

# **SIGNETICS 8080 EMULATOR MANUAL**

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## FOREWORD

Despite the numerous advances in microprocessor technology, there still remain many technological niches that have not yet been filled. One example is a fast microprocessor with both the powerful instruction set and extensive software support that is provided with an MOS machine like the 8080.

In recognition of this need, Signetics has developed an 8080 Emulator using its high speed Series 3000 microprocessor chip set. The Emulator significantly increases the speed of the 8080A system without costly redesign of system software. The Emulator is capable of achieving system speeds from two to nine times faster than the 8080A.

The Signetics 8080 Emulator bridges the gap between high-performance "custom built" bipolar CPUs and the slower, "off the shelf" MOS microprocessors. While the "custom built" bipolar machines are fast, their unique nature requires in-house development of an assembler and other support software. The MOS machines, on the other hand, offer assemblers, high-level languages, development systems and many other support features. They are, however, inherently slow. The Signetics 8080 Emulator offers the best of both worlds. It is an 8080 that runs at bipolar speeds.

To your system software, the Signetics 8080 Emulator looks just like the microcomputer it emulates. Except for timing loops, software that has been developed and debugged for an 8080 system will run directly on the 8080 Emulator.

In addition to providing industry with a Schottky-bipolar 8080 CPU system, the 8080 Emulator also gives Signetics an opportunity to present its Series 3000 microprocessor chip set in the light of a practical, accomplished design. Toward this end, this manual is more than just a reference guide for 8080 Emulator users. It also contains a wealth of information on the application, structure, and operation of bit-slice processors. Basic microprogramming concepts are first introduced and then applied to the Emulator's design. This approach is designed to give the reader a basic understanding of bit-slice CPU design and microprogramming techniques.

This manual assumes that the reader has some experience with microprocessors, particularly the 8080 system. For a detailed description of the 8080, refer to the 8080 Microcomputer Systems User's Manual published by Intel Corporation.

## FEATURES OF THE SIGNETICS 8080 EMULATOR

- Complete emulation of 7-chip 8080A CPU system
- Built with Signetics series 3000 Schottky microprocessor chip set
- Processor cycle times from 150ns to static
- Microprogrammed architecture
- Implementation of entire 8080 instruction set
- Available microprogram space for user defined macro instructions
- Multiply and Divide macro instructions
- Automatic trap for undefined or illegal op-codes (machine enters wait state)
- Instruction execution 2 to 9 times faster than 8080A
- Power on reset provided
- Single phase clock provided
- On board clock provided
- Single 5-volt supply operation
- Board dimensions and edge connector compatible with Intel's SBC 80 series
- Complete 8080 software compatibility (except for timing loops)



# **CHAPTER I**

# **INTRODUCTION**



## GENERAL

The Signetics 8080 Emulator is a bipolar Schottky microcomputer. Using the Signetics Series 3000 microprocessor chip set, a complete 8080A CPU system has been implemented. The Emulator replaces a system consisting of the 8080A microprocessor, the 8224 clock generator, the 8228 system controller, two 8226 bidirectional ports, and two 8212 bus drivers. A block diagram of the emulated system is shown in Figure 1.

The Signetics 8080 Emulator is a kit. A PC board, all of the necessary ICs and discrete components, and support documentation are provided. The Emulator kit can be assembled by a skilled technician in four to six hours using the assembly instructions presented in Chapter 4. All PROMs are preprogrammed.

## BIT SLICE ARCHITECTURE

### Advantages

The primary advantages in using bit slice architecture are:

1. The availability of microprogrammable LSI components.
2. The inherent speed advantage of these LSI components.
3. Design flexibility.

With microprogrammable LSIs, the system component count can be reduced to a manageable level, resulting in lower manufacturing costs and design simplification.

With LSI components capable of running at Schottky-bipolar speeds, it is possible to develop machines that will run with micro cycle times of less than 200 nanoseconds. Many applications require this high speed performance which cannot be achieved by MOS microprocessors.

An example of design flexibility is the ability to expand or contract the size of the microprogram both vertically and horizontally to fit the requirements of the particular application. Horizontal expansion is achieved by adding more control bits to the microinstruction word. Vertical expansion is achieved by adding microinstructions to the microprogram. Additional flexibility is provided by the cascading of bit slice microprocessors such as the N3002. This feature makes expansion of the CPU word size possible.

### Microprogrammed CPU

Construction of a bit-slice CPU requires the development of a microprogram. A microprogram is a series of microinstructions stored in PROM (control store). For a bit-slice, microprocessor-based design (such as the 8080 Emulator), all major building blocks are controlled directly or indirectly by a microinstruction. A series of predefined microinstructions is usually required to perform a useful function, such as the

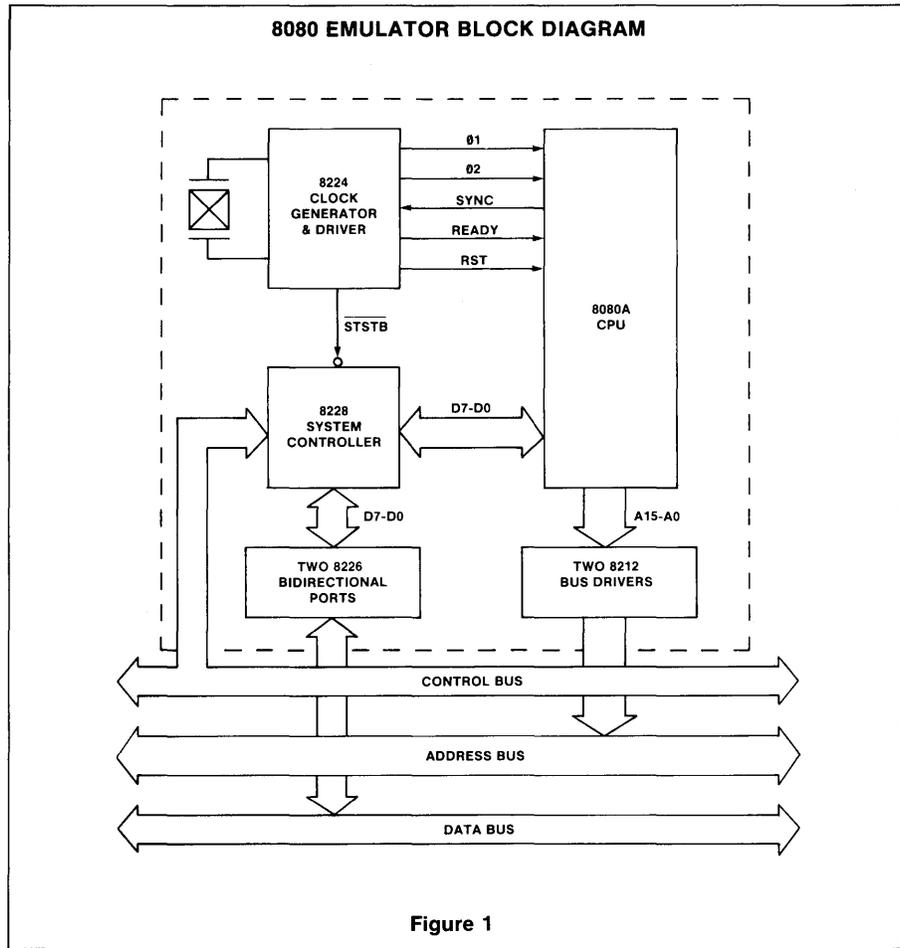


Figure 1

adding of two operands and depositing the sum in a specific register. This kind of useful function is called a "macro instruction." In the case of the 8080 Emulator, all of the original 8080 instructions are macro instructions. The execution of each macro instruction is accomplished by one or more microinstructions, depending on the macro instruction's complexity.

A simplified structure of a microprogrammed CPU is illustrated in Figure 2. There are five major building blocks, namely:

1. *The Central Processing Section*—This is the section where the actual logic and arithmetic operations are performed. Localized registers are available for temporary storage. This section can be implemented with the use of bit slice microprocessors such as the N3002. Cascading N3002s will yield the desired word length.
2. *Control Store*—The Control Store consists of a group of storage devices, such as ROMs or PROMs (RAMs are used in the case of writable control store). It is here where the microprogram is stored.

The Control Store size can be varied in two ways:

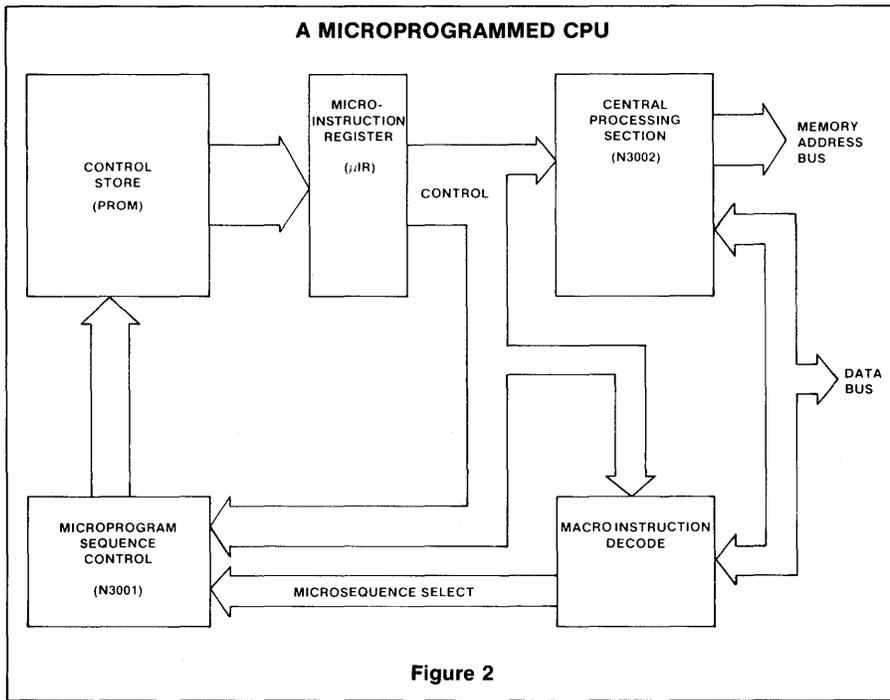
*Horizontally:* By increasing or decreasing the number of bits in each microword, the number of

parallel hardware control operations will increase or decrease, respectively.

*Vertically:* By increasing or decreasing the number of microinstructions, the capability of the CPU will increase or decrease, accordingly.

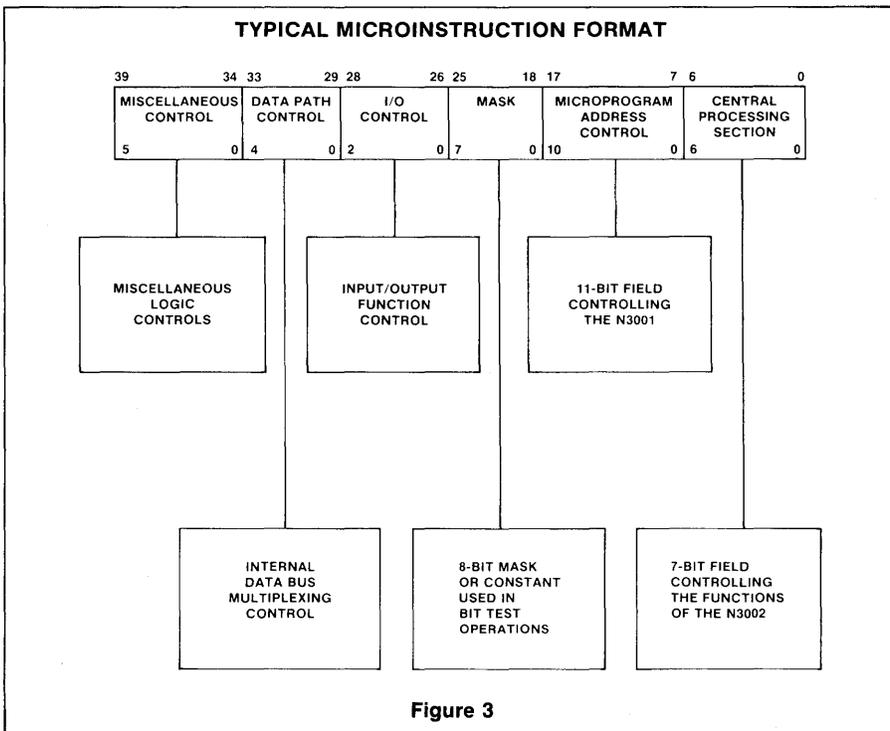
It is possible to optimize the CPU design by optimizing the size (horizontally and vertically) of the Control Store. Total flexibility is achieved through the process of optimization in the Control Store.

3. *Microprogram Sequence Control*—This function is implemented efficiently with the N3001. The N3001 controls and provides the address sequencing function for the Control Store. The address thus formed is called the "microprogram address."
4. *Macro Instruction Decode Logic*—This area performs the function of decoding the macro instruction that was fetched from main memory. As a result of the decode, an address is formed to access the Control Store (via the microprogram sequence control) at those locations which are required steps in the execution (macro decode is used throughout the instruction cycle).
5. *Microinstruction Register*—This register is commonly called a "Pipeline Register." Its key function is to hold a microinstruction so that concurrent execution of the present microinstruction and fetching of the next is possible. This architectural arrangement enhances the performance of a given technology.



As indicated in Figure 2, the microinstruction held in the Microinstruction Register provides control fields to control all of the major building blocks in this generalized CPU. All appropriate operations in the hardware are performed with the execution of a microinstruction.

A typical microinstruction is illustrated in Figure 3. In this example, a 40-bit-wide microword is assumed. If there is more logic to be controlled, more bits can be added. Each control field is defined in relation to a specific hardware element which is controlled by the bits emerging from the specific PROM location.



# CHAPTER 2

# THEORY OF OPERATION

## EMULATOR ARCHITECTURE

The basic architectural organization of the 8080 Emulator is shown in Figure 4. It consists of the following three major sections:

1. The Micro-Control Section
2. The ALU and Register Section
3. The I/O and Memory Interface

A detailed description of each of the above sections is presented in this chapter.

### Micro-Control Section

The overall control of the machine is provided by the micro-control section shown in Figure 4. This section is subdivided into the following functional blocks:

#### Micro-Control Memory

The microprogram is stored in six 512X8 Schottky PROMs. Thus, the microinstruction is 48 bits wide, and the microprogram can include 512 microinstructions. (Only 345 microinstructions are used to implement the 8080 instruction set.)

#### Micro Control Unit (N3001)

Micro control memory is addressed by the N3001 MCU. The MCU generates microprogram addresses based on the control information provided by the microprogram and the Instruction Decode PROM.

#### Instruction Decode PROM

The first microaddress of every microroutine is decoded from the macroinstruction's op code.

The conversion from op-code to N3001 address data is made by the Instruction Decode PROM.

#### Jump Control Logic

Conditional microprogram jumps based on the external control lines, Program Status Word (PSW) status, or microprogram status are implemented by the Jump Control Logic.

#### Pipeline Register

The Pipeline Register is a latch that allows one microinstruction to be executed while the next one is being fetched from the Micro Control Memory.

#### Register Control PROMs

The registers involved in any given microinstruction may be chosen by the microprogram

or the macro instruction's op code. The Register Control PROMs convert a microinstruction control field and the op code into a Register Group control field for each CPE array.

### The ALU and Register Section

The ALU and Register Section, shown in Figure 4, is the operational heart of the microcomputer. All of the computational work and data manipulation are performed in this section.

The ALU and Register Section is functionally divided into the following blocks:

#### CPE 3002 Array 1

Array 1 is an 8-bit ALU/Register file fabricated with four 3002 CPE 2-bit slices. The control inputs of each CPE slice are tied together so that the array behaves like a single 8-bit data processor. All arithmetic and logical functions are performed by the CPEs. They also contain the CPE's working registers.

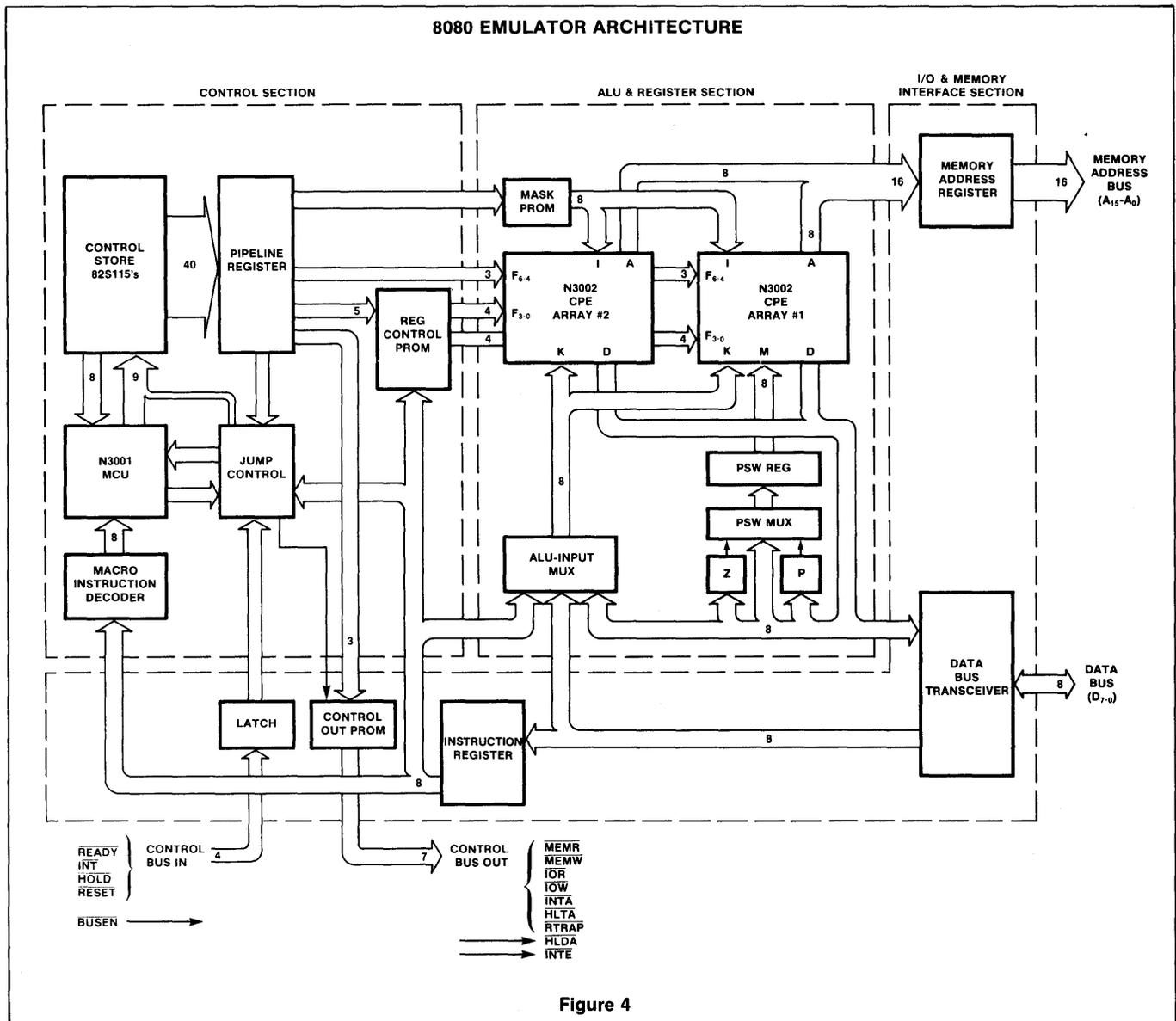


Figure 4

## CPE 3002 Array 2

Functionally equivalent to Array 1, Array 2 may operate independently, or be combined with Array 1 for 16-bit operations (e.g., macro address and stack pointer calculations).

## ALU Input Multiplexer

Input data to both arrays is channeled through the ALU Input Multiplexer. Under microprogram control, the multiplexer selects from among data returned from external memory, data output from the arrays, and output from the Instruction Register. The data complement input controls the conditional complement circuit at the multiplexer output to effect either inverting or non-inverting data flow. Furthermore, the multiplexer allows the user to force the outputs to all ones (1) or all zeros (0), as desired.

## Program Status Word Latch

The Program Status Word (PSW) for the 8080 Emulator is stored in the PSW Latch. The PSW Latch is connected to the M BUS input to Array 1. This provides the microprogram with access to the PSW for pushing onto the external stack.

## PSW Multiplexer

The PSW Latch is loaded with data input from the PSW multiplexer. The PSW multiplexer selects between either current machine status or the Data Output Bus from the two arrays. The DO input facilitates a "pop" of the PSW off the external stack.

## Mask PROM

The Mask PROM, addressed by the microprogram, contains 32 masks that are used for bit masking during execution of various microinstructions. The mask is presented to the CPE arrays on the I Bus.

## Input/Output and Memory Interface

The last section of the 8080 Emulator to be considered is the I/O and Memory Interface shown in Figure 4. This section consists of the following blocks:

### External Memory Address Register

The External Memory Address Register is a 16-bit latch. It latches the A Bus outputs of the combined CPE arrays, and presents this address to the high-speed bus drivers which drive the External Address Bus.

### Tri-State Bus Transceiver

The Tri-State Bus Transceiver is an 8-bit bidirectional I/O device. This high-speed, high-current device drives the External Data Bus.

### Instruction Register

The Instruction Register is an 8-bit latch which stores op codes that have entered the 8080 Emulator via the external Data Bus. The output of the Instruction Register addresses the Instruction Decode PROM, the Jump Control PROM, the op code Register Control PROM, and is available as an input to the ALU Input Multiplexer.

### Control Signal Latch

The Control Signal Latch synchronizes external control signals input to the 8080 Emulator with the microprogram.

### Control Signal PROM

By addressing the Control Signal PROM, the microprogram provides 8080 system interface signals to the outside world.

## DESIGN CONSIDERATIONS

### ALU Structure

The schematic for the 8080 Emulator is provided in Appendix A. The Arithmetic Logic Unit (ALU) is shown in Figure A-1. The ALU consists of two 8-bit arrays. Each array is an independent 8-bit ALU with an on board register file implemented with four N3002 CPEs. For operations requiring 16-bit processing, the two arrays are combined to form a single 16-bit ALU.

Each of the 8-bit ALUs has a carry look-ahead generator which can generate a carry out of that ALU. For 16-bit operation, the outputs of the separate carry look-ahead generators are fed into a third carry look-ahead generator to produce a carry out of the 16-bit ALU. To facilitate 16-bit operation, the Carry Out of the low-order array must become the Carry In bit to the high-order array. This is accomplished by the same multiplexing scheme that controls the carry look-ahead generators. The entire operation is controlled by the microinstruction with signals CS2, CS1, CS0, and DBY.

### N3002 Bus Assignment

#### Data Out (DO) Bus

Each N3002 array has an 8-bit Data Out (DO) bus that is driven by the CPE's accumulator. The two tri-state buses are wire-OR'ed together and are controlled directly by the microcode with the ED1 signal. The selected Data Out Bus drives the ALU input multiplexer and the 8-bit output transceiver. All data presented to the External Data Bus is routed via the DO Bus.

#### A-BUS (Address Bus)

The Memory Address Bus Outputs from both CPE arrays are combined to form a 16-bit address for an external main memory (A<sub>15</sub>-A<sub>0</sub>). This combined 16-bit bus is latched into the external Memory Address Register. The external Memory Address Register drives three 8T97 Bus Drivers which, in turn, drive the Edge Connector and hence external memory.

#### K-BUS (Data Input Bus)

The K-Bus is the main data input path to the N3002 CPE arrays. This is an unconventional but effective way to use the K-Bus. Normally the K-Bus is used to mask values input to the ALU.

The 8080 Emulator's use of the K-Bus as a data input path allows data to be moved into an internal register without passing through the AC or T register. This feature is essential when the contents of both registers must be saved, as is often required by certain operations.

The K-Bus is driven by a complementing 3-to-1 multiplexer. Controlled by the microinstruction, the K-Bus multiplexer can select

any of the following:

- The Instruction Register contents (or complement).
- The external memory driven Data Bus (or complement).
- The ALU accumulator driven Data Out (DO) Bus (or complement).
- A field of all ones (or zeros).

#### I-BUS (Mask Bus)

Normally, the I-Bus is used as the major data input path to the CPE array. For the 8080 Emulator design, however, the flexible nature of the I-Bus makes it suitable for inputting a mask to the CPE array. The masking (ANDing) operation occurs between the K-Bus and the I-Bus in the B multiplexer of the N3002 ALU.

Masking operations are required by four macro instructions: RST (Restart), DAA (Decimal Adjust Accumulator), MUL (Multiply) and DIV (Divide). The mask patterns for these operations are provided by a 32X8 PROM. The PROM is addressed by the microinstruction word. When one of the above instructions is not being executed, the mask PROM forces the I-Bus to all ones. Thus, when the I-Bus and the K-Bus are ANDed, the value on the K-Bus remains unchanged.

#### M-BUS (PSW Bus)

Normally, the M-Bus brings in data from an external main memory. Recall that for the 8080 Emulator, data from external main memory has been multiplexed onto the K-Bus. Thus relieved of its intended function, the M-Bus has been used to bring in the Program Status Word (PSW) to the low-order CPE array. The M-Bus inputs to the high-order array are not used and have been tied to the I-Bus inputs.

The PSW bus is made available to the CPE array for the PUSH PSW operation. Via the M-Bus, the CPE array accesses the PSW and pushes its current value onto the external stack, pre-allocated in main memory.

The Program Status Word bits are defined in Table 1.

#### FUNCTION BUS\*

The N3002 CPE is controlled by a 7-bit field called the Function Bus. Each of the 8080 Emulator's 8-bit arrays is provided with a Function Bus.

The Function Bus is divided into two groups.

1. The F-Group: Determines the ALU function to be performed.
2. The R-Group: Determines the registers involved.

\*NOTE

For a detailed description of the Function Bus, refer to the N3002 description in Appendix D.

BIT	MNEMONIC	NAME
D <sub>0</sub>	CY	Carry
D <sub>1</sub>	1	Logical one
D <sub>2</sub>	PRTY	Parity (Even)
D <sub>3</sub>	0	Logical zero
D <sub>4</sub>	HC	Half carry (for BCD operations)
D <sub>5</sub>	0	Logical zero
D <sub>6</sub>	ZERO	Result equals zero
D <sub>7</sub>	SIGN	MSB

**Table 1 PROGRAM STATUS WORD BIT DEFINITIONS**

N3002 REGISTER	ARRAY 2	ARRAY 1
R0	B	C
R1	D	E
R2	H	L
R3	SPh	SPI
R4	PCh	PCI
R5	Not Used	Not Used
R6	Not Used	Not Used
R7	Not Used	Not Used
R8	Not Used	Not Used
R9	Working Storage	Working Storage
T	A	A
AC	Working Accumulator	Working Accumulator

**NOTE**

A: Accumulator  
 B, C, D, E, H, L: Working Registers  
 SPI: Low-order stack pointer address  
 SPh: High-order stack pointer address  
 PCI: Low-order program counter address  
 PCh: High-order program counter address

**Table 2 8080 REGISTER ASSIGNMENT**

**N3002 Register Assignment**

The N3002 CPE has more registers than required for the emulation. The exact register assignment for the 8080 Emulator is shown in Table 2. The unused registers may be used for expansion purposes.

**THE 8080 EMULATOR PIPELINES**

**General**

Several advanced architectural techniques have been implemented in the 8080 Emulator. One of the most important of these is the concept of pipelining. Pipelining is a technique by which tasks that are normally accomplished in a serial fashion are performed in parallel. When implemented properly, pipelining can result in faster operation and better resource utilization.

In the 8080 Emulator design, the pipelining concept was implemented in two areas:

1. A multi-level pipeline is used to handle the macro instruction fetching to ensure that the next three consecutive instructions are available locally in the CPU.
2. A single-level pipeline is used to facilitate simultaneous execution of the current microinstruction and fetching of the next microinstruction.

The main advantage of this type of architecture is the resulting performance enhancement due to overlapping operations. Large scale computing machines, such as the IBM

360/195 and the CDC STAR, were implemented using similar concepts.

**Basic Concepts**

The 8080 Emulator provides two excellent examples of the pipelining technique. The serial processes to be performed in parallel are the fetch and execution of instructions (both micro and macro).

With a non-pipelined CPU design, the basic machine cycle is a serial process. As an example, Table 3 shows a series of machine cycles and their respective operations:

CYCLE X	CYCLE X+1	CYCLE X+2
Fetch Inst. N	Execute Inst. N	Fetch Inst. N+1
Execute Inst. N+1	Fetch Inst. N+2	Execute Inst. N+2

**Table 3 NON-PIPELINED MACHINE CYCLES**

This type of serial machine must first fetch an instruction out of memory. Upon receipt of that instruction, execution of the instruction will take place (assuming instruction decode is part of the execution). Therefore, the whole procedure is a two-step serial operation.

The technique of pipelining is to overlap these two serial operations (i.e., the fetch and subsequent execution) into one simultaneous event, as illustrated in Table 4.

CYCLE Y	CYCLE Y+1	CYCLE Y+2
Fetch Inst. N+1	Fetch Inst. N+2	Fetch Inst. N+3
Execute Inst. N	Execute Inst. N+1	Execute Inst. N+2

**Table 4 PIPELINED MACHINE CYCLES**

The motivation for pipeline architecture is primarily to gain speed for a given solid state technology. The gain in speed is made possible by providing dedicated hardware, such as several levels of memory address registers and instruction registers. Therefore, the primary design consideration is the tradeoff between performance and cost.

**The Micro Pipeline**

The micro pipeline consists of:

1. Micro Control Memory (the microprogram)
2. A Pipeline Register

As soon as the microinstruction output from Micro Control Memory is stable, it is latched into the Pipeline Register. Once the microinstruction is latched into the Pipeline Register, it is presented as a collection of control fields to the various functional blocks of the 8080 Emulator. With the control fields thus established, execution of the microinstruction takes place. In the meantime, the next microaddress being formed by the N3001 MCU is addressing the next microinstruction. Thus, the micro pipeline is realized in that one microinstruction is executed while the next microinstruction is being accessed.

**The Macro Pipeline**

The Macro pipeline structure consists of the following four dedicated registers:

- PC—16-Bit Program Counter residing in R4
- iMAR—16-Bit Internal Memory Address Register
- eMAR—16-Bit External Memory Address Register
- IR—8-Bit Instruction Register

The first three registers of the pipeline are used to maintain addresses that are eventually used to access the external main memory via the Emulator's Memory Address Bus. The last register, the Instruction Register, is used to store the op codes and data returned from memory via the 8080 Emulator's Data Bus.

The address in each of the first three registers is updated at the end of every macro instruction cycle. This operation is detailed in Table 5.

The basic operation of the macro pipeline is as follows: during any macro instruction cycle, for example, cycle (X+1), the (N)th instruction is executed, the (N+1)th instruction is fetched, and the iMAR and PC registers are updated.

During a jump or branch operation, the entire pipeline will be reinitiated to reflect the new address and its subsequent addresses.

### MEMORY AND I/O CONTROLS

The control signals for memory and I/O operations are generated by a PROM (82S123). These control signals include RTRAP, HLTA, INTA, IOW, IORI, MEMW, and MEMRI. Except for IORI and MEMRI, all of the above signals are presented directly to the outside world. IORI and MEMRI are strobed into separate flip-flops which output IOR and MEMR, respectively.

Figure 5 illustrates the memory and I/O control signal logic implementation. The associated PROM truth table is provided in Appendix B, Table B-4 (PROM U10). Note that only 16 addresses of the 82S123 are used. The high-order address bit A4 and chip enable (CE) are both tied to ground as shown in Figure 5.

The assignment of control signals for each bit of the PROM output is shown in Table 6.

### ADDRESSING MICROCONTROL MEMORY

#### The Instruction Decode PROM

Each macro instruction (8080 instruction) is implemented by a sequence of microinstructions. The first microaddress of each microroutine is derived directly from the op code by the Instruction Decode PROM.

The op code fetched from external memory is latched into the Instruction Register. The Instruction Register then addresses the Instruction Decode PROM.

The outputs of the Instruction Decode PROM are loaded into the internal memory address register of the N3001 MCU via the PX and SX input buses. The N3001, under control of the microinstruction, will generate a corresponding address output on the MA<sub>8-0</sub> bus according to the format shown in Table 7.

When one or more microinstructions are shared by a group of macro instructions, the op code is saved in the Instruction Register and used again for a secondary decode.

The Instruction Decode PROM has 512 addressable locations. Two hundred and fifty-six locations are used for primary decode of 8080 instructions, Multiply, Divide, and user-defined macro instructions. The remaining 256 locations are used for secondary decodes. The microprogram enables the secondary half of the Instruction Decode PROM by setting the Secondary Jump (SJM) bit. The SJM bit, once latched into the pipeline register, becomes the most significant bit of the Instruction Decode PROM's address field. The secondary address, thus decoded, is loaded

MACRO INSTRUCTION CYCLE			
	(X)	(X+1)	(X+2)
Instruction being executed	N-1	N	N+1
eMAR	N	N+1	N+2
iMAR	N+1	N+2	N+3
PC (R4)	N+2	N+3	N+4

Table 5 MACRO PIPELINE ADDRESS UPDATE SEQUENCE

B <sub>7</sub>	B <sub>6</sub>	B <sub>5</sub>	B <sub>4</sub>	B <sub>3</sub>	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>
Most-Significant Bit (not used)	RTRAP	HLTA	INTA	IOW	IORI	MEMW	MEMRI
							Least-Significant Bit

Table 6 ASSIGNMENT OF CONTROL SIGNALS

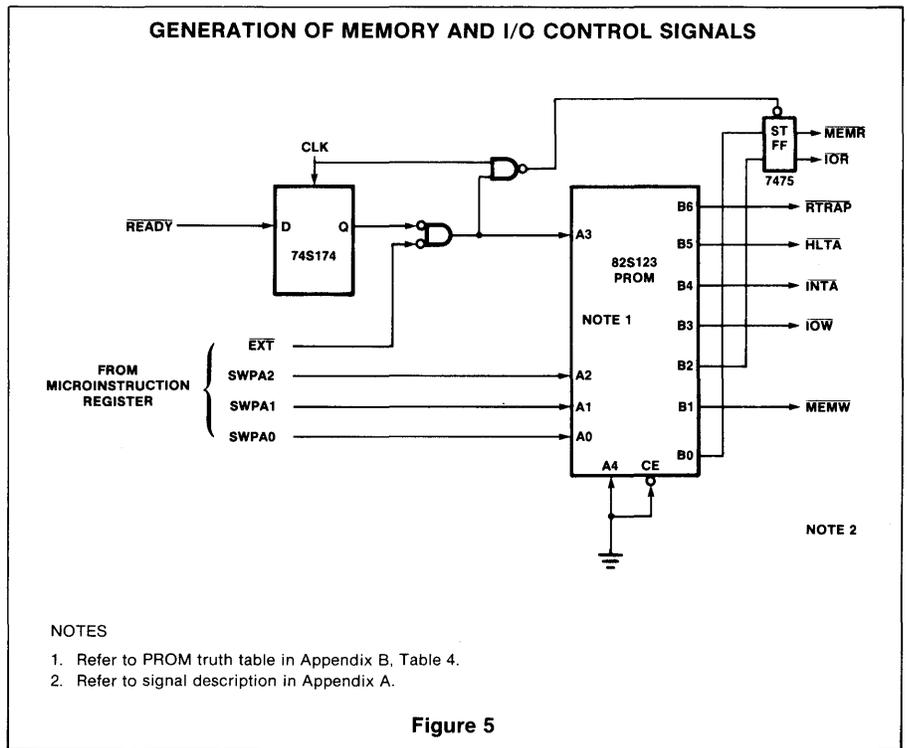


Figure 5

ADDRESS TO INSTRUCTION DECODE PROM	INPUT TO N3001	OUTPUT OF N3001	(MICROPROGRAM ADDRESS)
IR <sub>(7-0)</sub> and SJM	PX <sub>4</sub>	MA <sub>0</sub>	(set to zero)
	PX <sub>5</sub>	MA <sub>1</sub>	
	PX <sub>6</sub>	MA <sub>2</sub>	
	PX <sub>7</sub>	MA <sub>3</sub>	
	SX <sub>0</sub>	MA <sub>4</sub>	
	SX <sub>1</sub>	MA <sub>5</sub>	
	SX <sub>2</sub>	MA <sub>6</sub>	
	SX <sub>3</sub>	MA <sub>7</sub>	
	MA <sub>8</sub>		

Table 7 GENERATING ADDRESS OUTPUT ON THE MA<sub>8-0</sub> BUS

into the N3001 to generate the microprogram's next address.

#### N3001 Address Control

Once the starting address for a micro-routine has been determined by the Instruction Decode PROM and loaded onto the

Microaddress (MA) Bus (via the N3001), all subsequent microaddresses in the routine are specified by the microinstructions. Each microinstruction generates an Address Control (AC) field for the N3001 MCU. The AC Bus determines what function the MCU will perform on the current address to

produce the next MA value. (For a detailed description of the AC functions, refer to the N3001 data sheet in Appendix D.)

Jumps required by the microprogram are implemented with supplemental control of the MA<sub>0</sub> and MA<sub>4</sub> bits. MA<sub>0</sub> is driven by a multiplexer that selects from among the MA<sub>0</sub> output of the N3001, Ready, and Hold. The Ready and Hold inputs are used to create dynamic wait loops while the microprogram is waiting for those signals. The MA<sub>4</sub> bit is an AND term of the N3001's MA<sub>4</sub> output and a control signal that goes false (thus forcing MA<sub>4</sub> to a logical zero) when both Interrupt Strobe (IST) and Hold are true.

Jumps required by the macro program are implemented by the Jump Control PROM (U-37). The Jump Control PROM is addressed by the 8080 Program Status Word bits Zero, Carry, Parity, Sign; three bits of the Instruction Bus (IR<sub>(5-3)</sub>); and SJM. The output of the Jump control PROM (1 bit) is OR ed with LD2 to generate the SX<sub>3</sub> input to the N3001 MCU. This feature allows conditional jumps to be executed when the Load function of the N3001 is performed.

## MICROINSTRUCTION FORMAT

### General

The microprogram is realized as a series of microinstructions. All microinstructions for the 8080 Emulator have the same format, namely, a 48-bit word consisting of the control fields shown in Figure 6.

To fully describe the functions of each one of these control fields, the following procedure has been adopted:

1. A pictorial overview of the microword broken down into six groups of eight consecutive bits is presented. Field names and their control functions are briefly described.
2. Detailed descriptions of all control fields are provided.

### Microinstruction Control Field Descriptions

- AC (7 bits) ADDRESS CONTROL FIELD**  
The Address Control Field determines the jump function executed by the N3001 MCU. See Figure 7.
- LD (1-bit) LOAD**  
Load enables the load function of the N3001 MCU. Load initiates a micro-routine based on a primary or secondary decode of the instruction op-code (see SJM and LD2 and Figure 8).
- CS (3 bits) CARRY SELECT CONTROL FIELD**  
This field controls the Carry In and Carry Out of the CPE arrays. Specifically, the Carry Select Control Field (see Figure 8):

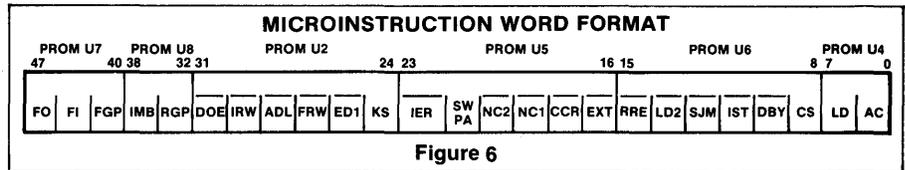


Figure 6

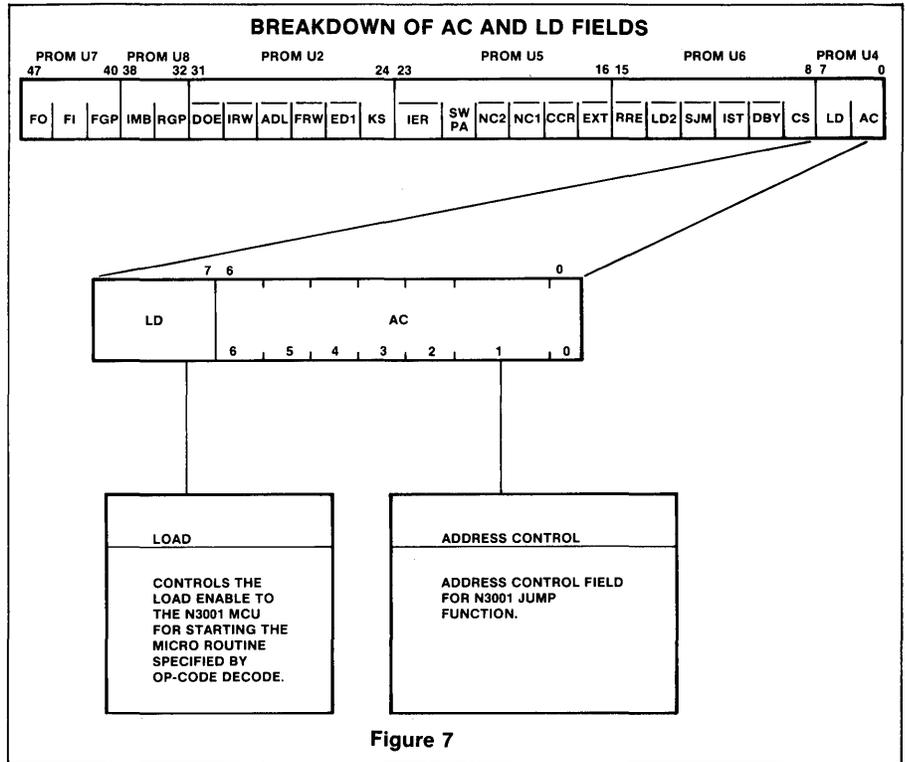


Figure 7

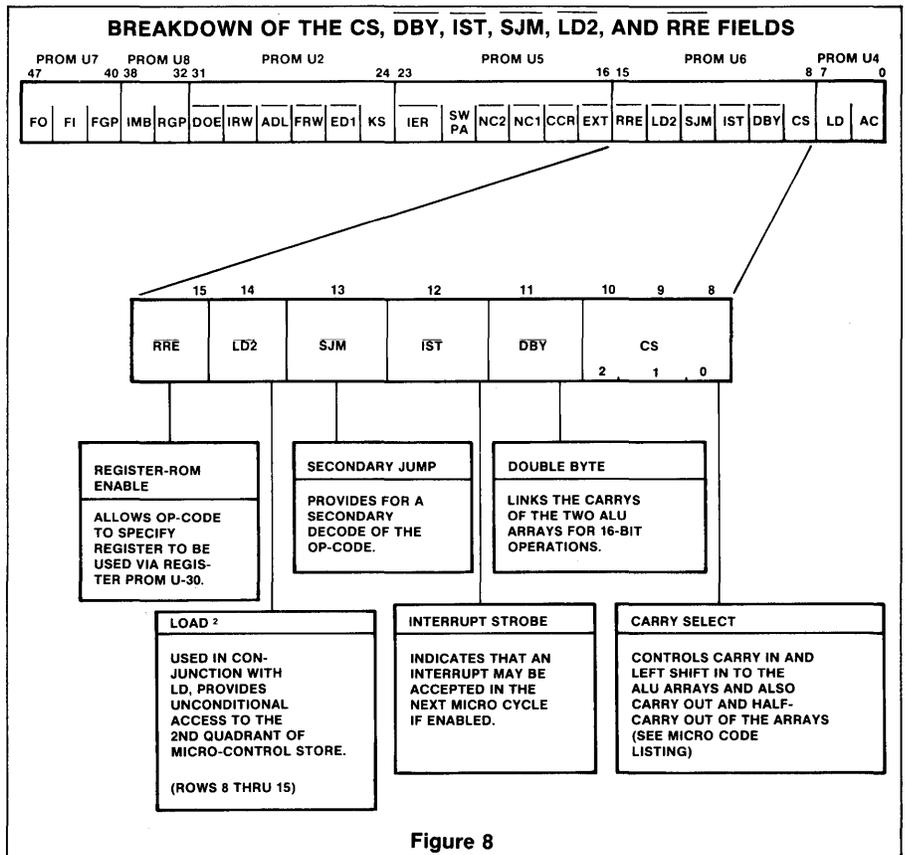


Figure 8

1. Determines 8 or 16-bit operation.
2. Determines whether Carry In to the arrays is complemented or not.
3. Multiplexes the carry bits for shift operations.
4. Controls the carry and half carry input to the Program Status Word register.

