Chapter 18 Memory Maps

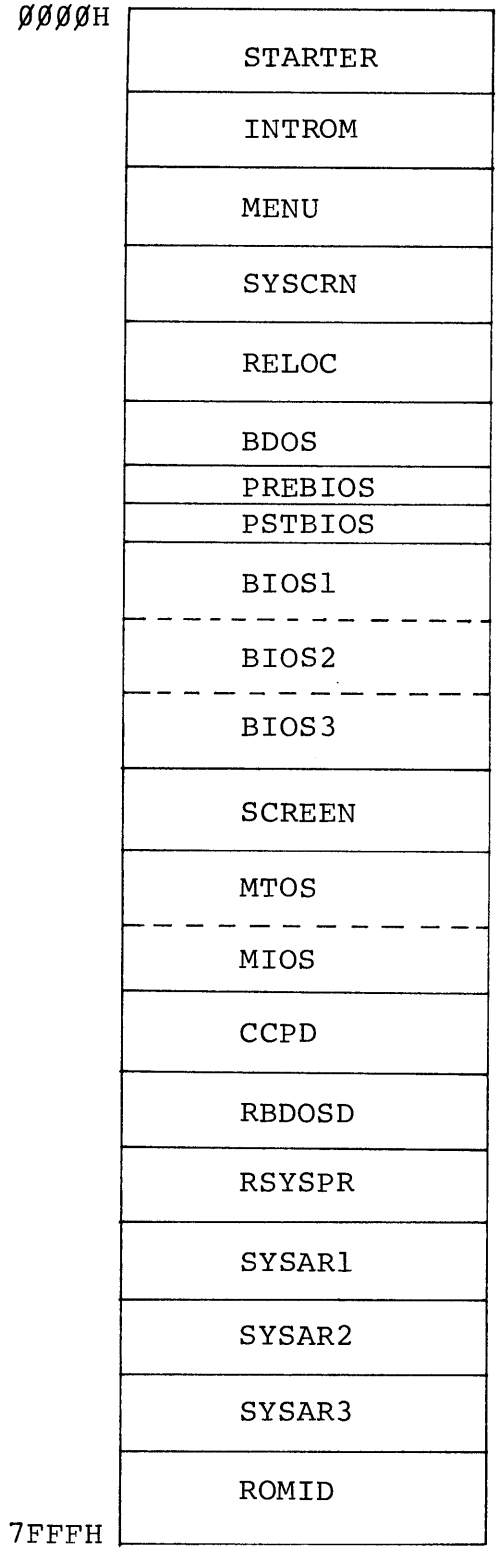
This chapter gives memory maps for the following:

- OS ROM
- RAM memory
- Jump vectors at the beginning of OS ROM

18.1 OS ROM Memory Map

The OS ROM consists of 32K bytes of mask ROM devices that contain the system modules described in 2.3.2. Its memory map is given on the next page. The addresses of the system modules are not shown in the map partly because they differs for the overseas and domestic versions and partly because the system modules are normally not accessible to application programs (except via the jump vectors described in 18.3).

