

		With this granularity we can choose any position in the 64kbytes This kind of map facilitate to see the way we can position the n The device used to map memories and los is the GAL20V8.									
			A15	A14	A13	A12		A11	A10	A09	A08
SRAM = 49151 bytes	SRAM	1	0	0	0	0		0	0	0	0
	SRAM	2	0	0	0	0		1	0	0	0
	SRAM	3	0	0	0	1		0	0	0	0
	SRAM	4	0	0	0	1		1	0	0	0
	SRAM	5	0	0	1	0		0	0	0	0
	SRAM	6	0	0	1	0		1	0	0	0
	SRAM	7	0	0	1	1		0	0	0	0
	SRAM	8	0	0	1	1		1	0	0	0
	SRAM	9	0	1	0	0		0	0	0	0
	SRAM	10	0	1	0	0		1	0	0	0
	SRAM	11	0	1	0	1		0	0	0	0
	SRAM	12	0	1	0	1		1	0	0	0
	SRAM	13	0	1	1	0		0	0	0	0
	SRAM	14	0	1	1	0		1	0	0	0
	SRAM	15	0	1	1	1		0	0	0	0
	SRAM	16	0	1	1	1		1	0	0	0
	SRAM	17	1	0	0	0		0	0	0	0
	SRAM	18	1	0	0	0		1	0	0	0
	SRAM	19	1	0	0	1		0	0	0	0
	SRAM	20	1	0	0	1		1	0	0	0
	SRAM	21	1	0	1	0		0	0	0	0
	SRAM	22	1	0	1	0		1	0	0	0
	SRAM	23	1	0	1	1		0	0	0	0
	SRAM	24	1	0	1	1		1	0	0	0
4096 Bytes IO	IO	25	1	1	0	0		0	0	0	0
	IO	26	1	1	0	0		1	0	0	0
ROM = 12288 bytes	ROM	27	1	1	0	1		0	0	0	0
	ROM	28	1	1	0	1		1	0	0	0
	ROM	29	1	1	1	0		0	0	0	0
	ROM	30	1	1	1	0		1	0	0	0
	ROM	31	1	1	1	1		0	0	0	0
	ROM	32	1	1	1	1		1	0	0	0

IO address decoding										
		A15	A14	A13	A12	I/O #	A11	A10	A09	A08
IO		1	1	0	0	1	0	0	0	0
IO		1	1	0	0	2	0	0	0	1
IO		1	1	0	0	3	0	0	1	0
IO		1	1	0	0	4	0	0	1	1
IO		1	1	0	0	5	0	1	0	0
IO		1	1	0	0	6	0	1	0	1
IO		1	1	0	0	7	0	1	1	0
IO		1	1	0	0	8	0	1	1	1
IO		1	1	0	0	9	1	0	0	0
IO		1	1	0	0	10	1	0	0	1
IO		1	1	0	0	11	1	0	1	0
IO		1	1	0	0	12	1	0	1	1

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IO		1	1	0	0	13	1	1	0	0
IO		1	1	0	0	14	1	1	0	1
IO		1	1	0	0	15	1	1	1	0
IO		1	1	0	0	16	1	1	1	1

range to place the RAM, ROM and IOs.  
memories and I/Os.

ADDRESS				A15	A14	A13	A12
0000	0x0000			!A15	!A14	!A13	!A12
2048	0x0800			!A15	!A14	!A13	!A12
4096	0x1000			!A15	!A14	!A13	A12
6144	0x1800			!A15	!A14	!A13	A12
8192	0x2000			!A15	!A14	A13	!A12
10240	0x2800			!A15	!A14	A13	!A12
12288	0x3000			!A15	!A14	A13	A12
14336	0x3800			!A15	!A14	A13	A12
16384	0x4000			!A15	A14	!A13	!A12
18432	0x4800			!A15	A14	!A13	!A12
20480	0x5000			!A15	A14	!A13	A12
22528	0x5800			!A15	A14	!A13	A12
24576	0x6000			!A15	A14	A13	!A12
26624	0x6800			!A15	A14	A13	!A12
28672	0x7000			!A15	A14	A13	A12
30720	0x7800			!A15	A14	A13	A12
32768	0x8000			A15	!A14	!A13	!A12
34816	0x8800			A15	!A14	!A13	!A12
36864	0x9000			A15	!A14	!A13	A12
38912	0x9800			A15	!A14	!A13	A12
40960	0xA000			A15	!A14	A13	!A12
43008	0xA800			A15	!A14	A13	!A12
45056	0xB000			A15	!A14	A13	A12
47104	0xB800			A15	!A14	A13	A12
49152	0xC000			A15	A14	!A13	!A12
51200	0xC800			A15	A14	!A13	!A12
53248	0xD000			A15	A14	!A13	A12
55296	0xD800			A15	A14	!A13	A12
57344	0xE000			A15	A14	A13	!A12
59392	0xE800			A15	A14	A13	!A12
61440	0xF000			A15	A14	A13	A12
63488	0xF800			A15	A14	A13	A12

Address available	Address	IO
256 bytes	0xC000	Serial Interface
256 bytes	0xC100	VDP
256 bytes	0xC200	SD Card
256 bytes	0xC300	
256 bytes	0xC400	
256 bytes	0xC500	
256 bytes	0xC600	
256 bytes	0xC700	
256 bytes	0xC800	
256 bytes	0xC900	
256 bytes	0xCA00	
256 bytes	0xCB00	

#### Legend

Sram  
Not populated  
I/O Space  
ROM

256 bytes	0xCC00	
256 bytes	0xCD00	
256 bytes	0xCE00	
256 bytes	0xCF00	