**DBY (1-bit)**

**DOUBLE BYTE**

DBY specifies the configuration of the carry look-ahead logic. When DBY is high, the carry look-ahead is computed for each 8-bit array individually. When DBY is low, the carry look-ahead is computed over the 16-bit ALU. See Figure 8.

**IST (1-bit)**

**INTERRUPT STROBE**

This control bit enables the interrupt control circuitry for the 8080 Emulator. When IST is true, INT and HOLD are allowed to interrupt the N3001 MCU. See Figure 8.

IST goes true during the fetch cycle following all macro instructions except:

1. Enable Interrupt (EI)
2. Disable Interrupt (DI)
3. The Fetch of an Interrupt Vector

**SJM (1-bit)**

**SECONDARY JUMP**

This control bit addresses the Instruction Decode PROM. SJM thus divides the Instruction Decode PROM into two fields. The first field is the primary jump field, while the second field is the secondary jump field. In many cases the primary decode defines a general class of instructions that share the same beginning micro routine. SJM then allows a secondary decode of the macro instruction that calls up the specific microroutine to complete execution of the macro instruction. See Figure 8.

**LD2 (1-bit)**

**LOAD 2**

LD2 can force the SX3 input to the N3001 to go low. It gives the microprogram control of the jump destination when the Load function is used for microaddress generation. LD2 also permits an op-code decode into the second quadrant of micro control storage (locations 080<sub>16</sub> through 0FF<sub>16</sub>). See Figure 8.

**RRE (1-bit)**

**REGISTER ROM ENABLE**

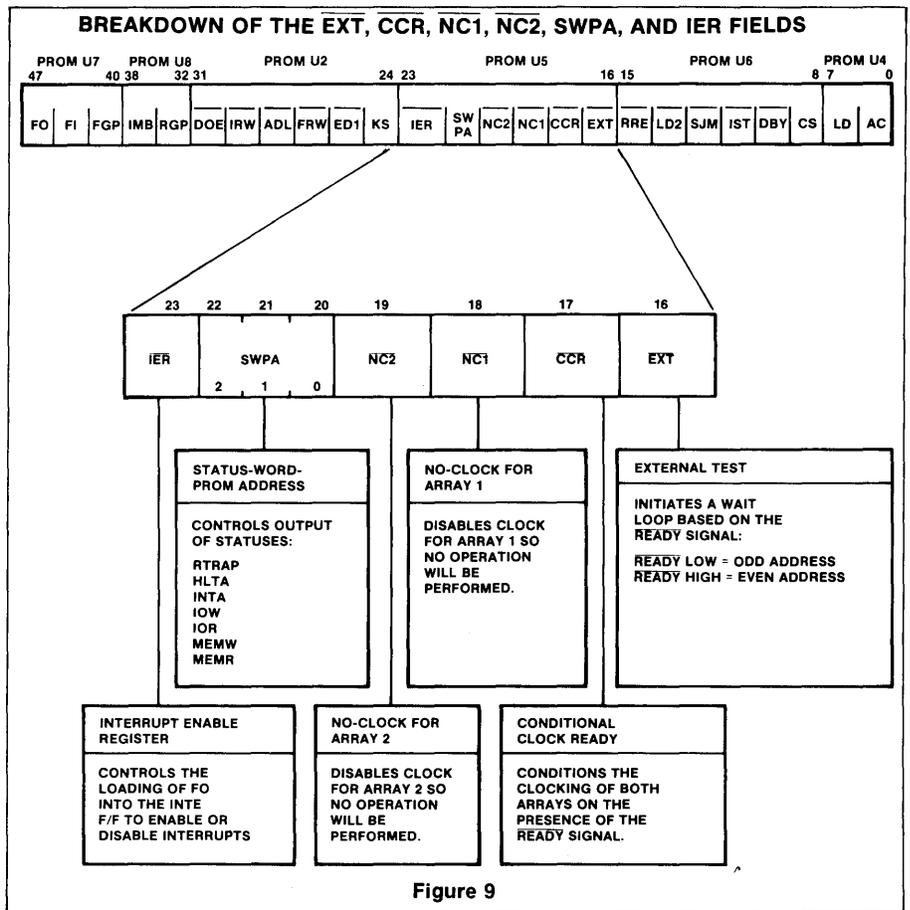


Figure 9

**EXT (1-bit)**

This bit determines whether the N3002 array register group is specified by the microprogram or the Instruction Bus. See Figure 8.

**EXTERNAL TEST**

External Test is a control bit that the microprogram activates when it is waiting for Ready to return from external memory or I/O. While the microprogram is waiting for Ready, it remains in the idle loop based on the value of MA0. MA0 is controlled by the MA0 multiplexer which is monitoring Ready. The MA0 multiplexer is switched between the value of Ready or the MCU output by the EXT signal. EXT also disables the HLDA signal and enables Ready addressing of the Control Signal PROM. See Figure 9.

**CCR (1-bit)**

**CONDITIONAL CLOCK READY**

This control bit is used in the dynamic wait loop used for external memory and I/O interfacing. When the microprogram is waiting for Ready to go negative true, this bit disables the

clock to both Array 1 and Array 2. Thus disabled, the contents and status of the CPE arrays remains undisturbed until the requested data is ready for processing (see EXT). See Figure 9.

**NC1 (1-bit)**

**NO CLOCK ARRAY 1**

This signal disables the clock to Array 1. With this bit, the microprogram can selectively enable or disable Array 1. See Figure 9.

**NC2 (1-bit)**

**NO CLOCK ARRAY 2**

This signal is identical to NC1 but operates on Array 2. See Figure 9.

**SWPA (3 bits)**

**STATUS WORD PROM ADDRESS**

This control field provides three bits of the 4-bit address field for the Control Signal PROM. It also provides for the output of the following status signals: RTRAP, HLTA, INTA, IOW, IOR, MEMW, and MEMR. The fourth bit of the address, EXT Ready, disables all of the above seven output status signals. See Figure 9.

**IER (1-bit)**

**INTERRUPT ENABLE REGISTER**

This signal controls the

Interrupt Enable signal (INTE) by allowing a one or a zero to be written into it from the Flag Output signal (FO). See Figure 9.

**KS (3 bits)**

**K-BUS SELECT**

This field controls the origin of the data for the main input bus to the ALU arrays (K-Bus) (See Figure 10).

- K0 (000) = All 0's
- KD (001) = ALU Data Out
- KM (010) = Memory Data
- KIR (011) = Instruction Register

- K1 (100) = All 1's
- KND (101) = Complement- ed ALU Data Out
- KNM (110) = Complement- ed Mem- ory Data
- KNIR (111) = Complement- ed Instruction Register

**ED1 (1-bit)**

**ENABLE DATA 1**

The Data Out buses of the two ALU arrays are tied together into one 8-bit bus. ED1 determines which CPE array will drive this bus. ED1 low enables array 1 data; ED1 high enables array 2 data. See Figure 10.

**FRW (1-bit)**

**FLAG REGISTER WRITE**

The newly calculated Zero, Parity and Sign flag bits are loaded into the Program Status Word (PSW) latch with this control signal. See Figure 10.

**ADL (1-bit)**

**ADDRESS LOAD**

This 1-bit control loads the external memory address register from the memory address register internal to the N3002 CPE arrays. This address is then used to access memory or I/O. See Figure 10.

**IRW (1-bit)**

**INSTRUCTION REGISTER WRITE**

Data input over the bidirectional data bus is loaded into the instruction register with this control line. Active upon termination of Memory Read (MEMR), Input-Output Read (IOR), and while receiving the interrupt vector (INTA). See Figure 10.

**DOE (1-bit)**

**DATA OUT ENABLE**

Enables ALU data output onto the bidirectional data bus during Memory Write (MEMW) and Input-Output Write (IOW) operations. See Figure 10.

**RGP (5 bits)**

**REGISTER GROUP CONTROL FIELD**

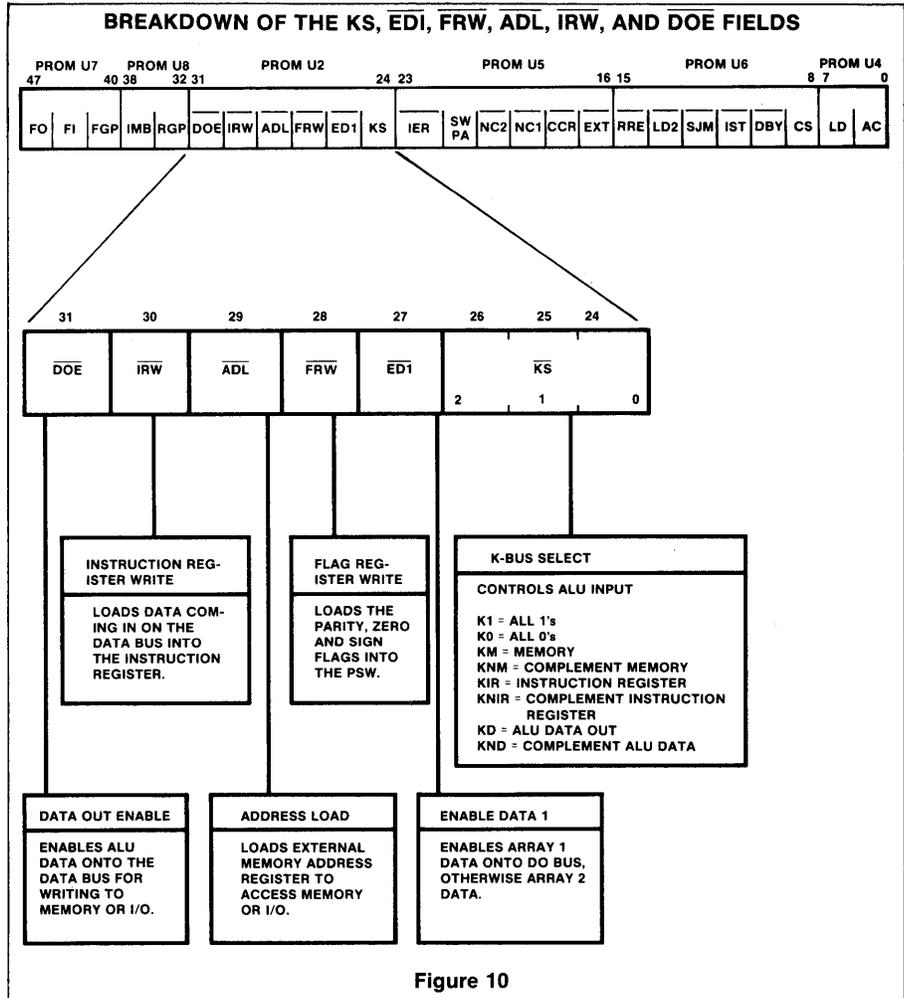


Figure 10

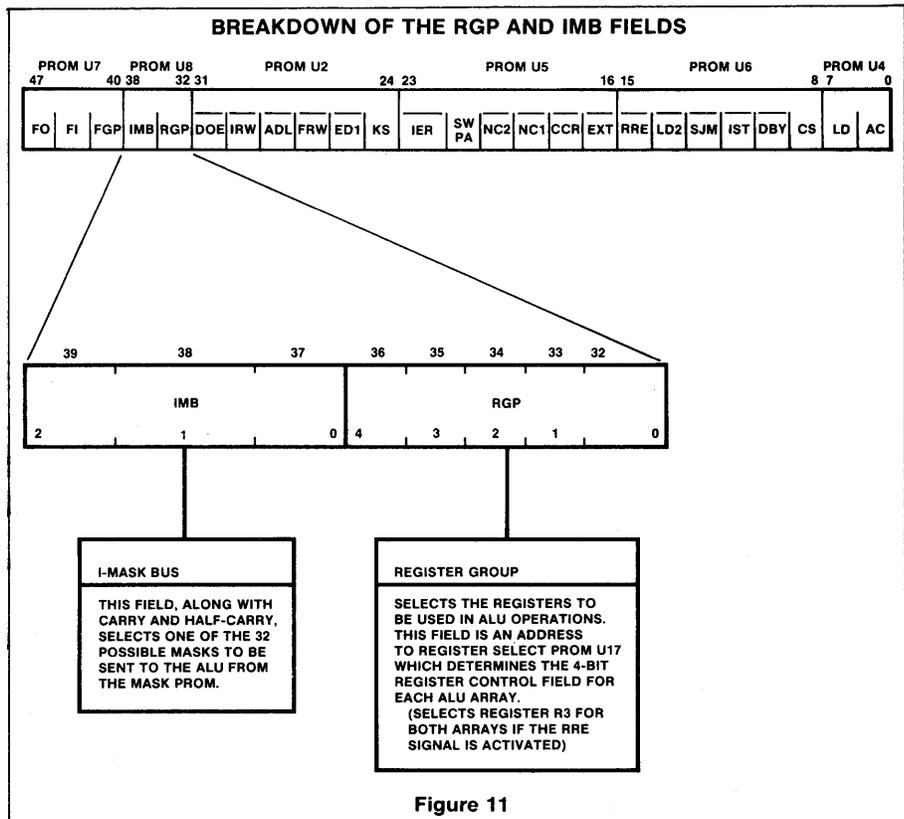
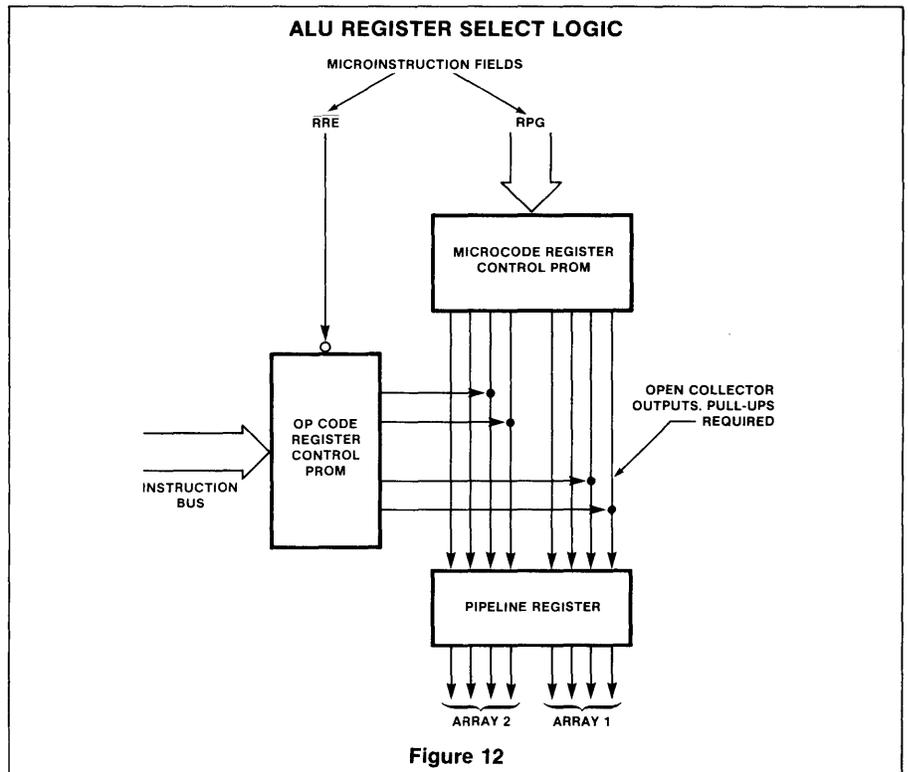


Figure 11

The Register Group Control Field input to each CPE array is generated by two Register Control PROMs (see Figure 11):

1. The op code Register Control PROM
2. The Microcode Register Control PROM

The PROM controlled directly by the microinstruction is the Microcode Register Control PROM. The address for this PROM is the RGP control field. The RGP field addresses 32 pairs of Register Group control fields (one for each array). For macro instructions that call for specific 8080 registers, the output of the Microcode Register Control PROM is combined with the output from the op code Register Control PROM. Addressed by the Instruction Register Bus, the op code Register Control PROM's output is wire OR'ed with the Microcode Register Control PROM's output. This Register Group control field generation scheme is illustrated in Figure 12.



**IMB (3 bits)**

**I MASK BUS CONTROL FIELD**

The I Bus is generated by the I Mask PROM. This 32X8 PROM, an 82S123, is addressed by the 3-bit I Mask Bus control field in conjunction with the carry bit and the half carry bit. The I bus output from the I Mask PROM is logically AND'ed with the K-Bus or used as an addend to N3002 registers. See Figure 12.

**FGP (4 bits)**

**FUNCTION GROUP CONTROL FIELD**

The 3-bit Function Group (F-6, F-5, and F-4) input to each array is determined by this field (see Figure 13). Table 7 details how each Function Group is generated.

Separate F-5 control bits allow the two arrays to perform separate ALU functions during the same microcycle. This feature results in significant microinstruction savings in terms of microinstructions required to accomplish a specific task. See Figure 13.

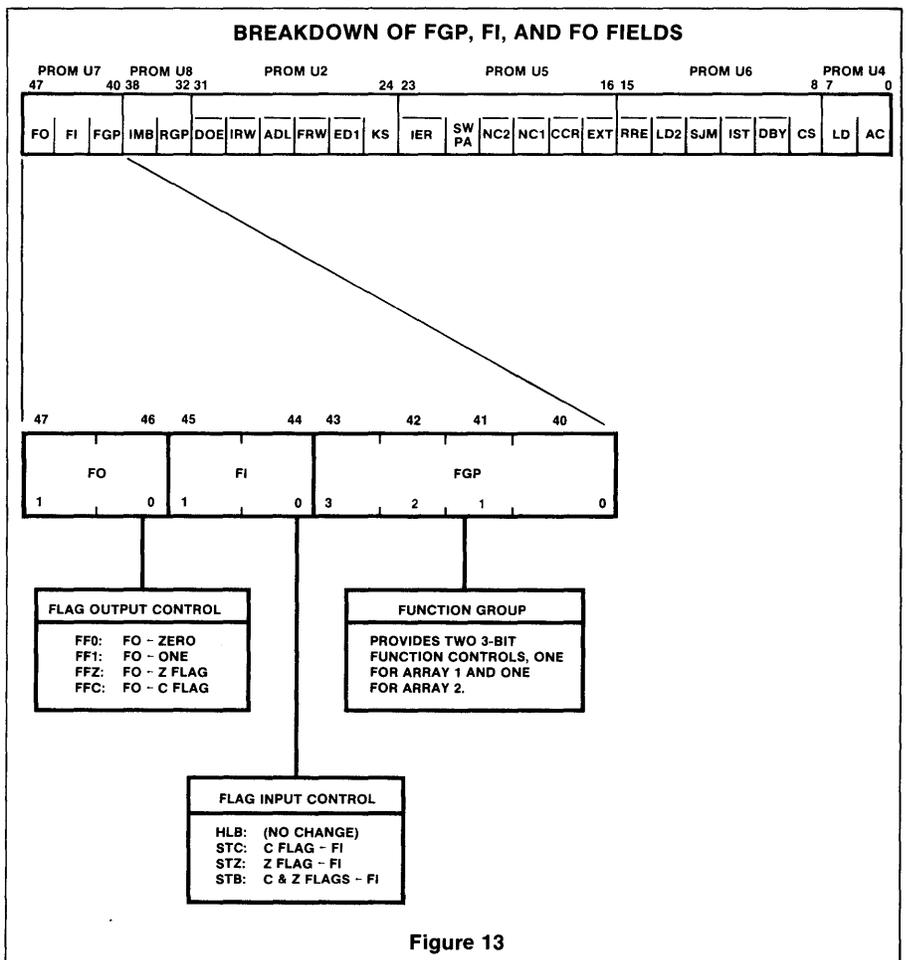


Figure 13

FGP CONTROL	F GROUP ARRAY 2		
	F-6	F-5	F-4
F-6	X		
F1-5			
F2-5		X	
F-4			X

FGP CONTROL	F GROUP ARRAY 1		
	F-6	F-5	F-4
F-6	X		
F1-5		X	
F2-5			
F-4			X

NOTE

(X indicates where each of the four signals is used).

Table 7 F GROUP GENERATION

- FI (2 bits) FLAG INPUT CONTROL FIELD**  
Determines how the Z Flag and the C Flag of the N3001 MCU are loaded with data from the Flag Input ( $\overline{FI}$ ). Either one or both of the flags may be set to the value of  $\overline{FI}$ . Alternatively, both flags may be held constant. See Figure 13.
- FO (2 bits) FLAG OUTPUT CONTROL FIELD**  
Controls the Flag Output ( $\overline{FO}$ ) of the N3001 MCU.  $\overline{FO}$  may reflect the current value of either the Z Flag or the C Flag.  $\overline{FO}$  may also be forced to a logical one or zero. See Figure 13.

## IMPLEMENTING 8080 INSTRUCTIONS— A DETAILED EXAMPLE

### Implementing the MOV A,H Instruction

The MOV A,H instruction transfers the contents of register H to the Accumulator (without affecting the condition flags). Execution of this macro instruction by the

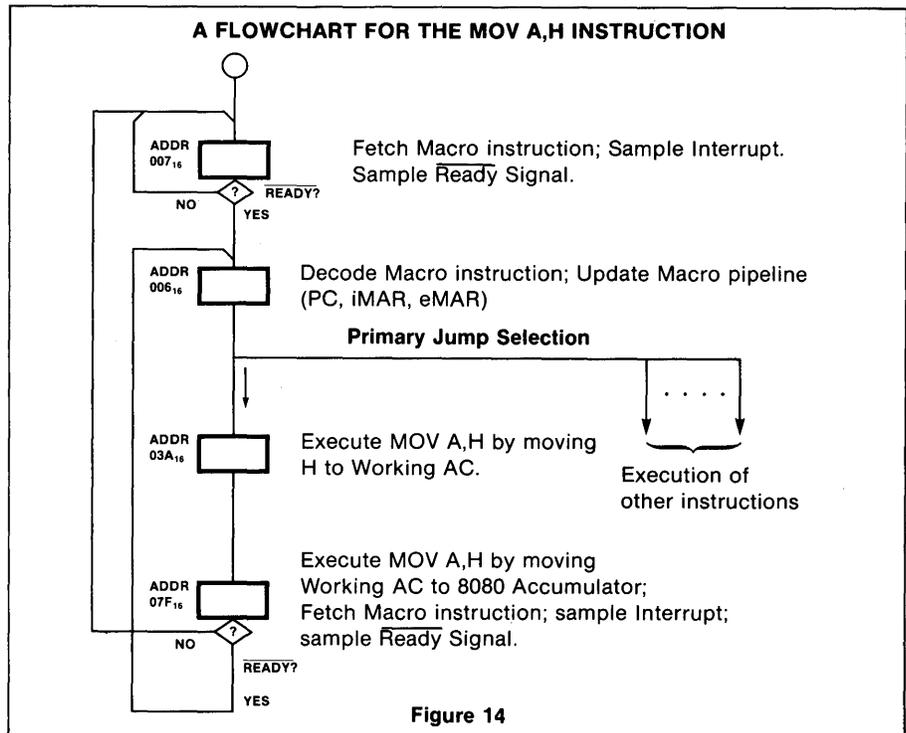


Figure 14

8080 Emulator requires fetching of the op code from main memory and then moving the contents of R2 of Array 2 to the T register of both arrays 1 and 2 (A - H). A simplified flowchart of the micro routine is shown in Figure 14. A detailed description of the operation is described below.

### THE FETCH

Every micro routine returns the microprogram to microaddress 006<sub>16</sub>. However, until Ready is returned from external memory (indicating valid data on the Data Bus), the microinstruction actually being executed is located at 007<sub>16</sub>. This is because MA0 is driven by a multiplexer which, in fetch sequences, is routing ReadyQ to the MA0 line. Until Ready goes true, the microprogram executes 007<sub>16</sub>. Microinstruction 007<sub>16</sub> is illustrated in Figure 15.

First note that the Address Control (AC) field specifies a jump to current row (Row 0), Column 6. But, as long as the Ready line is false, the microinstruction will jump to itself. This is the dynamic wait loop for Ready.

While this single microinstruction loop at 007<sub>16</sub> is being executed,  $\overline{IRW}$  will repeatedly latch the Data Bus into the Instruction Register.  $\overline{EXT}$  is enabling Ready to control MA0, and  $\overline{IST}$  is enabling the interrupt logic.

When  $\overline{Ready}$  goes true, the microprogram moves on to 006<sub>16</sub>. Microinstruction 006<sub>16</sub> is presented in Figure 15.

Microinstruction 006<sub>16</sub> performs two basic functions.

1. Maintains the microaddress pipeline.
2. Translates the op-code into a beginning address for the MOV micro routine.

If it is assumed that the MOV A,H instruction was fetched from macro memory location N, then the current status of the macro pipeline is as follows:

LOCATION	CONTENTS
PC (R4)	= N+2
3002 MAR	= N+1
Ext MAR	= N

Microinstruction 006<sub>16</sub> must update the pipeline to:

LOCATION	CONTENTS
PC (R4)	= N+3
3002 MAR	= N+2
Ext MAR	= N+1

The PC (R4) is updated by performing a double byte increment on R4. The requisite microinstruction control fields are:

°°DBY Places the CPE array in the 16-bit operand

### MICROCODE LISTING FOR MOV, A,H

ADDR	FO	FI	FGP	IMB	RGP	DOE	IRW	ADL	FRW	ED1	KS	IER	SWPA	NC2	NC1	CCR	EXT	RRE	LD2	SJM	IST	DBY	CS	LD	AC	COMMENTS
(#7H) :			NOP		RFF		IRW				K1						EXT				IST		NAN		JCR(006H) ; FETCH	
(#6H) :FF1			LMI		R44			ADL			K1									SJM		DBY	AN	LD	JPX	; FETCH
(#3AH) : FF1			ILR		R33						K1							RRE					NAN	LD		
(#7FH) : FF1			LDI		REE		IRW				KD						EXT				IST		AN		JZR06:MOV A, (B,D,H)	

Figure 15

mode.

- °°FF1 Forces a one to be output on the N3001  $\overline{FO}$  pin.
- °°AN Directs the value of  $\overline{FO}$  to the  $\overline{CI}$  input of the double array uncomplemented.
- °°R44 Selects register R4 of both arrays 1 and 2.
- °°K1 Forces the negative true K-Bus to all ones.
- °°LM1 Forces the ALU function to be performed by the double byte array.

The functional equations for LMI are:

$$MAR \leftarrow R_n \text{ and } R_n \leftarrow R_n + CI.$$

For a functional description of N3002 microfunctions, refer to Appendix D.

Given the conditions listed above, these equations become:

$$MAR \leftarrow R_4 \text{ and } R_4 \leftarrow R_4 + 1.$$

The first equation takes place on the first half of the microcycle. This moves the old PC value, N+2, into the N3002 MAR. During the second half of the microcycle, the second equation is executed, updating the PC to N+3.

The last macro pipeline maintenance function, moving the old N3002 MAR value (N+1) into the external MAR, is accomplished at the very beginning of the microcycle by  $\overline{ADL}$ .  $\overline{ADL}$  latches the 16-bit array's AB Bus into the external MAR.

The second major task to be accomplished during microinstruction 006<sub>16</sub> is to direct the microprogram to the MOV microroutine. This is done by using the Instruction Decode PROM output (03A<sub>16</sub>) as a beginning address to the two word execution program which accomplishes the MOV A,H Macro.

The op code joins with the  $\overline{SJM}$  bit to address the Instruction Decode PROM. In the present case this value addresses C5<sub>16</sub> (Truth Table for Instruction Decode PROM in Appendix B) which becomes the  $\overline{PX}$  and  $\overline{SX}$  inputs to the N3001, which, in turn, becomes the next microaddress as follows:

INSTRUCTION DECODE PROM ADDRESS	3001 INPUT	3001 OUTPUT
$\overline{SJM}, \overline{IR}_{(7-0)}$	$\overline{PX}_{(7-4)}, \overline{SX}_{(3-0)}$	$MA_{(8-0)}$
	1C5 <sub>16</sub>	03A <sub>16</sub>

For MOV A,H, the 006<sub>16</sub> microinstruction determines the next microaddress to be:

$$MA_8 - MA_0 = 03A_{16}$$

At address 03A<sub>16</sub> (Figure 15) the actual execution of the Move instruction begins.

Microinstruction 03A<sub>16</sub> accomplishes two major tasks:

1. Moves R2(16) to AC, the working accumulator,
2. Determines Secondary Jump Destination.

The intermediate move to the Working Accumulator AC is affected by the microinstruction fields:

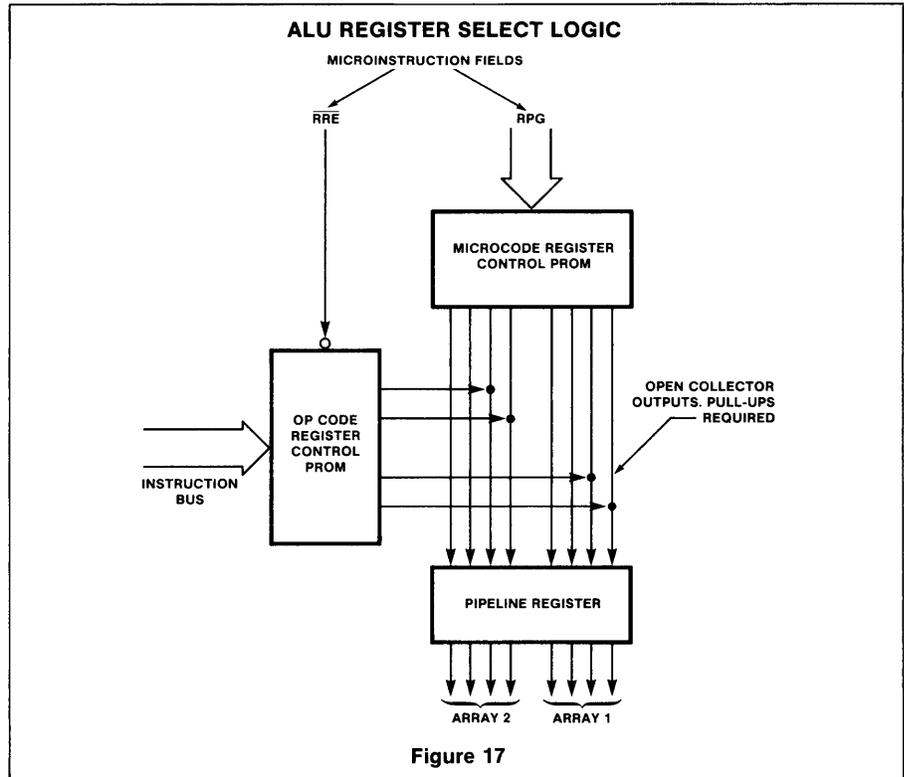


Figure 17

- °°FF1 Forces a one on the N3001's  $\overline{FO}$  pin.
- °°NAN Complements  $\overline{FO}$  and delivers it as CI to both arrays.
- °°K1 Forces K-Bus to all ones.
- °°R33 Selects Register 3 for each array.
- °°ILR CPE function to move R3 to AC.

The functional equation of ILR is:

$$R_n, AC \leftarrow R_n + CI.$$

where  $\overline{CI}$  is false under the control of  $\overline{FO}$ .

The microinstruction located at 03A<sub>16</sub> executes the first intermediary move ( $AC \leftarrow R_n$ ) for a large group of macro instructions.

The op code controls the two low-order bits of the Register Group inputs with the op code Register Control PROM, which is addressed by the Instruction Register. RRE enables this PROM. The two high-order bits of both array's Register Groups are provided by the microinstruction addressed Micro Code Register Control PROM as always. This approach is presented in Figure 17.

As indicated by the microcode listing for 03A<sub>16</sub>, the two 4-bit fields output by the microinstruction to the Microcode Register Control PROM are 3<sub>16</sub> and 3<sub>16</sub>. Note that the two low-order bits of each array's R Group are pulled up. With this arrangement, the op code Register Control PROM outputs may go low if so directed by the Instruction Bus.

Referring to Appendix B for the truth tables for the two Register Control PROMs (Tables 2 and 5), we find that for MOV A,H:

	ARRAY 1	ARRAY 2
Register Selected	R0 (C)	R2 (H)

Thus, ILR resolves to:

$$AC_2, R2(H) \leftarrow R2(H), \text{ in array 2}$$

which is the desired result. (The R0 selection for Array 1 is a default condition, and the resulting move,  $AC_1 \leftarrow R0(C)$ , is ignored.)

The op code controls the next microaddress because 03A<sub>16</sub> activates the Load signal. The same op code addresses the Instruction Decode PROM as in the previous microinstruction with the notable exception of the Secondary Jump (SJM) bit. At the end of the last microinstruction (006<sub>16</sub>), SJM was latched. Now the active SJM signal selects the secondary jump half of the Instruction Decode PROM. The following address derivation results:

3001 OUTPUT	3001 INPUT	INSTRUCTION DECODE PROM ADDRESS
$MA_{(8-0)} \leftarrow PX_{(7-4)}$	$SX_{(3-0)} \leftarrow \overline{SJM}, \overline{IR}_{(7-0)}$	
07F <sub>16</sub> ← 8 <sub>16</sub> , 0 <sub>16</sub>	← 0, 83 <sub>16</sub>	

That is, the secondary jump has directed the microprogram to location 07F<sub>16</sub> (Figure 15).

Microinstruction 07F<sub>16</sub> has two major tasks:

1. Complete the move ( $A \leftarrow AC$ ).
2. Return the microprogram to 006<sub>16</sub> if  $\overline{Ready}$  is low or else to 007<sub>16</sub>.

The move is completed with the microinstruction fields:

- °°FF1  $\overline{FO} \leftarrow 1$
- °°AN  $CI \leftarrow \overline{FO}$  for both arrays.
- °°REE Selects the T register of both arrays.
- °°KD Selects the Data Out of the arrays as input to the K-Bus.
- °°ED1 By default (ED2) selects Array 2 as source of Data Out Bus.
- °°LDI CPE function.

The functional equation for LDI is:

$$T \leftarrow (I \quad K) - 1 + CI.$$

Since CI to both arrays is a one, the last two terms cancel.

The I-Bus has been forced to all ones, which leaves the K-Bus unaltered. As the K-Bus is being driven by the DO Bus of the high-order array, the LDI function actually performed looks like:

$$T \text{ (8080 Acc)} \leftarrow DO_2 \text{ (containing the value of H)}.$$

Thus, LDI completes the functional execution of MOV A,H. All that remains is to return the microprogram to its Fetch cycle (006<sub>16</sub>). 07F<sub>16</sub> has already enabled the fetch signals:

- °°EXT Selects  $\overline{Ready}Q$  as source for MA<sub>0</sub>.
- °°IRW Latches external Data Bus into Instruction Register.
- °°IST Enables interrupt acknowledge logic.

With the signals on the previous page already active for one microcycle,  $\overline{Ready}$  may be returned immediately, and the microprogram may proceed directly to 006<sub>16</sub>. If  $\overline{Ready}$  is not returned immediately, the next microinstruction executed will be 007<sub>16</sub>, and the microprogram will wait for the external memory to respond with the next op code.

A summary of the MOV A,H macro instructions is presented in Figure 15 in the form of a microcode listing.

# **CHAPTER 3**

# **SIGNETICS**

# **MICROASSEMBLER**



## THE ASSEMBLY PROCESS

The basic purpose of an assembler is to translate a microprogram written in symbolic assembly language into executable binary form. The assembly language provides a convenient form for symbolically expressing the microprogram using mnemonics, symbols, and delimiters. A microprogram coded in assembly language is easier to implement and easier to understand, and the assembly language text provides an important documentation element for the microprogram. The assembly language form of the microprogram is known as the source program. The binary form of the microprogram which is produced by the assembler can be loaded directly onto the appropriate PROMs, ROMs and RAMs for execution. The binary form of the microprogram is known as the object program.

The assembly language form of a microprogram consists of a sequence of statements. Each assembly statement requests a specific action from the assembler. A statement may specify microinstructions or data for the object program, define symbols used in other statements, define instruction fields and special mnemonics known as "microps" for use in microinstruction statements, or control other aspects of the assembly, such as listing and object generation, listing spacing, and page headings.

The assembler processes the assembly language source program and produces a binary object program. The object program is a format suitable for PROM, ROM, etc., loaders and programmers. The input to the assembler is the source program. The output of the assembler is the object program and a listing. The assembly listing contains source and object information and serves as the primary documentation of the microprogram.

## THE MICROASSEMBLY LANGUAGE

### Introduction

The microassembly language is a symbolic language for microprogramming. A microprogram is coded as a sequence of microassembly language statements. This set of statements is input for the microassembler and is known as the source microprogram. The allowable microassembly statements, their structure (syntax) and their meaning or function (semantics) are described in subsequent sections.

The source program input to the microassembler consists of a file of records in character format. The placement of statements on source records is free-form, that is, the meaning of statement elements is not tied to their position in the record. Several records may be used for a single statement or several statements may be placed on a single record. The standard source record

length for the microassembler is 80 characters.

### Assembly Language Elements

Each microassembly statement consists of characters grouped into microassembly language elements. The basic elements of the language are symbols, numbers (numeric constants), quoted strings, and delimiters (special characters). These basic elements are combined into expressions, operands, statement labels, statement bodies, statements and blocks.

### Symbols

Symbols are 1-to-28 characters long and consist of alphabetic characters, numeric characters, and the special character, at sign (@). The first character of a symbol must be alphabetic or an at sign. Symbols are used for reserved words and for names. Reserved words are special symbols used to identify statements and statement operands. Symbols are used as names for the following program information:

- Values, addresses
- Fields in microinstructions
- Microps
- Memory Blocks

These symbols are used to name user information in the source program and are defined and given values with the appropriate assembly language statements.

### Self-Defining Constants

Self-defining constants are used to specify constant values. The value of a self-defining constant is determined from its representation. Self-defining constants may be any number of characters in length, but the first character must be a numeric character or a quote. Two types of self-defining constants are used: numeric and character constants.

#### Numeric Constants

The first character of a numeric self-defining constant is always a numeric character (0 through 9). The numeric constant has the following format: "nnnnr". "r" is an alphabetic character which defines the valid characters for "nnnn" and defines the radix of the constant, as follows:

- B— Binary, "nnnn" characters are 0 and 1.
- O or Q— Octal, "nnnn" characters are 0 through 7.
- D— Decimal, "nnnn" characters are 0 through 9.
- H— Hexadecimal, "nnnn" characters are 0 through 9, A through F. A through F represent values 10 through 15, respectively.

If "r" is omitted, the radix of the constant is D (decimal). A hexadecimal constant may contain alphabetic characters, but the first character must be numeric. This can be accomplished by adding leading zeros as required.

#### Character Constants

The character self-defining constant is a string of ASCII characters enclosed in

quotes. The first and last characters of a character constant must be a quote ('). A quote within a character string is represented by two quotes. The binary value of a character constant is determined by converting each character to 8-bit ASCII (7-bit ASCII with a high-order zero bit appended).

### Expressions

Self-defining constants and symbols which name values and addresses may be combined with operators into expressions to compute values. The operators are the special characters: + (add) and - (subtract).

The operands of each operator may be a symbol or a constant. In addition, an expression operand may be a sub-expression enclosed in parentheses. The subtract operator (-) may be used as the first character of an expression indicating that the negative value of the operand following the operator is to be used. An expression operand may also be a reference to the current location counter. The assembler location counter is defined below under data statements. The location counter is referenced with the special character: \$ (dollar sign).

Expressions may be used anywhere in a statement where a value is required. Expressions are used to specify the absolute location of microinstructions, the value of a symbol, the length of an instruction field, the value of an instruction field, etc.

### Statements

The basic elements of the microassembly language are combined to form expressions, expression lists, and operands. These are combined to form statements. Statements are the primary language structure of the microassembly language.

Each statement is a command to the microassembler. A statement tells the microassembler to perform a specific action, such as, define a field in a microinstruction, name a value with a symbol, establish a memory block, or specify data to be placed in the object file. The source input to the microassembly is a sequence of statements that request actions by the microassembler. The ultimate purpose of these actions is the production of the listing and object files.

Statements are placed on the source records in free format. They may begin anywhere on a record and may occupy several successive records. Blanks may be interspersed anywhere except within symbols and numeric constants. Each statement is terminated by a semicolon (;). The next statement begins at the semicolon, terminating the previous statement. Multiple statements may be placed on one record.

Comments may also be interspersed within statements. Comments are enclosed in double quotes. The first and last characters of a comment must be a double quote (").

Within the double quotes, any character may be used except the double quote. Comments may be placed anywhere a blank may be used.

The function of each assembly language statement is described in the next section.

## MICROASSEMBLY LANGUAGE STATEMENTS

### Data Statements

The primary microassembly language statements are data statements. These statements produce the object program. Each statement specifies object data for one or more words of the object memory chips. There are two types of data statements, the DCL and the microinstruction statement. The DCL statement specifies a single binary value for one or more object words. The microinstruction statement specifies data in instruction format for object memory.

A data statement may specify the object address for its data, or the assembler location counter may be used. The assembler location counter provides for linear assignment of addresses. A data statement which doesn't specify an object address is assigned the current location counter value as an address, and the location counter is incremented by the length of the data. Subsequent data statements will be assigned to successive memory addresses.

When the object address *is* specified in a data statement, it must be the first operand of the statement. It has the following format:

```
( <expression> ) :
```

The value of the expression is the object address for the data statement.

Data statements may also be labeled. The value of a symbol naming a data statement is the object address of the data. Label symbols must follow the object address operand (if any). They are specified with the following format:

```
<symbol> :
```

A DCL statement specifies an object data value as a single expression. The number of object memory words (if more than 1) to be used for the value may also be specified in the DCL statement. If the object value is not specified in the DCL statement, the statement reserves memory space and does not produce object data.

The microinstruction statement specifies object instructions. The body of the microinstruction statement is a list of operands. Microinstruction operands assign values to instruction fields.

