src/**mmu.rs**

Map of the initial memory

```
res.write_byte(0×FF05, 0);
res.write_byte(0×FF06, 0);
res.write_byte(0×FF07, 0);
res.write_byte(0×FF10, 0×80);
res.write_byte(0×FF11, 0×BF);
res.write_byte(0×FF12, 0×F3);
res.write_byte(0×FF14, 0×BF);
res.write_byte(0×FF16, 0×3F);
res.write_byte(0×FF16, 0×3F);
res.write_byte(0×FF17, 0);
res.write_byte(0×FF19, 0×BF);
res.write_byte(0×FF1A, 0×7F);
res.write_byte(0×FF1B, 0×FF);
res.write_byte(0×FF1C, 0×9F);
res.write_byte(0×FF1E, 0×FF);
res.write_byte(0×FF20, 0×FF);
res.write_byte(0×FF21, 0);
res.write_byte(0×FF22, 0);
res.write_byte(0×FF23, 0×BF);
res.write_byte(0×FF24, 0×77);
res.write_byte(0×FF25, 0×F3);
res.write_byte(0×FF26, 0×F1);
res.write_byte(0×FF40, 0×91);
res.write_byte(0×FF42, 0);
res.write_byte(0×FF43, 0);
res.write_byte(0×FF45, 0);
res.write_byte(0×FF47, 0×FC);
res.write_byte(0×FF48, 0×FF);
res.write_byte(0×FF49, 0×FF);
res.write_byte(0×FF4A, 0);
res.write_byte(0×FF4B, 0);
```

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Note: This memory is incomplete and only works for our game

```
pub fn read_byte(&mut self, address: u16) → u8 {
        match address {
            0×0000..=0×7FFF ⇒ self.mbc.readrom(address),
            0×8000..=0×9FFF ⇒ self.gpu.read_byte(address),
            0×C000..=0×CFFF | 0×E000..=0×EFFF ⇒
self.wram[address as usize & 0×0FFF],
            0×D000..=0×DFFF | 0×F000..=0×FDFF ⇒ {
                self.wram[(self.wrambank * 0×1000) | address as
usize & 0×0FFF]
            }
            0×FE00..=0×FE9F ⇒ self.gpu.read_byte(address),
            0×FF00 ⇒ self.input.read_byte(),
            0×FF0F ⇒ self.intf | 0b11100000,
            0×FF40..=0×FF4F ⇒ self.gpu.read_byte(address),
            0×FF68..=0×FF6B ⇒ self.gpu.read_byte(address),
            0×FF70 ⇒ self.wrambank as u8,
            0×FF80..=0×FFFE ⇒ self.zram[address as usize &
0×007F],
            0×FFFF ⇒ self.inte,
            _ ⇒ 0×FF,
        }
    }
```