ATARI®

TO: DISTRIBUTION

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SUBJECT: COLLEEN/CANDY RAM MEMORY MAP   Rev A

The OS without the disc uses 1663 bytes of RAM. In an 8K system, this leaves 6529 bytes, less screen buffer (993-7900 bytes) for BASIC or other applications.

A disc system requires at least 16K RAM. The OS uses 1663, the file manager (FMS) uses 3455, and the Disc Operating System (DOS) uses 4096 for a total of 9344, leaving 7040 bytes, less screen buffer (993-7900 bytes) for BASIC or user programs.

The resident DOS enables the user to go back and forth between his BASIC program and DOS without worrying about losing his program. For users that do not want 4K of RAM tied up with DOS, there is a 4-byte patch and rewrite of FMS to permanently get rid of DOS and they can call an Atari provided BASIC program to perform most of the operations of DOS. Note that the BASIC program uses the same area as the users program.

		Addresses	Amt of User RAM required		User Total RAM Required
OS -----	P0	0 - 7F	128 bytes		
	P2-4	200 - 47F	640 bytes		
STACK ----	P1	100 - 1FF	256 bytes		
FLOATING PT:	P0	D4 - FF	44 bytes		
	P5	57E - 5FF	129 bytes		
BASIC ----	P0	80 - D3	84 bytes		
	P4-6	480 - 67F	512 bytes	User	
	P6	680 - 6FF	(128 bytes) ← Free		1663
FMS --	P7-12	700 - 12FF	3071 bytes		
			384 bytes buffer	+3455	5248
DOS --	P13-22	1300 - 22FF	4096 bytes	+4096	9344
FMS BUFFERS	P23-26	2300 - 26FF	1024 bytes		

GGS:jlb