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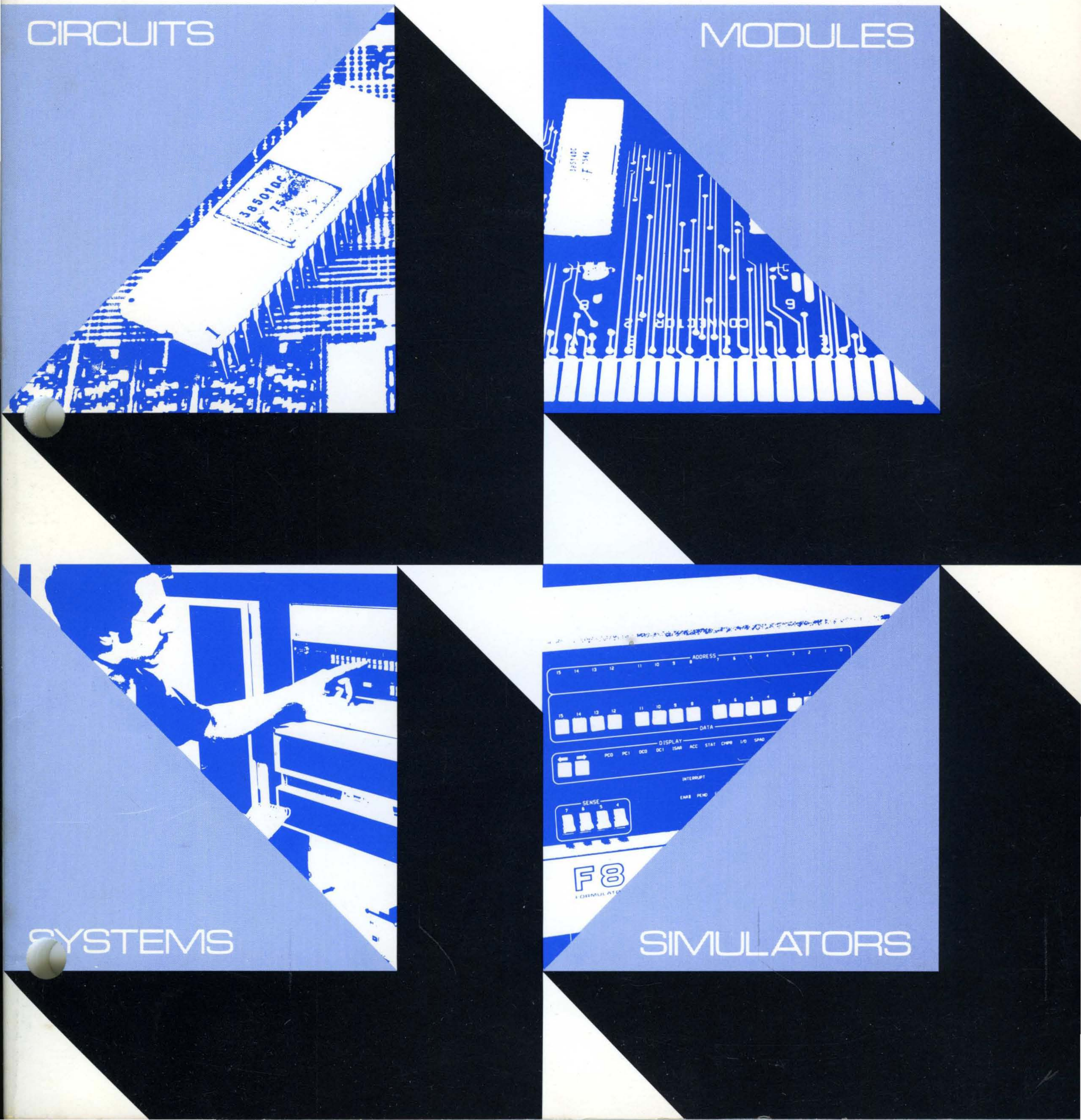
FAIRCHILD

MICRO SYSTEMS

GUIDE TO PROGRAMMING



GUIDE TO PROGRAMMING

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MICRO SYSTEMS

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INTRODUCTION

This manual explains how to write programs for the Fairchild F8 microprocessor system, and how these F8 programs cause a microprocessor system to function as a discrete logic replacement.

