

LogicalToPhysicalTable structure

```
#include <Memory.h>
```

typedef struct LogicalToPhysicalTable {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>MemoryBlock</u> logical;	8	0	logical block
<u>MemoryBlock</u> physical[<u>defaultphysicalEntryCount</u>];	16	8	equivalent physical blocks
}LogicalToPhysicalTable ;	72		