OS ROM Memory Map

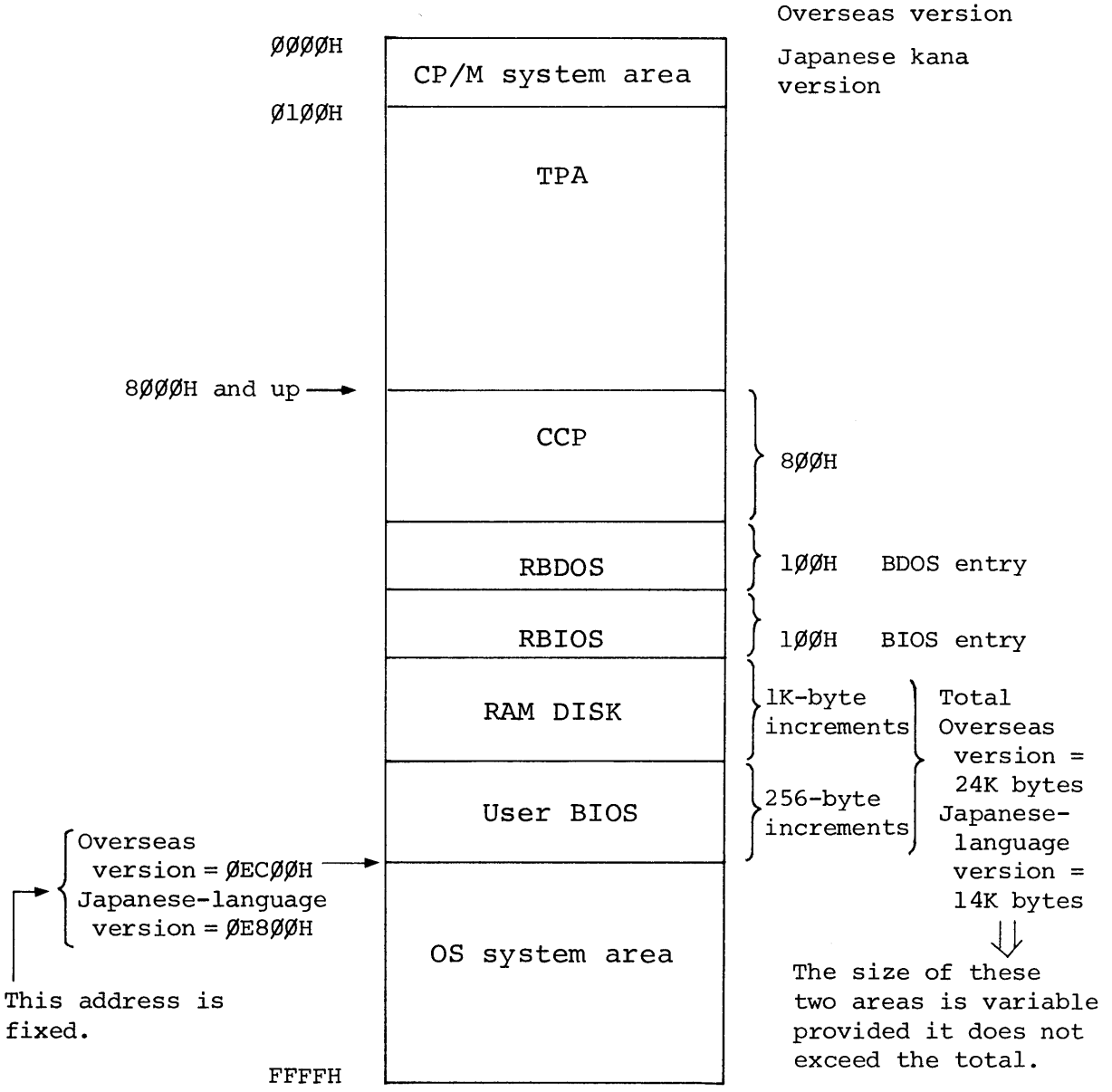


See 2.3.2 for the function of the individual modules.