The format of object instructions is defined using definition statements. These are described below. An instruction format is divided into bit fields. A microinstruction statement specifies an object instruction by assigning values to the fields of the instruction.

The values are assigned to fields with field assign operands. A field assign operand has the following format:

```
<field-name> = <expression>
```

The value of the expression is assigned to the named instruction field.

In addition to field assign operands, an operand of a microinstruction statement may also be a reference to a microp. Microps are defined using definition statements. A microp is a shorthand method of assigning values to fields.

When the microp is defined, a list of field assign operands are specified. When the microp is referenced in a microinstruction statement, these pre-defined field assignments are made. A reference to a microp consists of the microp name.

Microps may also have arguments. The arguments are a list of expressions separated by commas. The argument list (if any) follows the microp name and is enclosed in parentheses. The argument values are used in the field assign expressions of the microp.

### Memory Block Statements

Preceding any data statements in the source program is the PROGRAM statement. The PROGRAM statement specifies the length of the object memory word and the maximum number of object words in the microprogram. The PROGRAM statement also initializes the assembler location counter to zeros. The PROGRAM statement defines a block of object memory and gives the block a name. The subsequent data statements specify data for the memory. A memory block is terminated by a PROGRAM statement for a second block of memory or the END statement. The END statement is always the last statement of the source program.

### Definition Statements

All definition statements must precede the memory block statements. There are two types of definition statements, the microp statement and instruction definition statements. A microp statement defines a microp.

An instruction format is defined with a set of statements in the following format:

```
<instruction-statement> ;  
<field-statement> ;  
<field-statement> ;  
.  
.  
END INSTRUCTION;
```

The instruction statement specifies the width of instruction in bits. The field statement names each field and specifies the field width. Fields are assigned to successive bits in the instruction beginning at the high-order (leftmost) bit. A field statement may also specify a default value. The default value is assigned to the field when no value

is assigned in a microinstruction statement.

## Directive Statements

### EQU Statement

The EQU statement defines symbols and assigns values to them. A symbol defined in an EQU statement may be used as an operand in an expression.

### SET Statement

The SET statement is similar to an EQU statement in that it assigns a value to symbols. The difference is that values of symbols defined in SET statements may be redefined by subsequent SET statements. EQU symbols may not be redefined.

### ORG Statement

The ORG statement sets the assembler location counter to a new value (address).

### OBJECT Statement

The OBJECT statement allows or suppresses output of the object program by the assembler.

### LIST Statement

The LIST statement allows or suppresses listing output of the assembler. It also may suppress listing of object information while allowing listing of source information.

### SPACE Statement

The SPACE statement generates blank lines (spaces) in the listing output of the assembler.

### EJECT Statement

The EJECT statement causes a new page with page headings in the listing output of the assembler.

### TITLE Statement

The TITLE statement specifies user text to be placed in the page heading of the listing output. The TITLE statement also causes a new page with the updated page heading.

## Using the Microassembler

The microassembler is composed of two separate programs written in FORTRAN: the microassembly program and the microformat program. The microassembly program has one input file and two output files. The input file for the microassembly program is the source program. The two output files are the assembly listing file and the intermediate object file. The listing file includes a cross-reference listing of all symbols in the source program. The object file contains the object program in an intermediate object format. The intermediate object output from the microassembly program is input to the microformat program.

The microformat program has two input files and two output files. The two input files are intermediate object files from the microassembly program and a file of control statements. The two output files are the loadable object file and a listing of the control input to the microformat program. The microformat program control statements specify the format of the loadable

object output of the microformat program. The format of the loadable object can be tailored for the programmer or loader which is to be used for the memory chips. The loadable object will be in proper format for input to a PROM, ROM, RAM loader/programmer. The control statements also specify allocation of instruction fields to individual memory chips, inversion of fields and separate output for each PROM.

The microassembly program and the microformat program are written in ANSI FORTRAN and may be compiled and executed on any computer system supporting standard FORTRAN. These programs will also be available on the NCSS, TYMSHARE, and General Electric timesharing services. For a detailed description of the microassembler, refer to the Signetics Microassembler Manual.



# **CHAPTER 4**

# **8080 EMULATOR**

# **KIT ASSEMBLY**



## KIT ASSEMBLY

The following checklist is provided to aid the technician in an orderly assembly of the 8080 Emulator. Please refer to Parts List and Assembly Drawing in Appendix A.

- A. Inventory the parts against the parts list.
- B. Install supplied integrated circuit sockets as follows:
  - 1. 5 each 16-pin sockets at U10, U17, U24, U30 and U37.
  - 2. 7 each 24-pin sockets at U2, U4, U5, U6, U7, U8, and U29.
  - 3. 8 each 28-pin sockets at U31, U32, U38, U39, U43, U44, U51 and U53.
  - 4. 1 each 40-pin socket at U12.  
(Additional sockets may be installed to enhance the ease of checkout.)
- C. Install discrete components (resistors, capacitors, diodes) being careful to observe proper polarity on C1, CR1, CR2 and the three 22uf bypass capacitors.
- D. Install integrated circuits U1 through U61 with pin 1 toward the U5 end of the PC board.
- E. Install clock jumper to pads 1, 2 and 3 located between U1 and U9.

- 1. For internal clock, connect a jumper between pads 1 and 2.
- 2. For external clock (from P1 pin 31), connect a jumper between pads 2 and 3.

## CHECKOUT PROCEDURE

- A. The first step in checkout is to provide the 8080 Emulator with an external memory. A suggested approach is to place a PROM containing a diagnostic program at the bottom of the 16K memory space (that is, beginning at address 0000<sub>16</sub>). The 82S115 (512X8) Schottky PROM is ideal for this purpose. Complete checkout also requires that some RAM be provided. The 82S09 (64X9) RAM is suggested as it enables the 8080 Emulator to run at full speed while minimizing the checkout hardware required. The placement of RAM within the memory space is not critical but it must correspond to the RAM reference addresses contained in the diagnostic program. (Note: Remember that the Address and Data Buses are negative true logic.)
- B. With the clock jumper wired for external clocking, a pulse generator may be used as the clock input to edge connector P1 (pin 31). This allows the system clock to be adjusted from one-shot operation to the maximum clock frequency of 6.6Mhz (for minimum positive and negative pulse widths, refer to the Electrical Specifications in Appendix A).
- C. When power is applied to the Emulator, the Power On Reset circuit forces the microprogram to either microaddress 1FF or 1FE. Both 1FF and 1FE send the microprogram to an initializing routine. The Power On Reset microroutine fetches a macro instruction from address 0000<sub>16</sub> in external memory.
- D. The execution of macro instructions returned from external memory can be traced by following the microinstruction sequences as presented in the microcode listing (Appendix E). The location of the microprogram is determined by the value of the MA Bus. Monitoring the MA Bus with a logic analyzer may prove very helpful in debugging any assembly errors.



# APPENDICES

# APPENDIX A

## 8080 EMULATOR SPECIFICATIONS

### LOGIC DIAGRAM

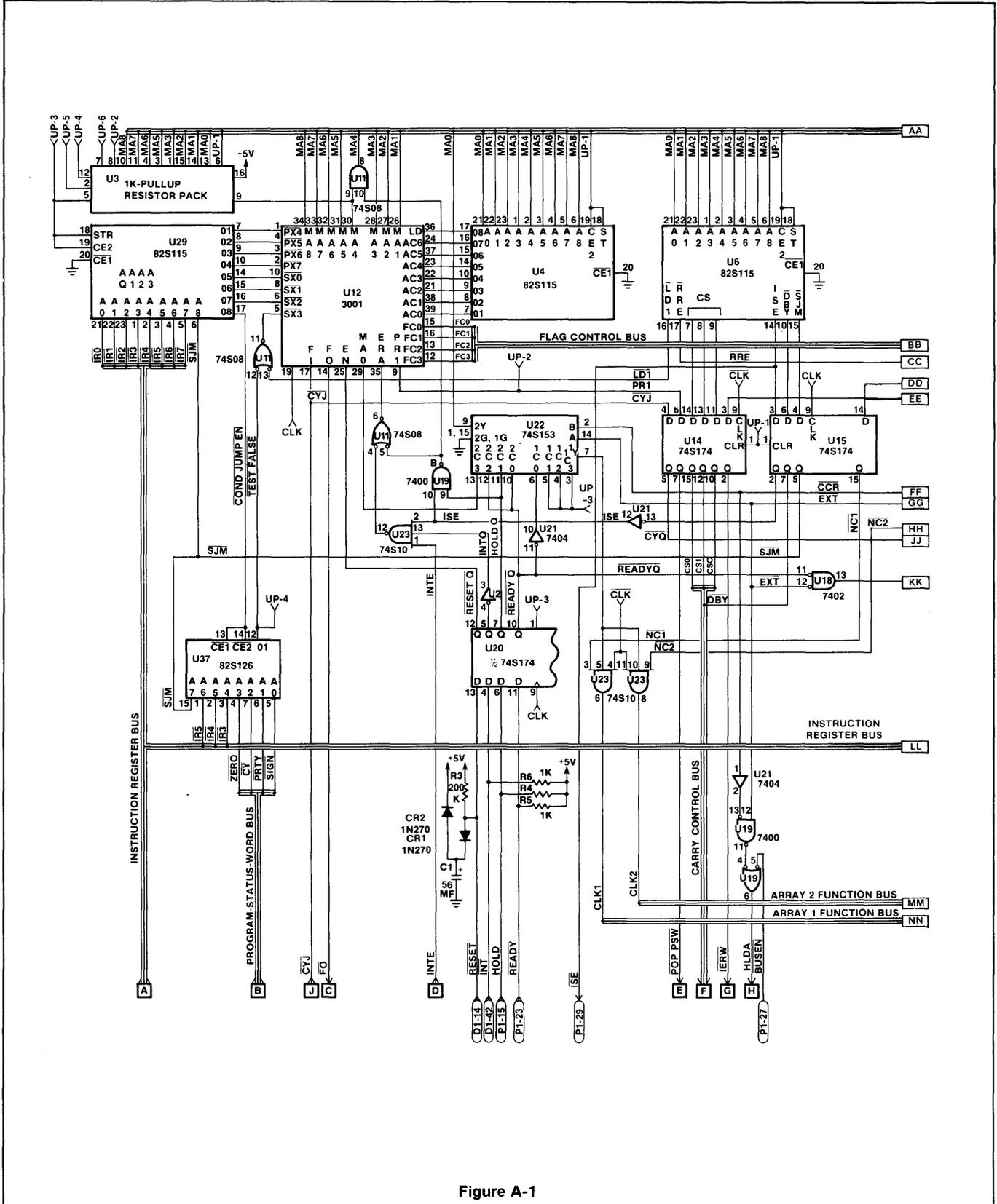


Figure A-1

LOGIC DIAGRAM (Cont'd)

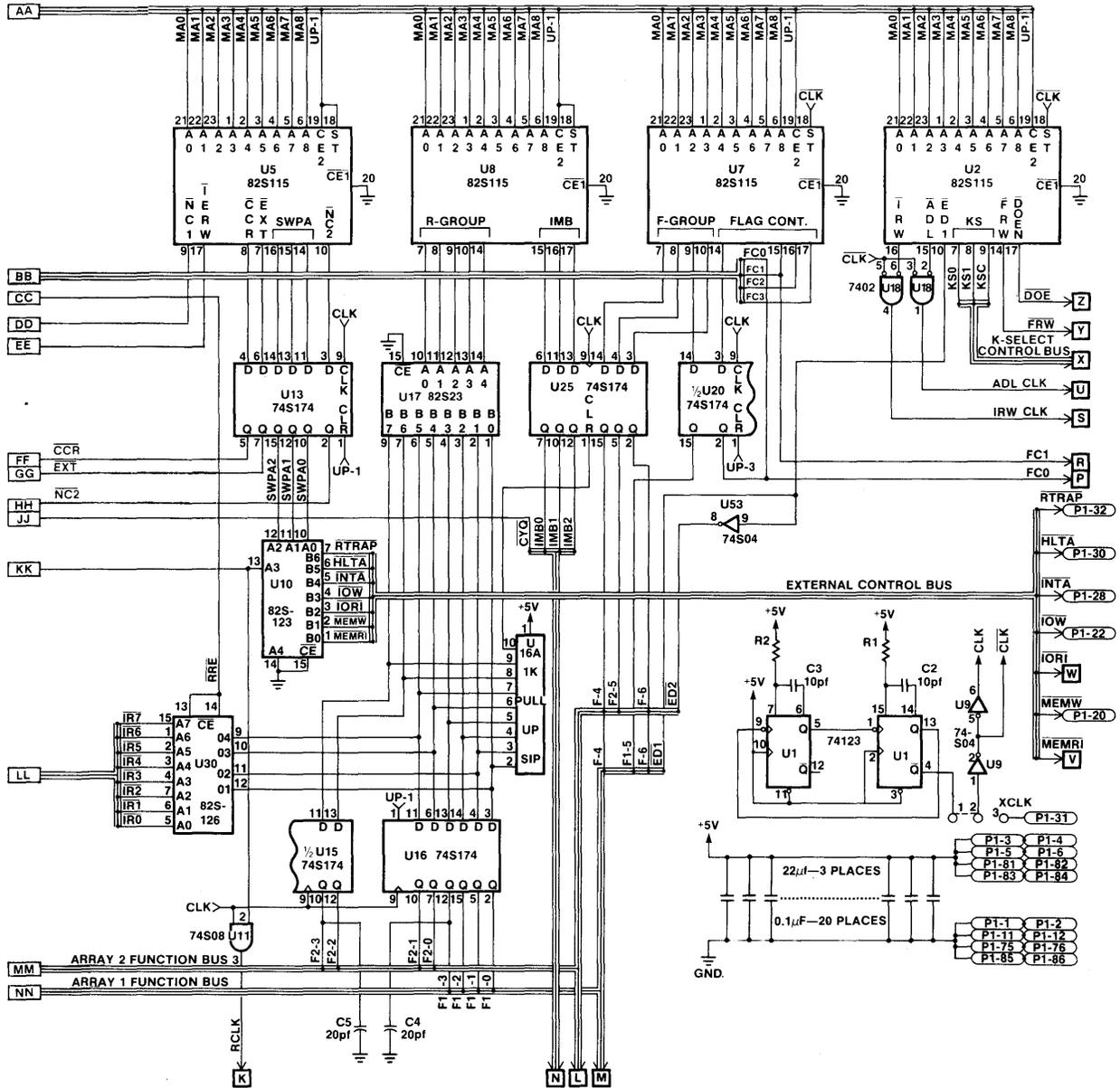


Figure A-1

**LOGIC DIAGRAM (Cont'd)**

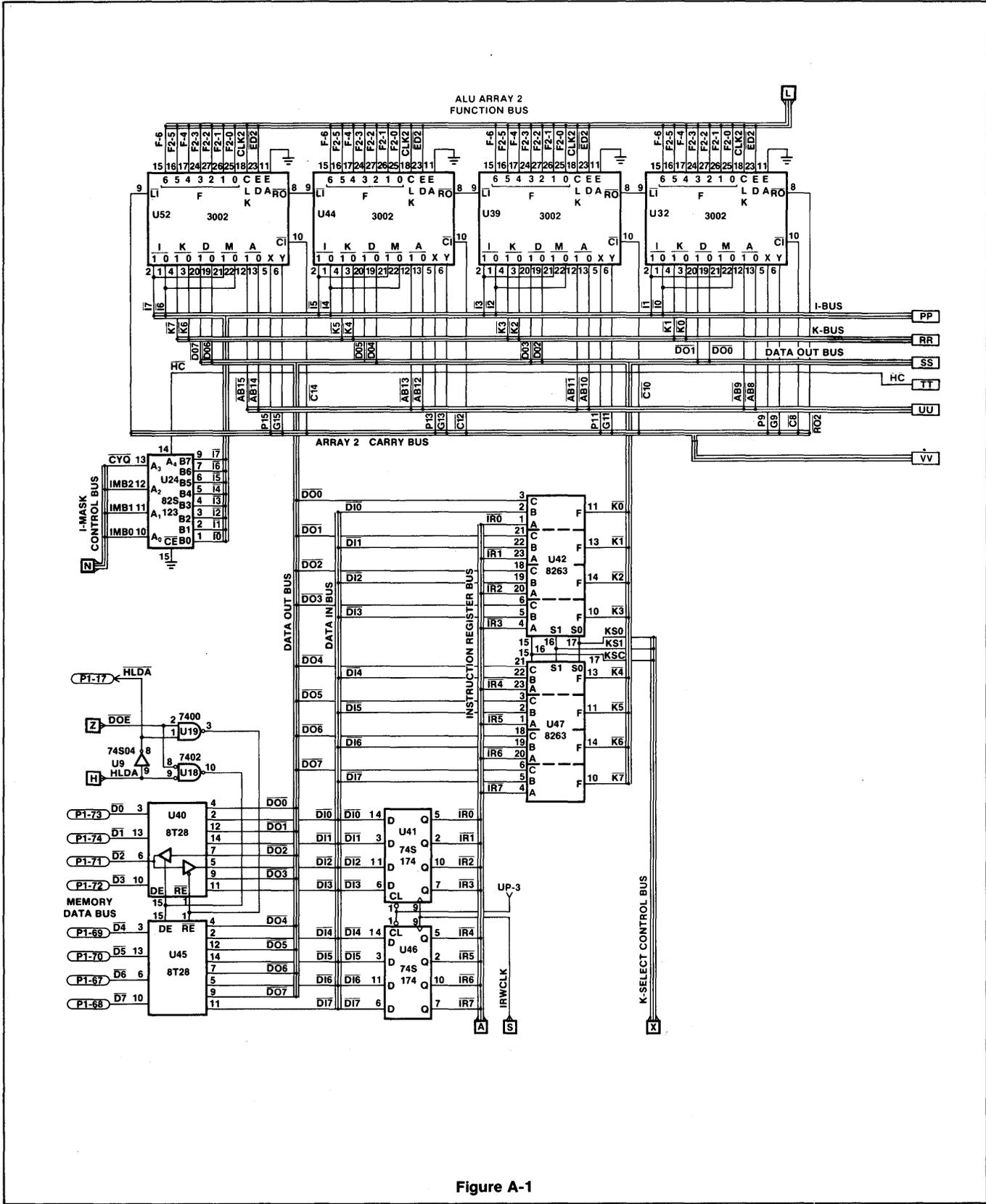


Figure A-1



# PARTS LIST

LIST OF MATERIALS			
QNT	PART NUMBER	DESCRIPTION	ITEM NO.
5	ICN-163-S3	Socket, IC, 16-Pin (Robinson Nugent) <sup>②</sup>	51
7	ICN-246-S4	Socket, IC, 24-Pin (Robinson Nugent) <sup>②</sup>	50
2	CM04ED200J03	CAP, FXD, MICA, 500V, 5%, 20pF (Sprague)	49
1		RES, FXD, CMPSN, 1/4W, 10%, 200K $\Omega$	48
1	D566S2B15M	CAP, FXD, TANTE L, 15V, 10%, 56 $\mu$ F (Dickson)	47
3	DI0GS2B15M	↑ ↑ , TANTE L, 15V, 20%, 22 $\mu$ F (Dickson)	46
20	5021ES50RD104M	↑ ↑ , CER, 50V, <sup>+80</sup> <sub>-20</sub> %, 0.1 $\mu$ F, (Emcon)	45
1	CM05CD030D03	↓ ↓ , MICA, 500V, $\pm$ 1/2pF, 3pF (Sprague)	44
1	CM05CD030D03	CAP, FXD, MICA, 500V, $\pm$ 1/2pF, 3pF (Sprague)	43
2	1N270	Diode, Germanium	42
1	Selected	RES, FXD <sup>③</sup>	41
1	Selected	RES, FXD <sup>③</sup>	40
5		RES, FXD, CMPSN, 1/4W, 10%, 1000 $\Omega$	39
1	CDP-16-02-102K	Resistor Network (DIP) 1K $\Omega$ (Dale)	38
1	CSP-10E-01-102K	Resistor Network (SIP) 1K $\Omega$ (Dale)	37
1	Spare	Integrated Circuit	36
1	82S126-U37	↑ ↑	35
1	82S126-U30	↑ ↑	34
1	82S123-U24	↑ ↑	33
1	82S123-U10	↑ ↑	32
1	82S115-U29	↑ ↑	31
1	↑ -U8	↑ ↑	30
1	↑ -U7	↑ ↑	29
1	↑ -U6	↑ ↑	28
1	↑ -U5	↑ ↑	27
1	↑ -U4	↑ ↑	26
1	82S115-U2	↑ ↑	25
3	8T97	↑ ↑	24
2	8T28	↑ ↑	23
1	DM8613	↑ ↑	22
3	8263	↑ ↑	21
1	82S23-U17	↑ ↑	20
1	N74S280A	↑ ↑	19
3	N74S182B	↑ ↑	18
11	N74S174B	↑ ↑	17
2	N74S157B	↑ ↑	16
1	N74S153B	↑ ↑	15
1	N74S133B	↑ ↑	14
1	N74123AB	↑ ↑	13
2	N7475B	↑ ↑	12
1	N74S10A	↑ ↑	11
1	N74S08A	↑ ↑	10
3	N74S04A	↑ ↑	9
1	N74S02A	↑ ↑	8
1	N7400A	↑ ↑	7
8	N3002XL	↑ ↑	6
1	N3001I	↑ ↑	5
8	ICN-286-S4	Integrated Circuit	4
1	ICN-406-S4	Socket, IC, 28-Pin (Robinson Nugent)	3
REF		Socket, IC, 40-Pin (Robinson Nugent)	2
1		User Manual <sup>②</sup>	1
		Printed Wiring Board <sup>②</sup>	

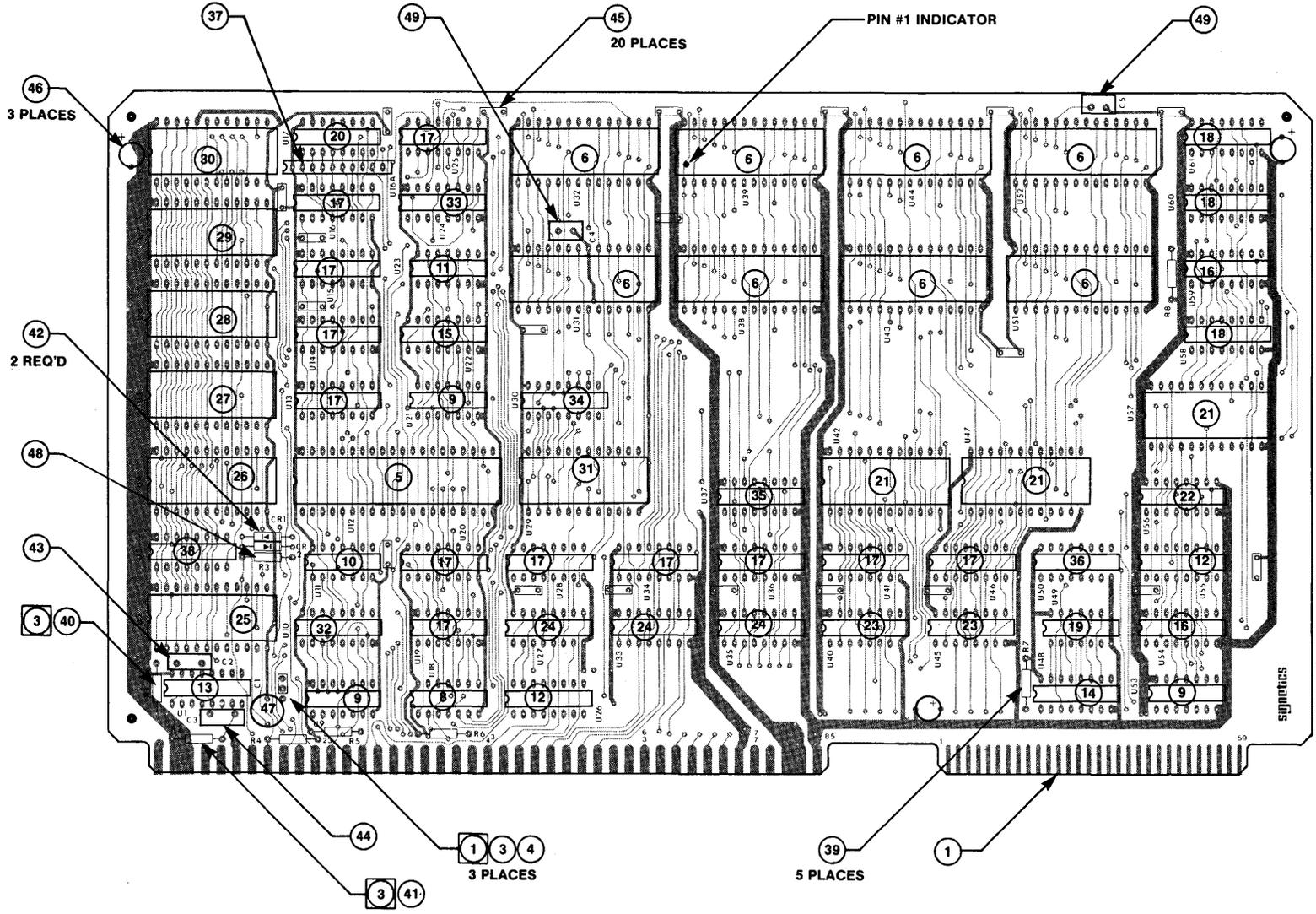
NOTES (See references to notes in Figure A-2)

- ① For internal clock, Jumper #1 to #2. For internal clock, Jumper #2 to #3.
- ② Use sockets as necessary for PROMs and LSI parts: items number 5, 6, 20, 25 through 35.
- ③ Resistor value selected for appropriate timing.

ITEM 40 (R1)	ITEM 41 (R2)	
3.1K $\Omega$	4.3K $\Omega$	

Figure A-2

PC BOARD—COMPONENT SIDE



- Indicates item no. from parts list
- Indicates note no. from parts list

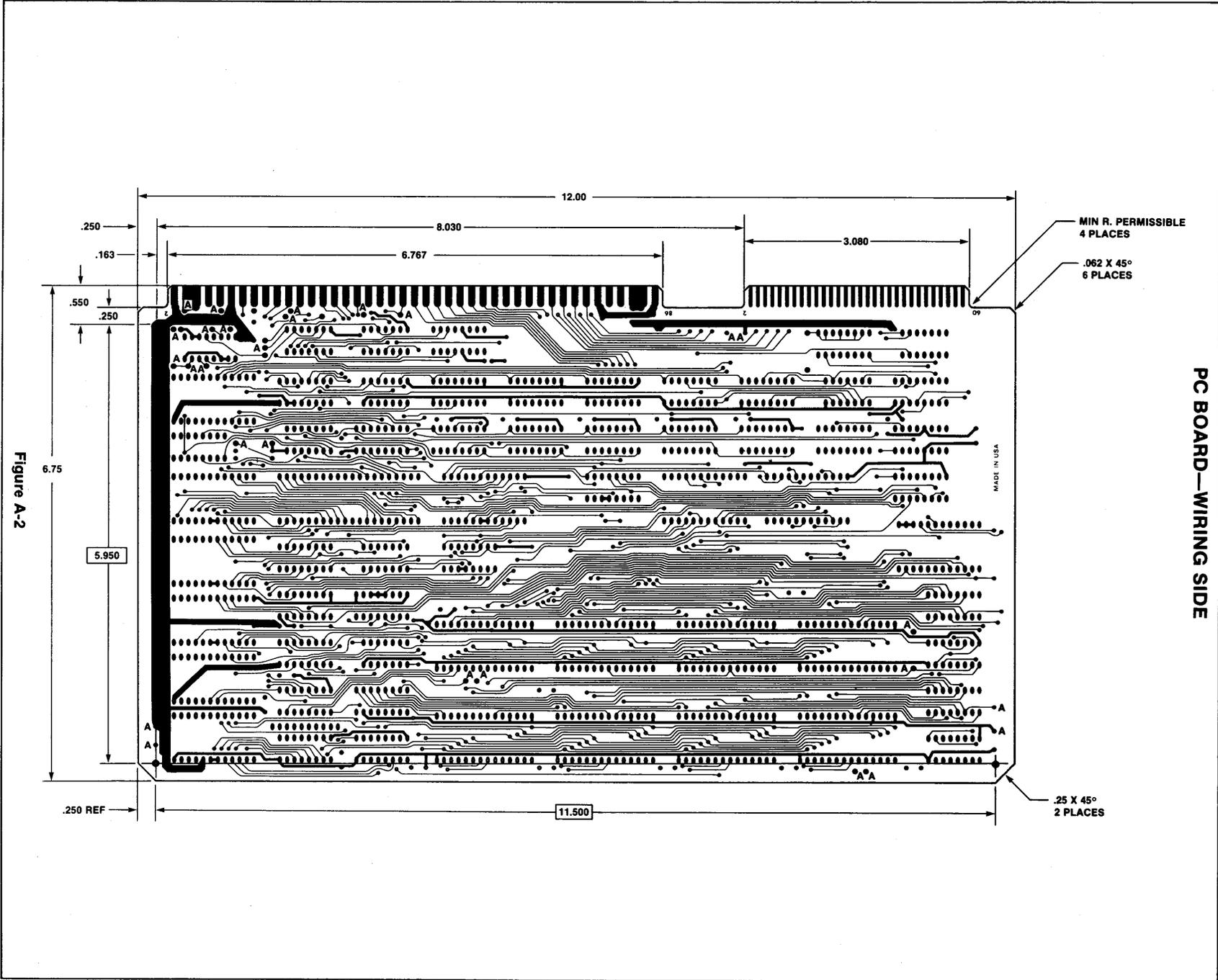


Figure A-2

PC BOARD—WIRING SIDE

## PC BOARD PIN-OUT AND SIGNAL DESCRIPTIONS

### Mating Edge Connectors

The 8080 Emulator communicates with other system modules via an 86-pin double-sided edge connector (P1). (See Table A-1) This edge connector will accept any of the following mating connectors:

1. CDC VPBO1E43A000A1
2. Microplastics MP-0156-43-BW-4 or
3. ARCO AE 443WP1.

### Signal Description

$\bar{A}_{(15-0)}$  output

#### ADDRESS BUS

The Address Bus provides addressability of up to 65K of memory.  $\bar{A}_{(7-0)}$  are used to access I/O PORT. The

$\bar{D}_{(7-0)}$  bidi-  
rectional

READY input

Address Bus is driven by tri-state bus drivers. ( $\bar{A}_0 =$  LSB)

#### DATA BUS

The Data Bus is an 8-bit bidirectional bus used to transmit/receive information to/from memory or an I/O PORT. ( $\bar{D}_0 =$  LSB)

#### READY

Ready is returned to the CPU by the memory or I/O port to indicate that requested data is valid on the Data Bus. Ready is used to synchronize the 8080 Emulator with slower memory and I/O devices. During a fetch cycle, the CPU idles

HOLD input

in a dynamic wait loop until Ready is returned.

#### HOLD

Hold is a request for external control of the 8080 Emulator's Address and Data Buses. When Hold is activated, the CPU finishes the current instruction, fetches the next instruction, and then enters the Hold state. During the Hold state, the 8080 Emulator's Address and Data Buses are placed in the high impedance state and interrupt requests are ignored. Hold is recognized when the CPU is in the Halt state. See Figure A-3.

	COMPONENT SIDE			CIRCUIT SIDE		
	PIN	MNEMONIC	DESCRIPTION	PIN	MNEMONIC	DESCRIPTION
POWER SUPPLIES	1	GND	Signal GND	2	GND	Signal GND
	3	VCC	+5VDC	4	VCC	+5VDC
	5	VCC	+5VDC	6	VCC	+5VDC
	7	*		8	*	
	9	*		10	*	
	11	GND	Signal GND	12	GND	Signal GND
BUS CONTROLS	13	*		14	$\overline{\text{RESET}}$	Initialize
	15	HOLD		16	*	
	17	$\overline{\text{HLDA}}$	Hold Ack.	18	*	
	19	$\overline{\text{MEMR}}$	Mem Read Cmd.	20	$\overline{\text{MEMW}}$	Mem Write Cmd
	21	$\overline{\text{IOR}}$	I/O Read Cmd.	22	$\overline{\text{IOW}}$	I/O Write Cmd.
	23	$\overline{\text{READY}}$	XFER Ack.	24	*	
	25	*		26		Spare
	27	$\overline{\text{BUSEN}}$	Bus Enable	28	$\overline{\text{INTA}}$	Interrupt Ack.
	29	$\overline{\text{IST}}$	Interrupt Strobe	30	$\overline{\text{HLTA}}$	Halt Ack.
31	CLK	Clock	32	$\overline{\text{RTRAP}}$	Illegal Opcode Sig.	
INTERRUPTS	33	*		34	INTE	Interrupt Enable
	35	*		36	*	
	37	*		38	*	
	39	*		40	*	
	41	*		42	$\overline{\text{INT}}$	Interrupt Request
ADDRESS	43	$\overline{\text{A14}}$	Address Bus	44	$\overline{\text{A15}}$	Address Bus
	45	$\overline{\text{A12}}$		46	$\overline{\text{A13}}$	
	47	$\overline{\text{A10}}$		48	$\overline{\text{A11}}$	
	49	$\overline{\text{A8}}$		50	$\overline{\text{A9}}$	
	51	$\overline{\text{A6}}$		52	$\overline{\text{A7}}$	
	53	$\overline{\text{A4}}$		54	$\overline{\text{A5}}$	
	55	$\overline{\text{A2}}$		56	$\overline{\text{A3}}$	
57	$\overline{\text{A0}}$	58	$\overline{\text{A1}}$			
DATA	59	*	Data Bus	60	*	Data Bus
	61	*		62	*	
	63	*		64	*	
	65	*		66	*	
	67	$\overline{\text{D6}}$		68	$\overline{\text{D7}}$	
	69	$\overline{\text{D4}}$		70	$\overline{\text{D5}}$	
	71	$\overline{\text{D2}}$		72	$\overline{\text{D3}}$	
73	$\overline{\text{D0}}$	74	$\overline{\text{D1}}$			
POWER SUPPLIES	75	GND	Signal GND	76	GND	Signal GND
	77	*		78	*	
	79	*		80	*	
	81	VCC	+5VDC	82	VCC	+5VDC
	83	VCC	+5VDC	84	VCC	+5VDC
	85	GND	Signal GND	86	GND	Signal GND

Table A-1 PIN ASSIGNMENTS FOR CONNECTOR P1

\*Used by Intel MDS System.

**$\overline{\text{IOR}}$  output**

**INPUT/OUTPUT READ**

$\overline{\text{IOR}}$  designates a CPU request for data from an I/O device.  $\overline{\text{IOR}}$  indicates that the low-order eight bits of the Address Bus are valid and that the Data Bus is in an input mode. See Figure A-4.

**$\overline{\text{IOW}}$  output**

**INPUT/OUTPUT WRITE**

$\overline{\text{IOW}}$  signifies that the CPU wishes to write data to an I/O port.  $\overline{\text{IOW}}$  indicates that the low-order eight bits of the Address Bus ( $A_{(7-0)}$ ) are valid and that the Data Bus is in an output mode. See Figure A-5.

**$\overline{\text{INT}}$  input**

**INTERRUPT**

$\overline{\text{INT}}$  is a system interrupt request. It is recognized at the end of the instruction cycle when  $\overline{\text{IST}}$  is active.  $\overline{\text{INT}}$  is ignored if the CPU is in the Hold state or if the Interrupt Enable (INTE) flip-flop is reset. See Figure A-6.

**INTE output**

**INTERRUPT ENABLE**

INTE reflects the current status of the INTE flip-flop. The INTE flip-flop may be set and reset by the E1 and D1 instructions, respectively. The INTE flip-flop is reset by an interrupt request or a system reset. See Figure A-6.

**$\overline{\text{INTA}}$  output**

**INTERRUPT ACKNOWLEDGE**

$\overline{\text{INTA}}$  indicates CPU acknowledgment of an interrupt request.  $\overline{\text{INTA}}$  is used to gate a Restart instruction onto the Data Bus. See Figure A-6.

**$\overline{\text{IST}}$  output**

**INTERRUPT STROBE**

$\overline{\text{IST}}$  indicates that the last microcycle of the current instruction is being executed, and that the CPU will recognize interrupt requests (providing the INTE flip-flop is set). See Figure A-6.

**$\overline{\text{HLTA}}$  output**

**HALT ACKNOWLEDGE**

$\overline{\text{HLTA}}$  indicates that the CPU has entered the Halt state. See Figure A-7.

**$\overline{\text{BUSEN}}$  input**

**BUS ENABLE**

When active, both the Address Bus and Data Bus are enabled; when deactivated, both buses are placed in a high-impedance state.

**$\overline{\text{HLDA}}$  output**

**HOLD ACKNOWLEDGE**

$\overline{\text{HLDA}}$  indicates that the 8080 Emulator has entered the Hold state.

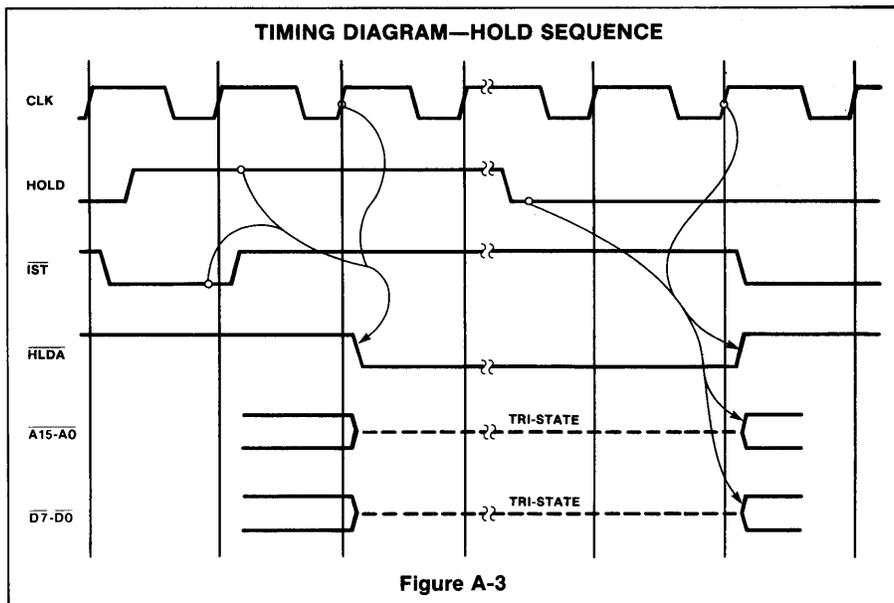


Figure A-3

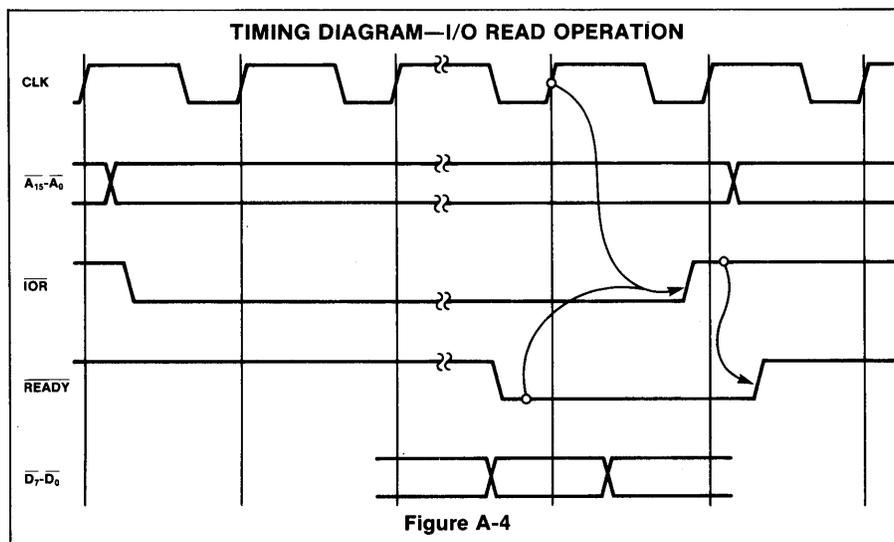


Figure A-4

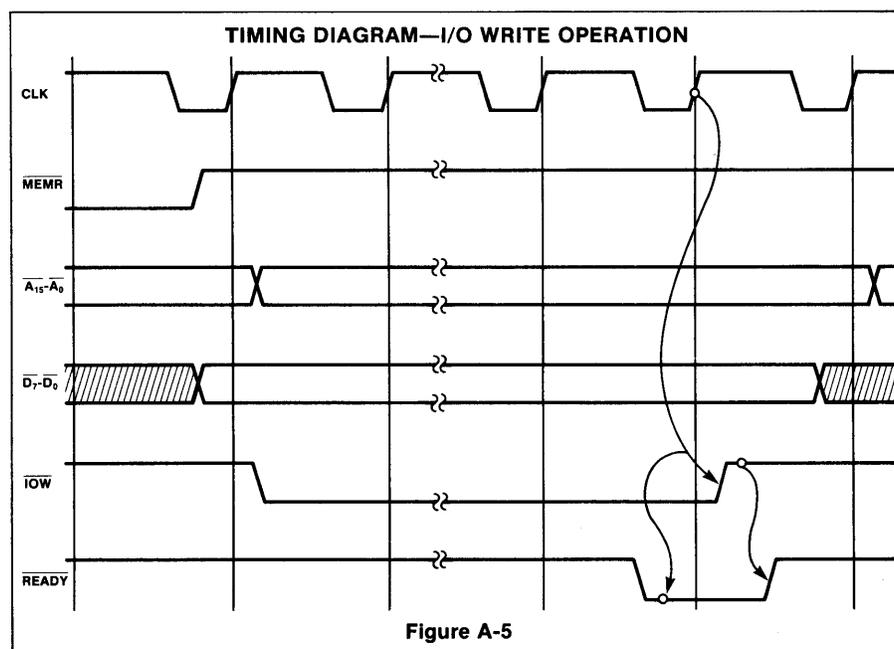
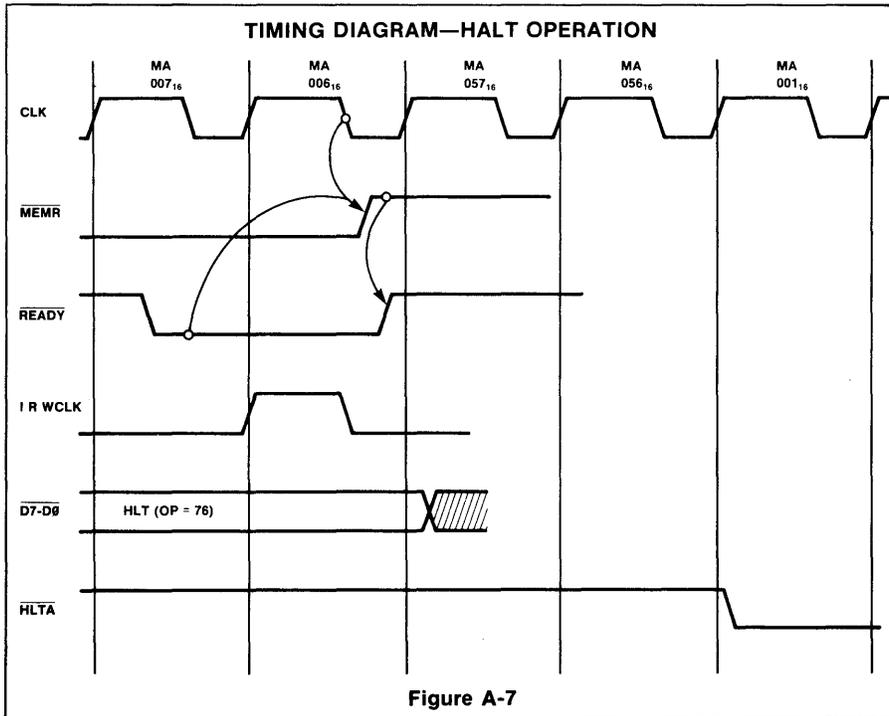
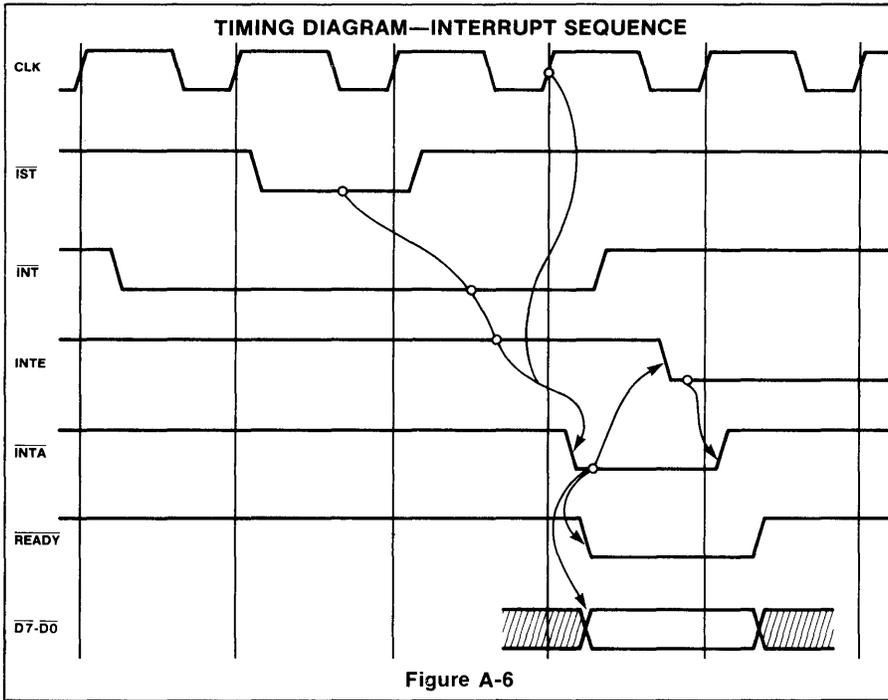


Figure A-5



**RESET input** **RESET**  
 RESET clears the program counter and resets both the INTE and HLDA flip-flops. Reset must be active for at least one clock period to insure CPU acknowledgment. See Figure A-8.