The Fairchild F8 family of logic devices consists of a Central Processing Unit and a number of complementary devices, manufactured using n-channel Isoplanar MOS technology. Components of the F8 family include the following devices:

1) The 3850 Central Processing Unit (CPU)
2) The 3851 Program Storage Unit (PSU)
3) The 3852 Dynamic Memory Interface (DMI)
4) The 3853 Static Memory Interface (SMI)
5) The 3854 Direct Memory Access (DMA)

Complete microprocessor based systems may vary in size and complexity from as little as two devices—the 3850 CPU and the 3851 PSU—to large systems incorporating the above five devices, plus any standard static and/or dynamic Random Access Memory (RAM) devices.

The following are some general characteristics of this microprocessor device set:

- 8-bit data organization
- 2 μs instruction cycle time
- Over 70 microprocessor instructions
- 64 general purpose registers in the CPU
- Binary and decimal arithmetic, and logic functions
- Up to 65,536 bytes of ROM and RAM, in any combination
- No need for special external interface devices
- Internal, programmable real time clocks
- Internal power on and reset logic
- Multi-level interrupt handling
- Clock and timing circuits

1.1 ASSUMED READER BACKGROUND

This manual has been written for logic designers with little or no background in programming.

The reader is assumed to understand the following:

1) Binary, octal, binary coded decimal and hexadecimal number systems
2) Signed and unsigned binary arithmetic
3) Boolean logic
4) ASCII and EBCDIC character codes

For readers without the assumed background, a summary of this basic information is given in Appendix A.

1.2 SUPPORTING DOCUMENTATION

The following manuals provide additional information on the F8 microprocessor:

1) F8 Circuit Data Book which provides electrical parameter data for all Fairchild F8 Microprocessor devices.

2) F8 Timeshare Operating Systems Manual which explains how to assemble and debug F8 Microprocessor programs on NCSS and GE Timeshare Networks.

3) F8 Circuit Reference Manual which describes the interactive timing and signal sequences which occur between devices in the F8 Microprocessor family.

4) F8S and F8SEM Users Manuals which describe how to assemble and debug microprocessor programs on the F8S and F8SEM hardware modules.

5) F8 Formulator Users and Reference Manuals which describe how to use and maintain Fairchild's F8 Formulator developmental hardware.

THE F8 MICROPROCESSOR SYSTEM

The purpose of a microprocessor system is to replace discrete logic; but in order to understand why a microprocessor system is effective as a logic design tool, it is first necessary to understand what is in a microprocessor system.

2.1 WHAT IS A MICROPROCESSOR?

After a product has been fabricated using discrete logic components, it consists of one or more logic cards; each card may be visualized as generating a variety of signals output at the card edge, based on signals input at the card edge. The logic devices on the card are specifically selected and sequenced to generate the required product.

If the same product is implemented using the F8 microprocessor, the F8 CPU and its five supporting devices can be made to function in the same way as any one of many millions of different discrete logic device combinations. In other words, the F8 CPU, optionally in conjunction with the supporting devices, has the capacity to duplicate the performance of any discrete logic design, limited only by speed considerations. F8 microprocessor systems have a 2 μs instruction cycle time. The functions that will be performed by the F8 microprocessor system are established by a sequence of "instructions", stored in a memory device as a sequence of binary codes. Taken as a whole, the sequence of instructions are referred to as a "stored program".

2.2 SOME BASIC CONCEPTS

Any logic device may be reconstituted from some or all of the following basic functions:

1) Binary addition
2) The logical operations AND, OR and EXCLUSIVE-OR
3) Shifts and rotates of binary digit sequences which are being interpreted as numerical entities (e.g., a byte = eight bits).

A general purpose logic device can be created by implementing the basic functions listed above on a single chip. If the single chip is to duplicate the performance of other logic devices, it must be provided with a sequence of instructions that enable the required logic in the proper order, plus aa stream of data that is operated on by the specified logic. This is illustrated in Figure 2-1.

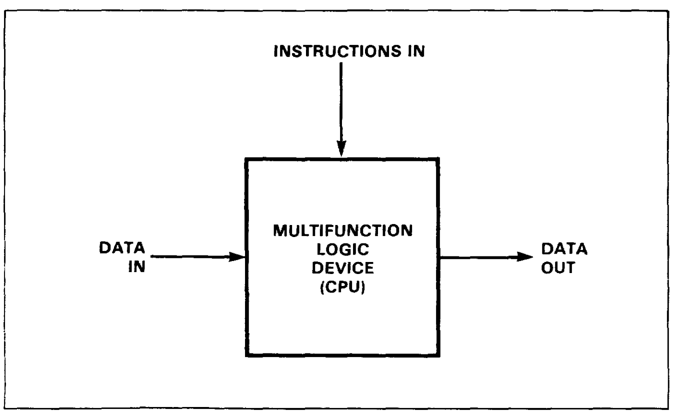


Fig. 2-1. Multifunction Logic Device

In order to function, the multifunction logic device will need the following parts:

A) An Arithmetic Logic Unit (ALU), containing the necessary basic logic functions.
B) A control unit, which decodes instructions and enables elements of the ALU, as needed.
C) Registers to hold instruction codes and data, as needed.
D) Data paths within the CPU, and between the CPU and external devices.

