

Apple II Technical Notes



Developer Technical Support

ProDOS 8

#18: /RAM Memory Map

Revised by:

Matt

Deatherage

November 1988

Written by:

Pete

McDonald

December 1986

This Technical Note describes the block to actual memory location mapping of /RAM.

Blocks	Address Range	
\$70-\$7F	\$E000-\$FFFF	
\$68-\$6F	\$D000-\$DFFF	(Bank 2)
\$60-\$67	\$D000-\$DFFF	(Bank 1)
\$4E-\$5C	\$A200-\$BFFF	
\$3D-\$4C	\$8200-\$A1FF	
\$2C-\$3B	\$6200-\$81FF	
\$1B-\$2A	\$4200-\$61FF	
\$0A-\$19	\$2200-\$41FF	
\$5D-\$5F	\$1A00-\$1FFF	
\$4D	\$1800-\$19FF	
\$3C	\$1600-\$17FF	
\$2B	\$1400-\$15FF	
\$1A	\$1200-\$13FF	
\$09	\$1000-\$11FF	
\$08	\$2000-\$21FF	
\$02	\$0E00-\$0FFF	
\$03	Bitmap (synthesized)	

Notes:

1. Blocks 0, 1, 4, 5, 6, and 7 do not exist.
2. Block \$7F contains the Reset, IRQ, and NMI vectors and is normally marked as used.
3. The memory from \$0C00 – \$0DFF is a general purpose buffer used by the /RAM driver.