**MEMR output** **MEMORY READ**  
 MEMR designates a CPU request for memory data. MEMR indicates that the Address Bus is valid and that the Data Bus is in an input mode. See Figure A-9.

**MEMW output** **MEMORY WRITE**  
 MEMW signifies that the CPU wishes to write data into memory. MEMW indicates that the Address Bus is valid and that the Data Bus is in an output mode. See Figure A-10.

**RTRAP output** **RTRAP**  
 RTRAP indicates that an illegal op code has been received. When RTRAP is detected, the CPU will enter the Halt state.

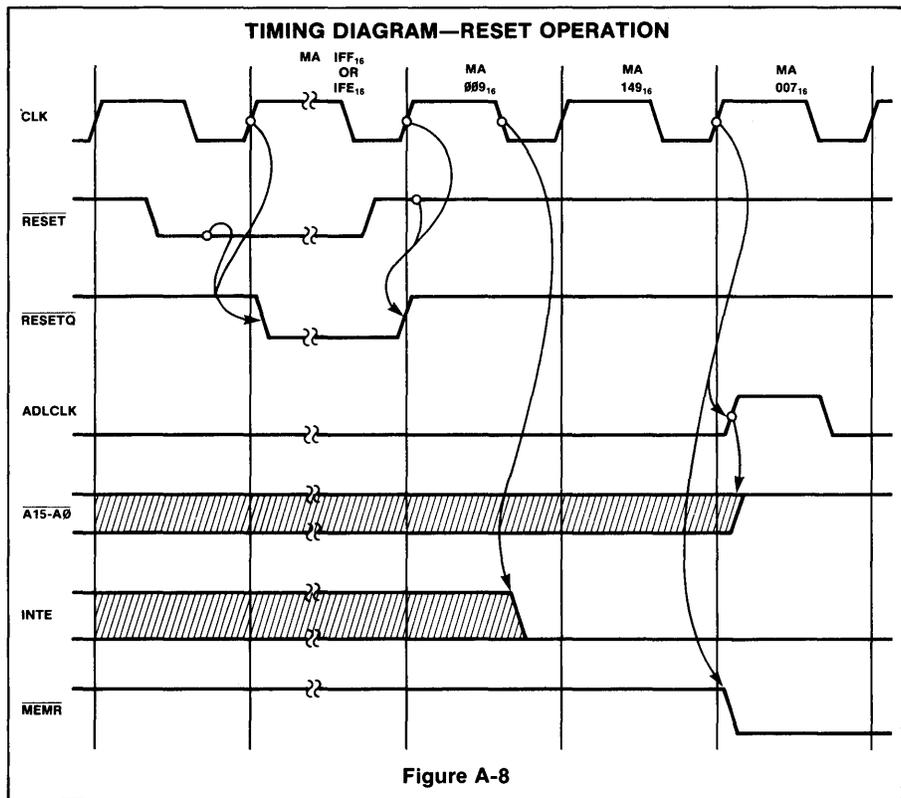


Figure A-8

## 8080 EMULATOR SYSTEM TIMING

The 8080 Emulator is a completely synchronous logic system. All signals input to and output from the Emulator are referenced to the system clock. The system clock is a simple single phase clock. The frequency of the clock determines the execution speeds of the various instructions (providing the CPU doesn't have to wait for slow memory or I/O). As long as the minimum time requirements for the positive and negative portions of the clock are met, there are no restrictions on frequency or duty cycle.

Figures A-3 through A-10 detail the relationship between the system clock and system interface signals for each of the basic machine operations.

## ELECTRICAL SPECIFICATIONS

### Electrical Characteristics

- **Power Supply Requirement**  
 User provided power supply should have the following ratings:

$$V_{CC} = 5V \pm 5\%; 5 \text{ Amps.}$$

- **Clock Frequency**

$$6.6\text{MHz (max)}$$

	MIN	MAX
tPWH	100ns	$\infty$
tPWL	50ns	$\infty$

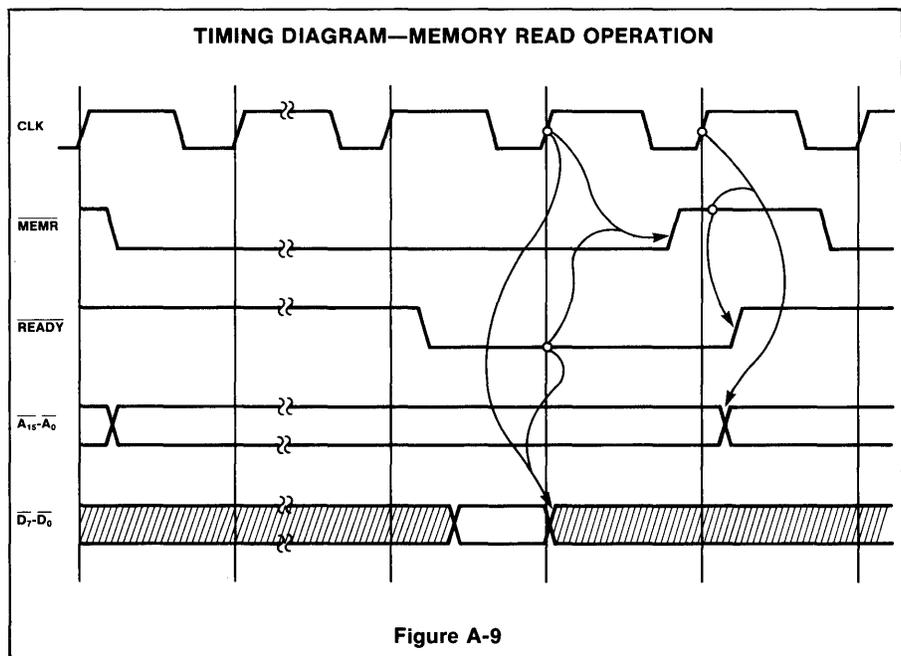
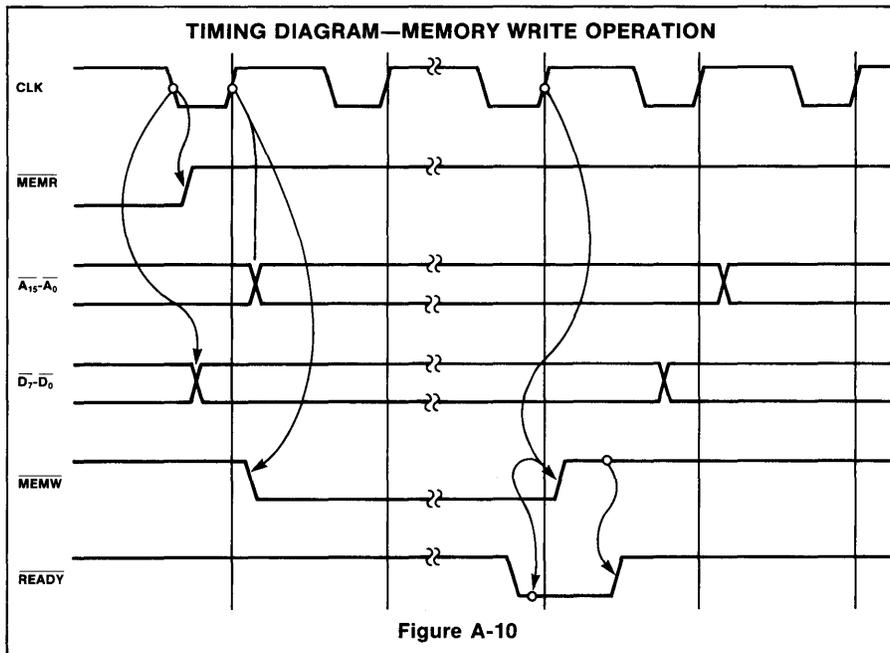


Figure A-9

- **Electrical Characteristics for Input and Output Signals**  
 Table A-2 shows where to obtain electrical characteristics data for output drivers and input receivers.



SIGNAL NAMES	INPUT OR OUTPUT	DEVICE TYPE	REFERENCE (BY VENDOR NAME)
BUSEN	Input	7400	Signetics Data Manual
XCLK*	Input	74S04	Signetics Data Manual
XCLK*	Output	74123	Signetics Data Manual
RTRAP	Output	82S123	Signetics Data Manual
HLTA	Output	82S123	Signetics Data Manual
INTA	Output	82S123	Signetics Data Manual
IOW	Output	82S123	Signetics Data Manual
MEMW	Output	82S123	Signetics Data Manual
RESET	Input	74S174	Signetics Data Manual
INT	Input	74S174	Signetics Data Manual
HOLD	Input	74S174	Signetics Data Manual
READY	Input	74S174	Signetics Data Manual
D7-D0	Input and Output	8T28	Signetics Data Manual
A15-A0	Output	8T97	Signetics Data Manual
MEMR	Output	8T97	Signetics Data Manual
IOR	Output	8T97	Signetics Data Manual
INTE	Output	DM8613	National Semiconductor Digital Manual

**\*NOTE**

XCLK is a clock signal which can be provided by the user (input) or generated internally (output) via jumper options as shown in assembly drawing. (Figure A-2)

**Table A-2 ELECTRICAL CHARACTERISTICS FOR INPUT AND OUTPUT SIGNALS**



## APPENDIX B PROM TRUTH TABLES

The 8080 Emulator makes extensive use of PROM based design techniques. The 8080 op codes are translated into a starting address for microroutines by a PROM (address mapping); fields of the microinstruction address control PROMs (control field

expansion); jump decisions based on status conditions are made by a PROM (random logic decode); and the microprogram itself resides in PROM (program storage).

While PROM design techniques greatly sim-

plify a system's schematic diagram, they add another element to its documentation package. This element is the PROM truth table. Appendix B presents the truth tables for each of the 8080 Emulator's PROMs.

ADDRESS	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	} Lower order 4-bit address (0 <sub>16</sub> -F <sub>16</sub> )	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	} 256 preprogrammed 4-bit data patterns represented in hex characters.
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
3	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
6	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
7	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
8	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	
9	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	
A	1	1	0	0	1	1	0	0	1	1	0	0	1	1	0	0	0	
B	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	0	
C	1	1	1	1	0	0	0	0	1	1	1	1	0	0	0	0	0	
D	0	0	0	0	1	1	1	0	0	0	0	0	1	1	1	1	1	
E	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	
F	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	

Higher order 4-bit address (0<sub>16</sub>-F<sub>16</sub>)

For example: Address = D5

**Table B-1** CONDITIONAL JUMP CONTROL PROM

LOCATION U37 DEVICE TYPE Signetics 82S126 (256 words X 4-bit PROM)

ADDRESS	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	} Lower order 4-bit address (0 <sub>16</sub> -F <sub>16</sub> )	
0	0	0	0	0	0	0	A	0	0	0	0	0	0	0	0	0	0	} 256 preprogrammed 4-bit data patterns represented in hex characters.
1	0	0	0	0	A	0	A	0	0	0	A	0	A	0	A	0	0	
2	0	0	0	0	0	0	0	0	0	0	5	0	0	0	5	0	0	
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
4	0	0	2	8	1	4	0	0	0	0	2	8	1	4	0	0	0	
5	0	0	2	8	1	4	0	0	0	0	2	8	1	4	0	0	0	
6	0	0	2	8	1	4	0	0	0	0	2	8	1	4	0	0	0	
7	0	0	2	8	1	4	0	0	0	0	2	8	1	4	0	0	0	
8	0	A	2	8	1	4	0	0	A	0	2	8	1	4	0	0	0	
9	2	2	0	A	1	6	0	2	8	8	A	0	9	4	8	0	0	
A	1	1	2	9	0	5	0	1	4	6	8	5	0	4	0	0	0	
B	0	0	2	8	1	4	0	0	0	0	2	8	1	4	0	0	0	
C	0	0	0	0	F	0	F	0	0	0	0	0	F	0	F	0	0	
D	0	2	2	2	A	A	A	0	0	8	8	8	A	A	A	0	0	
E	0	1	1	1	5	5	5	0	0	4	4	4	5	5	5	0	0	
F	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

Higher order 4-bit address (0<sub>16</sub>-F<sub>16</sub>)

For example: Address = A8  
Data = 4

**Table B-2** OP CODE REGISTER CONTROL PROM

LOCATION U30 DEVICE TYPE Signetics 82S126 (256 words X 4 bits PROM)

ADDRESS	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	} Lower order 4-bit address (0 <sub>16</sub> -F <sub>16</sub> )
0 1 Higher order 1-bit address	00	BF	00	99	99	C7	FF	00	00	BF	FF	F9	99	C7	FF	00	
	00	BF	00	9F	99	C7	FF	00	00	BF	FF	FF	99	C7	FF	00	

For example: Address = 19  
Data = BF

**Table B-3 I-BUS MASK PROM**

LOCATION U24 DEVICE TYPE 82S123 (32 words X 8 bits)

ADDRESS	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	FF	9F	DF	EF	F7	FB	FD	FE	FF							
1	FF															

**Table B-4 MEMORY AND I/O CONTROL PROM**

LOCATION U10 DEVICE TYPE Signetics 82S123 (32 words X 4 bits)

ADDRESS	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	00	11	22	33	44	55	66	77	88	99	AA	BB	CC	DD	EE	FF
1	3C	C3	CB	CF	AC	3D	D3	00	00	00	00	DC	CD	FE	EF	FF

**Table B-5 MICROCODE REGISTER CONTROL PROM**

LOCATION U17 DEVICE TYPE Signetics 82S23

		PROM U7		PROM U8		PROM U2		PROM U5		PROM U6		PROM U4														
		V	---	V	---	V	---	V	---	V	---	V	---													
		8-7,6-5,4-1	8-6, 5-1	8, 7, 6, 5, 4, 3-1	8, 7-5, 4, 3, 2, 1	8, 7, 6, 5, 4, 3-1	8, 7-1																			
		FO	FI	FGP	IMB	RGP	DOE	IRW	ADL	FRW	ED1	KS	IER	SW PA	NC2	NC1	CCR	EXT	RRE	LD2	SJM	IST	DBY	CS	LD	AC
ADDRESS		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F									
000		16	31	26	26	26	26	F8	36	26	14	FA	3A	00	00	00	00									
001		24	25	0C	27	26	26	26	26	26	27	26	26	13	12	0C										
002		22	22	22	22	22	22	17	23	23	23	23	23	23	23	24										
003		7A	7A	24	25	FF	26	24	24	13	0F	FF	0A	13	14	FF	3E									
004		10	11	31	32	32	27	FF	11	26	0A	10	FF	12	10	13	13									
005		0A	15	79	0F	09	34	21	36	FF	0F	15	0A	09	27	0C	26									
006		28	30	28	32	28	34	28	36	28	38	28	3A	28	3C	28	3E									
007		00	17	00	00	00	00	00	00	00	08	00	00	26	26	26	26									
008		27	00	00	00	26	26	26	00	27	78	65	3A	00	00	00	00									
009		35	14	04	39	66	33	10	36	3F	38	37	00	7B	12	10	3E									
00A		0B	80	13	32	60	34	26	72	3F	38	3D	3A	7A	3C	39	03									
00B		31	72	6A	32	33	34	27	36	3A	38	37	3D	27	3C	3B	3E									
00C		13	13	26	00	26	00	39	12	37	38	65	3A	38	3C	78	11									
00D		26	30	26	32	26	34	26	36	26	38	26	3A	3E	3C	6F	3E									
00E		26	30	26	32	26	34	26	36	26	38	26	3A	26	3C	26	3E									
00F		26	30	31	32	27	34	27	36	3B	38	7F	3A	35	3C	27	3E									
010		33	3F	31	32	41	34	3C	36	35	38	37	39	3B	26	11	3E									
011		33	30	13	32	13	00	3B	36	34	13	27	3A	3B	3C	3C	39									
012		08	30	35	32	37	34	31	36	08	38	39	3A	7A	6B	31	3E									
013		32	30	26	12	14	30	00	00	26	26	63	3A	7B	30	F8	3E									
014		33	30	13	32	35	36	37	38	3A	27	26	00	00	26	00	00									
015		00	27	26	32	00	00	00	00	11	38	3B	3D	3E	3C	3F	16									
016		21	30	47	34	55	00	00	00	00	15	39	3A	3B	3C	3D	3E									
017		34	30	35	36	32	5E	34	24	00	00	00	00	00	00	00	00									
018		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00									
019		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00									
01A		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00									
01B		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00									
01C		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00									
01D		00	00	00	00	00	00	26	36	00	00	00	00	00	00	00	00									
01E		21	1E	00	00	00	00	1D	1E	00	00	00	00	00	00	00	00									
01F		00	2B	00	00	00	00	2B	1F	00	00	00	00	00	00	29	29									

Lower order 4-bit address (0<sub>16</sub> - F<sub>16</sub>)

512 preprogrammed 8-bit data patterns represented in hex characters.

Higher order 5-bit address (00<sub>16</sub> - 1F<sub>16</sub>)

For example: Address = 1D7<sub>16</sub>  
Data = 36<sub>16</sub>

Table B-6 PARTIAL MICROCODE

LOCATION U4 DEVICE TYPE Signetics 82S115 (512 words X 8-bit PROM)

<div style="display: flex; justify-content: space-around; font-size: small;"> <span>PROM U7</span> <span>PROM U8</span> <span>PROM U2</span> <span>PROM U5</span> <span>PROM U6</span> <span>PROM U4</span> </div> <div style="display: flex; justify-content: space-around; font-size: x-small; margin-top: 5px;"> <span>V - - - - - V</span> <span>V - - - - - V V</span> </div> <div style="display: flex; justify-content: space-around; font-size: x-small; margin-top: 5px;"> <span>8-7,6-5,4-1</span> <span>8-6, 5-1</span> <span>8, 7, 6, 5, 4, 3-1</span> <span>8, 7-5, 4, 3, 2, 1</span> <span>8, 7, 6, 5, 4, 3-1</span> <span>8, 7-1</span> </div> <div style="display: flex; justify-content: space-around; font-size: x-small; margin-top: 5px;"> <span>FO</span> <span>FI</span> <span>FGP</span> <span>IMB</span> <span>RGP</span> <span>DOE</span> <span>IRW</span> <span>ADL</span> <span>FRW</span> <span>ED1</span> <span>KS</span> <span>IER</span> <span>SW PA</span> <span>NC2</span> <span>NC1</span> <span>CCR</span> <span>EXT</span> <span>RRE</span> <span>LD2</span> <span>SJM</span> <span>IST</span> <span>DBY</span> <span>CS</span> <span>LD</span> <span>AC</span> </div>																
ADDRESS	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000	FF	EF	EB	EB	EF	EF	D3	EF	E3	F3	BF	DF	00	00	00	00
001	7B	7A	FB	EB	EB	EB	EB	EB	EB	E3	67	E3	F3	7F	F3	
002	FB	FB	FD	FD	FC	FC	FC	FD	FB	FB	FD	FD	FC	FC	FC	FD
003	7F	7F	7B	7A	FF	63	FB	FB	7F	FF	7F	FB	5F	F2	F3	DB
004	FF	FB	F3	FF	F3	E2	B7	FF	EF	77	F7	FF	DF	7F	FF	F8
005	FF	FF	F7	7F	F3	FF	EF	FF	BB	7F	FF	7F	D7	E8	D7	EF
006	FF	FB	FF	FB	FF	FD	FF	FD	FF	FC	FF	FC	FF	FC	FD	FF
007	00	FB	00	00	00	00	00	00	00	D7	00	00	EB	6B	6B	EB
008	E3	00	00	00	E3	E3	E3	00	E3	FF	F7	FF	00	00	00	00
009	F7	FB	F3	FF	FF	F7	F7	FF	F7	FF	F7	00	F3	FF	FF	FF
00A	FB	FB	F3	FB	FF	FB	EF	FB	F3	7F	FF	FB	F3	DF	F3	DB
00B	F8	DB	F3	FB	F3	FF	F3	F3	FF	FF	F7	F3	F3	FB	F7	FF
00C	FF	FF	EB	00	EF	00	7F	FF	F7	FF	F3	FF	FF	FF	FF	FF
00D	EB	FB	FB	FB	FF	FB										
00E	EB	FB	EB	FB	EB	FB	EB	FC	EB	FD	EB	FC	EB	FC	EB	FD
00F	E3	FB	F7	FF	F3	F3	F3	F3	FF	FB	F3	FF	FF	FF	F3	F3
010	FF	FF	F7	FF	FF	FC	F7	F7	FB	FB	FF	FF	F7	7F	F7	FF
011	FF	FF	F3	FF	F1	00	F7	FB	FB	FF	F3	F3	FF	FF	F7	F3
012	F3	F7	F7	FF	FF	FF	F7	FF	F3	F7	F7	FF	F7	F3	F7	FF
013	F3	FF	E3	F7	FB	FF	00	00	6F	E3	F7	FF	F3	FF	D3	FF
014	FF	FF	F3	FF	F1	FB	FF	FB	FF	F3	EB	00	00	E2	00	00
015	00	E6	EB	FB	00	00	00	00	F1	FB	FF	FB	FB	F1	F1	FB
016	FF	FF	F1	FB	FF	00	00	00	00	F1	FB	F1	FB	F1	FB	F1
017	FB	FB	F3	FB	FF	FB	FB	FD	00	00	00	00	00	00	00	00
018	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
019	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01A	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01B	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01C	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01D	00	00	00	00	00	00	EF	FF	00	00	00	00	00	00	00	00
01E	EF	FF	00	00	00	00	FF	FF	00	00	00	00	00	00	00	00
01F	00	FF	00	00	00	00	FF	FF	00	00	00	00	00	00	FB	FB

Lower order  
4-bit address  
(0<sub>16</sub> - F<sub>16</sub>)

For example: Address = 12D<sub>16</sub>  
Data = F3<sub>16</sub>

Higher order  
5-bit address  
(00<sub>16</sub> - 1F<sub>16</sub>)

512 preprogrammed 8-bit data patterns represented in hex characters.

**Table B-7 PARTIAL MICROCODE**

LOCATION U6 DEVICE TYPE Signetics 82S115 (512 words X 8-bit PROM)

ADDRESS	<div style="display: flex; justify-content: space-between; font-size: small;"> <span>PROM U7</span> <span>PROM U8</span> <span>PROM U2</span> <span>PROM U5</span> <span>PROM U6</span> <span>PROM U4</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>V - - - - V</span> <span>V - - - V V</span> <span>V - - - - - V</span> <span>V - - - - - V</span> <span>V - - - - - V</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>8-7,6-5,4-1</span> <span>8-6, 5-1</span> <span>8, 7, 6, 5, 4, 3-1</span> <span>8, 7-5, 4, 3, 2, 1</span> <span>8, 7, 6, 5, 4, 3-1</span> <span>8, 7-1</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>FO FI FGP IMB RGP DOE IRW ADL FRW ED1 KS IER</span> <span>SW PA NC2 NC1 CCR EXT</span> <span>RRE LD2 SJM IST DBY CS LD AC</span> </div>															
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000	FE	AF	FE	FE	FE	FE	FF	FE	FE	0F	8F	BE	00	00	00	
001	FB	F7	FF	FE	FA	FA	FA	F6	F6	F6	FE	FE	FE	FF	FF	
002	FF	FF	FF	FF	FF	FF	FF	FB	FF							
003	FF	FF	FB	F7	FF	FE	FF	FF	FF	FF	FE	FF	F3	FF	FE	
004	FF	FE	FF	FE	FE	FE	FF	FF	FE	FF	FF	FF	FF	7E	7E	
005	FF	FF	FF	FE	FF	FE	AF	FE	FF	FF	FF	FF	FE	FF	FE	
006	FF	FC	FF	FC	FF	FC	FF	FC	FF	FC	FF	FC	FF	FC	FE	
007	00	F7	00	00	00	00	00	00	00	00	00	FE	F6	FA	FE	
008	FF	00	00	00	8F	8F	8F	00	FF	FE	FF	FE	00	00	00	
009	8F	BF	8F	BF	FF	8F	8F	8F	BF	B4	8F	00	FE	8F	B8	
00A	FB	F7	FF	FE	8F	FA	8F	FE	FF	F4	FF	FE	FF	FA	FF	
00B	F7	FB	FF	FE	FF	FE	FF	CC	8F	FC	CF	DF	FF	DE	DF	
00C	FE	FE	FE	00	FE	00	FF	EE	EF	FE	FF	FE	8F	FE	FE	
00D	8B	FE	8B	FE	8B	FE	87	FE	87	FE	87	FE	8F	FE	EF	
00E	8F	FC	8F	FC	8F	FC	8F	FC	8F	FC	8F	FC	8F	FC	FC	
00F	8F	FE	FF	FE	FF	EC	FF	EE	F7	FE	EF	F8	EF	EE	FF	
010	FF	FF	FF	F4	87	EE	8F	FE	EF	E8	FF	EF	EF	FA	EF	
011	F7	FE	FF	F8	8F	00	EF	FE	8B	FF	FF	EC	EF	EE	FF	
012	8F	EC	FF	F4	EF	F8	EF	EE	8F	EC	EF	FE	FE	8F	EF	
013	FF	FE	FE	FF	8B	8F	00	00	F6	FE	FF	FE	FE	FE	FF	
014	BF	B4	FF	B8	8F	8F	8F	8F	8F	FF	8F	00	00	FE	00	
015	00	FE	8F	8B	00	00	00	00	8F	8B	F7	FB	8B	FC	8B	
016	9F	FE	87	87	8F	00	00	00	00	8F	8B	8F	8B	8F	8F	
017	8B	FA	8F	8F	8F	83	8B	FF	00	00	00	00	00	00	00	
018	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
019	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
01A	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
01B	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
01C	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
01D	00	00	00	00	00	00	8F	8D	00	00	00	00	00	00	00	
01E	AF	AD	00	00	00	00	8D	FE	00	00	00	00	00	00	00	
01F	00	BF	00	00	00	00	3F	FE	00	00	00	00	00	8F	8F	

Lower order  
4-bit address  
(0<sub>16</sub> - F<sub>16</sub>)

For example: Address = 07E<sub>16</sub>  
Data = FA<sub>16</sub>

Higher order  
5-bit address  
(00<sub>16</sub> - 1F<sub>16</sub>)

512 preprogrammed 8-bit data patterns represented in hex characters.

**Table B-8 PARTIAL MICROCODE**

LOCATION U5 DEVICE TYPE Signetics 82S115 (512 words X 8-bit PROM)

ADDRESS	<div style="display: flex; justify-content: space-between; font-size: small;"> <span>PROM U7</span> <span>PROM U8</span> <span>PROM U2</span> <span>PROM U5</span> <span>PROM U6</span> <span>PROM U4</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>V - - - - V</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>8-7-6-5-4-1</span> <span>8-6, 5-1</span> <span>8, 7, 6, 5, 4, 3-1</span> <span>8, 7-5, 4, 3, 2, 1</span> <span>8, 7, 6, 5, 4, 3-1</span> <span>8, 7-1</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>FO FI FGP IMB RGP</span> <span>DOE IRW ADL FRW ED1 KS</span> <span>IER SW PA</span> <span>NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC</span> </div>															
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000	FC	FC	A0	A8	AC	A4	DC	BC	AC	FC	FC	BC	00	00	00	00
001	F8	F8	F8	B8	F8	BC	F8									
002	F9	F9	FD	FD	F9	FD	F9	FC	F1	F1	F5	F1	F5	F1	F5	
003	FC	FC	FC	FC	FC	BC	FC	F8	FC	FC	FC	FA	FC	FC	DC	FA
004	FC	BC	DC	FC	FC	BC	F8	FC	BC	FC	F8	FC	FC	FC	BC	BC
005	FC	FC	F8	BC	DC	BC	FC	FC	FC	FC	FC	F8	BC	F8	BC	
006	DC	FA	DC	FA	DC	FE	DC	FE	DC	FA	DC	FE	DC	FA	DF	BC
007	00	F8	00	00	00	00	00	00	00	F8	00	00	B1	B8	B8	B9
008	DC	00	00	00	F8	F8	F8	00	DC	BC	D8	BC	00	00	00	00
009	F8	FC	FC	FC	FC	F8	F8	FC	F8	BB	F8	00	BC	FC	FC	BB
00A	F8	F8	DC	FA	FC	FA	FC	EA	DC	FA	DC	FA	DC	FA	FC	FA
008	F8	F4	DC	FA	DC	BC	DC	7C	FC	FA	58	FC	DC	FA	D8	FA
00C	FC	FC	BC	00	BC	00	FC	7C	58	BC	DC	BC	FC	BC	BC	FC
00D	F8	FA	F8	FA	F8	FA	F8	FA	F8	FA	F8	FA	0C	FA	6C	FA
00E	E8	FA	E8	FA	E8	FE	E8	FA	E8	FE	E8	FE	E8	FA	EC	FE
00F	FC	FA	D8	BC	DC	7C	DC	7C	DB	BC	54	FA	5C	74	DC	74
010	FC	FC	D8	FA	F9	74	F8	F8	54	7B	FC	7C	58	B1	58	FA
011	DB	BC	DC	BB	FC	00	50	BB	F9	FC	DC	74	54	7C	7C	F8
012	FC	70	D8	FA	7C	FA	50	7C	FC	78	58	BC	BC	F8	50	BC
013	DC	FC	BC	FC	F9	FC	00	00	B9	B8	DC	BC	BC	FC	DC	BC
014	FC	BB	DC	BB	FC	F8	FC	F8	FC	DC	F1	00	00	BC	00	00
015	00	BC	FD	F8	00	00	00	00	FC	F9	FC	FC	F9	BC	FC	F9
016	FC	FC	FC	F8	FC	00	00	00	00	FC	F9	FC	F9	FC	F9	FC
017	FC	BC	F8	FC	FC	F8	F8	F1	00	00	00	00	00	00	00	00
018	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
019	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01A	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01B	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01C	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01D	00	00	00	00	00	00	FC	FC	00	00	00	00	00	00	00	00
01E	FC	FC	00	00	00	00	FC	BC	00	00	00	00	00	00	00	00
01F	00	FC	00	00	00	00	FC	FC	00	00	00	00	00	00	FC	FC

Lower order 4-bit address (0<sub>16</sub>-F<sub>16</sub>)

For example:  
Address = OCE<sub>16</sub>  
Data = BC<sub>16</sub>

Higher order 5-bit address (00<sub>16</sub>-1F<sub>16</sub>)

512 preprogrammed 8-bit data patterns represented in hex characters.

**Table B-9 PARTIAL MICROCODE**

LOCATION U2 DEVICE TYPE Signetics 82S115 (512 words X 8-bit PROM)

ADDRESS	<div style="display: flex; justify-content: space-between; font-size: small;"> <span>PROM U7</span> <span>PROM U8</span> <span>PROM U2</span> <span>PROM U5</span> <span>PROM U6</span> <span>PROM U4</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>V - - - - V</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>8-7,6-5,4-1</span> <span>8-6, 5-1</span> <span>8, 7, 6, 5, 4, 3-1</span> <span>8, 7-5, 4, 3, 2, 1</span> <span>8, 7, 6, 5, 4, 3-1</span> <span>8, 7-1</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>FO FI FGP</span> <span>IMB RGP</span> <span>DOE IRW ADL FRW ED1 KS</span> <span>IER</span> <span>SW PA</span> <span>NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC</span> </div>															
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000	FF	FF	FB	FC	FF	FF	E4	FF	E4	E4	FF	FF	00	00	00	00
001	E3	E3	EC	EC	E0	E1	E2	E0	E1	E2	E2	E3	E3	E4	E3	E9
002	FE	FE	FE	FE	FE	FE	FE	FE	FD	FF						
003	F0	F1	E3	E3	FF	E3	EC	EC	E3	EC	E3	FF	E3	EE	E4	FF
004	E4	E4	E3	FF	E3	EE	E3	E2	FF	E3	E3	EC	E2	E3	FF	FF
005	F2	FF	E4	E3	E4	E2	FF	FF	E9	E3	E0	E3	E4	FF	E4	EE
006	EC	EE	EC	EE	EC	EE	EC	EE	EC	EE	EC	EE	EC	EE	FF	EC
007	00	2E	00	00	00	00	00	00	00	E4	00	00	EE	E3	E3	EE
008	E4	00	00	00	E0	E1	E2	00	E4	E2	E4	FF	00	00	00	00
009	FF	E4	E3	E4	EC	E4	FF	E3	E3	E4	E3	00	E3	E2	E3	E4
00A	9F	6F	E4	EE	FF	FF	FF	EE	E4	E3	ED	FF	ED	CB	ED	FF
008	EB	EC	E4	FF	E3	FF	E4	E4	EC	E9	E4	E4	E4	EE	E4	E9
00C	E4	E4	EC	00	FF	00	E3	E3	E3	E3	E4	FF	E3	F2	E2	E1
00D	E0	FF	E1	FF	E2	FF	E0	FF	E1	FF	E2	FF	ED	EF	FF	FF
00E	EC	FF	EC	FF	EC	FF	EC	FF	EC	FF	EC	FF	EC	FF	EC	FF
00F	E4	EE	E4	FF	E4	E4	E4	E4	E9	E9	E9	E9	FF	E9	E4	E4
010	E4	E3	E3	E4	E4	E4	FF	E4	BF	E3	E3	E3	E3	E3	E3	E4
011	E4	FF	E4	E4	EE	00	E4	FF	4E	E9	E4	E4	FF	FF	E3	E2
012	E4	E4	E3	E2	E3	E2	E4	FF	E4	E4	E4	FF	E3	E4	E4	FF
013	E4	FF	E4	E2	4E	E4	00	00	E3	E1	E3	FF	E3	E4	E4	FF
014	FF	E4	E4	E4	EE	E9	EC	E0	E9	E4	EE	00	00	EE	00	00
015	00	FF	EE	E0	00	00	00	00	EE	4E	EC	EC	4E	EE	EE	4E
016	FF	FF	EE	E0	EC	00	00	00	00	EE	4E	EE	4E	EE	4E	EE
017	EC	E0	E0	EC	E0	EC	E0	FF	00	00	00	00	00	00	00	00
018	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
019	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01A	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01B	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01C	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01D	00	00	00	00	00	00	FF	FF	00	00	00	00	00	00	00	00
01E	FF	FF	00	00	00	00	FF	FF	00	00	00	00	00	00	00	00
01F	00	FF	00	00	00	00	FF	FF	00	00	00	00	00	00	E4	E4

Lower order  
4-bit address  
(0<sub>16</sub>-F<sub>16</sub>)

Higher order  
5-bit address  
(00<sub>16</sub>-1F<sub>16</sub>)

For example:  
Address = 16E<sub>16</sub>  
Data = 4E<sub>16</sub>

512 preprogrammed 8-bit data patterns represented in hex characters.

**Table B-10 PARTIAL MICROCODE**

LOCATION U8 DEVICE TYPE Signetics 82S115 (512 words X 8-bit PROM)

ADDRESS	<div style="display: flex; justify-content: space-between; font-size: small;"> <span>PROM U7</span> <span>PROM U8</span> <span>PROM U2</span> <span>PROM U5</span> <span>PROM U6</span> <span>PROM U4</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>V-----V</span> <span>V-----V</span> <span>V-----V</span> <span>V-----V</span> <span>V-----V</span> <span>V-----V</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>8-7,6-5,4-1</span> <span>8-6, 5-1 8, 7, 6, 5, 4, 3-1 8, 7-5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7-1</span> </div> <div style="display: flex; justify-content: space-between; font-size: x-small; margin-top: 5px;"> <span>FO FI FGP</span> <span>IMB RGP DOE IRW ADL FRW ED1 KS IER SW PA</span> <span>NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC</span> </div>															
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000	FE	FE	F6	F6	FE	FE	F1	FE	F1	F1	FE	FE	00	00	00	00
001	10	10	20	60	F6	F6	F6	F6	F6	F6	F0	F6	F6	F1	F6	
002	07	47	07	47	08	0F	0E	3F	07	47	07	47	08	0F	0E	07
003	F0	F0	D0	D0	F6	F0	D0	10	F4	F0	F0	F6	F0	E0	F1	F6
004	F0	F6	F1	FE	F1	60	F1	FE	FE	F6	F1	F0	F1	F2	3E	FE
005	F0	76	F1	F1	F1	F1	FE	FE	F6	F0	F0	F6	F1	EE	F1	FF
006	F0	07	F0	47	F0	07	F0	47	F0	08	F0	0F	F0	0E	07	F0
007	00	F6	00	00	00	00	00	00	00	F1	00	00	F6	F6	F6	F6
008	F1	00	00	00	F6	F6	F6	00	F1	F1	F1	FE	00	00	00	00
009	F6	F6	F1	F6	F0	F0	F6	F1	F1	F9	F1	00	F1	F0	F1	F9
00A	07	F6	F1	F6	FE	F6	FE	C6	F1	F9	F1	F6	F1	F1	F1	F6
00B	3E	00	F1	F6	F1	FE	F1	F1	F0	F1	F1	F1	F1	F6	F1	F1
00C	F1	F1	70	00	FE	00	F0	F1	F1	F1	F1	FE	F1	F0	F1	F0
00D	F6	F6	F6	F6	F6	F6	F6	F6	F6	F6	F6	D0	F6	FE	16	
00E	F6	07	F6	47	F6	07	F6	09	F6	47	F6	0F	F6	0E	FE	07
00F	F1	F6	F1	FE	F1	F1	F1	F1	F6	F1	F1	FE	F1	F1	F1	F1
010	F6	F1	F1	F9	F1	F1	F0	F6	F6	F6	F1	F1	F1	F9	F1	F9
011	F1	FE	F1	F1	50	00	F1	F6	27	F0	F1	F1	FE	FE	F1	F6
012	F1	F1	F1	F9	F1	F9	F1	FE	F1	F1	F1	FE	F0	F6	F1	FE
013	F1	FE	F1	F6	27	F1	00	00	F9	F6	F1	FE	F1	F1	F1	FE
014	FE	F1	F1	F1	50	F6	F0	F6	F0	F1	F6	00	00	70	00	00
015	00	E0	F6	F7	00	00	00	00	50	27	F0	F6	27	20	50	27
016	FE	FE	10	70	F0	00	00	00	00	50	27	50	27	50	27	50
017	0F	F6	70	30	F0	E0	F7	07	00	00	00	00	00	00	00	00
018	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
019	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01A	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01B	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01C	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01D	00	00	00	00	00	00	FE	FE	00	00	00	00	00	00	00	00
01E	FE	FE	00	00	00	00	FE	FE	00	00	00	00	00	00	00	00
01F	00	FE	00	00	00	00	FE	FE	00	00	00	00	00	00	F6	F6

Lower order  
4-bit address  
(0<sub>16</sub>-F<sub>16</sub>)

For example:  
Address = 00B<sub>16</sub>  
Data = FE<sub>16</sub>

Higher order  
5-bit address  
(00<sub>16</sub>-1F<sub>16</sub>)

512 preprogrammed 8-bit data patterns represented in hex characters.