Parts A), B), C), and D) are the basic components of any Central Processing Unit (CPU). A CPU must be the focal point of any computer—maxi, mini or micro.

Referring to Figure 2-1, where do "instructions" and "data in" come from, and where will "data out" go? There are two possibilities: memory or external devices.

Refer to Figure 2-2. Memory is a passive depository of information where data or instruction codes may be stored. Memory must be divided into individually addressable locations, each of which can store one element of instruction code or one element of data. In an F8 system, each individually addressable location will be an 8-bit data unit (a byte), since the F8 is an 8-bit microprocessor.

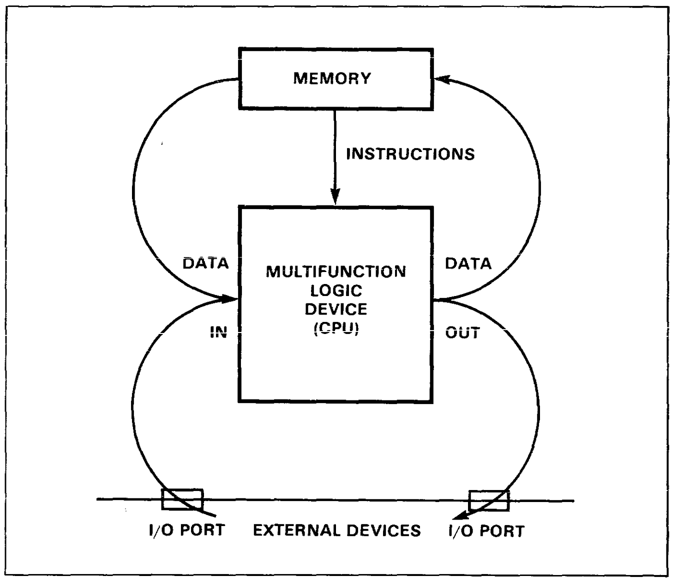


Fig. 2-2. Data and Instruction Paths in a Multifunction Logic Device

"External devices" refer to any data source or destination beyond the perimeter of the microprocessor system. Drawing an analogy with a logic card, "external devices" will refer to the world beyond the card edge connector. Data passes between the microprocessor system and external devices via Input/Output (I/O) ports.

2.2.1 Instructions, Programs, Data and Memory

For a microprocessor to perform any specified operation, it will receive and process a sequence of instructions. The sequence may be very long—numbering even into the thousands of instructions. A sequence of instructions that can be taken as a unit is called a program; the purpose of this manual is to describe how a program is constructed out of a sequence of instructions.

Data may (and usually will) be stored in memory. In fact, the 256 possible combinations of eight binary digits (or byte) may represent any of the following types of information:

1) An instruction code
2) Numeric or address data that is part of an instruction's code
3) Numeric or address data that is independent of instruction codes
4) A coded representation of a letter of the alphabet, digit or printable character

It would be impossible to determine the content of any memory byte by random inspection. This does not cause problems, since a program will occupy one or more segments of contiguous memory bytes, and data resides in blocks of memory as assigned by the programmer.

2.2.2 Interrupts

The number of programs which may be stored in memory is limited only by the amount of memory available for program storage. If ten programs were stored in memory, by simply identifying one program, the same microprocessor system could be made to function in one of ten different ways.

If a microprocessor has more than one program available for execution, how is the one program which is to be executed identified? There are two separate and distinct ways in which a program may be identified for execution:

A) Program identification may itself be a programmed function; for example, each program, upon completing execution, may identify the next program to be executed. The key to this method of program identification is that it is internally controlled, within the logic of the microprocessor system.

B) Programs may be called into execution by external devices; this may happen even if another program is in the middle of execution. For example, take the simple case of a microprocessor that is recording data input by an external instrument; while receiving data from the external instrument, the microprocessor performs numerical operations on the collected data. Program executions are illustrated in Figure 2-3.

