuf2+1
[80BE,80B2,80BA] u8	dicmdbuf2+2
[80BF,80B3,80BB] u8	dicmdbuf2+3 (contains least significant byte)
[80DC,80D0,80D8] u16	lowest 16 bits of n part of drive error code (see yagcd)
[80DE,80DA,80D2] u8	upper 8 bits of n part of drive error code (see yagcd)
[80E4,80D8,80E0] u8	a part of drive error code (see yagcd)
[8192,8186,818E] u8	Debug state (ff: off, 0: half way unlocked, 1: unlocked)
[8194,8188,8190] u16	drive status 2 (a better name should go here...)
[819C,8190,8198] u16	last ticks of some event? (set to ticks to prevent idle bug)
[81B0,81A4,81AC] u16	drive status
[80A74,80A74,80A74]	IRQ Handler
[82F27,82F2E,82F27]	memcpy
[82F49,82F50,82F40]	memset
[83EF7,83EEF,83EF7]	DI Command Decode
[8AE09,8B126,8AE56]	DI_IO
[8D1C4,8D164,8D21F]	Disable interrupts
[819A,818E,8196]	XXX continuously set to 0x0C by patched firmware, purpose?
[40EC00,40EC00,40EC00] u16	XXX kind of error state?
[40EC02,40EC02,40EC02] u8 array	XXX related to error counters?
[40EC14,40EC14,40EC14] u8	XXX ??? related to error recovery?
[40EC60,40EC60,40EC60] u8	XXX set to 0x13 by firmware, xeno sets it to zero when disabled?
[40ED01,40ED01,40ED01] u8	XXX ??? related to error recovery?
(oops, i probably should convert my IDA symbols into a table.)	
(yes, probably :p)	

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