**Table B-11 PARTIAL MICROCODE**

LOCATION U7 DEVICE TYPE Signetics 82S115 (512 words X 8-bit PROM)

ADDRESS	Lower order 4-bit address (0 <sub>16</sub> -F <sub>16</sub> )															
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000	E5	00	00	00	00	00	E3	00	E5	00	B2	00	00	00	3B	00
001	E5	00	00	00	E0	00	E2	00	E5	00	B9	00	C4	00	1B	00
002	E5	00	00	00	C0	00	00	00	E5	00	B9	00	C6	00	2B	00
003	E5	00	EF	00	00	00	ED	00	E5	00	B9	00	EE	00	3B	00
004	D8	0A	D0	D8	D0	D8	D0	D8	D9	2A	D1	D9	D1	D9	D1	D9
005	DA	4A	D2	DA	D2	DA	D2	DA	DB	0A	D3	DB	D3	DB	D3	DB
006	DC	6A	D4	DC	D4	DC	D4	DC	DD	2A	D5	DD	D5	DD	D5	DD
007	DE	4A	D6	DE	D6	DE	D6	DE	DF	6A	D7	DF	D7	DF	D7	DF
008	00	00	83	80	83	80	83	80	E1	00	F1	F5	F1	F5	F1	F5
009	E6	45	00	00	E6	00	E6	00	E9	25	00	00	E9	00	E9	00
00A	E7	65	E7	00	00	00	E7	00	EA	45	00	EA	00	00	00	EA
00B	E8	05	E8	00	E8	00	00	00	EB	65	00	EB	00	EB	00	00
00C	00	80	C8	00	E4	FC	E5	00	00	00	05	25	00	00	81	00
00D	00	82	EE	00	E4	81	E5	00	D7	81	EF	00	00	00	81	00
00E	00	82	EE	00	E4	00	E5	00	EC	81	EF	00	00	E1	81	00
00F	00	82	EE	00	E4	00	E5	00	ED	81	EF	00	00	E1	81	00
010	B5	90	8E	3F	B1	3E	C5	3B	B5	92	B9	3F	B0	3E	A3	3B
011	B5	94	A5	3F	C5	3E	C5	3B	B5	96	B9	3F	C3	3E	A3	3B
012	B5	98	FF	3F	A7	3E	FF	3B	B5	9A	B9	3F	A7	3E	A3	3B
013	B5	9C	BF	3F	FF	3E	BB	3B	B5	9E	B9	3F	BE	3E	A3	3B
014	B4	AD	CE	CF	CE	CF	CE	CF	B4	AD	CE	CF	CE	CF	CE	CF
015	B4	AD	CE	CF	CE	CF	CE	CF	B4	AD	CE	CF	CE	CF	CE	CF
016	B4	AD	CE	CF	CE	CF	CE	CF	B4	AD	CE	CF	CE	CF	CE	CF
017	B4	AD	CE	CF	CE	CF	CE	CF	B4	AD	CE	CF	CE	CF	CE	CF
018	B7	AC	C5	C5	C5	C5	C5	C5	B4	A8	B3	B3	B3	B3	B3	B3
019	B4	A1	B7	C7	C5	C7	C5	C7	B4	A1	B2	B7	B2	C5	B2	C5
01A	B4	A1	C5	C7	B7	C7	C5	C7	B4	A1	B2	C5	B2	B7	B2	C5
01B	B4	A1	C5	C7	C5	C7	B7	C7	B4	A1	B2	C5	B2	C5	B2	B7
01C	AE	C0	CB	C9	CB	C4	C5	FF	A2	B8	86	86	CA	C6	B6	FF
01D	A0	C0	CB	CC	CB	A4	C5	FF	AF	C0	CB	CD	CA	A6	B6	FF
01E	BA	C0	CB	CC	CB	AC	C5	FF	B4	C0	CB	CD	CA	B4	B6	FF
01F	C2	C0	CB	CC	CB	AC	C5	FF	B4	C0	CB	CD	CA	B4	B6	B7

Higher order  
5-bit address  
(00<sub>16</sub>-1F<sub>16</sub>)

For example:  
Address = 10F<sub>16</sub>  
Data = 3B<sub>16</sub>

512 preprogrammed 8-bit data patterns represented in hex characters.

**Table B-12 INSTRUCTION DECODE PROM (PRIMARY AND SECONDARY DECODES)**

LOCATION U29 DEVICE TYPE Signetics 82S115 (512 words X 8-bit PROM)



# APPENDIX C

## 8080 EMULATOR INSTRUCTION SET

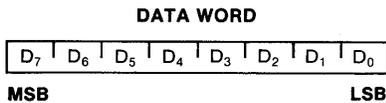
The 8080 instruction set includes five different types of instructions:

- Data Transfer Group—move data between registers or between memory and registers
- Arithmetic Group—add, subtract, increment or decrement data in registers or in memory
- Logical Group—AND, OR, EXCLUSIVE-OR, compare, rotate or complement data in registers or in memory
- Branch Group—conditional and unconditional jump instructions, subroutine call instructions and return instructions
- Stack, I/O and Machine Control Group—includes I/O instructions, as well as instructions for maintaining the stack and internal control flags.

### Instruction and Data Formats

Memory for the 8080 is organized into 8-bit quantities, called Bytes. Each byte has a unique 16-bit binary address corresponding to its sequential position in memory. The 8080 can directly address up to 65,536 bytes of memory, which may consist of both read-only memory (ROM) elements and random-access memory (RAM) elements (read/write memory).

Data in the 8080 is stored in the form of 8-bit binary integers:



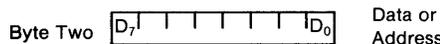
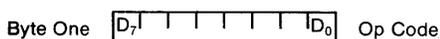
When a register or data word contains a binary number, it is necessary to establish the order in which the bits of the number are written. In the Intel 8080, BIT 0 is referred to as the Least Significant Bit (LSB), and BIT 7 (of an 8 bit number) is referred to as the Most Significant Bit (MSB).

The 8080 program instructions may be one, two or three bytes in length. Multiple byte instructions must be stored in successive memory locations; the address of the first byte is always used as the address of the instructions. The exact instruction format will depend on the particular operation to be executed.

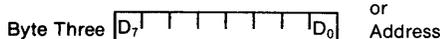
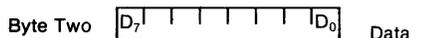
Single Byte Instructions



Two-Byte Instructions



Three-Byte Instructions



### Addressing Modes

Often the data that is to be operated on is stored in memory. When multi-byte numeric data is used, the data, like instructions, is stored in successive memory locations, with the least significant byte first, followed by increasingly significant bytes. The 8080 has four different modes for addressing data stored in memory or in registers:

- Direct Bytes 2 and 3 of the instruction contain the exact memory address of the data item (the low-order bits of the address are in byte 2, the high-order bits in byte 3).
- Register The instruction specifies the register or register-pair in which the data is located.
- Register Indirect The instruction specifies a register-pair which contains the memory address where the data is located (the high-order bits of the address are in the first register of the pair, the low-order bits in the second).
- Immediate The instruction contains the data itself. This is either an 8-bit quantity or a 16-bit quantity (least significant byte first, most significant byte second).

Unless directed by an interrupt or branch instruction, the execution of instructions proceeds through consecutively increasing memory locations. A branch instruction can specify the address of the next instruction to be executed in one of two ways:

- Direct The branch instruction contains the address of the next instruction to be executed. (Except for the "RST" instruction, byte 2 contains the low-order address and byte 3 the high-order address.)
- Register indirect The branch instruction indicates a register-pair which contains the address of the next instruction to be executed. (The high-order bits of the address are in the first register of the pair, the low-order bits in the second.)

The RST instruction is a special one-byte call instruction (usually used during interrupt sequences). RST includes a three-bit field; program control is transferred to the instruction whose address is eight times the contents of this three-bit field.

### Condition Flags

There are five condition flags associated with the execution of instructions on the 8080. They are Zero, Sign, Parity, Carry, and Auxiliary Carry, and are each represented by a 1-bit register in the CPU. A flag is "set"

by forcing the bit to 1; "reset" by forcing the bit to 0.

Unless indicated otherwise, when an instruction affects a flag, it affects it in the following manner:

- Zero: If the result of an instruction has the value 0, this flag is set; otherwise it is reset.
- Sign: If the most significant bit of the result of the operation has the value 1, this flag is set; otherwise it is reset.
- Parity: If the modulo 2 sum of the bits of the result of the operation is 0, (that is, if the result has even parity), this flag is set; otherwise it is reset (that is, if the result has odd parity).
- Carry: If the instruction resulted in a carry (from addition), or a borrow (from subtraction or a comparison) out of the high-order bit, this flag is set; otherwise it is reset.
- Auxiliary Carry: If the instruction caused a carry out of bit 3 and into bit 4 of the resulting value, the auxiliary carry is set; otherwise it is reset. This flag is affected by single precision additions, subtractions, increments, decrements, comparisons, and logical operations, but is principally used with additions and increments preceding a DAA (Decimal Adjust Accumulator) instruction.

### Symbols and Abbreviations

The following symbols and abbreviations are used in the subsequent description of the 8080 instructions:

SYMBOLS	MEANING
accumulator	Register A
addr	16-bit address quantity
data	8-bit data quantity
data 16	16-bit data quantity
byte 2	The second byte of the instruction
byte 3	The third byte of the instruction
port	8-bit address of an I/O device
r,r1,r2	One of the registers A,B,C,D,E,H,L
DDD,SSS	The bit pattern designating one of the registers A,B,C,D,E,H,L (DDD = destination, SSS = source):

DD or SSS REGISTER NAME

111	A
000	B
001	C
010	D
011	E
100	H
101	L

rp One of the register pairs:  
 B represents the B,C pair with B as the high-order register and C as the low-order register;  
 D represents the D,E pair with D as the high-order register and E as the low-order register;  
 H represents the H,L pair with H as the high-order register and L as the

low-order register;  
 SP represents the 16-bit stack pointer register.  
 The bit pattern designating one of the register pairs B,D,H,SP:

RP	REGISTER PAIR
00	B-C
01	D-E
10	H-L
11	SP

rh The first (high-order) register of a designated register pair.  
 rl The second (low-order) register of a designated register pair.  
 PC 16-bit program counter register (PCH and PCL are used to refer to the high-order and low-order 8 bits respectively).  
 SP 16-bit stack pointer register (SPH and SPL are used to refer to the high-order and low-order 8 bits respectively).  
 r<sub>m</sub> Bit m of the register r (bits are number 7 through 0 from left to right).  
 Z,S,P,CY,AC The condition flags:  
 Zero,  
 Sign,  
 Parity,  
 Carry,  
 and Auxiliary Carry, respectively.  
 ( ) The contents of the memory location or registers enclosed in the parentheses.  
 - "Is transferred to"  
 Λ Logical AND  
 ∇ Exclusive OR  
 ∨ Inclusive OR  
 + Addition  
 - Two's complement subtraction  
 \* Multiplication  
 ↔ "Is exchanged with"  
 - The one's complement (e.g., (A))  
 n The restart number 0 through 7  
 NNN The binary representation 000 through 111 for restart number 0 through 7 respectively.

### Description Format

The following pages provide a detailed description of the instruction set of the 8080. Each instruction is described in the following manner:

1. The MAC 80 assembler format, consisting of the instruction mnemonic and operand fields, is printed in BOLDFACE on the left side of the first line.
2. The name of the instruction is enclosed in parenthesis on the right side of the first line.
3. The next line(s) contain a symbolic description of the operation of the instruction.
4. This is followed by a narrative description of the operation of the instruction.
5. The following line(s) contain the binary fields and patterns that comprise the machine instruction.
6. The last four lines contain incidental information about the execution of the instruction. The number of machine cycles and states required to execute the instruction are listed first. If the instruction has two possible execution times, as in a Conditional Jump, both times will be listed, separated by a slash. Next, any significant data addressing modes (see Page 4-2) are listed. The last line lists any of the five Flags that are affected by the execution of the instruction.

### Data Transfer Group

This group of instructions transfers data to and from registers and memory. Condition flags are not affected by any instruction in this group.

#### MOV r1, r2 (Move Register)

(r1) ← (r2)

The content of register r2 is moved to register r1



Addressing: register  
 Flags: none

#### MOV r, M (Move from memory)

(r) ← ((H) (L))

The content of the memory location, whose address is in registers H and L, is moved to register r.

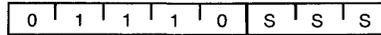


Addressing: reg. indirect  
 Flags: none

#### MOV M, r (Move to memory)

((H) (L)) ← (r)

The content of register r is moved to the memory location whose address is in registers H and L.

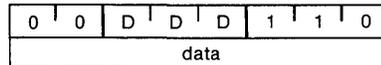


Addressing: reg. indirect  
 Flags: none

#### MVI r, data (Move Immediate)

(r) ← (byte 2)

The content of byte 2 of the instruction is moved to register r.

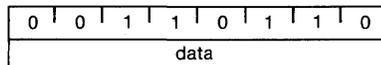


Addressing: immediate  
 Flags: none

#### MVI M, data (Move to memory immediate)

((H) (L)) ← (byte 2)

The content of byte 2 of the instruction is moved to the memory location whose address is in registers H and L.



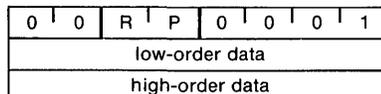
Addressing: immed./reg. indirect  
 Flags: none

#### LXI rp, data 16 (Load register pair immediate)

(rh) ← (byte 3),

(rl) ← (byte 2)

Byte 3 of the instruction is moved into the high-order register (rh) of the register pair rp. Byte 2 of the instruction is moved into the low-order register (rl) of the register pair rp.

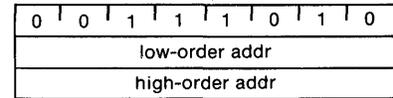


Addressing: immediate  
 Flags: none

#### LDA addr (Load Accumulator direct)

(A) ← ((byte 3) (byte 2))

The content of the memory location, whose address is specified in byte 2 and byte 3 of the instruction, is moved to register A.

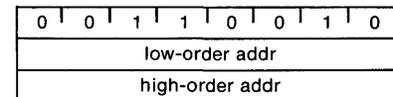


Addressing: direct  
 Flags: none

#### STA addr (Store Accumulator direct)

((byte 3) (byte 2)) ← (A)

The content of the accumulator is moved to the memory location whose address is specified in byte 2 and byte 3 of the instruction.



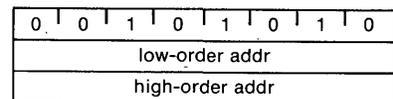
Addressing: direct  
 Flags: none

#### LHLD addr (Load H and L direct)

(L) ← ((byte 3) (byte 2))

(H) ← ((byte 3) (byte 2) + 1)

The content of the memory location, whose address is specified in byte 2 and byte 3 of the instruction, is moved to register L. The content of the memory location at the succeeding address is moved to register H.



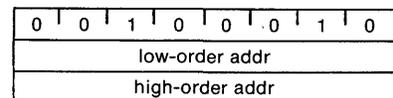
Addressing: direct  
 Flags: none

#### SHLD addr (Store H and L direct)

((byte 3) (byte 2)) ← (L)

((byte 3) (byte 2) + 1) ← (H)

The content of register L is moved to the memory location whose address is specified in byte 2 and byte 3. The content of register H is moved to the succeeding memory location.

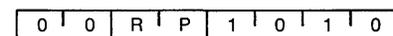


Addressing: direct  
 Flags: none

#### LDAX rp (Load accumulator indirect)

(A) ← ((rp))

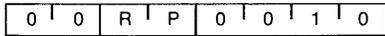
The content of the memory location, whose address is in the register pair rp, is moved to register A. Note: only register pairs rp=B (registers B and C) or rp=D (registers D and E) may be specified.



Addressing: reg. indirect  
 Flags: none

**STAX rp (Store accumulator indirect)** $((r)) \leftarrow (A)$ 

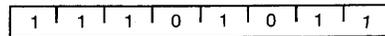
The content of register A is moved to the memory location whose address is in the register pair rp. Note: only register pairs rp=B (registers B and C) or rp=D (registers D and E) may be specified.



Addressing: reg. indirect  
Flags: none

**XCHG (Exchange H and L with D and E)**
 $(H) \leftrightarrow (D)$   
 $(L) \leftrightarrow (E)$ 

The contents of registers H and L are exchanged with the contents of registers D and E.



Addressing: register  
Flags: none

**Arithmetic Group**

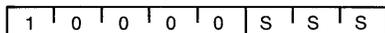
This group of instructions performs arithmetic operations on data in registers and memory.

Unless indicated otherwise, all instructions in this group affect the Zero, Sign, Parity, Carry, and Auxiliary Carry flags according to the standard rules.

All subtraction operations are performed via two's complement arithmetic and set the carry flag to one to indicate a borrow and clear it to indicate no borrow.

**ADD r (Add Register)** $(A) \leftarrow (A) + (r)$ 

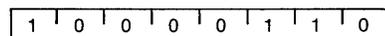
The content of register r is added to the content of the accumulator. The result is placed in the accumulator.



Addressing: register  
Flags: Z,S,P,CY,AC

**ADD M (Add memory)** $(A) \leftarrow (A) + ((H) (L))$ 

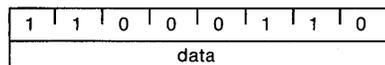
The content of the memory location whose address is contained in the H and L registers is added to the content of the accumulator. The result is placed in the accumulator.



Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

**ADI data (Add immediate)** $(A) \leftarrow (A) + (\text{byte } 2)$ 

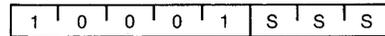
The content of the second byte of the instruction is added to the content of the accumulator. The result is placed in the accumulator.



Addressing: immediate  
Flags: Z,S,P,CY,AC

**ADC r (Add Register with carry)** $(A) \leftarrow (A) + (r) + (CY)$ 

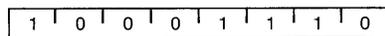
The content of register r and the content of the carry bit are added to the content of the accumulator. The result is placed in the accumulator.



Addressing: register  
Flags: Z,S,P,CY,AC

**ADC M (Add memory with carry)** $(A) \leftarrow (A) + ((H) (L)) + (CY)$ 

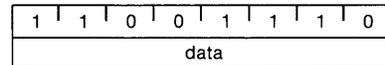
The content of the memory location whose address is contained in the H and L registers and the content of the CY flag are added to the accumulator. The result is placed in the accumulator.



Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

**ACI data (Add immediate with carry)** $(A) \leftarrow (A) + (\text{byte } 2) + (CY)$ 

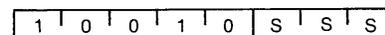
The content of the second byte of the instruction and the content of the CY flag are added to the contents of the accumulator. The result is placed in the accumulator.



Addressing: immediate  
Flags: Z,S,P,CY,AC

**SUB r (Subtract Register)** $(A) \leftarrow (A) - (r)$ 

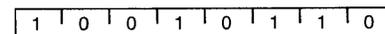
The content of register r is subtracted from the content of the accumulator. The result is placed in the accumulator.



Addressing: register  
Flags: Z,S,P,CY,AC

**SUB M (Subtract memory)**

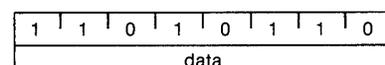
The content of the memory location whose address is contained in the H and L registers is subtracted from the content of the accumulator. The result is placed in the accumulator.



Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

**SUI data (Subtract immediate)** $(A) \leftarrow (A) - (\text{byte } 2)$ 

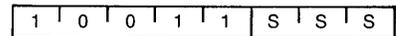
The content of the second byte of the instruction is subtracted from the content of the accumulator. The result is placed in the accumulator.



Addressing: immediate  
Flags: Z,S,P,CY,AC

**SBB r (Subtract Register with borrow)** $(A) \leftarrow (A) - (r) - (CY)$ 

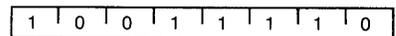
The content of register r and the content of the CY flag are both subtracted from the accumulator. The result is placed in the accumulator.



Addressing: register  
Flags: Z,S,P,CY,AC

**SBB M (Subtract memory with borrow)** $(A) \leftarrow (A) - ((H) (L)) - (CY)$ 

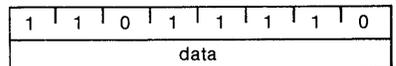
The content of the memory location whose address is contained in the H and L registers and the content of the CY flag are both subtracted from the accumulator. The result is placed in the accumulator.



Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

**SBI data (Subtract immediate with borrow)** $(A) \leftarrow (A) - (\text{byte } 2) - (CY)$ 

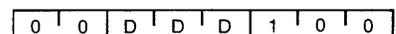
The contents of the second byte of the instruction and the contents of the CY flag are both subtracted from the accumulator. The result is placed in the accumulator.



Addressing: immediate  
Flags: Z,S,P,CY,AC

**INR r (Increment Register)** $(r) \leftarrow (r) + 1$ 

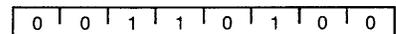
The content of register r is incremented by one. Note: All condition flags except CY are affected.



Addressing: register  
Flags: Z,S,P,AC

**INR M (Increment memory)** $((H) (L)) \leftarrow ((H) (L)) + 1$ 

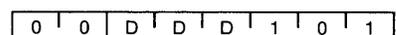
The content of the memory location whose address is contained in the H and L registers is incremented by one. Note: All condition flags except CY are affected.



Addressing: reg. indirect  
Flags: Z,S,P,AC

**DCR r (Decrement Register)** $(R) \leftarrow (r) - 1$ 

The content of register r is decremented by one. Note: All condition flags except CY are affected.

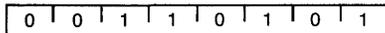


Addressing: register  
Flags: Z,S,P,AC

### DCR M (Decrement memory)

$((H) (L)) - ((H) (L)) - 1$

The content of the memory location whose address is contained in the H and L registers is decremented by one. Note: All condition flags except CY are affected.



Addressing: reg. indirect  
Flags: Z,S,P,AC

### INX rp (Increment register pair)

$(rh) (rl) \leftarrow (rh) (rl) + 1$

The content of the register pair rp is incremented by one. Note: No condition flags are affected.



Addressing: register  
Flags: none

### DCX rp (Decrement register pair)

$(rh) (rl) \leftarrow (rh) (rl) - 1$

The content of the register pair rp is decremented by one. Note: No condition flags are affected.



Addressing: register  
Flags: none

### DAD rp (Add register pair to H and L)

$(H) (L) \leftarrow (H) (L) + (rh) (rl)$

The content of the register pair rp is added to the content of the register pair H and L. The result is placed in the register pair H and L. Note: Only the CY flag is affected. It is set if there is a carry out of the double precision add; otherwise it is reset.



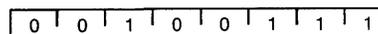
Addressing: register  
Flags: CY

### DAA (Decimal Adjust Accumulator)

The 8-bit number in the accumulator is adjusted to form two 4-bit Binary-Coded-Decimal digits by the following process:

1. If the value of the least significant 4 bits of the accumulator is greater than 9 or if the AC flag is set, 6 is added to the accumulator.
2. If the value of the most significant 4 bits of the accumulator is now greater than 9, or if the CY flag is set, 6 is added to the most significant 4 bits of the accumulator.

Note: All flags are affected.



Flags: Z,S,P,CY,AC

### Logical Group

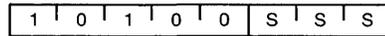
This group of instructions performs logical (Boolean) operations on data in registers and memory and on condition flags.

Unless indicated otherwise, all instructions in this group affect the Zero, Sign, Parity, Auxiliary Carry, and Carry flags according to the standard rules.

### ANA r (AND Register)

$(A) \leftarrow (A) \wedge (r)$

The content of register r is logically anded with the content of the accumulator. The result is placed in the accumulator. The CY flag is cleared.

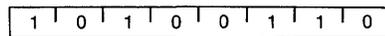


Addressing: register  
Flags: Z,S,P,CY,AC

### ANA M (AND memory)

$(A) \leftarrow (A) \wedge ((H) (L))$

The contents of the memory location whose address is contained in the H and L registers is logically anded with the content of the accumulator. The result is placed in the accumulator. The CY flag is cleared.

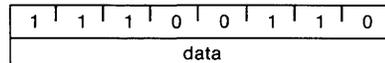


Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

### ANI data (AND immediate)

$(A) \leftarrow (A) \wedge (\text{byte } 2)$

The content of the second byte of the instruction is logically anded with the contents of the accumulator. The result is placed in the accumulator. The CY and AC flags are cleared.

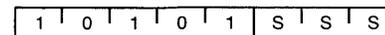


Addressing: immediate  
Flags: Z,S,P,CY,AC

### XRA r (Exclusive-OR Register)

$(A) \leftarrow (A) \oplus (r)$

The content of register r is exclusive-OR'd with the content of the accumulator. The result is placed in the accumulator. The CY and AC flags are cleared.

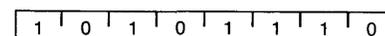


Addressing: register  
Flags: Z,S,P,CY,AC

### XRA M (Exclusive-OR Memory)

$(A) \leftarrow (A) \oplus ((H) (L))$

The content of the memory location whose address is contained in the H and L registers is exclusive-OR'd with the content of the accumulator. The result is placed in the accumulator. The CY and AC flags are cleared.

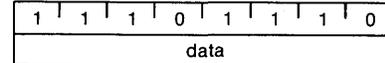


Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

### XRI data (Exclusive-OR immediate)

$(A) \leftarrow (A) \oplus (\text{byte } 2)$

The content of the second byte of the instruction is exclusive-OR'd with the content of the accumulator. The result is placed in the accumulator. The CY and AC flags are cleared.

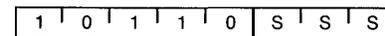


Addressing: immediate  
Flags: Z,S,P,CY,AC

### ORA r (OR Register)

$(A) \leftarrow (A) \vee (r)$

The content of register r is inclusive-OR'd with the content of the accumulator. The result is placed in the accumulator. The CY and AC flags are cleared.

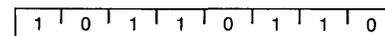


Addressing: register  
Flags: Z,S,P,CY,AC

### ORA M (OR memory)

$(A) \leftarrow (A) \vee ((H) (L))$

The content of the memory location whose address is contained in the H and L registers is inclusive-OR'd with the content of the accumulator. The result is placed in the accumulator. The CY and AC flags are cleared.

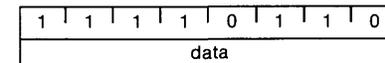


Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

### ORI data (OR immediate)

$(A) \leftarrow (A) \vee (\text{byte } 2)$

The content of the second byte of the instruction is inclusive-OR'd with the content of the accumulator. The result is placed in the accumulator. The CY and AC flags are cleared.

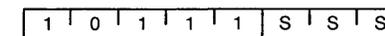


Addressing: immediate  
Flags: Z,S,P,CY,AC

### CMP r (Compare Register)

$(A) - (r)$

The content of register r is subtracted from the accumulator. The accumulator remains unchanged. The condition flags are set as a result of the subtraction. The Z flag is set to 1 if  $(A) = (r)$ . The CY flag is set to 1 if  $(A) < (r)$ .



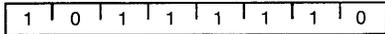
Addressing: register  
Flags: Z,S,P,CY,AC

### CMP M (Compare memory)

$(A) - ((H) (L))$

The content of the memory location whose address is contained in the H and L registers is subtracted from the accumulator. The accumulator remains unchanged. The con-

dition flags are set as a result of the subtraction. The Z flag is set to 1 if  $(A) = ((H) (L))$ . The CY flag is set to 1 if  $(A) < ((H) (L))$ .

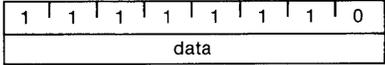


Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

### CPI data (Compare immediate)

$(A) - (\text{byte } 2)$

The content of the second byte of the instruction is subtracted from the accumulator. The condition flags are set by the result of the subtraction. The Z flag is set to 1 if  $(A) = (\text{byte } 2)$ . The CY flag is set to 1 if  $(A) < (\text{byte } 2)$ .

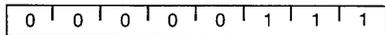


Addressing: immediate  
Flags: Z,S,P,CY,AC

### RLC (Rotate left)

$(A_{n+1}) \leftarrow (A_n); (A_0) \leftarrow (A_7)$   
 $(C) \leftarrow (A_7)$

The content of the accumulator is rotated left one position. The low order bit and the CY flag are both set to the value shifted out of the high order bit position. Only the CY flag is affected.

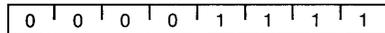


Flags: CY

### RRC (Rotate right)

$(A_n) \leftarrow (A_{n-1}); (A_7) \leftarrow (A_0)$   
 $(CY) \leftarrow (A_0)$

The content of the accumulator is rotated right one position. The high order bit and the CY flag are both set to the value shifted out of the low order bit position. Only the CY flag is affected.



Flags: CY

### RAL (Rotate left through carry)

$(A_{n+1}) \leftarrow (A_n); (CY) \leftarrow (A_7)$   
 $(A_0) \leftarrow (CY)$

The content of the accumulator is rotated left one position through the CY flag. The low order bit is set equal to the CY flag and the CY flag is set to the value shifted out of the high order bit. Only the CY flag is affected.

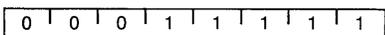


Flags: CY

### RAR (Rotate right through carry)

$(A_n) \leftarrow (A_{n+1}); (CY) \leftarrow (A_0)$   
 $(A_7) \leftarrow (CY)$

The content of the accumulator is rotated right one position through the CY flag. The high order bit is set to the CY flag and the CY flag is set to the value shifted out of the low order bit. Only the CY flag is affected.

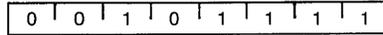


Flags: CY

### CMA (Complement accumulator)

$(A) \leftarrow (\bar{A})$

The contents of the accumulator are complemented (zero bits become 1, one bits become 0). No flags are affected.

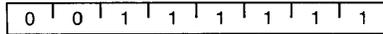


Flags: none

### CMC (Complement carry)

$(CY) \leftarrow (\bar{CY})$

The CY flag is complemented. No other flags are affected.



Flags: CY

### STC (Set carry)

$(CY) \leftarrow 1$

The CY flag is set to 1. No other flags are affected.



Flags: CY

## Branch Group

This group of instructions alters normal sequential program flow.

Condition flags are not affected by any instruction in this group.

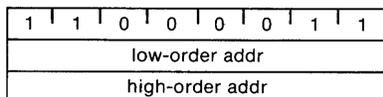
The two types of branch instructions are unconditional and conditional. Unconditional transfers simply perform the specified operation on register PC (the program counter). Conditional transfers examine the status of one of the four processor flags to determine if the specified branch is to be executed. The conditions that may be specified are as follows:

CONDITION	CCC
NZ — not zero ( $Z = 0$ )	000
Z — zero ( $Z = 1$ )	001
NC — no carry ( $CY = 0$ )	010
C — carry ( $CY = 1$ )	011
PO — parity odd ( $P = 0$ )	100
PE — parity even ( $P = 1$ )	101
P — plus ( $S = 0$ )	110
M — minus ( $S = 1$ )	111

### JMP addr (Jump)

$(PC) \leftarrow (\text{byte } 3) (\text{byte } 2)$

Control is transferred to the instruction whose address is specified in byte 3 and byte 2 of the current instruction.



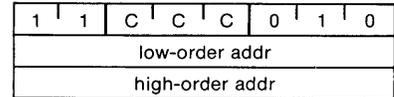
Addressing: immediate  
Flags: none

### Jcondition addr (Conditional jump)

If (CCC),

$(PC) \leftarrow (\text{byte } 3) (\text{byte } 2)$

If the specified condition is true, control is transferred to the instruction whose address is specified in byte 3 and byte 2 of the current instruction; otherwise, control continues sequentially.



Addressing: immediate  
Flags: none

### CALL addr (Call)

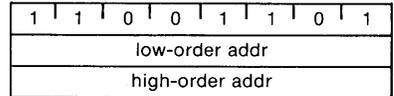
$((SP) - 1) \leftarrow (PCH)$

$((SP) - 2) \leftarrow (PCL)$

$(SP) \leftarrow (SP) - 2$

$(PC) \leftarrow (\text{byte } 3) (\text{byte } 2)$

The high-order eight bits of the next instruction address are moved to the memory location whose address is one less than the content of register SP. The low-order eight bits of the next instruction address are moved to the memory location whose address is two less than the content of register SP. The content of register SP is decremented by 2. Control is transferred to the instruction whose address is specified in byte 3 and byte 2 of the current instruction.



Addressing: immediate/reg. indirect  
Flags: none

### Ccondition addr (Condition call)

If (CCC),

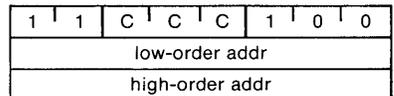
$((SP) - 1) \leftarrow (PCH)$

$((SP) - 2) \leftarrow (PCL)$

$(SP) \leftarrow (SP) - 2$

$(PC) \leftarrow (\text{byte } 3) (\text{byte } 2)$

If the specified condition is true, the actions specified in the CALL instruction (see above) are performed; otherwise, control continues sequentially.



Addressing: immediate/reg. indirect  
Flags: none

### RET (Return)

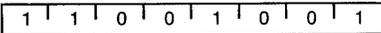
$(PCL) \leftarrow ((SP));$

$(PCH) \leftarrow ((SP) + 1);$

$(SP) \leftarrow (SP) + 2;$

The content of the memory location whose address is specified in register SP is moved to the low-order eight bits of register PC. The content of the memory location whose

address is one more than the content of register SP is moved to the high-order eight bits of register PC. The content of register SP is incremented by 2.

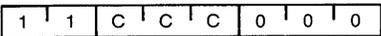


Addressing: reg. indirect  
Flags: none

**Rcondition (Conditional return)**

If (CCC),  
 $(PCL) \leftarrow ((SP))$   
 $(PCH) \leftarrow ((SP) + 1)$   
 $(SP) \leftarrow (SP) + 2$

If the specified condition is true, the actions specified in the RET instruction (see above) are performed; otherwise, control continues sequentially.

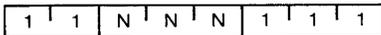


Addressing: reg. indirect  
Flags: none

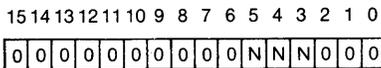
**RST n (Restart)**

$((SP) - 1) \leftarrow (PCH)$   
 $((SP) - 2) \leftarrow (PCL)$   
 $(SP) \leftarrow (SP) - 2$   
 $(PC) \leftarrow 8 \cdot (NNN)$

The high-order eight bits of the next instruction address are moved to the memory location whose address is one less than the content of register SP. The low-order eight bits of the next instruction address are moved to the memory location whose address is two less than the content of register SP. The content of register SP is decremented by two. Control is transferred to the instruction whose address is eight times the content of NNN.



Addressing: reg. indirect  
Flags: none

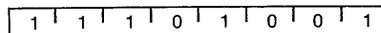


Program Counter After Restart

**PCHL (Jump H and L indirect—move H and L to PC)**

$(PCH) \leftarrow (H)$   
 $(PCL) \leftarrow (L)$

The content of register H is moved to the high-order eight bits of register PC. The content of register L is moved to the low-order eight bits of register PC.



Addressing: register  
Flags: none

**Stack, I/O, and Machine Control Group**

This group of instructions performs I/O, manipulates the Stack, and alters internal control flags.

Unless otherwise specified, condition flags are not affected by any instructions in this group.

**PUSH rp (Push)**

$((SP) - 1) \leftarrow (rh)$   
 $((SP) - 2) \leftarrow (rl)$   
 $(SP) \leftarrow (SP) - 2$

The content of the high-order register of register pair rp is moved to the memory location whose address is one less than the content of register SP. The content of the low-order register of register pair rp is moved to the memory location whose address is two less than the content of register SP. The content of register SP is decremented by 2. Note: Register pair rp=SP may not be specified.

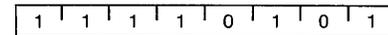


Addressing: reg. indirect  
Flags: none

**PUSH PSW (Push processor status word)**

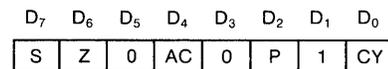
$((SP) - 1) \leftarrow (A)$   
 $((SP) - 2)_0 \leftarrow (CY), ((SP) - 2)_1 \leftarrow 1$   
 $((SP) - 2)_2 \leftarrow (P), ((SP) - 2)_3 \leftarrow 0$   
 $((SP) - 2)_4 \leftarrow (AC), ((SP) - 2)_5 \leftarrow 0$   
 $((SP) - 2)_6 \leftarrow (Z), ((SP) - 2)_7 \leftarrow (S)$   
 $(SP) \leftarrow (SP) - 2$

The content of register A is moved to the memory location whose address is one less than register SP. The contents of the condition flags are assembled into a processor status word and the word is moved to the memory location whose address is two less than the content of register SP. The content of register SP is decremented by two.



Addressing: reg. indirect  
Flags: none

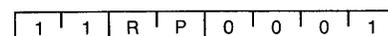
FLAG WORD



**POP rp (Pop)**

$(rl) \leftarrow ((SP))$   
 $(rh) \leftarrow ((SP) + 1)$   
 $(SP) \leftarrow (SP) + 2$

The content of the memory location, whose address is specified by the content of register SP, is moved to the low-order register of register pair rp. The content of the memory location, whose address is one more than the content of register SP, is moved to the high-order register of register pair rp. The content of register SP is incremented by 2. Note: Register pair rp = SP may not be specified.

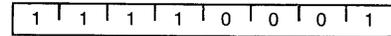


Addressing: reg. indirect  
Flags: none

**POP PSW (Pop processor status word)**

$(CY) \leftarrow ((SP))_0$   
 $(P) \leftarrow ((SP))_2$   
 $(AC) \leftarrow ((SP))_4$   
 $(Z) \leftarrow ((SP))_6$   
 $(S) \leftarrow ((SP))_7$   
 $(A) \leftarrow ((SP) + 1)$   
 $(SP) \leftarrow (SP) + 2$

The content of the memory location whose address is specified by the content of register SP is used to restore the condition flags. The content of the memory location whose address is one more than the content of register SP is moved to register A. The content of register SP is incremented by 2.

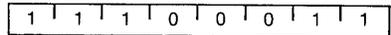


Addressing: reg. indirect  
Flags: Z,S,P,CY,AC

**XTHL (Exchange stack top with H and L)**

$(L) \leftrightarrow ((SP))$   
 $(H) \leftrightarrow ((SP) + 1)$

The content of the L register is exchanged with the content of the memory location whose address is specified by the content of register SP. The content of the H register is exchanged with the content of the memory location whose address is one more than the content of register SP.



Addressing: reg. indirect  
Flags: none

**SPHL (Move HL to SP)**

$(SP) \leftarrow (H) (L)$

The contents of registers H and L (16 bits) are moved to register SP.

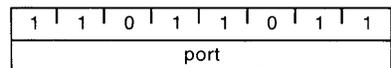


Addressing: register  
Flags: none

**IN port (Input)**

$(A) \leftarrow (\text{data})$

The data placed on the eight bit bidirectional data bus by the specified port is moved to register A.

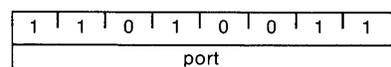


Addressing: direct  
Flags: none

**OUT port (Output)**

$(\text{data}) \leftarrow (A)$

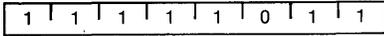
The content of register A is placed on the eight bit bidirectional data bus for transmission to the specified port.



Addressing: direct  
Flags: none

**EI (Enable interrupts)**

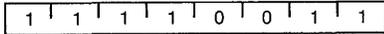
The interrupt system is enabled following the execution of the next instruction.



Flags: none

**DI (Disable interrupts)**

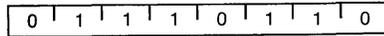
The interrupt system is disabled immediately following the execution of the DI instruction.



Flags: none

**HLT (Halt)**

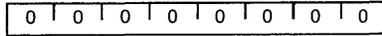
The processor is stopped. The registers and flags are unaffected.



Flags: none

**NOP (No op)**

No operation is performed. The registers and flags are unaffected.



