RC-ONE Memory Map

	8K SECTION			1K SECTION		DETAILS				BLOCK SIZE		
	START	END		START	END		START	END	KIM-1	RC-ONE	RC-ONE 65K	
8K7	\$E000	\$FFF		\$FC00	\$FFFF	6530-002					28C64 EEPROM	1 024
				\$F800	\$F9FF	6530-003			_			1 024
				\$F400	\$F7FF							1 024
				\$F000	\$F3FF							1 024
				\$EC00	\$EFFF							1 024
				\$E800	\$EBFF					(mirror)		1 024
				\$E400	\$E7FF				(mirror)			1 024
				\$E000	\$E3FF				(IIIIIIOI)	(mirror)		1 024
8K6	\$C000	\$DFFF										8 192
8K5	\$A000	\$BFFF									(free) 62256 Static RAM (optional)	8 192
8K4	\$8000	\$9FFF										8 192
8K3	\$6000	\$7FFF										8 192
8K2	\$4000	\$5FFF										8 192
8K1	\$2000	\$3FFF									(optional)	8 192
	\$0000		K7	\$1C00	\$1FFF	6530-002			6530-002 ROM	28C64 EEPROM	28C64 EEPROM (mirror)	1 024
			K6	\$1800	\$1BFF	6530-003			6530-003 ROM	20004 EEPROW		1 024
				\$1400	\$17FF	1/02	\$17C0	\$17FF	6530-002 RAM	6532-002 RAM	6532-002 RAM	64
			K5				\$1780	\$17BF	6530-003 RAM			64
							\$1740	\$177F	6530-002 Register	6532-002 Register	6532-002 Register	64
						I/O3	\$1700	\$173F	6530-003 Register	(free)	6532-003 Register	64
8K0							\$1600	\$16FF	(free)	(free)	(free)	256
						(free)	\$1500	\$15FF				256
		\$1FF					\$1400	\$14FF				256
			K4	\$1000	\$13FF							1 024
			K3	\$0C00	\$0FFF				(f)	(froo)	62256 Static RAM (optional)	1 024
			K2 K1	\$0800	\$0BFF				(free)	(free)		1 024
				\$0400	\$07FF							1 024
				0 \$0000	\$03FF	(free)	\$0200	\$03FF		62256 Static RAM		
						(stack)	\$0100	\$01FF	1K RAM			1 024
				ΨΟΟΟΟ	ψυσιι	(reserved) \$00EF		\$00FF	IIX I VAIVI	02230 Glatic IVAIVI		1 024
						(page 0)	\$0000	\$00EE			62256 Static RAM	
												65 536

RC-ONE Expansions

EXRAM	EXPANSIONS		4K	K SECTION		0.5K SECTION		0.25K SECTION		DETAILS			BLOCK SIZE
EXRAM				START	END	START	END	START	END		START	END	
AKA AKE SA000 SAFFF SA000 SA0000 SA00000 SA00000 SA00000 SA00000 SA00000 SA00000 SA00000 SA000000 SA000	(system)	4K0				_							4 096
AK6	ExRAM	4K2		\$2000	\$2FFF						\$2000	\$3FFF	4 096
AKA				\$4000									4 096
Same Board Sam		4K6		\$6000	\$6FFF								4 096
Came Board Cam		4K8		\$8000	\$8FFF								4 096
Care Board Car		4KA		\$A000	\$AFFF								4 096
Compact Flash	Game Board					\$C000	\$C1FF			VIA #1			512
TMS9918 (Video Display Controller)						\$C200	\$C3FF						512
TMS9918 (Video Display Controller)			(A12=LO)			\$C400	\$C5FF						512
\$C800 \$C9FF \$C900						\$C600	\$C7FF						512
SCHE	TMS9918 (Video Display Controller)	4KC		\$C000	\$CFFF	\$C800	\$C9FF	\$C800	\$C8FF		\$C800	\$C801	256
SCROU SCBFF SCBOU SCBOU SCBOU SCBOU SCBOU SCBFF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBFF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBFF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBBF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBBBF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBBBF SCBOU SC								\$C900	\$C9FF				256
SCROU SCBFF SCBOU SCBOU SCBOU SCBOU SCBOU SCBFF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBFF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBFF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBBF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBBBF SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBOU SCBBBF SCBOU SC						CA00	¢CDEE.	\$CA00	\$CAFF				256
Compact Flash SCE00 SCFFF SCE00 SCE0F 512						\$CAUU	ФСВГГ	\$CB00	\$CBFF				256
System 4KE 4 096	Game Board					\$CC00	\$CDFF			VIA #3			512
Serial (ACIA)	Compact Flash					\$CE00	\$CFFF				\$CE00	\$CE0F	512
EXRAM	(system)	4KE											4 096
Sound Interface Sound Inte	(system)	4K1											4 096
Sound Interface Sound Inte	ExRAM			\$3000							\$2000	\$3FFF	4 096
Sound Interface Sound Inte		4K5		\$5000	\$5FFF								4 096
Second Interface Second Inte		4K7		\$7000	\$7FFF								4 096
Project Platform (PP 6502) Real Time Clock SD000 SD1FF SID #1 SD000 SD00F SD20 SD3FF SD000 SD00F SD200 SD3FF SD200 SD3FF SD200 SD3FF SD200 SD20FF SD200		4K9		\$9000	\$9FFF								4 096
Real Time Clock Sound Interface Sund Interface Su		4KB		\$B000	\$BFFF								4 096
Sound Interface Serial (ACIA) SDEFF SID #1 SD400 SD41C SD4	Project Platform (PP 6502)					\$D000	\$D1FF			6522	\$D000	\$D00F	512
Serial (ACIA)	Real Time Clock		(A12=HI)			\$D200	\$D3FF						512
SDEPT SD800 SD9FF SD800 SD9FF SD800 SD9FF SD800 SD8FF SD800 SD800 SD8FF SD800 SD80	Sound Interface					\$D400	\$D5FF			SID #1	\$D400	\$D41C	512
\$D800 \$D9FF \$12 \$D400 \$D8FF \$12 \$12 \$12 \$12 \$13	Serial (ACIA)	4KD		\$D000	\$DFFF	\$D600	\$D7FF				\$D600	\$D603	512
Sound Interface \$DC00 \$DDFF 512 Sound Specification \$DE00 \$DFF \$DE00		4KD				\$D800	\$D9FF						512
Sound Interface \$DE00 \$DFFF \$SID #2 \$DE00 \$DE1C 512 (system) 4KF 4 096						\$DA00	\$DBFF						512
(system) 4KF 4 096						\$DC00	\$DDFF						512
	Sound Interface					\$DE00	\$DFFF			SID #2	\$DE00	\$DE1C	512
	(system)	4KF											4 096
65 536													65 536

Most expansions can be moved between 4K or 8K base addresses, default address specified in order to keep things organized. Multiple cards of the same type can be used within the same system by placing them on separate base addresses (as long as they don't use dedicated backplane pins).