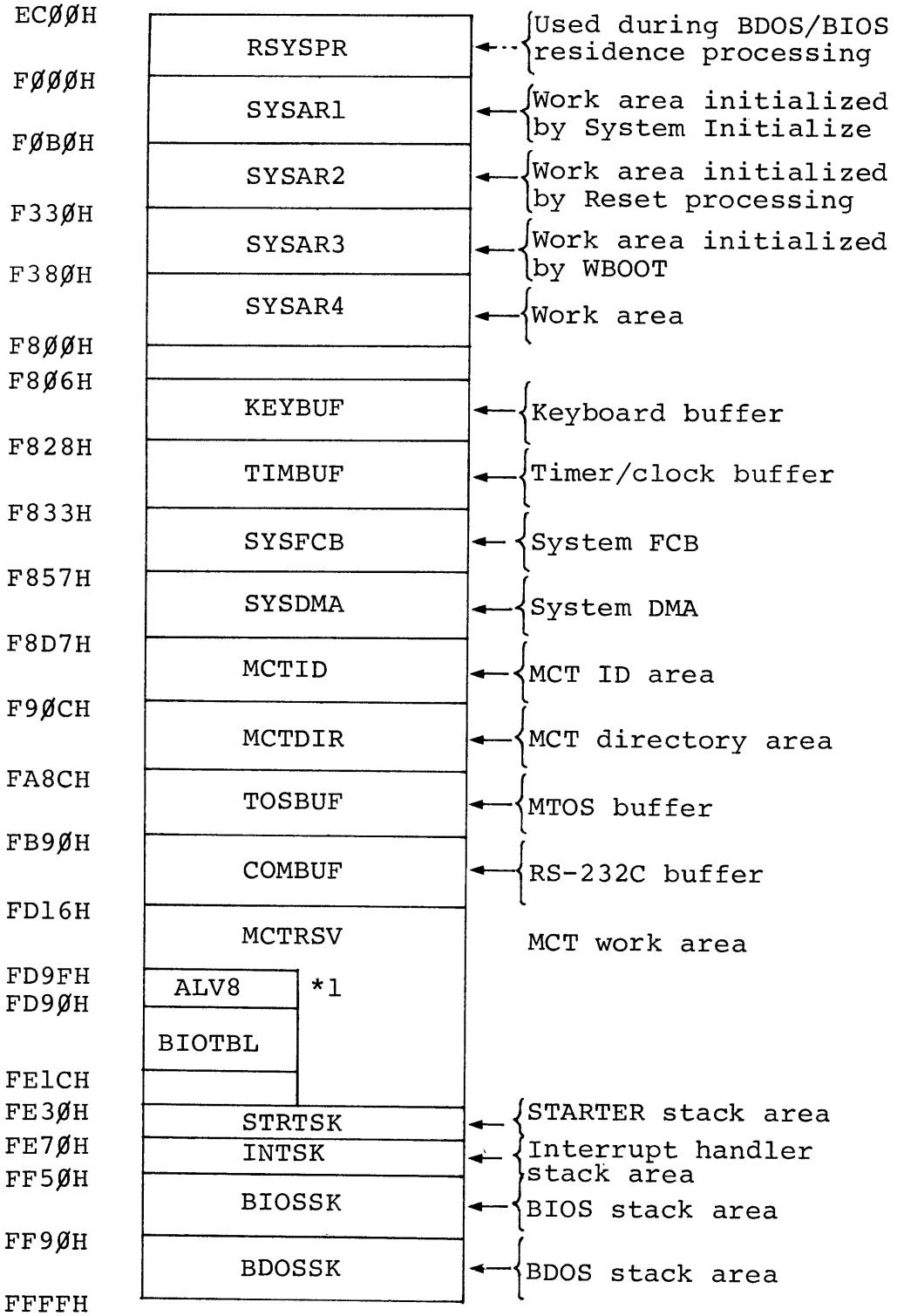
18.2 RAM Memory Map

The memory map of the 64K-byte MAPLE RAM memory is almost identical to that of the basic CP/M system. The OS system areas are fully described at the end of this chapter.

RAM Memory Map



OS System Area Memory Map



*1:

ALV8 and BIOTBL in the MCTRSV shown in the map on the preceding page are available in overseas versions B and later. The use of these two fields are given below.

ALV8: Allocation work area defined in the disk parameter block for drive I: (expansion unit ROM capsule).

BIOTBL: Contains jump vectors through which control from BIOS calls (invoked by OS or application programs) is transferred to the pertinent BIOS processing routines. The user can alter the operation of BIOS processing routines by changing the jump vector values. Since, however, RBIOS jump vectors are used only during BIOS calls invoked by application programs, BIOS calls invoked by OS itself would transfer to the original BIOS processing routines even if this area was altered to direct control to user-specified BIOS processing routines.