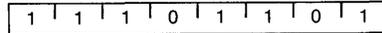
Flags: none

**MUL (multiply)***Setup Conditions*

Multiplier in A Register  
Multiplicand in B Register

*Resultant Conditions*

16-bit result in B and C Registers (LSB in C)  
Carry Flag (CY) contains MSB of result  
Half Carry Flag (HC) is indeterminate



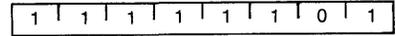
Flags: CY = MSB of result  
HC = Indeterminate

**DIV (divide)***Setup Conditions*

Divisor in A Register  
Dividend in C Register

*Resultant Conditions*

Quotient in C Register  
Remainder in B Register  
Divisor in A Register (Unchanged)  
Carry Flag (CY) contains LSB of quotient  
Half Carry Flag (HC) contains 1



Flags: CY = LSB of quotient  
HC = 1

MNEMONIC	DESCRIPTION	INSTRUCTION CODE*								MNEMONIC	DESCRIPTION	INSTRUCTION CODE*							
		D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>			D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
MOV r1	Move register to register	0	1	D	D	D	S	S	S	RET	Return	1	1	0	0	1	0	0	1
MOV M,r	Move register to memory	0	1	1	1	0	S	S	S	RC	Return on carry	1	1	0	1	1	0	0	0
MOV r,M	Move memory to register	0	1	D	D	D	1	1	0	RNC	Return on no carry	1	1	0	1	0	0	0	0
MOV r,M	Move memory to register	0	1	D	D	D	1	1	0	RZ	Return on zero	1	1	0	0	1	0	0	0
HLT	Halt	0	1	1	1	0	1	1	0	RNZ	Return on no zero	1	1	0	0	0	0	0	0
MVI r	Move immediate register	0	0	D	D	D	1	1	0	RP	Return on positive	1	1	1	1	0	0	0	0
MVI M	Move immediate memory	0	0	1	1	0	1	1	0	RM	Return on minus	1	1	1	1	1	0	0	0
INR r	Increment register	0	0	D	D	D	1	0	0	RPE	Return on parity even	1	1	1	0	1	0	0	0
DCR r	Decrement register	0	0	D	D	D	1	0	1	RPO	Return on parity odd	1	1	1	0	0	0	0	0
INR M	Increment memory	0	0	1	1	0	1	0	0	RST	Restart	1	1	A	A	A	1	1	1
DCR M	Decrement memory	0	0	1	1	0	1	0	1	IN	Input	1	1	0	1	1	0	1	1
ADD r	Add register to A	1	0	0	0	0	S	S	S	OUT	Output	1	1	0	1	0	0	1	1
ADC r	Add register to A with carry	1	0	0	0	1	S	S	S	LXI B	Load immediate register Pair B & C	0	0	0	0	0	0	0	1
SUB r	Subtract register from A	1	0	0	1	0	S	S	S	LXI D	Load immediate register Pair D & E	0	0	0	1	0	0	0	1
SBB r	Subtract register from A with borrow	1	0	0	1	1	S	S	S	LXI H	Load immediate register Pair H & L	0	0	1	0	0	0	0	1
ANA r	And register with A	1	0	1	0	0	S	S	S	LXI SP	Load immediate stack pointer	0	0	1	1	0	0	0	1
XRA r	Exclusive Or register with A	1	0	1	0	1	S	S	S	PUSH B	Push register Pair B & C on stack	1	1	0	0	0	1	0	1
ORA r	Or register with A	1	0	1	1	0	S	S	S	PUSH D	Push register Pair D & E on stack	1	1	0	1	0	1	0	1
CMP r	Compare register with A	1	0	1	1	1	S	S	S	PUSH H	Push register Pair H & L on stack	1	1	1	0	0	1	0	1
ADD M	Add memory to A	1	0	0	0	0	1	1	0	PUSH PSW	Push A and Flags on stack	1	1	1	1	0	1	0	1
ADC M	Add memory to A with carry	1	0	0	0	1	1	1	0	POP B	Pop register Pair B & C off stack	1	1	0	0	0	0	0	1
SUB M	Subtract memory from A	1	0	0	1	0	1	1	0	POP D	Pop register Pair D & E off stack	1	1	0	1	0	0	0	1
SBB M	Subtract memory from A with borrow	1	0	0	1	1	1	1	0	POP H	Pop register Pair H & L off stack	1	1	0	0	0	0	0	1
ANA M	And memory with A	1	0	1	0	0	1	1	0	POP PSW	Pop A and Flags off stack	1	1	1	1	0	0	0	1
XRA M	Exclusive Or memory with A	1	0	1	0	1	1	1	0	STA	Store A direct	0	0	1	1	0	0	1	0
ORA M	Or memory with A	1	0	1	1	0	1	1	0	LDA	Load A direct	0	0	1	1	1	0	1	0
CMP M	Compare memory with A	1	0	1	1	1	1	1	0	XCHG	Exchange D & E, H & L Registers	1	1	1	0	1	0	1	1
ADI	Add immediate to A	1	1	0	0	0	1	1	0	XTHL	Exchange top of stack, H & L	1	1	1	0	0	0	1	1
ACI	Add immediate to A with carry	1	1	0	0	1	1	1	0	SPHL	H & L to stack pointer	1	1	1	1	1	0	0	1
SUI	Subtract immediate from A	1	1	0	1	0	1	1	0	PCHL	H & L to program counter	1	1	1	0	1	0	0	1
SBI	Subtract immediate from A with borrow	1	1	0	1	1	1	1	0	DAD B	Add B & C to H & L	0	0	0	0	1	0	0	1
ANI	And immediate with A	1	1	1	0	0	1	1	0	DAD D	Add D & E to H & L	0	0	0	1	1	0	0	1
XRI	Exclusive OR immediate with A	1	1	1	0	1	1	1	0	DAD H	Add H & L to H & L	0	0	1	0	1	0	0	1
ORI	Or immediate with A	1	1	1	1	0	1	1	0	DAD SP	Add stack pointer to H & L	0	0	1	1	1	0	0	1
CPI	Compare immediate with A	1	1	1	1	1	1	1	0	STAX B	Store A indirect	0	0	0	0	0	0	1	0
RLC	Rotate A left	0	0	0	0	0	1	1	1	STAX D	Store A indirect	0	0	0	1	0	0	1	0
RRC	Rotate A right	0	0	0	0	1	1	1	1	LDAX B	Load A indirect	0	0	0	0	1	0	1	0
RAL	Rotate A left through carry	0	0	0	1	0	1	1	1	LDAX D	Load A indirect	0	0	0	1	1	0	1	0
RAR	Rotate A right through carry	0	0	0	1	1	1	1	1	INX B	Increment B & C registers	0	0	0	0	0	0	1	1
JMP	Jump unconditional	1	1	0	0	0	0	1	1	INX D	Increment D & E registers	0	0	0	1	0	0	1	1
JC	Jump on carry	1	1	0	1	1	0	1	0	INX H	Increment H & L registers	0	0	1	0	0	0	1	1
JNC	Jump on no carry	1	1	0	1	0	0	1	0	INX SP	Increment stack pointer	0	0	1	1	0	0	1	1
JZ	Jump on zero	1	1	0	0	1	0	1	0	DCX B	Decrement B & C	0	0	0	0	1	0	1	1
JNZ	Jump on no zero	1	1	0	0	0	0	1	0	DCX D	Decrement D & E	0	0	0	1	1	0	1	1
JP	Jump on positive	1	1	1	1	0	0	1	0	DCX H	Decrement H & L	0	0	1	0	1	0	1	1
JM	Jump on minus	1	1	1	1	1	0	1	0	DCX SP	Decrement stack pointer	0	0	1	1	1	0	1	1
JPE	Jump on parity even	1	1	1	0	1	0	1	0	CMA	Complement A	0	0	1	0	1	1	1	1
JPO	Jump on parity odd	1	1	1	0	0	0	1	0	STC	Set carry	0	0	1	1	0	1	1	1
CALL	Call unconditional	1	1	0	0	1	1	0	1	CMC	Complement carry	0	0	1	1	1	1	1	1
CC	Call on carry	1	1	0	1	1	1	0	0	DAA	Decimal adjust A	0	0	1	0	0	1	1	1
CNC	Call on no carry	1	1	0	1	0	1	0	0	SHLD	Store H & L direct	0	0	1	0	0	0	1	0
CZ	Call on zero	1	1	0	0	1	1	0	0	LHLD	Load H & L direct	0	0	1	0	1	0	1	0
CNZ	Call on no zero	1	1	0	0	0	1	0	0	EI	Enable interrupts	1	1	1	1	1	0	1	1
CP	Call on positive	1	1	1	1	0	1	0	0	DI	Disable interrupts	1	1	1	1	0	0	1	1
CM	Call on minus	1	1	1	1	1	1	0	0	NOP	No operation	0	0	0	0	0	0	0	0
CPE	Call on parity even	1	1	1	0	1	1	0	0	MUL	Multiply	1	1	1	0	1	1	0	1
CPO	Call on parity odd	1	1	1	0	0	1	0	0	DIV	Divide	1	1	1	1	1	1	0	1

\*NOTE

DDD or SSS - 000 B - 001 C - 010 D - 011 E - 100 H - 101 L - 110 Memory - 111 A.

Table C-1 INSTRUCTION SET SUMMARY OF PROCESSOR INSTRUCTIONS

**DESCRIPTION**

The N3001 MCU is 1 element of a bipolar microcomputer set. When used with the S/N3002, 54/74S182, ROM or PROM memory, a powerful microprogrammed computer can be implemented.

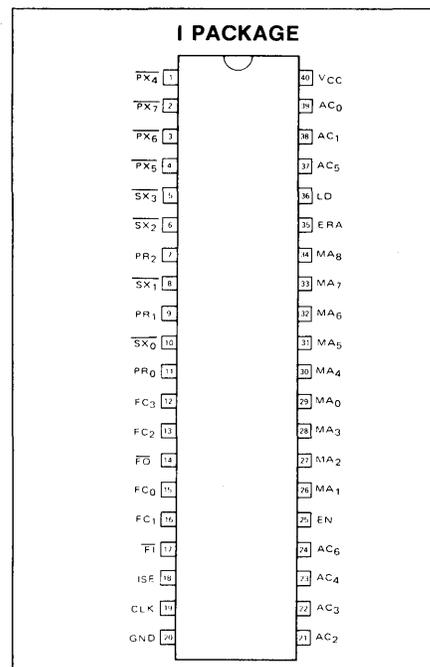
The 3001 MCU controls the fetch sequence of microinstructions from the microprogram memory. Functions performed by the 3001 include:

- Maintenance of microprogram address register
- Selection of next microinstruction address
- Decoding and testing of data supplied via several input buses
- Saving and testing of carry output data from the central processing (CP) array
- Control of carry/shift input data to the CP array
- Control of microprogram interrupts

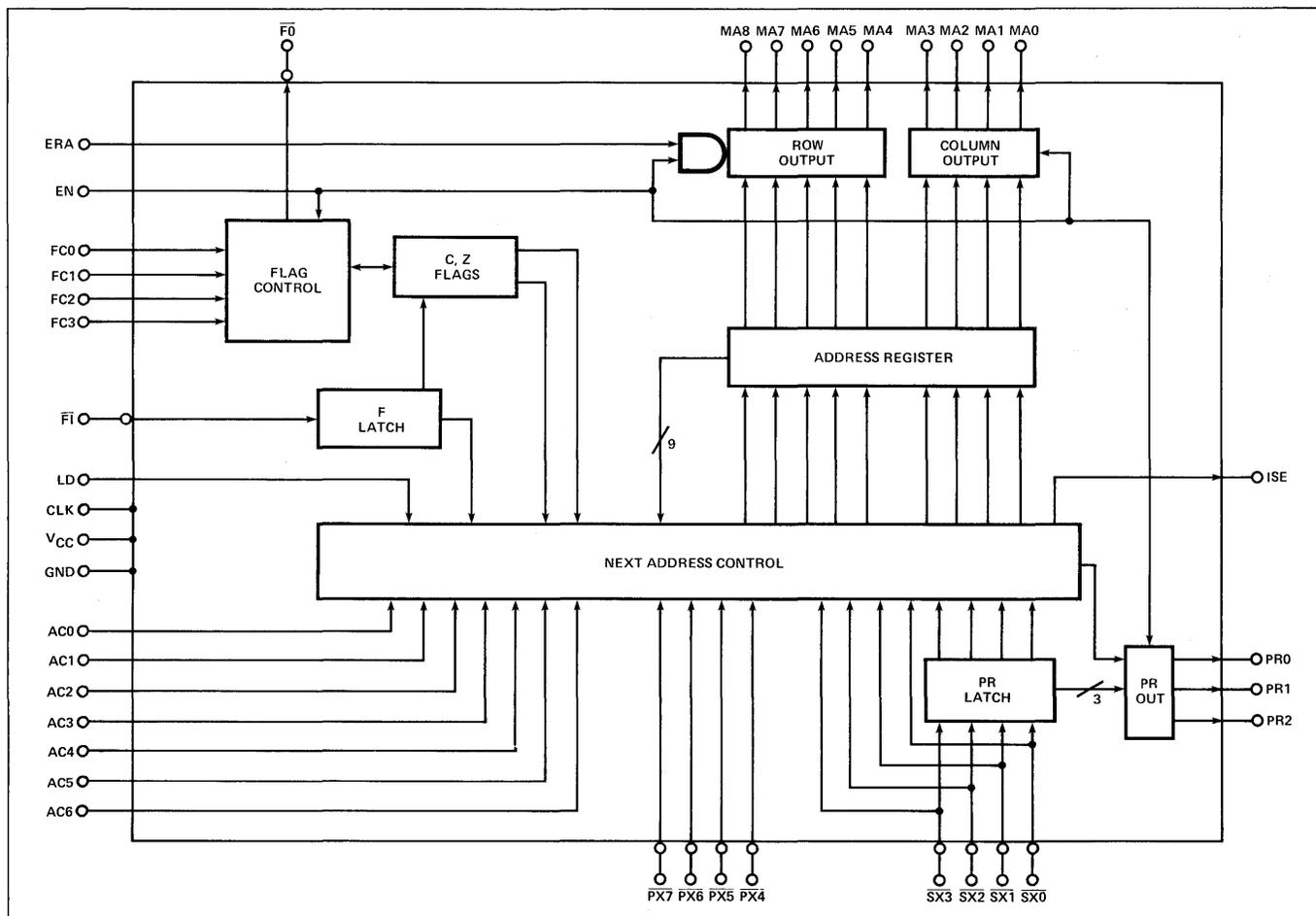
**FEATURES**

- Schottky TTL process
- 45ns cycle time (typ.)
- Direct addressing of standard bipolar PROM or ROM
- 512 microinstruction addressability
- Advanced organization:
  - 9-bit microprogram address register and bus organized to address memory by row and column
  - 4-bit program latch
  - 2-flag registers
- 11 address control functions:
  - 3 jump and test latch function
  - 16 way jump and test instruction
- 8 flag control functions:
  - 4 flag input functions
  - 4 flag output functions

**PIN CONFIGURATION**



**BLOCK DIAGRAM**



**PIN DESCRIPTION**

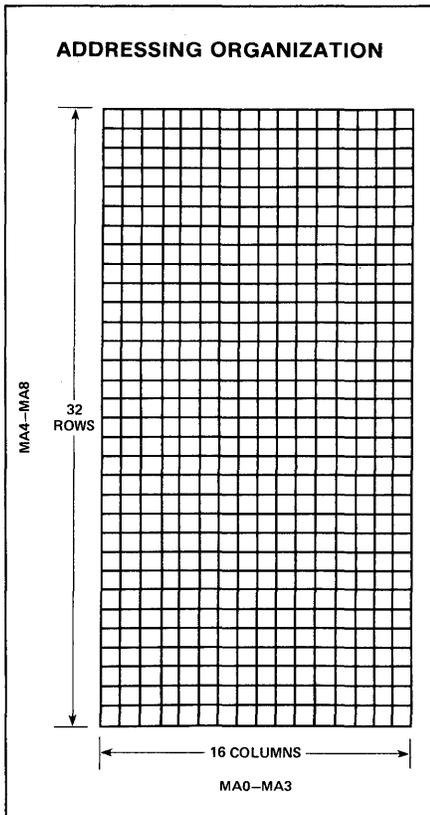
PIN	SYMBOL	NAME AND FUNCTION	TYPE
1-4	$\overline{PX}_4\text{-}\overline{PX}_7$	Primary Instruction Bus Inputs Data on the primary instruction bus is tested by the JPX function to determine the next microprogram address.	Active low
5,6,8,10	$\overline{SX}_0\text{-}\overline{SX}_3$	Secondary Instruction Bus Inputs Data on the secondary instruction bus is synchronously loaded into the PR-latch while the data on the PX-bus is being tested (JPX). During a subsequent cycle, the contents of the PR-latch may be tested by the JPR, JLL, or JRL functions to determine the next microprogram address.	Active low
7,9,11	$PR_0\text{-}PR_2$	PR-Latch Outputs The PR-latch outputs ( $SX_0\text{-}SX_2$ ) are synchronously enabled by the JCE function. They can be used to modify microinstructions at the outputs of the microprogram memory or to provide additional control lines.	Open Collector
12,13 15,16	$FC_0\text{-}FC_3$	Flag Logic Control Inputs The flat logic control inputs are used to cross-switch the flags (C and Z) with the flag logic input (FI) and the flag logic output (FO).	Active high
14	$\overline{FO}$	Flag Logic Output The outputs of the flags (C and Z) are multiplexed internally to form the common flag logic output. The output may also be forced to a logical 0 or logical 1.	Active low Three-state
17	$\overline{FI}$	Flag Logic Input The flag logic input is demultiplexed internally and applied to the inputs of the flags (C and Z). Note: The flag input data is saved in the F-latch when the clock input (CLK) is low.	Active low
18	ISE	Interrupt Strobe Enable Output The interrupt strobe enable output goes to logical 1 when one of the JZR functions are selected (see Functional Description). It can be used to provide the strobe signal required by interrupt circuits.	Active high
19	CLK	Clock Input	
20	GND	Ground	
21-24 37-39	$AC_0\text{-}AC_6$	Next Address Control Function Inputs All jump functions are selected by these control lines.	Active high
25	EN	Enable Input When in the high state, the enable input enables the microprogram address, PR-latch and flag outputs.	
26-29	$MA_0\text{-}MA_3$	Microprogram Column Address Outputs	Three-state
30-34	$MA_4\text{-}MA_8$	Microprogram Row Address Outputs	Three-state
35	ERA	Enable Row Address Input When in the low state, the enable row address input independently disables the microprogram row address outputs. It can be used to facilitate the implementation of priority interrupt systems.	Active high
36	LD	Microprogram Address Load Input When the active high state, the microprogram address load input inhibits all jump functions and synchronously loads the data on the instruction buses into the microprogram address register. However, it does not inhibit the operation of the PR-latch or the generation of the interrupt strobe enable.	Active high
40	V <sub>CC</sub>	+5 Volt supply	

**THEORY OF OPERATION**

The MCU controls the sequence of microinstructions in the microprogram memory. The MCU simultaneously controls 2 flip-flops (C, Z) which are interactive with the carry-in and carry-out logic of an array of CPEs.

The functional control of the MCU provides both unconditional jumps to new memory locations and jumps which are dependent on the state of MCU flags or the state of the "PR" latch. Each instruction has a "jump set" associated with it. This "jump set" is the total group of memory locations which can be addressed by that instruction.

The MCU utilizes a two-dimensional addressing scheme in the microprogram memory. Microprogram memory is organized as 32 rows and 16 columns for a total of 512 words. Word length is variable according to application. Address is accomplished by a 9-bit address organized as a 5-bit row and 4-bit column address.



**FUNCTIONAL DESCRIPTION**

The following is a description of each of the eleven address control functions. The symbols shown below are used to specify row and column addresses.

SYMBOL	MEANING
row <sub>n</sub>	5-bit next row address where n is the decimal row address.
col <sub>n</sub>	4-bit next column address where n is the decimal column address.

**Unconditional Address Control (Jump) Functions**

The jump functions use the current microprogram address (i.e., the contents of the microprogram address register prior to the rising edge of the clock) and several bits from the address control inputs (AC0-AC6) to generate the next microprogram address.

**Flag Conditional Address Control (Jump Test) Functions**

The jump/test flag functions use the current microprogram address, the contents of the selected flag or latch, and several bits from the address control function to generate the next microprogram address.

**JUMP FUNCTION TABLE**

MNEMONIC	FUNCTION DESCRIPTION
JCC	Jump in current column. AC <sub>0</sub> -AC <sub>4</sub> are used to select 1 of 32 row addresses in the current column, specified by MA <sub>0</sub> -MA <sub>3</sub> , as the next address.
JZR	Jump to zero row. AC <sub>0</sub> -AC <sub>3</sub> are used to select 1 of 16 column addresses in row <sub>0</sub> , as the next address.
JCR	Jump in current row. AC <sub>0</sub> -AC <sub>3</sub> are used to select 1 of 16 addresses in the current row, specified by MA <sub>4</sub> -MA <sub>8</sub> , as the next address.
JCE	Jump in current column/row group and enable PR-latch outputs. AC <sub>0</sub> -AC <sub>2</sub> are used to select 1 of 8 row addresses in the current row group, specified by MA <sub>7</sub> -MA <sub>8</sub> , as the next row address. The current column is specified by MA <sub>0</sub> -MA <sub>3</sub> . The PR-latch outputs are asynchronously enabled.

**JUMP/TEST FUNCTION TABLE**

MNEMONIC	FUNCTION DESCRIPTION
JFL	Jump/test F-latch. AC <sub>0</sub> -AC <sub>3</sub> are used to select 1 of 16 row addresses in the current row group, specified by MA <sub>8</sub> , as the next row address. If the current column group, specified by MA <sub>3</sub> , is col <sub>0</sub> -col <sub>7</sub> , the F-latch is used to select col <sub>2</sub> or col <sub>3</sub> as the next column address. If MA <sub>3</sub> specifies column group col <sub>8</sub> -col <sub>15</sub> , the F-latch is used to select col <sub>10</sub> or col <sub>11</sub> as the next column address.
JCF	Jump/test C-flag. AC <sub>0</sub> -AC <sub>2</sub> are used to select 1 of 8 row addresses in the current row group, specified by MA <sub>7</sub> and MA <sub>8</sub> , as the next row address. If the current column group specified by MA <sub>3</sub> is col <sub>0</sub> -col <sub>7</sub> , the C-flag is used to select col <sub>2</sub> or col <sub>3</sub> as the next column address. If MA <sub>3</sub> specifies column group col <sub>8</sub> -col <sub>15</sub> , the C-flag is used to select col <sub>10</sub> or col <sub>11</sub> as the next column address.
JZF	Jump/test Z-flag. Identical to the JCF function described above, except that the Z-flag, rather than the C-flag, is used to select the next column address.
JPR	Jump/test PR-latch. AC <sub>0</sub> -AC <sub>2</sub> are used to select 1 of 8 row addresses in the current row group, specified by MA <sub>7</sub> and MA <sub>8</sub> , as the next row address. The 4 PR-latch bits are used to select 1 of 16 possible column addresses as the next column address.
JLL	Jump/test leftmost PR-latch bits. AC <sub>0</sub> -AC <sub>2</sub> are used to select 1 of 8 row addresses in the current row group, specified by MA <sub>7</sub> and MA <sub>8</sub> , as the next row address. PR <sub>2</sub> and PR <sub>3</sub> are used to select 1 of 4 column addresses in col <sub>4</sub> through col <sub>7</sub> as the next column address.
JRL	Jump/test rightmost PR-latch bits. AC <sub>0</sub> and AC <sub>1</sub> are used to select 1 of 4 high-order row addresses in the current row group, specified by MA <sub>7</sub> and MA <sub>8</sub> , as the next row address. PR <sub>0</sub> and PR <sub>1</sub> are used to select 1 of 4 possible column addresses in col <sub>12</sub> through col <sub>16</sub> as the next column address.
JPX	Jump/test PX-bus and load PR-latch. AC <sub>0</sub> and AC <sub>1</sub> are used to select 1 of 4 row addresses in the current row group, specified by MA <sub>6</sub> -MA <sub>8</sub> , as the next row address. PX <sub>4</sub> -PX <sub>7</sub> are used to select 1 of 16 possible column addresses as the next column address. SX <sub>0</sub> -SX <sub>3</sub> data is locked in the PR-latch at the rising edge of the clock.

**PX-Bus and PR-Latch Conditional Address Control (Jump/Test) Functions**

The PX-bus jump/test function uses the data on the primary instruction bus (PX<sub>4</sub>-PX<sub>7</sub>), the current microprogram address, and several selection bits from the address control function to generate the next microprogram address. The PR-latch jump/test functions use the data held in the PR-latch, the current microprogram address, and several selection bits from the address control function to generate the next microprogram address.

**Flag Control Functions**

The flag control functions of the MCU are selected by the 4 input lines designated FC<sub>0</sub>-FC<sub>3</sub>. Function code formats are given in "Flag Control Function summary."

The following is a detailed description of each of the 8 flag control functions.

**Flag Input Control Functions**

The flag input control functions select which flag or flags will be set to the current value of the flag input (F̄I) line.

Data on F̄I is stored in the F-latch when the clock is low. The content of the F-latch is loaded into the C and/or Z flag on the rising edge of the clock.

**Flag Output Control Functions**

The flag output control functions select the value to which the flag output (F̄O) line will be forced.

**FLAG CONTROL FUNCTION TABLE**

MNEMONIC	FUNCTION DESCRIPTION
SCZ	Set C-flag and Z-flag to FI. The C-flag and the Z-flag are both set to the value of FI.
STZ	Set Z-flag to FI. The Z-flag is set to the value of FI. The C-flag is unaffected.
STC	Set C-flag to FI. The C-flag is set to the value of FI. The Z-flag is unaffected.
HCZ	Hold C-flag and Z-flag. The values in the C-flag and Z-flag are unaffected.

**FLAG OUTPUT CONTROL FUNCTION TABLE**

MNEMONIC	FUNCTION DESCRIPTION
FF0	Force FO to 0. FO is forced to the value of logical 0.
FFC	Force FO to C. FO is forced to the value of the C-flag.
FFZ	Force FO to Z. FO is forced to the value of the Z-flag.
FF1	Force FO to 1. FO is forced to the value of logical 1.

**FLAG CONTROL FUNCTION SUMMARY**

TYPE	MNEMONIC	DESCRIPTION	FC <sub>1</sub>	0
Flag Input	SCZ	Set C-flag and Z-flag to f	0	0
	STZ	Set Z-flag to f	0	1
	STC	Set C-flag to f	1	0
	HCZ	Hold C-flag and Z-flag	1	1

TYPE	MNEMONIC	DESCRIPTION	FC <sub>3</sub>	2
Flag Output	FF0	Force FO to 0	0	0
	FFC	Force FO to C-flag	1	0
	FFZ	Force FO to Z-flag	0	1
	FF1	Force FO to 1	1	1

LOAD FUNCTION	NEXT ROW				NEXT COL				
LD	MA <sub>8</sub>	7	6	5	4	MA <sub>3</sub>	2	1	0
0	See Address Control Function Summary								
1	0	X <sub>3</sub>	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	X <sub>7</sub>	X <sub>6</sub>	X <sub>5</sub>	X <sub>4</sub>

NOTE  
f = Contents of the F-latch      xn = Data on PX- or SX-bus line n (active low)

**ADDRESS CONTROL FUNCTION SUMMARY**

MNEMONIC	DESCRIPTION	FUNCTION								NEXT ROW					NEXT COL			
		AC <sub>6</sub>	5	4	3	2	1	0	MA <sub>8</sub>	7	6	5	4	MA <sub>3</sub>	2	1	0	
JCC	Jump in current column	0	0	d <sub>4</sub>	d <sub>3</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	d <sub>4</sub>	d <sub>3</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>3</sub>	m <sub>2</sub>	m <sub>1</sub>	m <sub>0</sub>	
JZR	Jump to zero row	0	1	0	d <sub>3</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	0	0	0	0	0	d <sub>3</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	
JCR	Jump in current row	0	1	1	d <sub>3</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>8</sub>	m <sub>7</sub>	m <sub>6</sub>	m <sub>5</sub>	m <sub>4</sub>	d <sub>3</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	
JCE	Jump in column/enable	1	1	1	0	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>8</sub>	m <sub>7</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>3</sub>	m <sub>2</sub>	m <sub>1</sub>	m <sub>0</sub>	
JFL	Jump/test F-latch	1	0	0	d <sub>3</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>8</sub>	d <sub>3</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>3</sub>	0	1	f	
JCF	Jump/test Z-flag	1	0	1	1	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>8</sub>	m <sub>7</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>3</sub>	0	1	c	
JPR	Jump/test PR-latch	1	1	0	0	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>8</sub>	m <sub>7</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>3</sub>	0	1	z	
JLL	Jump/test left PR bits	1	1	0	1	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	m <sub>8</sub>	m <sub>7</sub>	d <sub>2</sub>	d <sub>1</sub>	d <sub>0</sub>	p <sub>3</sub>	p <sub>2</sub>	p <sub>1</sub>	p <sub>0</sub>	
JRL	Jump/test right PR bits	1	1	1	1	1	d <sub>1</sub>	d <sub>0</sub>	m <sub>8</sub>	m <sub>7</sub>	1	d <sub>1</sub>	d <sub>0</sub>	0	1	p <sub>3</sub>	p <sub>2</sub>	
JPX	Jump/test PX-bus	1	1	1	1	0	d <sub>1</sub>	d <sub>0</sub>	m <sub>8</sub>	m <sub>7</sub>	m <sub>6</sub>	d <sub>1</sub>	d <sub>0</sub>	x <sub>7</sub>	x <sub>6</sub>	x <sub>5</sub>	x <sub>4</sub>	

NOTE  
dn = Data on address control line n  
mn = Data in microprogram address register bit n  
Pn = Data in PR-latch bit n  
xn = Data on PX-bus line n (active low)  
f,c,z = Contents of F-latch, C-flag, or Z-flag, respectively

**STROBE FUNCTIONS**

The load function of the MCU is controlled by the input line designated LD. If the LD line is active high at the rising edge of the clock, the data on the primary and secondary instruction buses, PX<sub>4</sub>-PX<sub>7</sub> and SX<sub>0</sub>-SX<sub>3</sub>, is loaded into the microprogram address register. PX<sub>4</sub>-PX<sub>7</sub> are loaded into MA<sub>0</sub>-MA<sub>7</sub> and SX<sub>0</sub>-SX<sub>3</sub> are loaded into MA<sub>4</sub>-MA<sub>7</sub>. The high-order bit of the microprogram address register MA<sub>8</sub> is set to a logical 0. The bits from the primary instruction bus select 1 of 16 possible column addresses. Likewise, the bits from the secondary instruction bus select 1 of the first 16 row addresses.

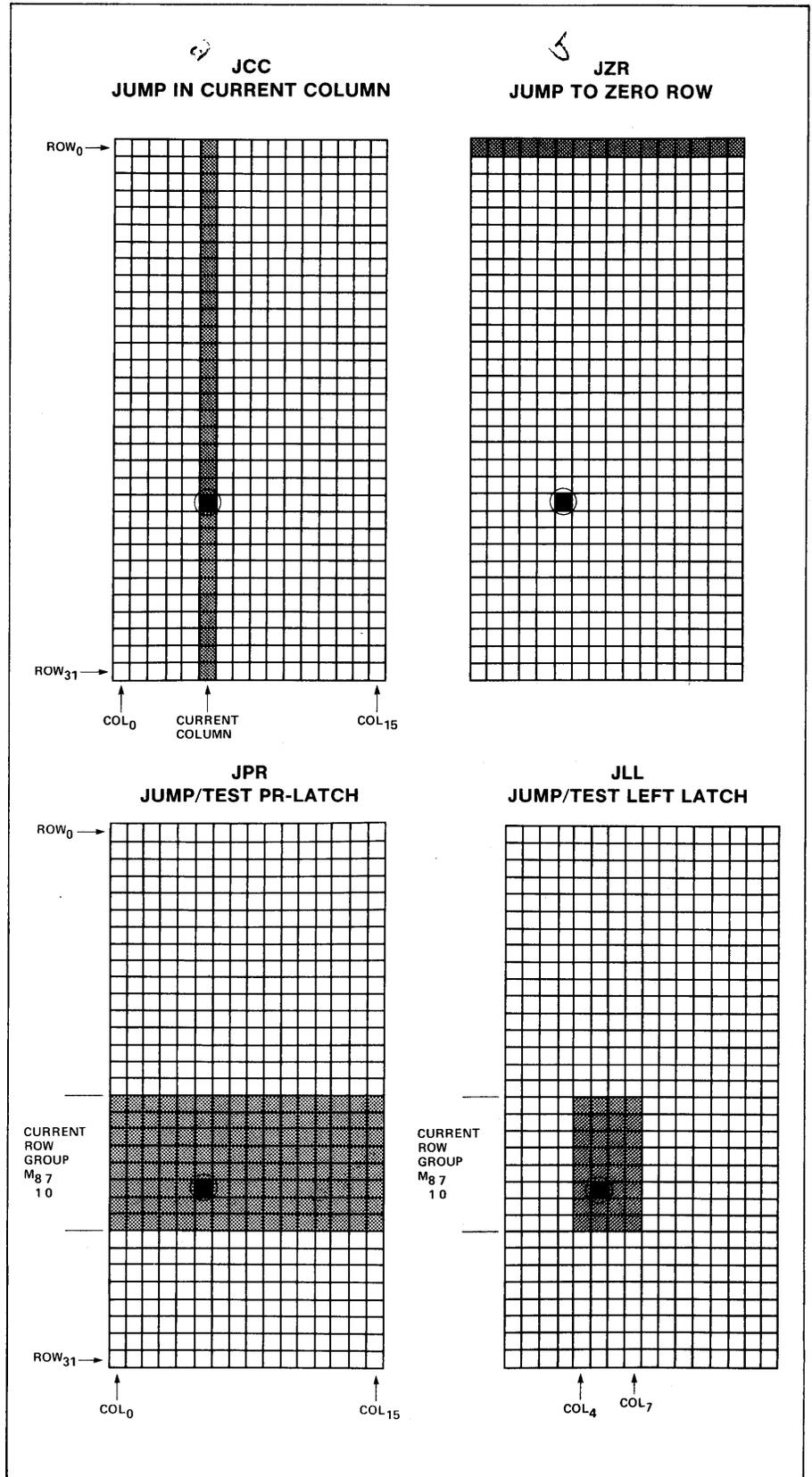
The MCU generates an interrupt strobe enable on the output line designated ISE. The line is placed in the active high state whenever a JZR to col<sub>15</sub> is selected as the address control function. Generally, the start of a macroinstruction fetch sequence is situated at row<sub>0</sub> and col<sub>15</sub> so the interrupt control may be enabled at the beginning of the fetch/execute cycle. The interrupt control responds to the interrupt by pulling the enable row address (ERA) input line low to override the selected next row address from the MCU. Then by gating an alternative next row address on to the row address lines of the microprogram memory, the microprogram may be forced to enter an interrupt handling routine. The alternative row address placed on the microprogram memory address lines does not alter the contents of the microprogram address register. Therefore, subsequent jump functions will utilize the row address in the register, and not the alternative row address, to determine the next microprogram address.

Note, the load function always overrides the address control function on AC<sub>0</sub>-AC<sub>6</sub>. It does not, however, override the latch enable or load sub-functions of the JCE or JPX instruction, respectively. In addition, it does not inhibit the interrupt strobe enable or any of the flag control functions.

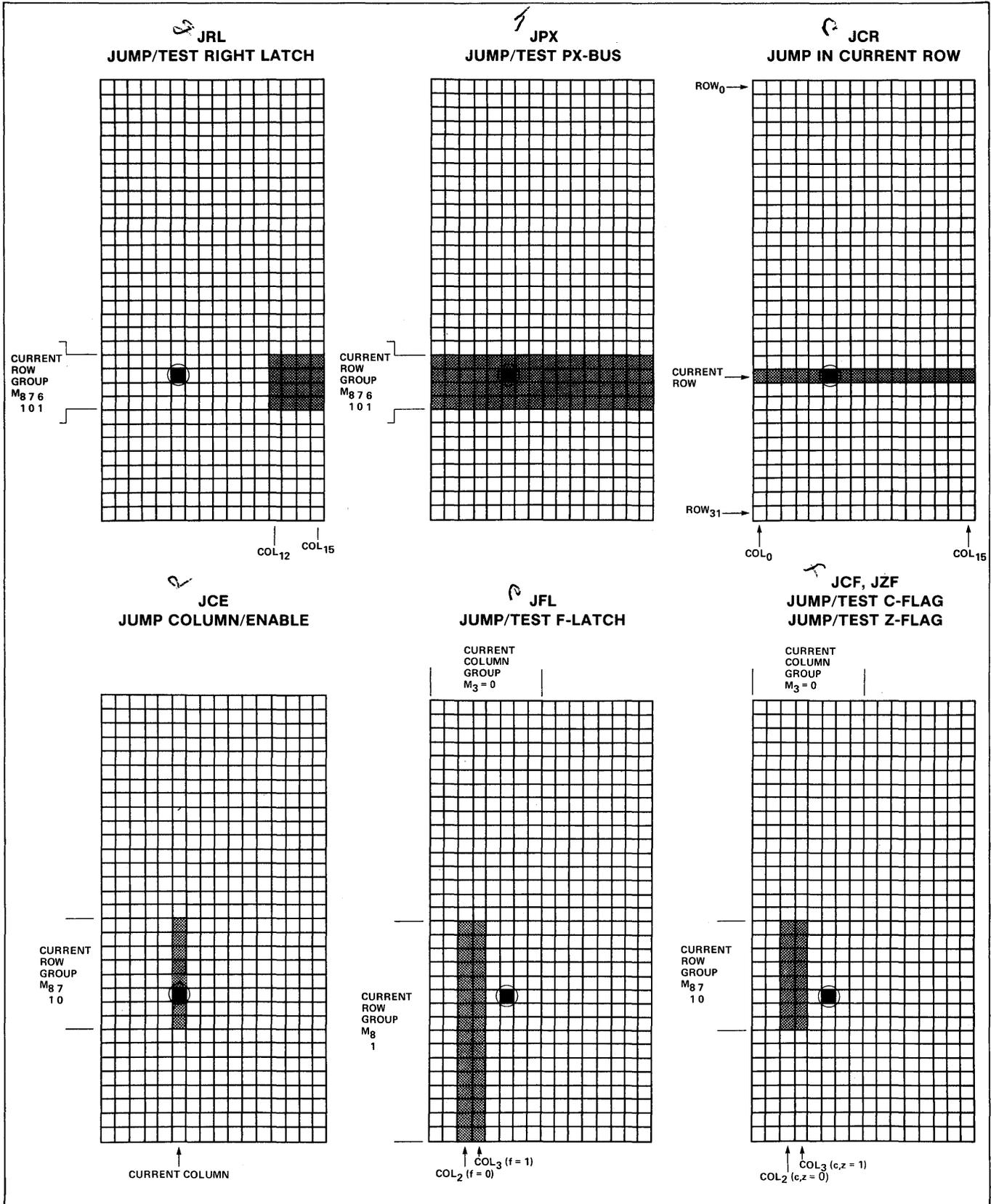
**JUMP SET DIAGRAMS**

The following 10 diagrams illustrate the jump set for each of the 11 jump and jump/test functions of the MCU. Location 341 indicated by the circled square, represents 1 current row (row<sub>21</sub>) and current column (col<sub>5</sub>) address. The dark boxes indicate the microprogram locations that may be selected by the particular function as the next address.

**JUMP SET DIAGRAMS**



JUMP SET DIAGRAMS (Cont'd)



N3001: T<sub>A</sub> = 0°C to +70°C, V<sub>CC</sub> = 5.0V, ± 5%

N3001-I

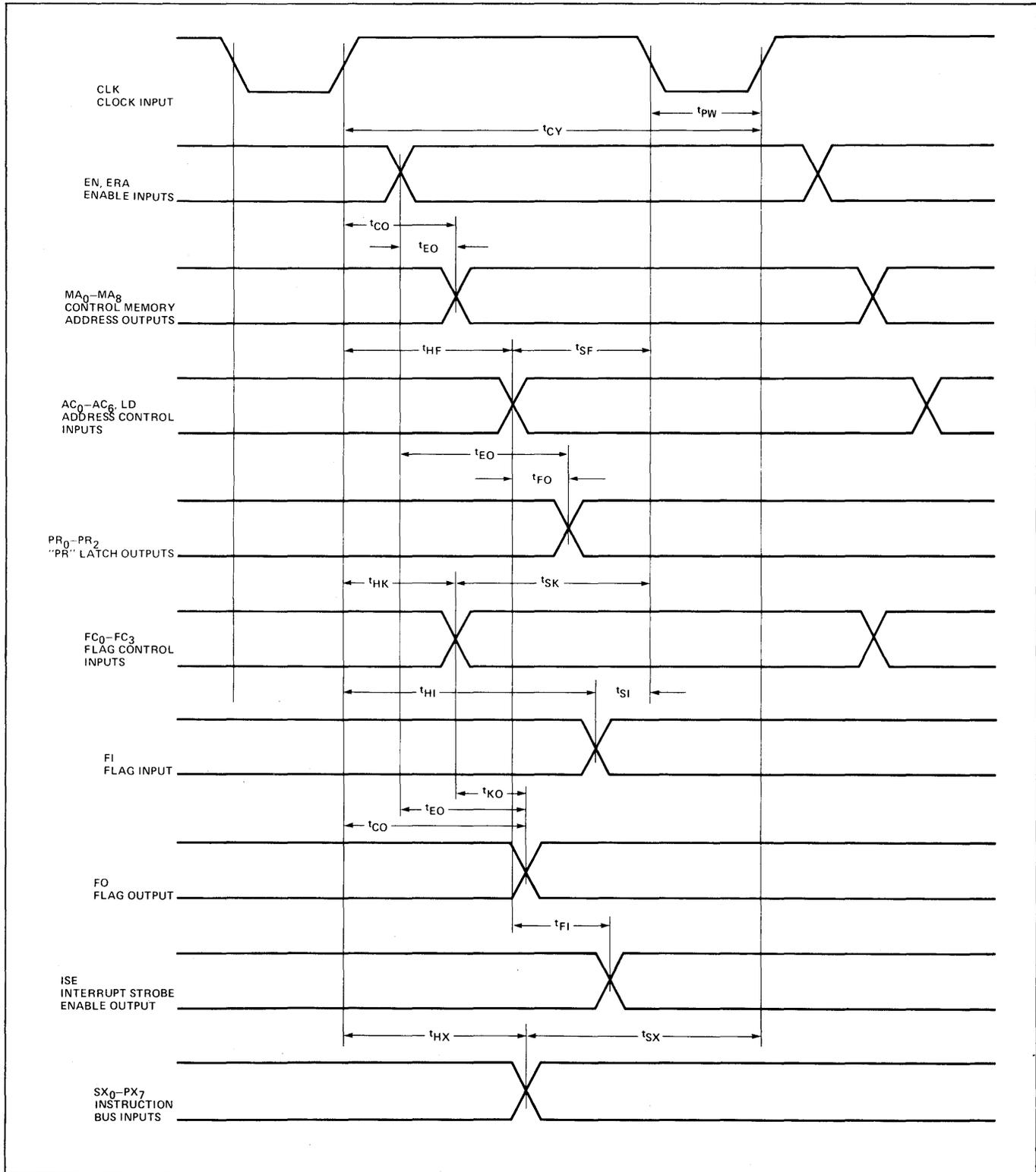
**AC ELECTRICAL CHARACTERISTICS** S3001 T<sub>A</sub> = -55°C to +125°C, V<sub>CC</sub> = 5.0V ± 10%

PARAMETER		N3001			S3001			UNIT
		Min	Typ <sup>1</sup>	Max	Min	Typ <sup>1</sup>	Max	
t <sub>CY</sub>	Cycle Time <sup>2</sup>	60	45		95	45		ns
t <sub>PW</sub>	Clock Pulse Width	17	10		40	10		ns
Control and Data Input Set-Up Times:								
t <sub>SF</sub>	LD, AC <sub>0</sub> -AC <sub>6</sub> (Set to "1"/"0")	20	3/14		20	3/14		ns
t <sub>SK</sub>	FC <sub>0</sub> , FC <sub>1</sub>	7	5		10	5		ns
t <sub>SX</sub>	PX <sub>4</sub> -PX <sub>7</sub> (Set to "1"/"0")	28	4/13		35	4/13		ns
t <sub>SI</sub>	FI (Set to "1"/"0")	12	-6/0		15	-6/10		ns
t <sub>SX</sub>	SX <sub>0</sub> -SX <sub>3</sub>	15	5		35	5		ns
Control and Data Input Hold Times:								
t <sub>HF</sub>	LD, AC <sub>0</sub> -AC <sub>6</sub> (Hold to "1"/"0")	4	-3/-14		5	-3/-14		ns
t <sub>HK</sub>	FC <sub>0</sub> , FC <sub>1</sub>	4	-5		10	-5		ns
t <sub>HX</sub>	PX <sub>4</sub> -PX <sub>7</sub> (Hold to "1"/"0")	0	-4/-13		25	-4/-13		ns
t <sub>HI</sub>	FI (Hold to "1"/"0")	16	6.5/0		22	6.5/0		ns
t <sub>HX</sub>	SX <sub>0</sub> -SX <sub>3</sub>	0	-5		25	-5		ns
t <sub>CO</sub>	Propagation Delay from Clock Input (CLK) to Outputs (mA <sub>0</sub> -mA <sub>8</sub> , FO) (t <sub>PHL</sub> /t <sub>PLH</sub> )		17/24	36	10	17/24	45	ns
t <sub>KO</sub>	Propagation Delay from Control Inputs FC <sub>2</sub> and FC <sub>3</sub> to Flag Out (FO)		13	24		13	50	ns
t <sub>FO</sub>	Propagation Delay from Control Inputs AC <sub>0</sub> -AC <sub>6</sub> to Latch Outputs (PR <sub>0</sub> -PR <sub>2</sub> )		21	32		21	50	ns
t <sub>EO</sub>	Propagation Delay from Enable Inputs EN and ERA to Outputs (mA <sub>0</sub> -mA <sub>8</sub> , FO, PR <sub>0</sub> -PR <sub>2</sub> )		17	26		17	35	ns
t <sub>FI</sub>	Propagation Delay from Control Inputs AC <sub>0</sub> -AC <sub>6</sub> to Interrupt Strobe Enable Output (ISE)		20	32		20	40	ns

NOTE

1. Typical values are for T<sub>A</sub> = 25°C and 5.0 supply voltage.
2. S3001: t<sub>CY</sub> = t<sub>WP</sub> + t<sub>SF</sub> + t<sub>CO</sub>

VOLTAGE WAVEFORMS



**DESCRIPTION**

The N3002 Central Processing Element (CPE) is one part of a bipolar microcomputer set. The N3002 is organized as a 2-bit slice and performs the logical and arithmetic functions required by microinstructions. A system with any number of bits in a data word can be implemented by using multiple N3002s, the N3001 microcomputer control unit, the N74S182 carry look-ahead unit and ROM or PROM memory.