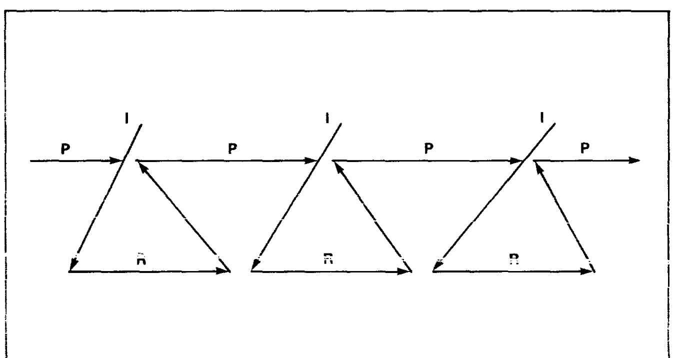


Fig. 2-3. Program P Being Interrupted to Execute Program R

In Figure 2-3, P represents the program performing numerical operations on the data. Data is collected by repeated execution of program R. Events occur as follows:

1) Program P is executing.
2) When the external instrument has data which it is ready to transmit, it sends an interrupt signal (I) to the microprocessor, along with the starting address of program R.
3) Upon receiving interrupt signal I, the microprocessor does some elementary "housekeeping"; for example, it saves the address of the program P instruction it was about to execute, plus any intermediate data being held in temporary storage registers.
4) The microprocessor completely executes program R.
5) Upon completion of program R execution, the microprocessor restores values saved in step 3, then continues program P execution from the point where interrupt I occurred. Thus execution of program P appears to have gone into "suspended animation" for the duration of program R execution.

The sequence of events illustrated in Figure 2-3 is quite common in microprocessor applications, and is called an external interrupt. Interrupt programming is described in Section 8.2.

2.2.3 Programmable Clocks

There are many microprocessor applications in which it is important that the microprocessor system be synchronized with the real time of the outside world. Such synchronization is accomplished using programmable clocks, which are registers that count at a known rate. When the shift register counts to zero, the event is marked by an interrupt (as decribed in Section 2.2.2); in this case the interrupt is defined as a "time out" interrupt. Since the rate at which the clock register counts will be known for any microprocessor system, setting a real time interval simply involves loading the register with the correct initial count.

2.2.4 Direct Memory Access

Notice from Figure 2-2 that data may be input to the microprocessor from memory or from an external device, via an I/O port.

It is easy to imagine how, in many applications, data will be transferred from an external device, via an I/O port and the CPU, to memory; the data will then be accessed from memory in the normal course of program execution.

It makes little sense to tie up the logic of the CPU while shunting data from an I/O port to memory; therefore, provisions are made for Direct Memory Access (DMA), whereby data is moved between memory and an "I/O port", bypassing the CPU entirely. The DMA "I/O port" is called a "DMA channel".

In order to implement DMA, the microprocessor system must have logic (outside the CPU) which provides the following three pieces of information:

1) A starting memory address for a data block.
2) A byte length for the data block.
3) The direction of the data movement.

If the microprocessor has this logic, data may be transferred between memory and an I/O port independent of, and in parallel with, unrelated CPU-memory operations.

2.2.5 A Complete Microprocessor System

To summarize, a complete microprocessor system will have the following logical components:

1) A CPU, which is the multifunction logic device of the system.
2) Memory (of various types and combinations), in which programs and data are stored.
3) Memory interface logic which identifies:
   a) the next memory location which must be accessed to fetch instruction codes for the CPU, and
   b) the memory location from which a byte of data will be read, or to which a byte of data will be written.
4) I/O ports, through which bidirectional data passes between the microprocessor system and external devices.
5) DMA logic, which provides a direct data path between memory and external devices, bypassing the CPU.
6) Interrupt logic, which causes the CPU to temporarily suspend current program execution. Along with each interrupt request signal, interrupt logic identifies the program which is to implement operations required by the source of the interrupt.
7) Real time clock logic, which synchronizes the entire microprocessor system with the real outside world by generating interrupts at variably definable time intervals.

Figure 2-4 illustrates these seven logical components, with associated data flow paths.

