TABLE 1. I-cache Patch List Layout

Region		Address	Byte Size	Description			
Patch Area	End of List Pointer	0x800ffffc	4	This points to the next location where a patch may be added			
	Checksum	0x800ffff8	4	This is the current 32-bit XOR checksum of the current contents of the patch list.			
	Patch Nodes		Variable	These are a collection of patch nodes. The format for each node is as follows:			
				Name	**Offset**	**Bytes**	**Description**
				Patch Id	4*Length +8	4	Unique code to identify the patch
				Destination	4*Length +4	4	Points to where to write patch data
				Length	4*Length	4	Number of 32-bit words in patch
				Data	0	4*Length	Data to write at startup
	Current End of Patch List	End of List Pointer		This is next location after the last patch node in the patch list. This location is pointed to by the End of List Pointer			
	...						
	Lowest Patch Address	0x800cfc00		This is the lowest address usable by the patch list. It cannot be moved without a patch.			
Bad Pixel/Column Maps		0x800c2c00	0xd000				
Parameter Blocks		0x800c0400	0x2800				
System Configuration		0x800c0000	0x400				
Code		0x8008000	0x40000				