**FEATURES**

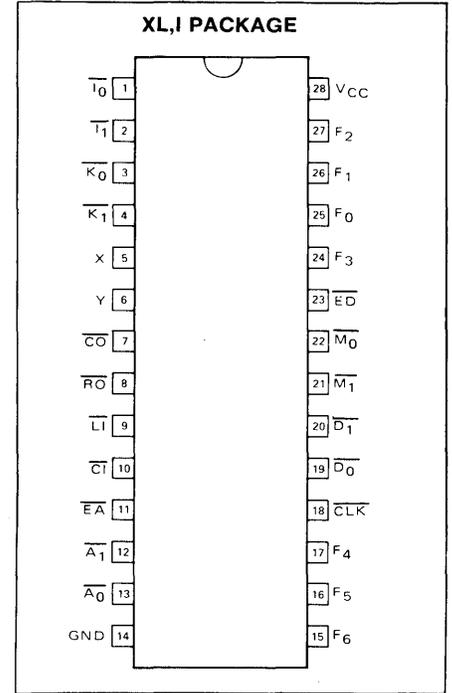
- 45ns cycle time (typ)
- Easy expansion to multiple of 2 bits
- 11 general purpose registers
- Full function accumulator
- Useful functions include:
  - 2's complement arithmetic
  - Logical AND, OR, NOT, exclusive-NOR
  - Increment, decrement
  - Shift left/shift right
  - Bit testing and zero detection
  - Carry look-ahead generation
  - Masking via K-bus
  - Conditioned clocking allowing non-destructive testing of data in accumulator and scratchpad
- 3 input buses
- 2 output buses
- Control bus

**FUNCTION TRUTH TABLE**

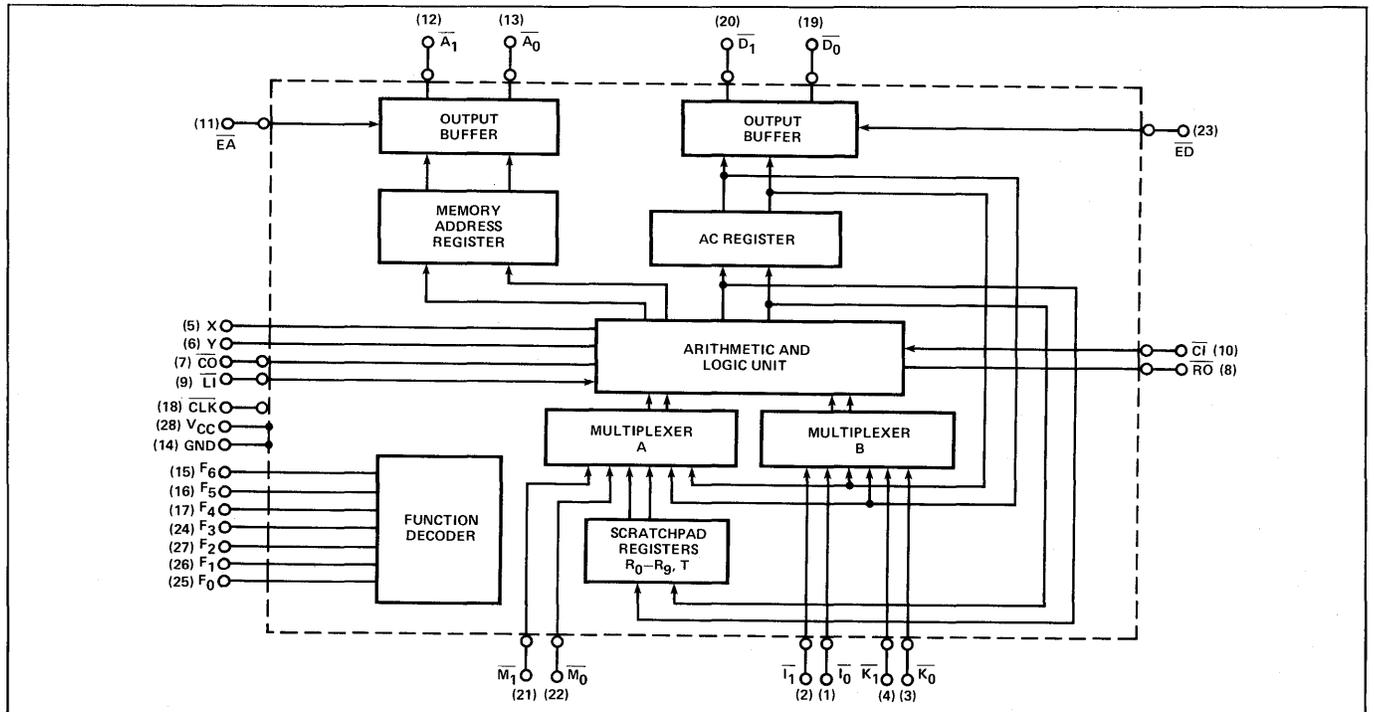
FUNCTION GROUP	F <sub>6</sub>	F <sub>5</sub>	F <sub>4</sub>
0	0	0	0
1	0	0	1
2	0	1	0
3	0	1	1
4	1	0	0
5	1	0	1
6	1	1	0
7	1	1	1

REGISTER GROUP	REGISTER	F <sub>3</sub>	F <sub>2</sub>	F <sub>1</sub>	F <sub>0</sub>
I	R <sub>0</sub>	0	0	0	0
	R <sub>1</sub>	0	0	0	1
	R <sub>2</sub>	0	0	1	0
	R <sub>3</sub>	0	0	1	1
	R <sub>4</sub>	0	1	0	0
	R <sub>5</sub>	0	1	0	1
	R <sub>6</sub>	0	1	1	0
	R <sub>7</sub>	0	1	1	1
	R <sub>8</sub>	1	0	0	0
	R <sub>9</sub>	1	0	0	1
T	1	1	0	0	
AC	1	1	0	1	
II	T	1	0	1	0
	AC	1	0	1	1
III	T	1	1	1	0
	AC	1	1	1	1

**PIN CONFIGURATION**



**BLOCK DIAGRAM**



## PIN DESCRIPTION

PIN	SYMBOL	NAME AND FUNCTION	TYPE
1, 2	$\overline{I_0-I_1}$	External Bus Inputs The external bus inputs provide a separate input port for external input devices.	Active low
3, 4	$\overline{K_0-K_1}$	Mask Bus Inputs The mask bus inputs provide a separate input port from the microprogram memory, to allow mask or constant entry.	Active low
5, 6	X, Y	Standard Carry Look-Ahead Cascade Outputs The cascade outputs allow high speed arithmetic operations to be performed when they are used in conjunction with the 74S182 Look-Ahead Carry Generator	Active high
7	$\overline{CO}$	Ripple Carry Out The ripple carry output is only disabled during shift right operations.	Active low Three-state
8	$\overline{RO}$	Shift Right Output The shift right output is only enabled during shift right operations.	Active low Three-state
9	$\overline{LI}$	Shift Right Input	Active low
10	$\overline{CI}$	Carry Input	Active low
11	$\overline{EA}$	Memory Address Enable Input When in the low state, the memory address enable input enables the memory address outputs ( $A_0-A_1$ ).	Active low
12-13	$\overline{A_0-A_1}$	Memory Address Bus Outputs The memory address bus outputs are the buffered outputs of the memory address register (MAR).	Active low Three-state
14	GND	Ground	
14-17, 24-27	$F_0-F_6$	Micro-Function Bus Inputs The micro-function bus inputs control ALU function and register selection.	Active high
18	$\overline{CLK}$	Clock Input	
19-20	$\overline{D_0-D_1}$	Memory Data Bus Outputs The memory data bus outputs are the buffered outputs of the full function accumulator register (AC).	Active low Three-state
21-22	$\overline{M_0-M_1}$	Memory Data Bus Inputs The memory data bus inputs provide a separate input port for memory data.	Active low
23	$\overline{ED}$	Memory Data Enable Input When in the low state, the memory data enable input enables the memory data outputs ( $D_0-D_1$ ).	Active low
28	VCC	+5 Volt Supply	

## SYSTEM DESCRIPTION

## Microfunction Decoder and K-Bus

Basic microfunctions are controlled by a 7-bit bus ( $F_0-F_6$ ) which is organized into 2 groups. The higher 3 bits ( $F_4-F_6$ ) are designated as F-Group and the lower 4 bits ( $F_0-F_3$ ) are designated as the R-Group. The F-Group specifies the type of operation to be performed and the R-Group specifies the registers involved.

The F-Bus instructs the microfunction decoder to:

- Select ALU functions to be performed
- Generate scratchpad register address
- Control A and B multiplexer

The resulting microfunction action can be:

- Data transfer
- Shift operations
- Increment and decrement
- Initialize stack
- Test for zero conditions
- 2's complement addition and subtraction
- Bit masking
- Maintain program counter

## A and B Multiplexers

A and B multiplexers select the proper 2 operands to the ALU.

A multiplexer selects inputs from one of the following:

- M-bus (data from main memory)
- Scratchpad registers
- Accumulator

B multiplexer selects inputs from one of the following:

- I-bus (data from external I/O devices)
- Accumulator
- K-bus (literal or masking information from micro-program memory)

## Scratchpad Registers

- Contains 11 registers ( $R_0-R_9, T$ )
- Scratchpad register outputs are multiplexed to the ALU via the A multiplexer
- Used to store intermediate results from arithmetic/logic operations
- Can be used as program counter

## Arithmetic/Logic Unit (ALU)

The ALU performs the arithmetic and logic operations of the CPE.

Arithmetic operations are:

- 2's complement addition
- Incrementing
- Decrementing
- Shift left
- Shift right

Logical operations are:

- Transfer
- AND
- Inclusive-OR
- Exclusive-NOR
- Logic complement

ALU operation results are then stored in the accumulator and/or scratchpad registers. For easy expansion to larger arrays, carry look-ahead outputs (X and Y) and cascading shift inputs (LI, RO) are provided.

**Accumulator**

- Stores results from ALU operations
- The output of accumulator is multiplexed into ALU via the A and B multiplexer as one of the operands

**Input Buses**

- M-bus: Data bus from main memory
- Accepts 2 bits of data from main memory into CPE
  - Is multiplexed into the ALU via the A multiplexer
- I-bus: Data bus from input/output devices

- Accepts 2 bits of data from external input/output devices into CPE
- Is multiplexed into the ALU via the B multiplexer

- K-bus: A special feature of the N3002 CPE
- During arithmetic operations, the K-bus can be used to **mask** portions of the field being operated on
  - Select or remove accumulator from operation by placing K-bus in all "1" or all "0" state respectively
  - During non-arithmetic operation, the carry circuit can be used in conjunction with the K-bus for word-wise-OR operation for bit testing
  - Supply literal or constant data to CPE

**Output Buses**

- A-bus and Memory Address Register
- Main memory address is stored in the memory address register (MAR)
  - Main memory is addressed via the A-bus
  - MAR and A-bus may also be used to generate device address when executing I/O instructions
  - A-bus has Tri-State outputs
- D-bus: Data bus from CPE to main memory or to I/O devices
- Sends buffered accumulator outputs to main memory or the external I/O devices
  - D-bus has Tri-State outputs

**FUNCTION DESCRIPTION**

F GROUP	R GROUP	K BUS	NAME	EQUATION	DESCRIPTION
0	I	XX	—	$R_n + (AC \wedge K) + CI \rightarrow R_n, AC$	<b>Logically AND AC with the K-bus.</b> Add the result to $R_n$ and carry input (CI). Deposit the sum in AC and $R_n$ .
		OO	ILR	$R_n + CI \rightarrow R_n, AC$	Conditionally increment $R_n$ and load the result in AC. Used to load AC from $R_n$ or to increment $R_n$ and load a copy of the result in AC.
		11	ALR	$AC + R_n + CI \rightarrow R_n, AC$	Add AC and CI to $R_n$ and load the result in AC. Used to add AC to a register. If $R_n$ is AC, then AC is shifted left one bit position.
0	II	XX	—	$M + (AC \wedge K) + CI \rightarrow AT$	<b>Logically AND AC with the K-bus.</b> Add the result to CI and the M-bus. Deposit the sum in AC or T.
		OO	ACM	$M + CI \rightarrow AT$	Add CI to M-bus. Load the result in AC or T, as specified. Used to load memory data in the specified register, or to load incremented memory data in the specified register.
		11	AMA	$M + AC + CI \rightarrow AT$	Add the M-bus to AC and CI, and load the result in AC or T, as specified. Used to add memory data or incremented memory data to AC and store the sum in the specified register.
0	III	XX	—	$AT_L \wedge (I_L \wedge K_L) \rightarrow RO$ $LI \vee [(I_H \wedge K_H) \wedge AT_H] \rightarrow AT_H$ $[AT_L \wedge (I_L \wedge K_L)]$ $[AT_H \vee (I_H \wedge K_H)] \rightarrow AT_L$	None
		OO	SRA	$AT_L \rightarrow RO$ $AT_H \rightarrow AT_L$ $LI \rightarrow AT_H$	
1	I	XX	—	$K \vee R_n \rightarrow MAR$ $R_n + K + CI \rightarrow R_n$	<b>Logically OR <math>R_n</math> with the K-bus.</b> Deposit the result in MAR. Add the K-bus to $R_n$ and CI. Deposit the result in $R_n$ .
		OO	LMI	$R_n \rightarrow MAR, R_n + CI \rightarrow R_n$	Load MAR from $R_n$ . Conditionally increment $R_n$ . Used to maintain a macro-instruction program counter.
		11	DSM	$11 \rightarrow MAR, R_n - 1 + CI \rightarrow R_n$	Set MAR to all ones. Conditionally decrement $R_n$ by one. Used to force MAR to its highest address and to decrement $R_n$ .
1	II	XX	—	$KVM \rightarrow MAR$ $M + K + CI \rightarrow AT$	<b>Logically OR the M-bus with the K-Bus.</b> Deposit the result in MAR. Add the K-bus to the M-bus and CI. Deposit the sum in AC or T.
		OO	LMM	$M \rightarrow MAR, M + CI \rightarrow AT$	Load MAR from the M-bus. Add CI to the M-bus. Deposit the result in AC or T. Used to load the address register with memory data for macro-instructions using indirect addressing.
		11	LDM	$11 \rightarrow MAR$ $M - 1 + CI \rightarrow AT$	Set MAR to all ones. Subtract one from the M-bus. Add CI to the difference and deposit the result in AC or T, as specified. Used to load decremented memory data in AC or T.

FUNCTION DESCRIPTION (Cont'd)

F GROUP	R GROUP	K BUS	NAME	EQUATION	DESCRIPTION
1	III	XX	—	$(\overline{AT} \vee K) + (AT \wedge K) + CI \rightarrow AT$	<b>Logically OR the K-bus with the complement of AC or T, as specified.</b> Add the result to the logical AND of specified register with the K-bus. Add the sum to CI. Deposit the result in the specified register.
		OO	CIA	$\overline{AT} + CI \rightarrow AT$	Add CI to the complement of AC or T, as specified. Deposit the result in the specified register. Used to form the 1's or 2's complement of AC or T.
		11	DCA	$\overline{AT} - 1 + CI \rightarrow AT$	Subtract one from AC or T, as specified. Add CI to the difference and deposit the sum in the specified register. Used to decrement AC or T.
2	I	XX	—	$(AC \wedge K) - 1 + CI \rightarrow R_n$	<b>Logically AND the K-bus with AC.</b> Subtract one from the result and add the difference to CI. Deposit the sum in $R_n$ .
		OO	CSR	$CI - 1 \rightarrow R_n$ (See Note 1)	Subtract one from CI and deposit the difference in $R_n$ . Used to conditionally clear or set $R_n$ to all 0's or 1's, respectively.
		11	SDR	$AC - 1 + CI \rightarrow R_n$ (See Note 1)	Subtract one from AC and add the difference to CI. Deposit the sum in $R_n$ . Used to store AC in $R_n$ or to store the decremented value of AC in $R_n$ .
2	II	XX	—	$(AC \wedge K) - 1 + CI \rightarrow AT$ (See Note 1)	<b>Logically AND the K-bus with AC.</b> Subtract one from the result and add the difference to CI. Deposit the sum in AC or T, as specified.
		OO	CSA	$CI - 1 \rightarrow AT$ (See Note 1)	Subtract one from CI and deposit the difference in AC or T. Used to conditionally clear or set AC or T.
		11	SDA	$AC - 1 + CI \rightarrow AT$ (See Note 1)	Subtract one from AC and add the difference to CI. Deposit the sum in AC or T. Used to store AC in T, or decrement AC, or store the decremented value of AC in T.
2	III	XX	—	$(I \wedge K) - 1 + CI \rightarrow AT$ (See Note 1)	<b>Logically AND the data of the K-bus with the data on the I-bus.</b> Subtract one from the result and add the difference to CI. Deposit the sum in AC or T, as specified.
		OO	CSA	$CI - 1 \rightarrow AT$	Subtract one from CI and deposit the difference in AC or T. Used to conditionally clear or set AC or T.
		11	LDI	$I - 1 + CI \rightarrow AT$	Subtract one from the data on the I-bus and add the difference to CI. Deposit the sum in AC or T, as specified. Used to load input bus data or decremented input bus data in the specified register.
3	I	XX	—	$R_n + (AC \wedge K) + CI \rightarrow R_n$	<b>Logically AND AC with the K-bus.</b> Add $R_n$ and CI to the result. Deposit the sum in $R_n$ .
		OO	INR	$R_n + CI \rightarrow R_n$	Add CI to $R_n$ and deposit the sum in $R_n$ . Used to increment $R_n$ .
		11	ADR	$AC + R_n + CI \rightarrow R_n$	Add AC to $R_n$ . Add the result to CI and deposit the sum in $R_n$ . Used to add the accumulator to a register or to add the incremented value of the accumulator to a register.
3	II	XX	—	$M + (AC \wedge K) + CI \rightarrow AT$	<b>Logically AND AC with the K-bus.</b> Add the result to CI and the M-bus. Deposit the sum in AC or T.
		OO	ACM	$M + CI \rightarrow AT$	Add CI to M-bus. Load the result in AC or T, as specified. Used to load memory data in the specified register, or to load incremented memory data in the specified register.
		11	AMA	$M + AC + CI \rightarrow AT$	Add the M-bus to AC and CI, and load the result in AC or T, as specified. Used to add memory data or incremented memory data to AC and store the sum in the specified register.

## FUNCTION DESCRIPTION (Cont'd)

F GROUP	R GROUP	K BUS	NAME	EQUATION	DESCRIPTION
3	III	XX	—	$AT + (I \wedge K) + CI \rightarrow AT$	<b>Logically AND the K-bus with the I-bus.</b> Add CI and the contents of AC or T, as specified, to the result. Deposit the sum in the specified register.
		OO	INA	$AT + CI \rightarrow AT$	Conditionally increment AC or T. Used to increment AC or T.
		11	AIA	$I + AT + CI \rightarrow AT$	Add the I-bus to AC or T. Add CI to the result and deposit the sum in the specified register. Used to add input data or incremented input data to the specified register.
4	I	XX	—	$CI \vee (R_n \wedge AC \wedge K) \rightarrow CO$ $R_n \wedge (AC \wedge K) \rightarrow R_n$	<b>Logically AND the K-bus with AC.</b> Logically AND the result with the contents of $R_n$ . Deposit the final result in $R_n$ . Logically OR the value of CI with the word-wise OR of the bits of the final result. Place the value of the carry OR on the carry output (CO) line.
		OO	CLR	$CI \rightarrow CO, O \rightarrow R_n$	Clear $R_n$ to all O's. Force CO to CI. Used to clear a register and force CO to CI.
		11	ANR	$CI \vee (R_n \wedge AC) \rightarrow CO$ $R_n \wedge AC \rightarrow R_n$	Logically AND AC with $R_n$ . Deposit the result in $R_n$ . Force CO to one if the result is non-zero. Used to AND the accumulator with a register and test for a zero result.
4	II	XX	—	$CI \vee (M \wedge AC \wedge K) \rightarrow CO$ $M \wedge (AC \wedge K) \rightarrow AT$	<b>Logically AND the K-bus with AC.</b> Logically AND the result with the M-bus. Deposit the final result in AC or T. Logically OR the value of CI with the word-wise OR of the bits of the final result. Place the value of the carry OR on CO.
		OO	CLA	$CI \rightarrow CO, O \rightarrow AT$	Clear AC or T, as specified, to all O's. Force CO to CI. Used to clear the specified register and force CO to CI.
		11	ANM	$CI \vee (M \wedge AC) \rightarrow CO$ $M \wedge AC \rightarrow AT$	Logically AND the M-bus with AC. Deposit the result in AC or T. Force CO to one if the result is non-zero. Used to AND M-bus data to the accumulator and test for a zero result.
4	III	XX	—	$CI \vee (AT \wedge 1 \wedge K) \rightarrow CO$ $AT \wedge (I \wedge K) \rightarrow AT$	<b>Logically AND the I-bus with the K-bus.</b> Logically AND the result with AC or T. Deposit the final result in the specified register. Logically OR CI with the word-wise OR of the final result. Place the value of the carry OR on CO.
		OO	CLA	$CI \rightarrow CO, O \rightarrow AT$	Clear AC or T, as specified, to all O's. Force CO to CI. Used to clear the specified register and force CO to CI.
		11	ANI	$CI \vee (AT \wedge I) \rightarrow CO$ $AT \wedge 1 \rightarrow AT$	Logically AND the I-bus with AC or T, as specified. Deposit the result in the specified register. Force CO to one if the result is non-zero. Used to AND the I-bus to the accumulator and test for a zero result.
5	I	XX	—	$CI \vee (R_n \wedge K) \rightarrow CO$ $K \wedge R_n \rightarrow R_n$	<b>Logically AND the K-bus with <math>R_n</math>.</b> Deposit the result in $R_n$ . Logically OR CI with the word-wise OR of the result. Place the value of the carry OR on CO.
		OO	CLR	$CI \rightarrow CO, O \rightarrow R_n$	Clear $R_n$ to all O's. Force CO to CI. Used to clear a register and force CO to CI.
		11	TZR	$CI \vee R_n \rightarrow CO$ $R_n \rightarrow R_n$	Force CO to one if $R_n$ is non-zero. Used to test a register for zero. Also used to AND K-bus data with a register for masking and, optionally, testing for a zero result.
5	II	XX	—	$CI \vee (M \wedge K) \rightarrow CO$ $K \wedge M \rightarrow AT$	<b>Logically AND the K-bus with the M-bus.</b> Deposit the result in AC or T, as specified. Logically OR CI with the word-wise OR of the result. Place the value of the carry OR on CO.
		OO	CLA	$CI \rightarrow CO, O \rightarrow AT$	Clear AC or T, as specified, to all O's. Force CO to CI. Used to clear the specified register and force CO to CI.
		11	LTM	$CI \vee M \rightarrow CO$ $M \rightarrow AT$	Load AC or T, as specified, from the M-bus. Force CO to one if the result is non-zero. Used to load the specified register from memory and test for a zero result. Also used to AND the K-bus with the M-bus for masking and, optionally, testing for a zero result.

## FUNCTION DESCRIPTION (Cont'd)

F GROUP	R GROUP	K BUS	NAME	EQUATION	DESCRIPTION
5	III	XX	—	$CI \vee (AT \wedge K) \rightarrow CO$ $K \wedge AT \rightarrow AT$	Logically AND the K-bus with AC or T, as specified. Deposit the result in the specified register. Logically OR CI with the word-wise OR of the result. Place the value of the carry OR on CO.
		OO	CLA	$CI \rightarrow CO, O \rightarrow AT$	Clear AC or T, as specified, to all O's. Force CO to CI. Used to clear the specified register and force CO to CI.
		11	TZA	$CI \vee AT \rightarrow CO$ $AT \rightarrow AT$	Force CO to one if AC or T, as specified, is non-zero. Used to test the specified register for zero. Also used to AND the K-bus to the specified register for masking and, optionally, testing for a zero result.
6	I	XX	—	$CI \vee (AC \wedge K) \rightarrow CO$ $R_n \vee (AC \wedge K) \rightarrow R_n$	Logically OR CI with the word-wise OR of the logical AND of AC and the K-bus. Place the result of the carry OR on CO. Logically OR $R_n$ with the logical AND of AC and the K-bus. Deposit the result in $R_n$ .
		OO	NOP	$CI \rightarrow CO, R_n \rightarrow R_n$	Force CO to CI. Used as a null operation or to force CO to CI.
		11	ORR	$CI \vee AC \rightarrow CO$ $R_n \vee AC \rightarrow R_n$	Force CO to one if AC is non-zero. Logically OR AC with $R_n$ . Deposit the result in $R_n$ . Used to OR the accumulator to a register and, optionally, test the previous accumulator value for zero.
6	II	XX	—	$CI \vee (AC \wedge K) \rightarrow CO$ $M \vee (AC \wedge K) \rightarrow AT$	Logically OR CI with the word-wise OR of the logical AND of AC and the K-bus. Place the carry OR on CO. Logically OR the M-bus, with the logical AND of AC and the K-bus. Deposit the final result in AC or T.
		OO	LMF	$CI \rightarrow CO, M \rightarrow AT$	Load AC or T, as specified, from the M-bus. Force CO to CI. Used to load the specified register with memory data and force CO to CI.
		11	ORM	$CI \vee AC \rightarrow CO$ $M \vee AC \rightarrow AT$	Force CO to one if AC is non-zero. Logically OR the M-bus with AC. Deposit the result in AC or T, as specified. Used to OR M-bus with the AC and, optionally, test the previous value of AC for zero.
6	III	XX	—	$CI \vee (I \wedge K) \rightarrow CO$ $AT \vee (I \wedge I) \rightarrow AT$	Logical OR CI with the word-wise OR of the logical AND of the I-bus and the K-bus. Place the carry OR on CO. Logically AND the K-bus with the I-bus. Logically OR the result with AC or T, as specified. Deposit the final result in the specified register.
		OO	NOP	$CI \rightarrow CO, AT \rightarrow AT$	Force CO to CI. Used as a null operation or to force CO to CI.
		11	ORI	$CI \vee I \rightarrow CO$ $I \vee AT \rightarrow AT$	Force CO to one if the data on the I-bus is non-zero. Logically OR the I-bus to AC or T, as specified. Deposit the result in the specified register. Used to OR I-bus data with the specified register and, optionally, test the I-bus data for zero.
7	I	XX	—	$CI \vee (R_n \wedge AC \wedge K) \rightarrow CO$ $R_n \oplus (AC \wedge K) \rightarrow R_n$	Logically OR CI with the word-wise OR of the logical AND of $R_n$ and AC and the K-bus. Place the carry OR on CO. Logically AND the K-bus with AC. Exclusive-NOR the result with $R_n$ . Deposit the final result in $R_n$ .
		OO	CMR	$CI \rightarrow CO, R_n \rightarrow R_n$	Complement the contents of $R_n$ . Force CO to CI.
		11	XNR	$CI \vee (R_n \wedge AC) \rightarrow CO$ $R_n \oplus AC \rightarrow R_n$	Force CO to one if the logical AND of AC and $R_n$ is non-zero. Exclusive-NOR AC with $R_n$ . Deposit the result in $R_n$ . Used to exclusive-NOR the accumulator with a register.

FUNCTION DESCRIPTION (Cont'd)

F GROUP	R GROUP	K BUS	NAME	EQUATION	DESCRIPTION
7	II	XX	—	$CI \vee (M \wedge AC \wedge K) \rightarrow CO$ $M \oplus (AC \wedge K) \rightarrow AT$	Logically OR CI with the word-wise OR of the logical AND of AC and the K-bus with the M-bus. Place the carry OR on CO. Logically AND the K-bus with AC. Exclusive NOR the result with the M-bus. Deposit the final result in AC or T.
		OO	LCM	$CI \rightarrow CO, \bar{M} \rightarrow AT$	Load the complement of the M-bus into AC or T, as specified. Force CO to CI.
		11	XNM	$CI \vee (M \wedge AC) \rightarrow CO$ $M \oplus AC \rightarrow AT$	Force CO to one if the logical AND of AC and the M-bus is non-zero. Exclusive-NOR AC with the M-bus. Deposit the result in AC or T, as specified. Used to exclusive-NOR memory data with the accumulator.
7	III	XX	—	$CI \vee (AT \wedge I \wedge K) \rightarrow CO$ $AT \oplus (I \wedge K) \rightarrow AT$	Logically OR CI with the word-wise OR of the logical AND of the specified register and the I-bus and K-bus. Place the carry OR on CO. Logically AND the K-bus with the I-bus. Exclusive-NOR the result with AC or T, as specified. Deposit the final result in the specified register.
		OO	CMA	$CI \rightarrow CO, \bar{AT} \rightarrow AT$	Complement AC or T, as specified. Force CO to CI.
		11	XNI	$CI \vee (AT \wedge I) \rightarrow CO$ $I \oplus AT \rightarrow AT$	Force CO to one if the logical AND of the specified register and the I-bus is non-zero. Exclusive-NOR AC with the I-bus. Deposit the result in AC or T, as specified. Used to exclusive-NOR input data with the accumulator.

FUNCTION DESCRIPTION KEY

SYMBOL	MEANING
I,K,M	Data on the I, K, and M buses, respectively
CI,LI	Data on the carry input and left input, respectively
CO,RO	Data on the carry output and right output, respectively
Rn	Contents of register n including T and AC (R-Group I)
AC	Contents of the accumulator
AT	Contents of AC or T, as specified
MAR	Contents of the memory address register
L,H	As subscripts, designate low and high order bit, respectively
+	2's complement addition
-	2's complement subtraction
^	Logical AND
∨	Logical OR
⊕	Exclusive-NOR
→	Deposit into

NOTE

1. 2's complement arithmetic adds 111 . . . 11 to perform subtraction of 000 . . . 01.

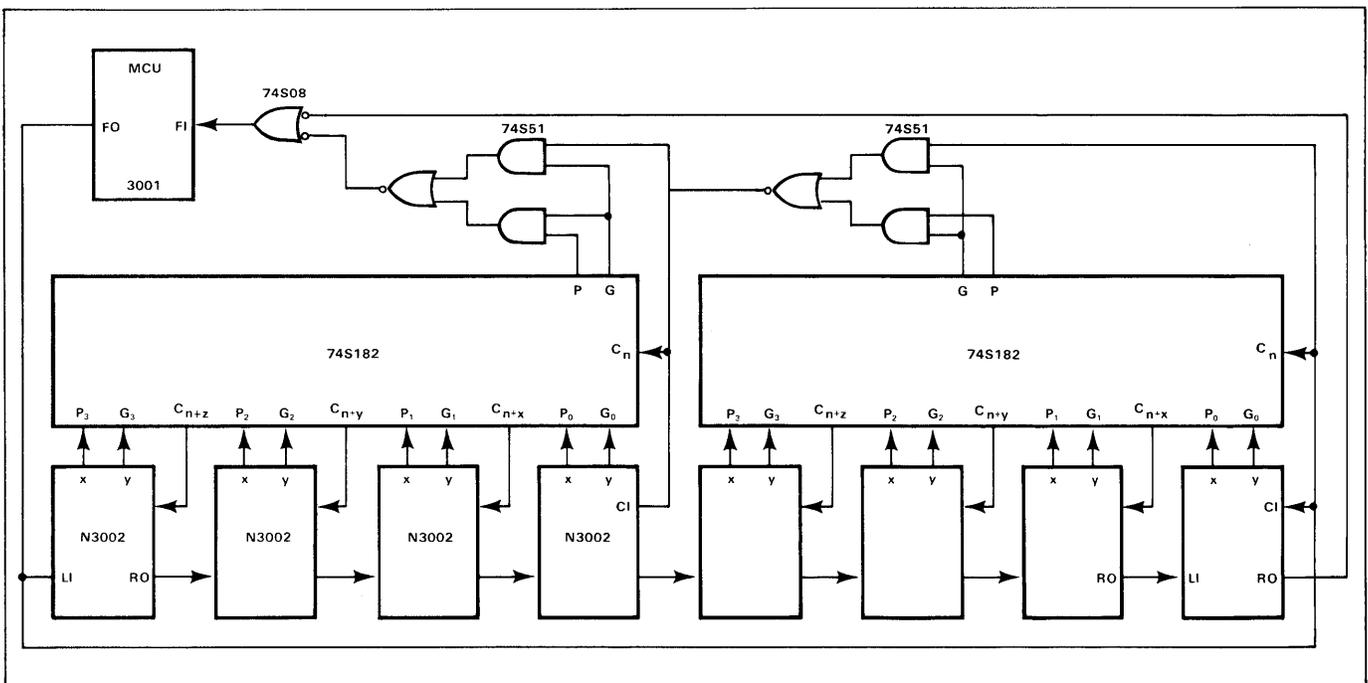
**AC ELECTRICAL CHARACTERISTICS** N3001 =  $T_A = 0^\circ\text{C}$  to  $+70^\circ\text{C}$ ,  $V_{CC} = 5\text{V} \pm 5\%$   
 S3001 =  $T_A = -55^\circ\text{C}$  to  $+125^\circ\text{C}$ ,  $V_{CC} = 5\text{V} \pm 10\%$

PARAMETER	N3002			S3002			UNIT
	Min	Typ <sup>1</sup>	Max	Min	Typ <sup>1</sup>	Max	
tCY Clock Cycle Time	70	45		120	45		ns
tWP Clock Pulse Width	17	10		42	10		ns
tFS Function Input Set-Up Time ( $F_0$ through $F_6$ )	48	-23 - 35		70	-23 - 35		ns
Data Set-Up Time:							
tDS $I_0, I_1, M_0, M_1, K_0, K_1$	40	12 - 29		60	12 - 29		ns
tSS LI, CI	21	0 - 7		30	0 - 7		ns
Data and Function Hold Time:							
tFH $F_0$ through $F_6$	4	0		5	0		ns
tDH $I_0, I_1, M_0, M_1, K_0, K_1$	4	-28 - -11		5	-28 - -11		ns
tSH LI, CI	12	-7 - 0		15	-7 - 0		ns
Propagation Delay to X, Y, RO from:							
tXF Any Function Input		28	52		28	65	ns
tXD Any Data Input		16 - 20	33		16 - 20	65	ns
tXT Trailing Edge of CLK		33	48		33	75	ns
tXL Leading Edge of CLK	13	18 - 40	70	13	18 - 40	90	ns
Propagation Delay to CO from:							
tCL Leading Edge of CLK	16	24 - 44	70		24 - 44	90	ns
tCT Trailing Edge of CLK		30 - 40	56		30 - 40	100	ns
tCF Any Function Input		25 - 35	52		25 - 35	75	ns
tCD Any Data Input		17 - 23	55		17 - 23	65	ns
tCC CI (Ripple Carry)		9 - 13	20		9 - 13	30	ns
Propagation Delay to $A_0, A_1, D_0, D_1$ from:							
tDL Leading Edge of CLK		17 - 25	40		17 - 25	75	ns
tDE Enable Input ED, EA		10 - 12	20		10 - 12	35	ns

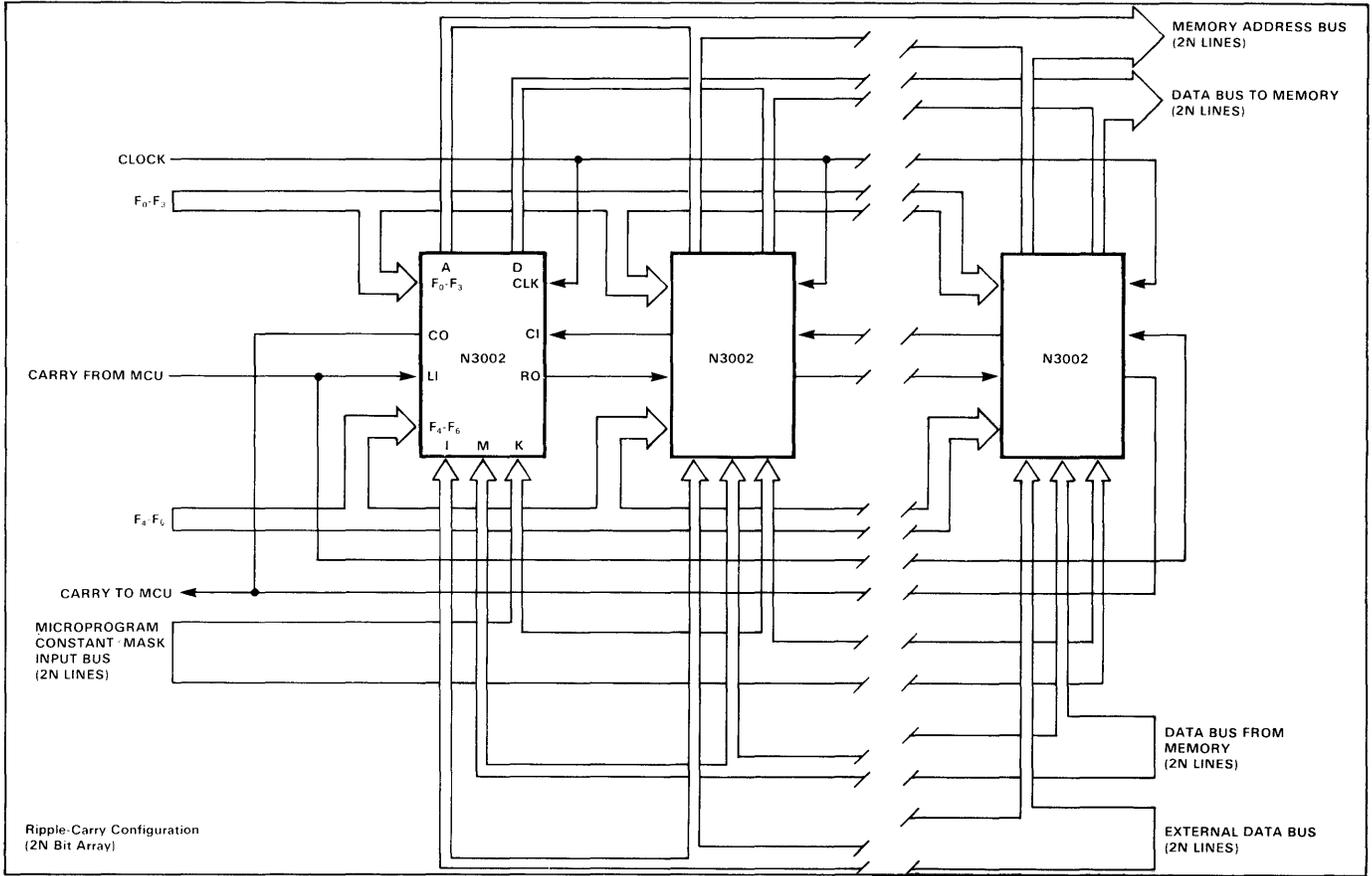
NOTE

1. Typical values are for  $T_A = 25^\circ\text{C}$  and typical supply voltage.

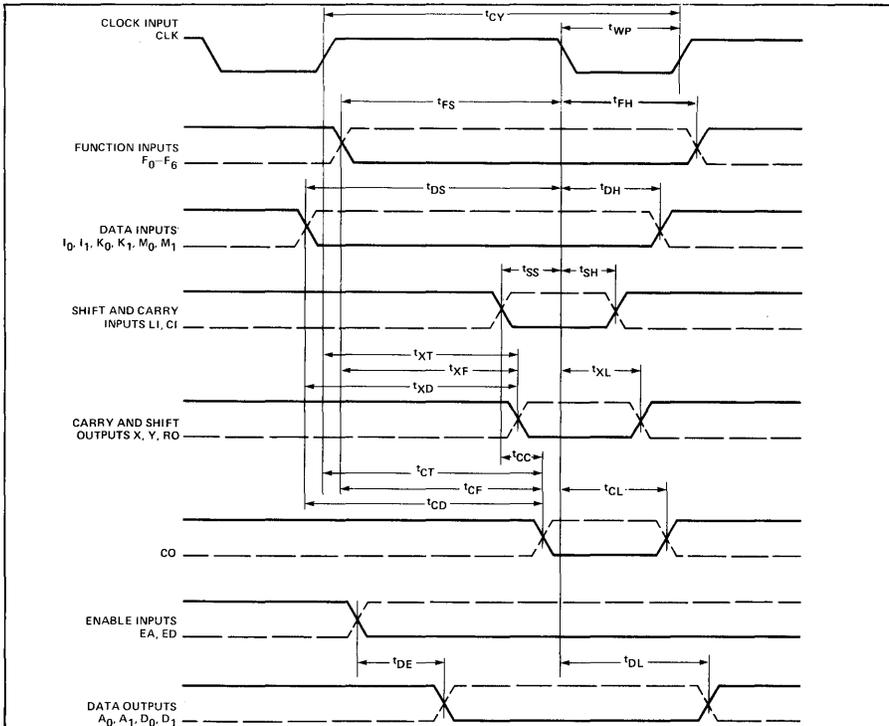
**CARRY LOOK-AHEAD CONFIGURATION**



TYPICAL CONFIGURATIONS



PARAMETER MEASUREMENT INFORMATION





**APPENDIX E**  
**MICROCODE LISTING**



TITLE 'SIGNETICS 8080 EMULATOR'; MICRO CODE LISTING

\*  
\* FIELD DEFINITIONS:

