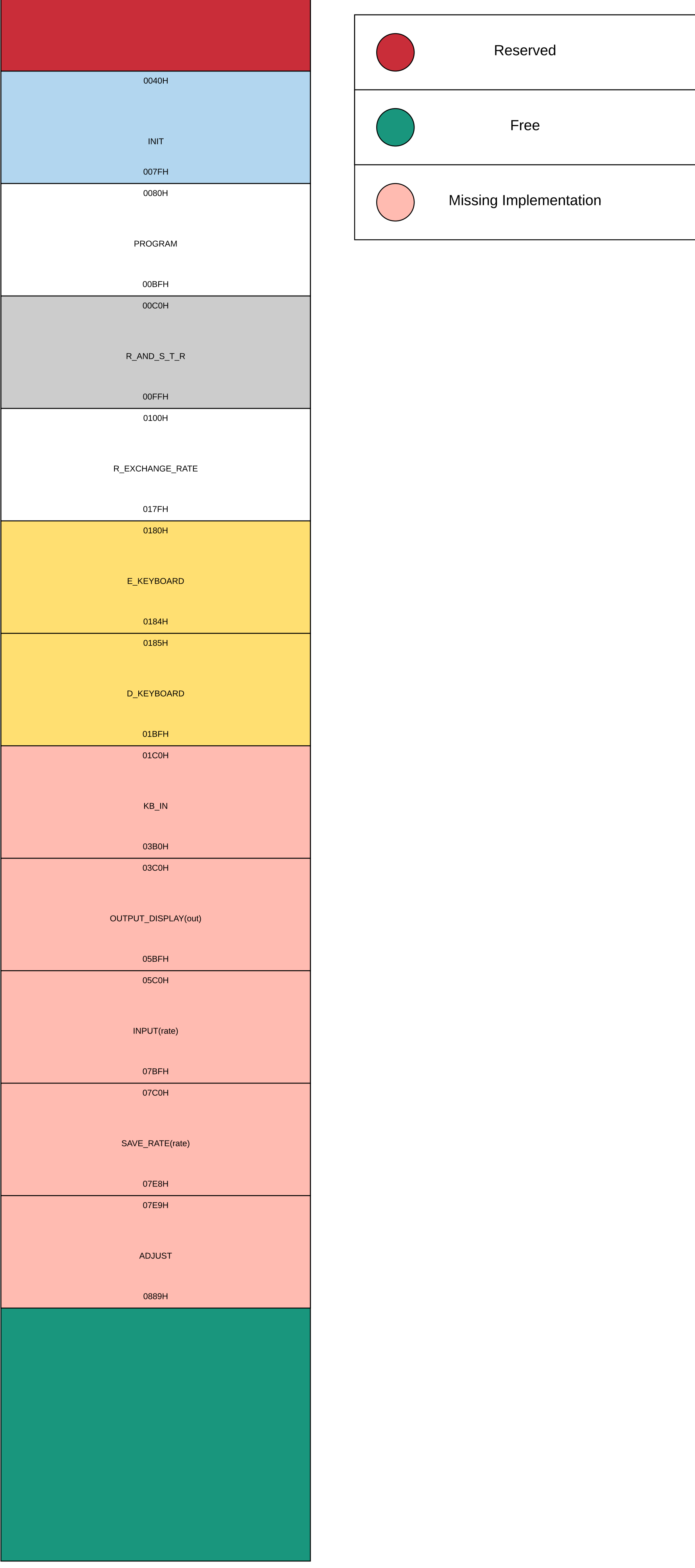


# Memory Map ROM



# Memory Map RAM



# i/o, MeMory Map

