

MCX32-FDJ Hardware Information

Memory Map

E000 - FFFF	EEPROM or Internal ROM
C000 - DFFF	Internal ROM (Alice 32 / 90)
BE00 - BFFF	Keyboard / Sound / VDG / Joysticks
BC00 - BDFF	RAM / Status & Control / FDC
B000 - BBFF	External RAM with Exclusions
5000 - AFFF	External RAM (Internal RAM on Alice 90 only)
4000 - 4FFF	Internal RAM
3000 - 3FFF	Internal RAM (Alice 32 / 90)
2000 - 2FFF	External RAM
0100 - 1FFF	EEPROM
0080 - 00FF	6803 On-Chip RAM or EEPROM
0020 - 007F	EEPROM
0010 - 001F	6803 Status and Control Registers
000F	EEPROM
0008 - 000E	6803 Timer Registers
0004 - 0007	EEPROM
0000 - 0003	6803 I/O Ports

When the EEPROM Write mode is enabled, the selected 16K bank is addressed at this location.

BF30 : Right Joystick
BF34 : Left Joystick

See details on following pages.

Controlled by bit 6 of RAMCR (\$0014)

Memory Map Detail : B000 - BBFF

This 256 byte pattern appears 12 times from B000 to BBFF.

BxB0 - BxFF	80 Bytes of RAM
BxA0 - BxAF	Undefined
Bx90 - Bx9F	16 Bytes of RAM
Bx80 - Bx8F	Undefined
Bx30 - Bx7F	80 Bytes of RAM
Bx20 - Bx2F	<i>Copies of the EF9345 VDG (Alice 32/90)</i>
Bx10 - Bx1F	16 Bytes of RAM
Bx00 - Bx0F	Undefined

Memory Map Detail : BC00 - BDFE

This 256 byte pattern appears twice from BC00 to BDFE.

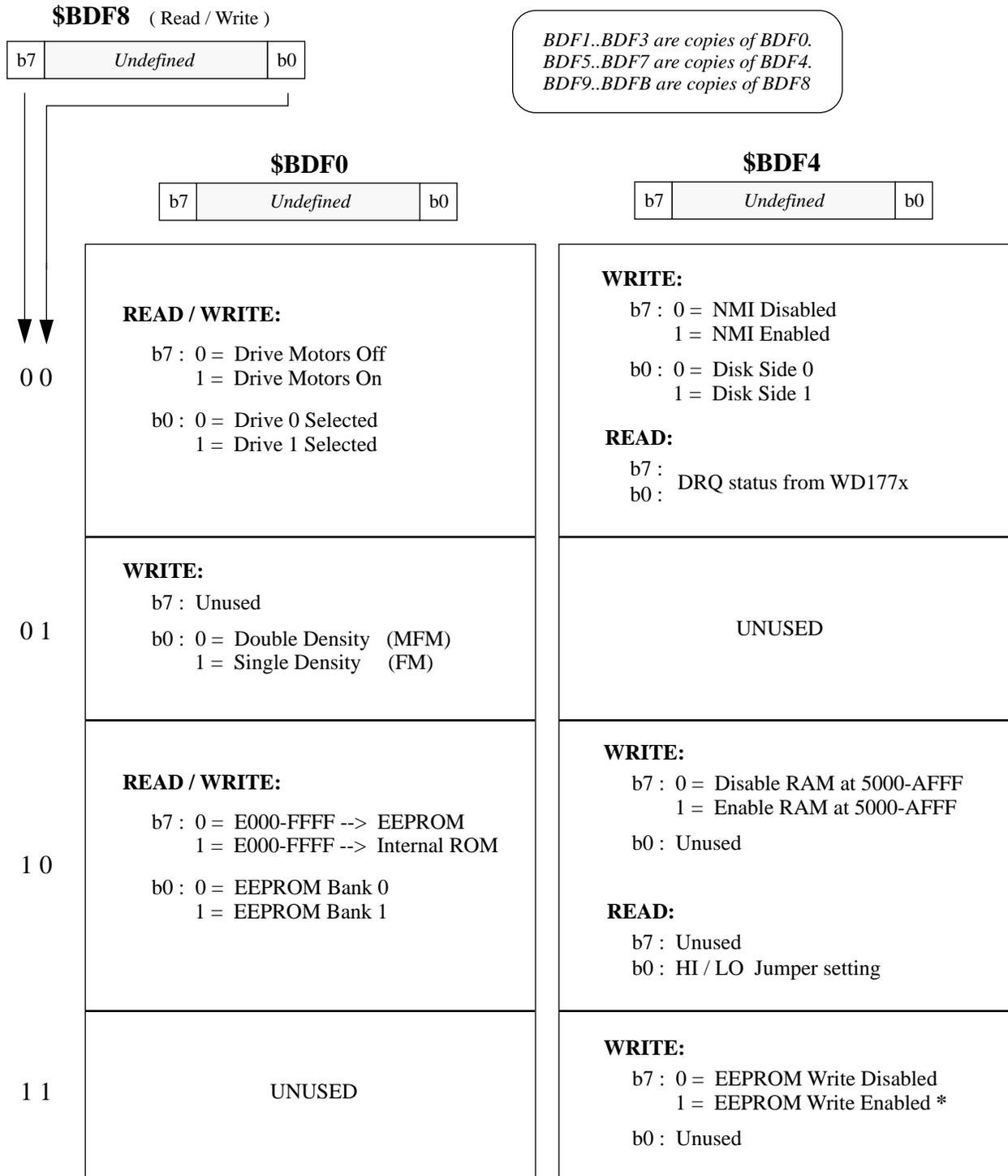
BxFC - BxFF	WD177x FDC Registers
BxF0 - BxFB	Control and Status Registers
BxE0 - BxEF	16 Bytes of RAM
BxD0 - BxDF	<i>Copies of the Control and FDC Registers</i>
BxB0 - BxCF	32 Bytes of RAM
BxA0 - BxAF	Undefined
Bx90 - Bx9F	16 Bytes of RAM
Bx80 - Bx8F	Undefined
Bx70 - Bx7F	<i>Copies of the Control and FDC Registers</i>
Bx60 - Bx6F	16 Bytes of RAM
Bx50 - Bx5F	<i>Copies of the Control and FDC Registers</i>
Bx30 - Bx4F	32 Bytes of RAM
Bx20 - Bx2F	<i>Copies of the EF9345 VDG (Alice 32/90)</i>
Bx10 - Bx1F	16 Bytes of RAM
Bx00 - Bx0F	Undefined

BDFC : Command / Status
 BDFD : Track Register
 BDFE : Sector Register
 BDFE : Data Register

See description on the following page.

Only the address range from BDF0 to BDFE should be used to access the Control, Status and FDC registers.

Control and Status Registers



* After setting the EEPROM Write Enable bit (b7 of BDF4), you must also change the setting of BDF8 such that b7=1 and b0=0. This is the only combination that permits writing to the EEPROM.