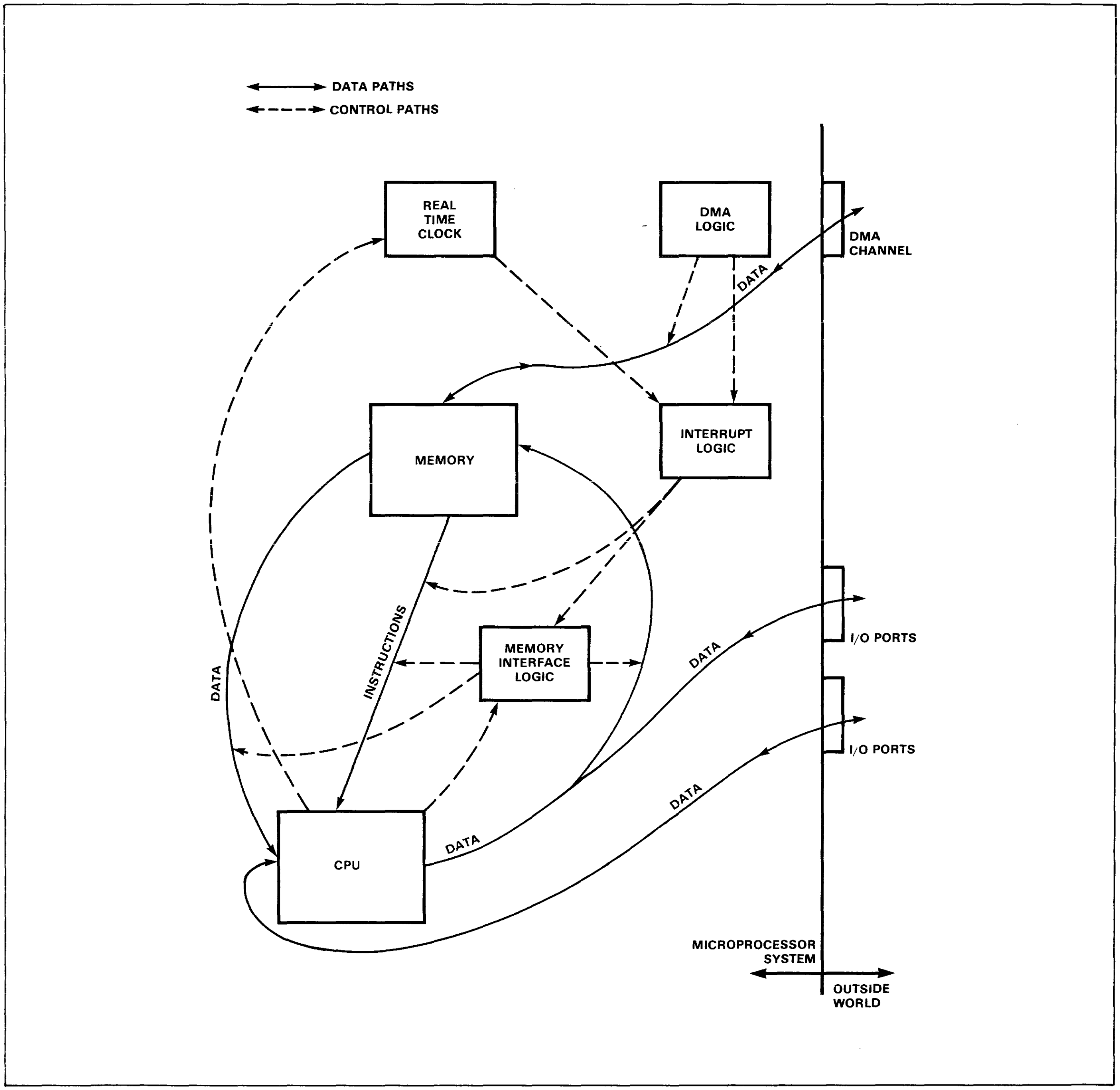


Fig. 2-4. Logical Components, Data Paths and Control Paths in any Microprocessor System

2.3 THE F8 SYSTEM

There is no one-for-one correspondence between the logical components of a microprocessor system, as illustrated in Figure 2-4, and the devices of the F8, or any other microprocessor product. In fact, it is counter-productive to extend the concept of isolating functions on separate devices because it reduces the flexibility of a microprocessor system to satisfy simple, as well as complex, applications needs. More than any other microprocessor product, the F8 combines many functions on single chips, thus allowing simple systems to be implemented with as few as two devices, and complex systems to be implemented using many devices.

Figure 2-5 illustrates the way in which F8 microprocessor system devices interconnect to give a variety of system configurations.

The simplest F8 system contains one 3850 CPU and one 3851 PSU.

Another very simple F8 system consists of one 3850 CPU, plus either one 3852 DMI interfaced to a single dynamic memory, or one 3853 SMI interfaced to a single static memory device.

