

## Corrected TTR Example

The goal is to correctly configure **UPA1 (bit 9)** and **UPA0 (bit 8)** for different memory regions.

### 💡 Memory Region Mapping

Memory Range	Access Type	UPA1 (Bit 9)	UPA0 (Bit 8)	Correct Value
0x10000000 - 0x1FFFFFFF	Instruction Fetch	1	0	\$10000200
0x20000000 - 0x2FFFFFFF	Data Access	0	1	\$20000100

---

### 💻 MC68040 Corrected Assembly Code

assembly


```
MOVE.L #$10000200, ITT0 ; Instruction TTR0 -> Base 0x10000000, UPA1=1 (bit 9),  
UPA0=0 (bit 8)  
  
MOVE.L #$20000100, DTT0 ; Data TTR0 -> Base 0x20000000, UPA1=0 (bit 9), UPA0=1  
(bit 8)
```

```
MOVEC TCR,D0 ; Read Translation Control Register  
ORI.L #$00000001,D0 ; Enable MMU (User and Supervisor)  
MOVEC D0,TCR ; Write back to enable MMU  
NOP ; Small delay for MMU activation  
NOP  
  
MOVE.L #$12345678, (0x20000000) ; Store data at 0x20000000 (UPA1=0, UPA0=1)  
MOVE.L (0x20000000), D1 ; Load data back (Verify UPA1=0, UPA0=1)  
  
JSR 0x10000000 ; Jump to code at 0x10000000 (UPA1=1, UPA0=0 should be active)  
STOP #$2700 ; Halt processor (Supervisor mode)
```


---

## Explanation

### 1. Configure ITT0 (Instruction Transparent Translation Register 0)

- Maps instruction fetches from 0x10000000 - 0x1FFFFFFF
- **UPA1 = 1 (Bit 9), UPA0 = 0 (Bit 8)**
- **Correct value:** \$10000200 

### 2. Configure DTT0 (Data Transparent Translation Register 0)

- Maps data accesses from 0x20000000 - 0x2FFFFFFF
- **UPA1 = 0 (Bit 9), UPA0 = 1 (Bit 8)**
- **Correct value:** \$20000100 

### 3. Enable MMU

- Read **Translation Control Register (TCR)**
- Set bit 0 (\$00000001) to enable MMU
- Write it back

### 4. Perform Data Access

- Store and load from **0x20000000** to verify UPA1=0, UPA0=1.

### 5. Perform Instruction Fetch

- JSR 0x10000000 jumps to 0x10000000, where **UPA1=1, UPA0=0 should be active.**

---

## Notes

- This version **correctly sets UPA1 and UPA0** by using **bits 9 and 8**.
- **TTRs are the simplest way** to set these bits without needing a full MMU page table.
- If the MMU is **disabled**, UPA signals will default to 0.