Pippin Flash Access

version 002

Abstract: This technical note describes the storage capacity and design considerations for Pippin Flash Access chip, a writable FlashROM chip.

Please send questions and comments via e-mail to pippindev@apple.com.

The Flash Access chip is a writable FlashROM chip with a 120K maximum capacity located on the Pippin main logic board. Since the Pippin does not have a hard drive to store information, and external storage devices cannot be assumed to always be present, a developer has very limited space to work with. Developers must therefore recognize the storage limitations of the Flash Access chip, and plan their titles accordingly.

Flash storage will appear to a developer just like a standard Macintosh volume. To work within the limitations of this chip, title developers are encouraged to keep their "save game" options and memory storage requirements to a minimum. All design considerations and/or enhancements should be made with storage requirements clearly planned for.

If within the design of a title, users are encouraged to keep their storage space clean, performance problems with storage will be kept to a minimum. If users are provided with these guidelines up front, many users will have little difficulty playing within this limited space. Without these guidelines clearly stated, or automatically managed within the title's design itself, memory storage dilemmas will inevitably be incurred.

Developing efficient memory usage titles for Pippin is critical to the ultimate success of the title on the Pippin. Titles continually running into memory barriers obviously are going to take a big hit with popularity ratings as well.

For information on how to access the Flash Access FlashROM, refer to the "Pippin Standard File" Technical Note.