* ADDR	FO	FI	FGP	IMB	RGP	DOE	IRW	ADL	FRW	ED1	KS	IER	SMPA	NC2	NC1	CCR	EXT	RRE	LD2	SJM	IST	DBY	CS	LD	AC	COMMENTS	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	ADDRESS CONTROL,
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	FOR 3001 MCU.
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	LOAD, FOR OP-CODE
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	DECODE INTO 3001.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	CARRY SELECT, CONTROLS MUX
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	FOR ALU CARRY IN AND OUT.
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	DOUBLE BYTE, STES UP ALU
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	FOR 16-BIT OPERATION.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	INTERRUPT STROBE, CLOCKS INTERRUPT
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	WHEN ENABLED, AND HOLD INPUTS.
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	SECONDARY JUMP, ACCESSES BOTTOM HALF
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	OF OP-DECODE PROM FOR ANOTHER DECODE	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	LOAD 2, USED WITH LD, FORCES AN OP-DECODE
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	JUMP INTO 2ND QUADRANT (000 TO OFF).	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	REGISTER ROM ENABLE, ALLOWS REGISTER
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	SELECTION ON THE BASIS OF THE INST. REGISTER.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	EXTERNAL TEST, CONDITIONS MICRO JUMP ON
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	READY SIGNAL. (READY = EVEN ADDR, NOT READY = ODD)	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	CONDITIONAL CLOCK READY, DISABLES BOTH ARRAYS 'TIL MEM
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	READY (WHEN EXT OFF, CONDITIONS MICRO JUMP ON HOLD)	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	NO CLOCK ARRAY 1, DISABLES ARRAY 1 CLOCK UNTIL
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	MEMORY OR I/O INDICATES READY.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	NO CLOCK ARRAY 2, DISABLES ARRAY 2 CLOCK UNTIL
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	MEMORY OR I/O INDICATES READY.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	STATUS WORD FROM ADDRESS, OUTPUTS STATUS:
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	MEMR, MEMW, IOR, IOW, INTA, HLTA, OR RTRAP.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	INTERRUPT-ENABLE-F/F CONTROL, USED DURING
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	EI, DI, INT & RESET TO CLEAR OR SET INTE F/F.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	K-BUS SELECT, INPUTS TO ALU: ALU DATA OUT, MEMORY DATA IN,
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	INSTRUCTION REGISTER, ALL 0'S OR THE COMPLIMENT OF ANY OF THESE.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	ENABLE DATA ARRAY 1, ENABLES ARRAY 1 ACCUMULATOR ONTO THE
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	ALU DATA OUT BUS; OTHERWISE ARRAY 2 ACCUMULATOR.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	FLAG REGISTER WRITE, GATES NEW VALUES FOR PARITY, SIGN &
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	ZERO FLAGS INTO PSW LATCH.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	ADDRESS LOAD, LOAD CONTENTS OF INTERNAL (3002) ADDRESS REGISTER
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	INTO THE EXTERNAL MEMORY ADDRESS REGISTER.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	INSTRUCTION REGISTER WRITE, LOADS INSTRUCTION OR DATA RETURNED
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	FROM MEMORY, INTO THE INSTRUCTION REGISTER.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	DATA OUT ENABLE, REVERSES DIRECTION OF THE BI-DIRECTIONAL DATA BUS
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	FOR WRITING OUT TO MEMORY OR I/O.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	REGISTER GROUP SELECTION, ADDRESSES FROM U-17 TO PROVIDE REGISTER SELECTION FOR ARRAY 1 AND ARRAY 2.
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	(USES 0011 AS A MASK WHEN RRE IS ON BECAUSE OF 'WIRE OR' OF U-17 & U-30)	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	I-MASK BUS CONTROL, WITH CY & HC, ADDRESSES FROM U-24 TO PROVIDE 1 OF 32 MASKS
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	FOR RST, DAA, MUL AND DIV INSTRUCTIONS.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	FUNCTION GROUP SELECTION, PROVIDES A 3-BIT F-GROUP CONTROL FOR EACH OF ARRAY1 & ARRAY 2.
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	(F-6 AND F-4 TO BOTH ARRAYS, F1-5 TO ARRAY 1, AND F2-5 TO ARRAY 2).	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	FLAG INPUT CONTROL, ROUTES FI INPUT TO 3001 TO C-FLAG AND/OR Z-FLAG, INTERNAL TO THE 3002 MCU,
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	AND ALSO EXTERNALLY ROUTES FI TO THE CY F/F, AND HCI TO THE HC F/F.	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	FLAG OUTPUT CONTROL, SETS FO OUTPUT ON 3001 TO C-FLAG, Z-FLAG, 1, OR 0.
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	V	:	:	
*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	ADDRESS TO MICRO CONTROL STROBE, 000 TO 1FF (HEX).

```

*
* FIELD VARIABLES:
*
* -----
*   FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  K5  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  ; COMMENTS
* -----
*00000 FF0 SCZ      I00 R00  DOE IRW ADL FRW ED1 K0  IER NSTAT NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS0 (D)      00000
*00001 FFC STC     IBF R11  (D) (D) (D) (D) (D) K1R (D) RTRAP (D) (D) (D) (D) (D) (D) (D) (D) CN  LD      00001
*00010 FFZ STC      -  R22      KM      HLTA      BN      00010
*00011 FF1 HCZ     I99 R33      KD      INTA      AN      00011
*00100      I99 R44      K1      IOW      CS1      00100
*00101      IC7 R55      KNIR     IOR      NCN      00101
*00110      IFF R66      KNM     MEMW      NBN      00110
*00111      I00 R77      KND     (MEMW)     NAN      00111
*01000      R88      01000
*01001      R99      01001
*01010      RAA      01010
*01011      RBB      01011
*01100      RCC      01100
*01101      RDD      01101
*01110      REE      01110
*01111      RFF      01111
*10000      R3C      10000
*10001      RC3      10001
*10010      RCB      10010
*10011      RCF      10011
*10100      RAC      10100
*10101      R3D      10101
*10110      -      10110
*10111      -      10111
*11000      -      11000
*11001      -      11001
*11010      -      11010
*11011      RDC      11011
*11100      RCD      11100
*11101      RFE      11101
*11110      REF      11110
*11111      RFF      11111

```



TITLE 'SIGNETICS 8080 EMULATOR'; MICRO CODE LISTING

```

*
* GROUP 00 ARITH R; R = B, D, H (ADD R, ADC R, SUB R, SBB R, ANA R, XRA R, ORA R, CMP R)
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
* ADDR F0 FI FGP IMB RGP DOE IRW ADL FRW ED1 KS IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC ; COMMENTS
*-----
* (030H):FF1 ILR R3C K1 RRE NAN JPX02 ; R=B, D, H
*
* (020H):FF0 SCZ AIA REF KD AN JZR02 ; ADD B, D, H
* (021H):FFC SCZ AIA REF KD AN JZR02 ; ADC B, D, H
* (022H):FF0 SCZ AIA REF KND NCN JZR02 ; SUB B, D, H
* (023H):FFC SCZ AIA REF KND NCN JZR02 ; SBB B, D, H
* (024H):FF0 SCZ ANI REF KD CS1 JZR02 ; ANA B, D, H
* (025H):FF0 SCZ XNI REF KND CS1 JZR02 ; XRA B, D, H
* (026H):FF0 SCZ ORI REF KD CS1 JZR02 ; ORA B, D, H
* (027H):FF0 SCZ AIA RFF KND NCN JZR02 ; CMP B, D, H
*-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----

```

```

*
* GROUP 01 : ARITH R; R = C, E, L (ADD R, ADC R, SUB R, SBB R, ANA R, XRA R, ORA R, CMP R)
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
* ADDR F0 FI FGP IMB RGP DOE IRW ADL FRW ED1 KS IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC ; COMMENTS
*-----
* (031H):FF1 ILR RC3 K1 RRE NAN JPX02 ; R=C, E, L
*
* (028H):FF0 SCZ AIA RFE KD AN JZR03 ; ADD C, E, L
* (029H):FFC SCZ AIA RFE KD AN JZR03 ; ADC C, E, L
* (02AH):FF0 SCZ AIA RFE ED1 KND NCN JZR03 ; SUB C, E, L
* (02BH):FFC SCZ AIA RFE ED1 KND NCN JZR03 ; SBB C, E, L
* (02CH):FF0 SCZ ANI RFE ED1 KD CS1 JZR03 ; ANA C, E, L
* (02DH):FF0 SCZ XNI RFE ED1 KND CS1 JZR03 ; XRA C, E, L
* (02EH):FF0 SCZ ORI RFE ED1 KD CS1 JZR03 ; ORA C, E, L
* (02FH):FF0 SCZ AIA RFF ED1 KND NCN JZR04 ; CMP C, E, L
*-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----

```

```

*
* GROUP 02 : INR B, INR D, INR H
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
* ADDR F0 FI FGP IMB RGP DOE IRW ADL FRW ED1 KS IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC ; COMMENTS
*-----
* (032H):FF1 STZ ILR R33 K1 NC1 RRE AN JZR04 ; INR B, D, H
*-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----

```

EJECT;

```

*
* GROUP 03 : INR C, INR E, INR L
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
* ADDR FO FI FGP IMB RGP DOE IRW ADL FRW ED1 KS IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC ; COMMENTS
*-----
* (033H):FF1 STZ ILR R33 K1 NC2 RRE BN JZR05 ; INR C,E,L
*-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----

```

```

*
* GROUP 04 : DCR B, DCR D, DCR H, DCR C, DCR E, DCR L, DCR A, DCX B, DCX D, DCX H
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
* ADDR FO FI FGP IMB RGP DOE IRW ADL FRW ED1 KS IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC ; COMMENTS
*-----
* (034H):FF1 CAS RFF K1 NAN LD ; ACC = -1
*
* (010H):FF0 STZ ALR R33 K0 NC1 RRE AN JZR04 ; DCR B,D,H
* (011H):FF0 STZ ALR R33 K0 NC2 RRE BN JZR05 ; DCR C,E,L
* (037H):FF0 STZ ALR R33 K0 AN JZR04 ; DCR A
* (01BH):FF1 ALR R33 IRW K0 EXT RRE IST DBY NAN JZR06 ; DCX B,D,H
*-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----

```

```

*
* GROUP 05 : INX B, INX D, INX H
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
* ADDR FO FI FGP IMB RGP DOE IRW ADL FRW ED1 KS IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC ; COMMENTS
*-----
* (035H):FF1 ILR R33 IRW K1 EXT RRE IST DBY AN JZR06 ; INX B,D,H
*-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----

```

```

*
* GROUP 06 : INR A
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
* ADDR FO FI FGP IMB RGP DOE IRW ADL FRW ED1 KS IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC ; COMMENTS
*-----
* (036H):FF1 STZ ILR RCC K1 AN JZR04 ; INR A
*-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----

```



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*
(01FH):FF1   SDR   R99           K0                      DBY AN   JCC(0CFH); XCHG
(0CFH):FF0   ILR   R11           K1                      NAN      JCC(11FH);
(11FH):FF1   SDR   R22           K0                      DBY AN   JCR(119H);
(119H):FF0   ILR   R99           K1                      NAN      JCC(139H);
(139H):FF1   SDR   R11   IRW     K0                      EXT      IST DBY AN JZR06;
*
(014H):FF1   SDR   R00   IRW     K0                      NC1     EXT      IST   AN   JZR06; MOV B, (D, H)
*
(015H):FF1   SDR   R11   IRW     K0                      NC1     EXT      IST   AN   JZR06; MOV D, (B, H)
*
(016H):FF1   SDR   R11   IRW     K0                      NC1     EXT      IST   AN   JZR06; MOV H, (B, D)
*
(017H):FF1   SDR   R00   IRW     K0                      NC2     EXT      IST   AN   JZR06; MOV C, (E, L)
*
(018H):FF1   SDR   R11   IRW     K0                      NC2     EXT      IST   AN   JZR06; MOV E, (C, L)
*
(019H):FF1   SDR   R22   IRW     K0                      NC2     EXT      IST   AN   JZR06; MOV L, (C, E)
*
(07CH):FF1   LDI   REE   IRW     ED1 K0                      EXT      IST   AN   JZR06; MOV A, (C, E, L)
*
(07FH):FF1   LDI   REE   IRW     K0                      EXT      IST   AN   JZR06; MOV A, (B, D, H)
*
-----
*   FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
-----
*
*
* GROUP 0B: LDA
*
*   PROM U7   PROM U8           PROM U2           PROM U5           PROM U6           PROM U4
*   V-----V V-----V V-----V V-----V V-----V V-----V
*   8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  ; COMMENTS
*-----
(03BH):FF1   LDI   RFF           KM                      EXT                      AN   JCC(03AH); LDA
*
*   FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
-----
*
*
* GROUP 0C: XTHL
*
*   PROM U7   PROM U8           PROM U2           PROM U5           PROM U6           PROM U4
*   V-----V V-----V V-----V V-----V V-----V V-----V
*   8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----
(03CH):FF0   ILR   R33           K1                      RRE   SJM   NAN   JCC(13CH); XTHL
(13CH):FF1   LMI   R33   IRW     K1                      EXT   DBY AN JPX(130H); ROW=13
*
(13BH):      NOP   RFF   IRW     K1                      EXT   NAN   JCR(13AH);
(13AH):FF0   LMI   R33           ADL   K1                      DBY NAN JPR(130H); ROW=13
(133H):FF0   CSR   R22           K1                      DBY AN JCC(123H);
(123H):      TZR   R22           KM                      NC2   CCR EXT NAN   JCR(122H);
(122H):FF0   DSM   R33           ADL   K0                      DBY NAN JCR(125H);
(125H):      TZR   R22           KM                      NC1   CCR EXT NAN   JCR(124H);
(124H):FF0   LMI   R33   DOE   K1                      MEMW  NAN   JCR(127H);
(127H):      NOP   RFF   DOE   K1                      MEMW  EXT   NAN   JCR(126H);
(126H):FF1   DSM   R44   DOE   ADL   ED1 K0                      MEMW  DBY NAN JCR(121H);
(121H):FF1   DSM   R44   DOE   ED1 K0                      MEMW  CCR EXT DBY AN JCR(120H);
(120H):FF1   LMI   R44           K1                      NOP   DBY AN JCC(080H);
(080H):FF1   LMI   R44           ADL   K1                      IST DBY AN JZR07;

```



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(11AH):FF1 LMI R44 ADL K1 DBY AN JZR07 ;
*
(0C0H):FF0 LMI R44 K1 EXT NAN JCC(130H); NON-CALL
* THE ABOVE INSTRUCTION IS EXECUTED FOR A CONDITIONAL CALL IN WHICH THE CONDITION IS NOT MET. (TO 130 @ GP 0A)
*-----*
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*

```

EJECT;

```

*
* GROUP 11: JMP
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7-5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7-1
*
*-----*
* ADDR FO FI FGP IMB RGP DOE IRW ADL FRW ED1 K5 IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC * COMMENTS
*-----*
(041H):FF1 CSR R44 IRW K1 EXT AN JCC(111H); JMP
(111H): NOP RFF IRW K1 EXT NAN JCR(110H);
(110H):FF0 LMI R44 ADL KIR NC2 NAN JCR(113H);
(113H):FF0 LMI R44 IRW KIR NC1 CCR EXT NAN JCR(112H);
(112H):FF1 LMI R44 ADL K1 DBY AN JCC(132H);
(132H):FF1 LMI R44 IRW K1 EXT IST DBY AN JZR06 ;
*
(0C1H):FF0 LMI R44 K1 EXT NAN JCC(131H); NON-JMP
* THE ABOVE INSTRUCTION IS EXECUTED FOR A CONDITIONAL JUMP IN WHICH THE CONDITION IS NOT MET. (TO 131 @ GP 0A)
*-----*
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*

```

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*
* GROUP 14: RET
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7-5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7-1
*
*-----*
* ADDR FO FI FGP IMB RGP DOE IRW ADL FRW ED1 K5 IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC * COMMENTS
*-----*
(044H):FF1 LMI R33 K1 EXT DBY AN JCR(042H); RET
(043H): NOP RFF K1 EXT NAN JCR(042H);
(042H):FF1 LMI R33 ADL K1 DBY AN JCR(041H); (@ GP 11)
*
(0C4H): NOP RFF IRW K1 EXT IST NAN JZR06 ; NON-RET
* THE ABOVE INSTRUCTION IS EXECUTED FOR A CONDITIONAL RETURN IN WHICH THE CONDITION IS NOT MET.
*-----*
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*

```

\* GROUP 15: RAR

```

*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----
* (045H):FF0  STC  SRA      REE      IRW      K1      EXT      IST      BN      JZR07  ; RAR
*-----
*      FF0  HCZ  -  IFF  -  1  1  1  1  ED2  -  1  MEMR  1  1  1  1  1  1  1  1  1  1  -  0  1'S  ; DEFAULTS
*-----

```

\* GROUP 16: PUSH B, D, H; PUSH PSW

```

*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----
* (046H):FF0      DSM      R33      K0      LD2      DBY  NAN  LD  ; (T0 0C6 OR 0C0)
*
* (0C6H):FF0      ILR      R33      K1      RRE      NAN  JCR(0C9H); * PUSH
* (0C9H):FF0      LMI      R33      IRW      K1      EXT      NAN  JCR(0C8H); B,D,H
* (0C8H):FF0      DSM      R33  DOE  ADL      K0      MEMW      DBY  NAN  JCR(0C7H);
* (0C7H):FF0      LMI      R33  DOE      K1      MEMW      EXT      NAN  JCC(127H); (@ GP 0C)
*
* (0CDH):FF1      ACM      RCB      IRW      K1      EXT      NAN  JCR(0CCH); PUSH PSW
* (0CCH):FF0      LMI      R33      K1      NOP      NAN  JCR(0C8H);
*-----
*      FF0  HCZ  -  IFF  -  1  1  1  1  ED2  -  1  MEMR  1  1  1  1  1  1  1  1  1  1  -  0  1'S  ; DEFAULTS
*-----

```

\* GROUP 17: MVI M

```

*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----
* (047H):FF0      LMI      R22      K1      NAN  JCC(117H); MVI M
* (117H):FF1      LDI      RFF      IRW      KIR      EXT      AN  JCR(116H);
* (116H):FF0      DSM      R44  DOE  ADL  ED1  K0      MEMW      DBY  NAN  JCR(116H); (@ GP 10)
*-----
*      FF0  HCZ  -  IFF  -  1  1  1  1  ED2  -  1  MEMR  1  1  1  1  1  1  1  1  1  1  -  0  1'S  ; DEFAULTS
*-----

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EJECT;

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\* GROUP 18: NOP

\*

	PROM U7	PROM U8	PROM U2					PROM U5					PROM U6					PROM U4				
	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V		
	8-7,6-5,4-1	8-6,5-1	8,	7,	6,	5,	4,	3-1	8,	7--5,	4,	3,	2,	1	8,	7,	6,	5,	4,	3-1	8,	7--1

\*

	ADDR	FO	FI	FGP	IMB	RGP	DOE	IRW	ADL	FRW	ED1	KS	IER	SWPA	NC2	NC1	CCR	EXT	RRE	LD2	SJM	IST	DBY	CS	LD	AC	* COMMENTS
--	------	----	----	-----	-----	-----	-----	-----	-----	-----	-----	----	-----	------	-----	-----	-----	-----	-----	-----	-----	-----	-----	----	----	----	------------

(048H):				NOP		RFF		IRW				K1						EXT			IST		NAN		JZR06		; NOP
---------	--	--	--	-----	--	-----	--	-----	--	--	--	----	--	--	--	--	--	-----	--	--	-----	--	-----	--	-------	--	-------

*	FF0	HCZ	-	IFF	-		1	1	1	1	ED2	-	1	MEMR	1	1	1	1	1	1	1	1	1	1	-	0	1'S	; DEFAULTS
---	-----	-----	---	-----	---	--	---	---	---	---	-----	---	---	------	---	---	---	---	---	---	---	---	---	---	---	---	-----	------------

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\* GROUP 1A: RST

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	PROM U7	PROM U8	PROM U2					PROM U5					PROM U6					PROM U4										
	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V
	8-7,6-5,4-1	8-6,5-1	8,	7,	6,	5,	4,	3-1	8,	7--5,	4,	3,	2,	1	8,	7,	6,	5,	4,	3-1	8,	7--1						

\*

	ADDR	FO	FI	FGP	IMB	RGP	DOE	IRW	ADL	FRW	ED1	KS	IER	SWPA	NC2	NC1	CCR	EXT	RRE	LD2	SJM	IST	DBY	CS	LD	AC	* COMMENTS
--	------	----	----	-----	-----	-----	-----	-----	-----	-----	-----	----	-----	------	-----	-----	-----	-----	-----	-----	-----	-----	-----	----	----	----	------------

(04AH):	FF0			DSM		R33						K0											DBY	NAN		JCC(10AH);	RST
---------	-----	--	--	-----	--	-----	--	--	--	--	--	----	--	--	--	--	--	--	--	--	--	--	-----	-----	--	------------	-----

(10AH):	FF0			LMI		R33						K1											DBY	NAN		JCR(107H);	
---------	-----	--	--	-----	--	-----	--	--	--	--	--	----	--	--	--	--	--	--	--	--	--	--	-----	-----	--	------------	--

(107H):	FF0			LDI		RFF						KD						EXT					DBY	NAN		JCR(106H);	
---------	-----	--	--	-----	--	-----	--	--	--	--	--	----	--	--	--	--	--	-----	--	--	--	--	-----	-----	--	------------	--

(106H):	FF0			RLR		R44						K0		NSTAT									DBY	NAN		JCR(10CH);	
---------	-----	--	--	-----	--	-----	--	--	--	--	--	----	--	-------	--	--	--	--	--	--	--	--	-----	-----	--	------------	--

(10CH):	FF0			DSM		R33	DOE		ADL			KD		MEMW									DBY	NAN		JCR(10BH);	
---------	-----	--	--	-----	--	-----	-----	--	-----	--	--	----	--	------	--	--	--	--	--	--	--	--	-----	-----	--	------------	--

(10BH):	FF0			LMI		R33	DOE					K1		MEMW										NAN		JCR(109H);	
---------	-----	--	--	-----	--	-----	-----	--	--	--	--	----	--	------	--	--	--	--	--	--	--	--	--	-----	--	------------	--

(109H):	FF1			LDI	IC7	RFF	DOE					KIR		MEMW		NC1	CCR	EXT					AN			JCR(108H);	
---------	-----	--	--	-----	-----	-----	-----	--	--	--	--	-----	--	------	--	-----	-----	-----	--	--	--	--	----	--	--	------------	--

(108H):	FF1			CSR		R44	DOE		ADL		ED1	K1		MEMW									AN			JCR(105H);	
---------	-----	--	--	-----	--	-----	-----	--	-----	--	-----	----	--	------	--	--	--	--	--	--	--	--	----	--	--	------------	--

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(104H):FF0 LMI R44 KD NSTAT NC2 NAN JFL(112H);(0 GP 11)
*-----*
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*

*
*
*
* GROUP 1B: MOV R,A; RLC; RAL; STAX; MOV M,A; ADI; ACI; SUI; SBI; ANI; XRI; ORI; CPI; MVI A
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7---1
*
*
* ADDR F0 FI FGP IMB RGP DOE IRW ADL FRW ED1 K5 IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC * COMMENTS
*-----*
(04BH):FF1 ILR RCC K1 NAN LD ;MOV R,A; ARITH I
*
(012H):FF0 STC ALR RCC K0 AN JCC(0C2H); RLC
(0C2H):FFC ILR RCC IRW K1 EXT IST AN JZR06 ;
*
(013H):FFC STC ALR RCC IRW K0 EXT IST AN JZR07 ; RAL
*
(01EH):FF0 LMI R33 IRW K1 EXT RRE NAN JCC(12EH); STAX,
MOV M,A
*
(061H):FF0 SCZ AIA REE KM CCR EXT AN JCR(060H); ADI
(060H):FF0 ILR RCC ADL K1 NAN JZR08;(BELOW)
*
(063H):FFC SCZ AIA REE KM CCR EXT AN JCR(062H); ACI
(062H):FF0 ILR RCC ADL K1 NAN JZR08;(BELOW)
*
(065H):FF0 SCZ AIA REE KNM CCR EXT NCN JCR(064H); SUI
(064H):FF0 ILR RCC ADL K1 NAN JZR08;(BELOW)
*
(067H):FFC SCZ AIA REE KNM CCR EXT NCN JCR(066H); SBI
(066H):FF0 ILR RCC ADL K1 NAN JZR08;(BELOW)
*
(069H):FF0 SCZ ANI REE KM CCR EXT CS1 JCR(068H); ANI
(068H):FF0 ILR RCC ADL K1 NAN JZR08;(BELOW)
*
(06BH):FF0 SCZ XNI REE KNM CCR EXT CS1 JCR(06AH); XRI
(06AH):FF0 ILR RCC ADL K1 NAN JZR08;(BELOW)
*
(06DH):FF0 SCZ ORI REE KM CCR EXT CS1 JCR(06CH); ORI
(06CH):FF0 ILR RCC ADL K1 NAN JZR08;(BELOW)
*
(06FH):FF0 ILR RCC IRW K1 EXT NAN JCR(06EH); CPI
(06EH):FF1 SCZ AIA RFF ADL KNIR NCN JZR08;(BELOW)
*
(008H):FF1 LMI R44 IRW KD EXT IST DBY AN JZR06;
*
(07FH):FF1 LDM REE IRW KD EXT IST AN JZR06 ; MVI A
*-----*
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*

```



EJECT;

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\*

\* GROUP 1E: EI (ENABLE INTERRUPTS)

\*

	PROM U7	PROM U8		PROM U2		PROM U5		PROM U6		PROM U4
	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V
	8-7,6-5,4-1	8-6,5-1	8,	7, 6, 5, 4, 3-1	8,	7--5, 4, 3, 2, 1	8,	7, 6, 5, 4, 3-1	8,	7--1

\*

	ADDR	F0	FI	FGP	IMB	RGP	DOE	IRW	ADL	FRW	ED1	KS	IER	SWPA	NC2	NC1	CCR	EXT	RRE	LD2	SJM	IST	DBY	CS	LD	AC	* COMMENTS
--	------	----	----	-----	-----	-----	-----	-----	-----	-----	-----	----	-----	------	-----	-----	-----	-----	-----	-----	-----	-----	-----	----	----	----	------------

\*

(04EH):	FF0			NOP		RFF		IRW				K1	IER					EXT							NAN	JCC(13EH);	(@ GP 1F)
---------	-----	--	--	-----	--	-----	--	-----	--	--	--	----	-----	--	--	--	--	-----	--	--	--	--	--	--	-----	------------	-----------

\*

	FF0	HCZ	-	IFF	-		1	1	1	1	ED2	-	1	MEMR	1	1	1	1	1	1	1	1	1	1	-	0	1'S	; DEFAULTS
--	-----	-----	---	-----	---	--	---	---	---	---	-----	---	---	------	---	---	---	---	---	---	---	---	---	---	---	---	-----	------------

\*

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\*  
\*  
\*

\* GROUP 1F: DI (DISABLE INTERRUPTS)

\*

	PROM U7	PROM U8		PROM U2		PROM U5		PROM U6		PROM U4
	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V
	8-7,6-5,4-1	8-6,5-1	8,	7, 6, 5, 4, 3-1	8,	7--5, 4, 3, 2, 1	8,	7, 6, 5, 4, 3-1	8,	7--1

\*

	ADDR	F0	FI	FGP	IMB	RGP	DOE	IRW	ADL	FRW	ED1	KS	IER	SWPA	NC2	NC1	CCR	EXT	RRE	LD2	SJM	IST	DBY	CS	LD	AC	* COMMENTS
--	------	----	----	-----	-----	-----	-----	-----	-----	-----	-----	----	-----	------	-----	-----	-----	-----	-----	-----	-----	-----	-----	----	----	----	------------

\*

(04FH):	FF1			NOP		RFF		IRW				K1	IER					EXT						CS0	JCC(13FH);	DI
---------	-----	--	--	-----	--	-----	--	-----	--	--	--	----	-----	--	--	--	--	-----	--	--	--	--	--	-----	------------	----

\*

(13FH):				NOP		RFF		IRW				K1						EXT						NAN	JCR(13EH);	
---------	--	--	--	-----	--	-----	--	-----	--	--	--	----	--	--	--	--	--	-----	--	--	--	--	--	-----	------------	--

\*

(13EH):	FF1			LMI		R44		ADL				K1											SJM	DBY	AN	LD	JPX
---------	-----	--	--	-----	--	-----	--	-----	--	--	--	----	--	--	--	--	--	--	--	--	--	--	-----	-----	----	----	-----

\*

\* PREVIOUS 2 INST. ARE A FETCH IDENTICAL TO 007 AND 006, EXCEPT FOR THE ABSENCE OF "IST" TO PREVENT INTERRUPTS.

\*

	FF0	HCZ	-	IFF	-		1	1	1	1	ED2	-	1	MEMR	1	1	1	1	1	1	1	1	1	1	-	0	1'S	; DEFAULTS
--	-----	-----	---	-----	---	--	---	---	---	---	-----	---	---	------	---	---	---	---	---	---	---	---	---	---	---	---	-----	------------

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\* GROUP 20: DAA (DECIMAL ADJUST ACCUMULATOR)

\*

	PROM U7	PROM U8		PROM U2		PROM U5		PROM U6		PROM U4
	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V	V-----V
	8-7,6-5,4-1	8-6,5-1	8,	7, 6, 5, 4, 3-1	8,	7--5, 4, 3, 2, 1	8,	7, 6, 5, 4, 3-1	8,	7--1

\*

	ADDR	F0	FI	FGP	IMB	RGP	DOE	IRW	ADL	FRW	ED1	KS	IER	SWPA	NC2	NC1	CCR	EXT	RRE	LD2	SJM	IST	DBY	CS	LD	AC	* COMMENTS
--	------	----	----	-----	-----	-----	-----	-----	-----	-----	-----	----	-----	------	-----	-----	-----	-----	-----	-----	-----	-----	-----	----	----	----	------------

\*

(050H):	FF1			ILRACH		RCB						K1													NAN	JCC(0A0H);	DAA
---------	-----	--	--	--------	--	-----	--	--	--	--	--	----	--	--	--	--	--	--	--	--	--	--	--	--	-----	------------	-----

\*

(0A0H):	FF0	SC2	AIA	I99		RFF						K0			NC1										AN	JCC(0B0H);	
---------	-----	-----	-----	-----	--	-----	--	--	--	--	--	----	--	--	-----	--	--	--	--	--	--	--	--	--	----	------------	--

\*

(0B0H):	FF0			ORM		RBB						K0			NC2										CS0	JCR(0B1H);	
---------	-----	--	--	-----	--	-----	--	--	--	--	--	----	--	--	-----	--	--	--	--	--	--	--	--	--	-----	------------	--

\*

(0B1H):	FF0	SC2	ILR			RCC				ED1		K1			NC1								SJM		AN	JCE(0A1H);	
---------	-----	-----	-----	--	--	-----	--	--	--	-----	--	----	--	--	-----	--	--	--	--	--	--	--	-----	--	----	------------	--

\*

(0A1H):	FF1			LDI		IBB		RFF				K0			NC2										AN	LD	; (TO 028 @ GP 01)
---------	-----	--	--	-----	--	-----	--	-----	--	--	--	----	--	--	-----	--	--	--	--	--	--	--	--	--	----	----	--------------------

\*

	FF0	HCZ	-	IFF	-		1	1	1	1	ED2	-	1	MEMR	1	1	1	1	1	1	1	1	1	1	-	0	1'S	; DEFAULTS
--	-----	-----	---	-----	---	--	---	---	---	---	-----	---	---	------	---	---	---	---	---	---	---	---	---	---	---	---	-----	------------

\*

```

*
*
*
*
*
*
* GROUP 21: CMC (COMPLIMENT CARRY)
*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
* ADDR F0  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  K5  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*
(051H):FFC  CAS  RFF          K1          NAN  JCC(151H); CMC
(151H): STC  SRA  RFF  IRW          K1          EXT          IST  NAN  JZR07 ;
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*
*      FF0 HC2  -  IFF  -  1  1  1  1  ED2  -  1  MEMR  1  1  1  1  1  1  1  1  1  1  -  0  1'S ; DEFAULTS
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*

```

EJECT;

```

*
*
* GROUP 22: ADD M, ADC M, SUB M, SBB M, ANA M, XRA M, ORA M, CMP M.
*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
* ADDR F0  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  K5  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*
(052H):FF0  DSM  R44          K0          DBY  NAN  JPX(055H); ARITH M
(055H):FF0  LMI  R22  IRW          K1          EXT          NAN  JCR(054H);
(054H):FF1  LMI  R44  ADL          K1          DBY  NAN  JCC(094H);
(094H):FF0  ILR  RCC          K1          NAN  JPR(0E0H); (ROW = E)

(0E1H):FF0 SC2 AIA  RFF          KM          CCR  EXT          AN  JCR(0E0H); ADD M
(0E0H):FF1  SDR  RCC          FRW  K0  NSTAT          IST  AN  JZR06;

(0E3H):FFC SC2 AIA  RFF          KM          CCR  EXT          AN  JCR(0E2H); ADC M
(0E2H):FF1  SDR  RCC          FRW  K0  NSTAT          IST  AN  JZR06;

(0E5H):FF0 SC2 AIA  RFF          KNM          CCR  EXT          NCN  JCR(0E4H); SUB M
(0E4H):FF1  SDR  RCC          FRW  K0  NSTAT          IST  AN  JZR06;

(0E9H):FFC SC2 AIA  RFF          KNM          CCR  EXT          NCN  JCR(0E8H); SBB M
(0E8H):FF1  SDR  RCC          FRW  K0  NSTAT          IST  AN  JZR06;

(0E7H):FF0 SC2 F5  RFF          KM          CCR  EXT          CS1  JCR(0E6H); ANA M
(0E6H):FF1  SDR  RCC          FRW  K0  NSTAT          IST  AN  JZR06;

(0EBH):FF0 SC2 XNI  RFF          KNM          CCR  EXT          CS1  JCR(0EAH); XRA M
(0EAH):FF1  SDR  RCC          FRW  K0  NSTAT          IST  AN  JZR06;

(0EDH):FF0 SC2 F6  RFF          KM          CCR  EXT          CS1  JCR(0ECH); ORA M
(0ECH):FF1  SDR  RCC          FRW  K0  NSTAT          IST  AN  JZR06;

(0EFH):FF0 SC2 AIA  RFF          KNM          CCR  EXT          NCN  JCR(0EEH); CMP M
(0EEH):FF1  NOP  R00          FRW  K1  NSTAT          IST  AN  JZR06;

```

```

*-----*
*   FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*

```

EJECT.

```

*
* GROUP 23: LDAX, MOV A M.

```

```

*   PROM U7   PROM U8       PROM U2           PROM U5           PROM U6           PROM U4
*   V-----V V-----V V-----V V-----V V-----V V-----V
*   8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1

```

```

* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----*
(053H):FF0   LMI   R33   IRW           K1           EXT  RRE           NAN   JCC(0F3H);
(0F3H):      NOP   RFF   IRW           K1           EXT           NAN   JCR(0F2H);
(0F2H):FF0   DSM   R44           ADL           K0           DBY  NAN   JCR(0F1H);
(0F1H):FF1   LDI   REE           KM           EXT           AN    JCR(0F0H);
(0F0H):FF1   LMI   R44           K1           NSTAT           IST  DBY  AN   JZR06;

```

```

*   FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*

```

```

* GROUP 27: HLT (HALT)

```

```

*   PROM U7   PROM U8       PROM U2           PROM U5           PROM U6           PROM U4
*   V-----V V-----V V-----V V-----V V-----V V-----V
*   8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1

```

```

* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----*
(057H):      NOP   RFF           K1           EXT           NAN   JCR(056H); HLT
(056H):      NOP   RFF           K1           HLTA           IST  NAN   JZR01;

```

```

*   FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*

```

```

* GROUP 28: IN, OUT.

```

```

*   PROM U7   PROM U8       PROM U2           PROM U5           PROM U6           PROM U4
*   V-----V V-----V V-----V V-----V V-----V V-----V
*   8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1

```

```

* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----*
(058H):FF1   CSR   R99           K1           LD2           AN  LD           ; IN OUT
*                                     (T0 0BF OR 0B9)

```

```

(0BFH):FF0 LMI R99 KM CCR EXT NAN JCR(0BEH); IN
(0BEH):FF0 DSM R44 ADL K0 IOR DBY NAN JCR(0BBH);
(0BBH):FF1 LMI R44 K1 IOR DBY AN JCR(0BDH);
(0BDH):FF1 LDI REE KM IOR EXT AN JCR(0BCH);
(0BCH):FF1 LMI R44 ADL K1 DBY AN JZR07;

(0B9H):FF0 LMI R99 KM CCR EXT NAN JCR(0B8H); OUT
(0B8H):FF0 ILR RCC K1 NSTAT NAN JCR(0BAH);
(0BAH):FF0 DSM R44 DOE ADL K0 IOW DBY NAN JCR(0B7H);
(0B7H):FF1 LMI R44 DOE K1 IOW DBY AN JCR(0B6H);
(0B6H):FF1 LMI R44 ADL K1 DBY AN JZR07;
-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
-----
*
*
*
*
*
*
* GROUP 29: SHLD (STORE H & L DIRECT), STA (STORE A DIRECT)
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
* ADDR FO FI FGP IMB RGP DOE IRW ADL FRW ED1 K5 IER SWPA NC2 NC1 CCR EXT RRE LD2 SJM IST DBY CS LD AC * COMMENTS
-----
(0B9H):FF0 ILR R33 K1 RRE NAN JCC(0F9H);SHLD, STA
(0F9H):FF1 CSR R99 IRW K1 EXT AN JCR(0F8H);
(0F8H):FF0 LMI R99 ADL KIR NC2 NAN JCR(0FBH);
(0FBH):FF0 LMI R99 KM NC1 CCR EXT NAN JCR(0FAH);
(0FAH):FF1 LMI R99 DOE ADL ED1 K1 MEMW DBY AN JRL(0FCH);(ROW = F)
* (TO 0FD OR 0FF)
(0FDH):FF0 LMI R99 DOE ED1 K1 MEMW EXT NAN JCR(0FCH); SHLD
(0FCH): NOP RFF DOE ADL K1 MEMW NAN JCR(0F5H);
(0F5H):FF1 LMI R44 DOE K1 MEMW CCR EXT DBY NAN JCR(0F4H);
(0F4H):FF1 LMI R44 ADL DBY AN JZR07;

(0FFH):FF1 LMI R44 DOE ED1 K1 CCR EXT DBY AN JCR(0FEH); STA
(0FEH):FF1 LMI R44 ADL K1 DBY AN JZR07;
-----
* FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
-----

```

EJECT:

```

*
*
* GROUP 2A: MUL (MULTIPLY) OP-CODE = ED (HEX)
*
*          SETUP CONDITIONS          RESULTANT CONDITIONS
*          -----
*          MULTIPLIER IN A-REG        16-BIT RESULT IN B & C REGS (LSB IN C)
*          MULTIPLICAND IN B-REG      CARRY FLAG (CY) CONTAINS MSB OF RESULT
*                                     HALF CARRY FLAG (HC) IS INDETERMINATE
*
* PROM U7 PROM U8 PROM U2 PROM U5 PROM U6 PROM U4
* V-----V V-----V V-----V V-----V V-----V V-----V
* 8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*

```



EJECT;

```

*
* GROUP 2C: POP B, POP D, POP H, POP PSW
*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7-5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7-1
*
*
* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  K5  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*
(05CH):FF1  DSM  R44          K0          SJM  DBY  NAN  JCC(09CH); POP
(09CH):FF1  LMI  R33  IRW          K1          EXT  DBY  AN  JPX(0B5H); (TO 0B5)
(0B5H):      NOP  RFF  IRW          K1          EXT  NAN  JCR(0B4H);
(0B4H):FF1  LMI  R33  ADL          K1          DBY  AN  JCR(0B3H);
(0B3H):FF1  LDI  RFF          KM          EXT  AN  JCR(0B2H);
(0B2H):FF1  LMI  R44  ADL          K1          DBY  AN  JLL(0A4H); (ROW = A)
*                                     (TO 0A5 OR 0A7)
(0A5H):FF1  LDI  RFF          KM          NC1  EXT  AN  JCR(0A4H); POP B, D, H
(0A4H):      NOP  RFF          K1          NSTAT  NAN  JPR(080H); (ROW = 8)
*                                     (TO 084, 085 OR 086)
(0B4H):FF1  SDR  R00          K0          NSTAT          IST  DBY  AN  JZR06  ; POP B
(0B5H):FF1  SDR  R11          K0          NSTAT          IST  DBY  AN  JZR06  ; POP D
(0B6H):FF1  SDR  R22          K0          NSTAT          IST  DBY  AN  JZR06  ; POP H
*      NOTE: THE ABOVE 3 INSTRUCTIONS COULD BE COMBINED INTO 1 BY USING "RRE" AND RGP = "R33", AND BY PROGRAMMING PROM U-30
*      FOR POP B, POP D, AND POP H OP-CODES, REGISTERS "R00", "R11", AND "R22" RESPECTIVELY:
*
*      INST.  HEX.  U-30  U-30  ARRAY 1  ARRAY 2
*      MNEMONIC  OPCODE  ADDRESS  CONTENT  REGISTER  REGISTER
*-----*-----*-----*-----*-----*-----*-----*-----*
*      POP B   C1    3E    0     0 (B)   0 (C)
*      POP D   D1    2E    5     1 (D)   1 (E)
*      POP H   E1    1E    A     2 (H)   2 (L)
*
(0A7H):FF1 SCZ LDI  REE          FRW  KM          EXT  AN  JCE(0A7H); POP PSW
*                                     (JCE ENABLES PR1 FOR POP PSW)
(0A6H):      NOP  RFF          K1          NSTAT          IST  NAN  JZR06  ;
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*
*      FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*

```

```

* GROUP 2D: STC (SET CARRY)
*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7-5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7-1
*
*
* ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  K5  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*
(05DH):      STC  NOP  RFF  IRW          K1          EXT  IST  CS0  JZR07  ; STC
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*
*      FF0 HCZ - IFF - 1 1 1 1 ED2 - 1 MEMR 1 1 1 1 1 1 1 1 1 1 - 0 1'S ; DEFAULTS
*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*-----*

```



EJECT;

```

*
*
* GROUP 2F: CMA (COMPLIMENT ACCUMULATOR)
*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
*      ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----
* (05FH):FF0  CMA  REE  IRW  K1  EXT  IST  NAN  JZR06  ; CMA
*
*      FF0 HCZ  -  IFF  -  1  1  1  1  ED2  -  1  MEMR  1  1  1  1  1  1  1  1  1  1  1  -  0  1'S  ; DEFAULTS
*-----

```

```

*
*
* GROUP 41: DIV (DIVIDE) OP-CODE = FD (HEX)
*
*
*      SETUP CONDITIONS      RESULTANT CONDITIONS
*
*      DIVISOR IN A-REG      QUOTIENT IN C-REG
*      DIVIDEND IN C-REG     REMAINDER IN B-REG
*
*      DIVISOR IN A-REG (UNCHANGED)
*      CARRY FLAG (CY) CONTAINS LSB OF QUOTIENT
*      HALF CARRY FLAG (HC) CONTAINS 1
*
*      PROM U7  PROM U8      PROM U2      PROM U5      PROM U6      PROM U4
*      V-----V V-----V V-----V V-----V V-----V V-----V
*      8-7,6-5,4-1 8-6,5-1 8, 7, 6, 5, 4, 3-1 8, 7--5, 4, 3, 2, 1 8, 7, 6, 5, 4, 3-1 8, 7--1
*
*
*      ADDR FO  FI  FGP  IMB  RGP  DOE  IRW  ADL  FRW  ED1  KS  IER  SWPA  NC2  NC1  CCR  EXT  RRE  LD2  SJM  IST  DBY  CS  LD  AC  * COMMENTS
*-----
* (071H):FF1  LDI  IBF  REE  K0  NC2  AN  JCC(171H); DIV
* (171H):FF1  CSR  R00  IRW  K1  NC1  EXT  AN  JCR(170H);
* (170H):FF0  SCZ  CMR  RCC  K1  NSTAT  NC1  AN  JCR(174H);
* (174H):FF0  ILR  R00  K1  NSTAT  NAN  JCR(172H); (SHIFT)
* (172H):FFC  ALR  R00  K0  NSTAT  DBY  BN  JCR(175H);
* (175H):FF1  STC  ALR  RCC  K0  NSTAT  NC2  NC1  AN  JZF(162H); (ROW=16)
*
*      (162H):FF0  STZ  SRA  REE  K1  NSTAT  NC2  CN  JFL(172H); (ROW=17)
*
*      (173H):FF0  ILR  RCC  K1  NSTAT  AN  JCR(176H);
* (176H):FF1  ADR  R00  K0  NSTAT  NC1  AN  JCR(174H); (TO 174)
*
*      (163H):FFC  ALR  R00  K0  NSTAT  NC2  AN  JCR(164H);
* (164H):FF0  ILR  RCC  K1  NSTAT  NAN  JCF(152H); (ROW=15)
*
*      (153H):FF1  ADR  R00  K0  NSTAT  NC1  AN  JCR(152H);
* (152H):FF1  LDI  REE  KND  NSTAT  IST  AN  JZR06;
*
*      FF0 HCZ  -  IFF  -  1  1  1  1  ED2  -  1  MEMR  1  1  1  1  1  1  1  1  1  1  1  -  0  1'S  ; DEFAULTS
*-----

```

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