

Decreasing Natural Order Priority

AVT

Reserved	$\text{BSLIM}[12:0]^{(1)} + 0x000000$
Reserved	$\text{BSLIM}[12:0]^{(1)} + 0x000002$
Oscillator Fail Trap Vector	$\text{BSLIM}[12:0]^{(1)} + 0x000004$
Address Error Trap Vector	$\text{BSLIM}[12:0]^{(1)} + 0x000006$
Generic Hard Trap Vector	$\text{BSLIM}[12:0]^{(1)} + 0x000008$
Stack Error Trap Vector	$\text{BSLIM}[12:0]^{(1)} + 0x00000A$
Math Error Trap Vector	$\text{BSLIM}[12:0]^{(1)} + 0x00000C$
Reserved	$\text{BSLIM}[12:0]^{(1)} + 0x00000E$
Generic Soft Trap Vector	$\text{BSLIM}[12:0]^{(1)} + 0x000010$
Reserved	$\text{BSLIM}[12:0]^{(1)} + 0x000012$
Interrupt Vector 0	$\text{BSLIM}[12:0]^{(1)} + 0x000014$
Interrupt Vector 1	$\text{BSLIM}[12:0]^{(1)} + 0x000016$
:	:
:	:
:	:
Interrupt Vector 52	$\text{BSLIM}[12:0]^{(1)} + 0x00007C$
Interrupt Vector 53	$\text{BSLIM}[12:0]^{(1)} + 0x00007E$
Interrupt Vector 54	$\text{BSLIM}[12:0]^{(1)} + 0x000080$
:	:
:	:
:	:
Interrupt Vector 116	$\text{BSLIM}[12:0]^{(1)} + 0x0000FC$
Interrupt Vector 117	$\text{BSLIM}[12:0]^{(1)} + 0x0000FE$
Interrupt Vector 118	$\text{BSLIM}[12:0]^{(1)} + 0x000100$
Interrupt Vector 119	$\text{BSLIM}[12:0]^{(1)} + 0x000102$
Interrupt Vector 120	$\text{BSLIM}[12:0]^{(1)} + 0x000104$
:	:
:	:
:	:
Interrupt Vector 244	$\text{BSLIM}[12:0]^{(1)} + 0x0001FC$
Interrupt Vector 245	$\text{BSLIM}[12:0]^{(1)} + 0x0001FE$

See Note 2

See Note 3