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	0x800d7c00		This is the lowest address usable by the patch list. It cannot be moved without a patch.
Bad Pixel/Column Maps		0x800cac00	53248	
Compression Tables		0x800c2c00	32760	
Parameter Blocks		0x800c0400	10240	
System Configuration		0x800c0000	1024	
Code		0x8008000	262144	