

Casio PB-2000C Memory Map

The table below shows the default map for 64kB memory (C=49664,FILE=8191)

| Address | Size | Contents | Size | Contents | |
|---------|-----------------|------------|--------|---------------------------|---|
| 0x0000 | 0x1A00 | System RAM | 0x100 | | Contains "RUNT" in the first 4 bytes The rest is all 0 |
| 0x0100 | | | 0x100 | | Some sort of ASCII output buffer |
| 0x0200 | | | 0x600 | Display buffer | First byte points to top left column of 8 pixel Top-left pixel corresponds to highest bit in first byte Data written to this display buffer is only visible after the program ends! |
| 0x0800 | | | 0x1200 | | ?? |
| 0x1A00 | 0xC200 49664 | C area | 0x3080 | Code | P-Code LOAD-File names |
| 0x4A80 | | | 0x3080 | Symbols | Symbol table Variable names, constants |
| 0x7B00 | | | 0x6100 | Stack | From bottom: #define strings of LOAD, Global variables From top: #define names of LOAD, program stack |
| 0xDC00 | 0x400 1024 | Work area | | I/O buffer | |
| | | | | "Zeichen Operator Stapel" | |
| | | | | free? | |
| | | | | Numerical variables | |
| | | | | Variables table | |
| 0xE000 | 0x1FFF 8191 | File area | | free? | |
| | | | | Directory | |
| 0xFFFF | 1 | ?? | | | |
| | | | | | End of 32kB memory range |

Display size is 32x4 characters, 6x8 pixel per character

The total display area is 192x64 pixel, total 12288 pixel or 1536 bytes (0x600)

Only the top half of the display buffer is actually visible on-screen.