

GBA Visoly cartridge, internal EPLD register definition

Send this enable block before each register access

| GBA Address | Flash Linker Address (PC-Software) | Data |
|-----------------------------|------------------------------------|--------|
| 0x930ECA8 | 0x987654 | 0x5354 |
| 0x802468A (write 500 times) | 0x012345 (write 500 times) | 0x1234 |
| Not used inside GBAPack | 0x007654 | 0x5354 |
| 0x802468A | 0x012345 | 0x5354 |
| 0x802468A (write 500 times) | 0x012345 (write 500 times) | 0x5678 |
| 0x930ECA8 | 0x987654 | 0x5354 |
| 0x802468A | 0x012345 | 0x5354 |
| 0x8ECA800 | 0x765400 | 0x5678 |
| 0x80268A0 | 0x013450 | 0x1234 |
| 0x802468A (write 500 times) | 0x012345 (write 500 times) | 0xabcd |
| 0x930ECA8 | 0x987654 | 0x5354 |

allow write access to the Flash chip(s)

| GBA Address | Flash Linker Address (PC-Software) | Data |
|-------------|------------------------------------|--------|
| 0x9E2468A | 0xF12345 | 0x9413 |

RAM Register

| GBA Address | | Flash Linker Address (PC-Software) | | | | | | | |
|-------------|----|------------------------------------|----|----|------------------------------------------------|--------------|-------------|-----|--|
| 0x942468A | | 0xA12345 | | | | | | | |
| D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | LSB | |
| | | | | | RA18 ??? | 128KB (RA17) | 64KB (RA16) | LSB | |
| | | | | | RAM offset for Games (RAxx = RAM address line) | | | | |

Flash (ROM) Register

| GBA Address | | Flash Linker Address (PC-Software) | | | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|------------------------------------|-----------|-----------|-------------|-------------|-------------|------------|------------|-----|
| 0x96B592E | | 0xB5AC97 | | | | | | | | |
| D9 | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | LSB |
| 16MB (A20) | 8MB (A19) | 4MB (A18) | 2MB (A17) | 1MB (A16) | 524KB (A15) | 256KB (A14) | 128MB (A23) | 64MB (A22) | 32MB (A21) | LSB |
| ROM offset for Games (Axx = ROM address line), values are Megabit or Kilobit Only the yellow bits are available for older EPLD based 64MB and 128MB cartridges | | | | | | | | | | |

The different games will always start at 0x8000000, but the flash address lines are 0x8000000 + ROM offset register. Here is an example:

The gbapack menu program will need 32KB program memory.

The GBA memory map for gbapack(menu) - rom1 - rom2 - rom3 is therefore:

0x8000000 gbapack (size 32KB)

0x8008000 rom1 (start of rom1 inside flash, size 32MB) register is 0x08

0x8408000 rom2 (start of rom2 inside flash, size 32MB) register is 0x09

0x8808000 rom3 (start of rom3 inside flash, size 32MB) register is 0x0A