A fully expanded F8 system may have one 3850 CPU, one 3852 DMI and one 3853 SMI device, up to four 3854 DMA devices, plus 3851 PSU and static or dynamic memory devices in any combination, providing not more than a combined total of 65,536 bytes of memory are directly addressed by the 3850 CPU. It is possible to address more than 65,536 bytes of memory using special techniques which are described in the F8 Circuit Reference Manual.

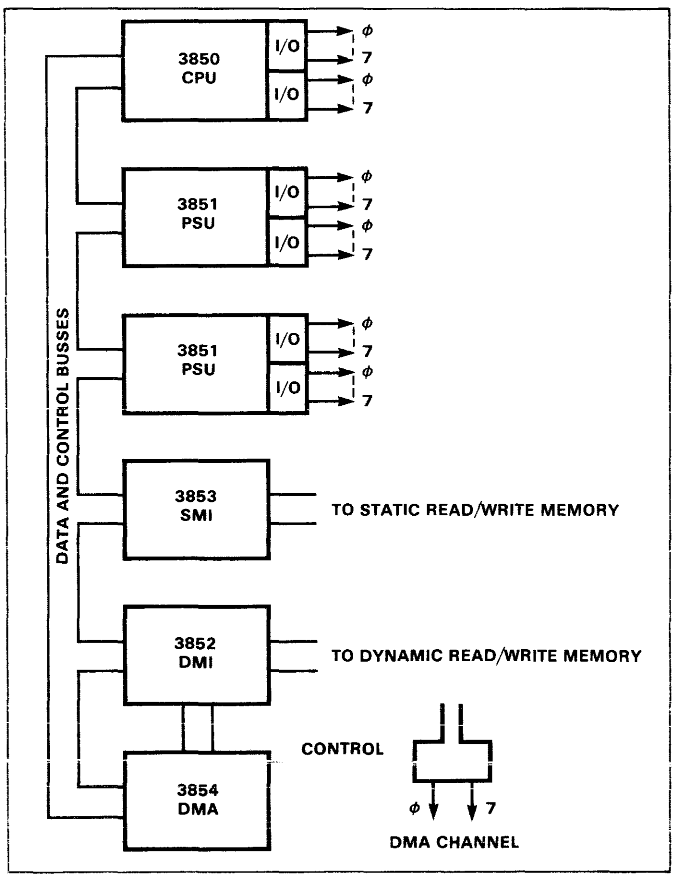


Fig. 2-5. F8 Microprocessor System Configurations

2.3.1 Chip and I/O Port Selection

Every 3851 PSU has two permanent select codes—a chip select code and an I/O port select code.

The 3851 PSU chip select code is a six digit binary number, which is always the highest six bits for memory addresses on that device:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
X	X	X	X	X	X	A	A	A	A	A	A	A	A	A	A

$\underbrace{\text{XXXXXX}}_{\text{Chip Select}}$

Chip Select

Memory Address for Individual Bytes on Chip

The 3851 PSU I/O port select code is also a six digit binary number, and is independent of the chip select code. The I/O port select code is always the highest six bits for I/O port numbers on that device:

7	6	5	4	3	2	1	0
X	X	X	X	X	X	A	A

I/O Port Select

I/O Port Number

The 3852 DMI and 3853 SMI devices have a fixed (pre-assigned) I/O port select code, but have no on-board chip select code.

The dynamic and/or static memories associated with the 3852 DMI and 3853 SMI derive their select function from external logic. This allows the system designer complete freedom with respect to memory space partitioning.

Every F8 microprocessor system must have one memory device whose byte addresses start at 0; the first instruction executed when an F8 system is powered up is the instruction stored in memory byte 0.

2.4 THE 3850 CPU

Figure 2-6 illustrates the logical functions implemented on the 3850 CPU.

The heart of the F8 microprocessor system is the 3850 CPU, which contains data manipulation logic in an Arithmetic Logic Unit (ALU). Eight-bit instruction codes are decoded by a Control Unit (CU), which controls execution of logic internal to the 3850 CPU and generates signals controlling operations of other devices in the system.

2.4.1 Timing

System timing is illustrated in Figure 2-7. System timing is controlled by an external or internal clock, which provides clock pulses of not less than 500 ns and not more than 10 μs. In response to instruction codes, the CPU creates instruction timing cycles of either 4 or 6 clock pulses. The fastest instruction will execute in one short (4 clock pulse) cycle; the slowest instruction will execute in one short (4 clock pulse) cycle plus three long (6 clock pulse) cycles.

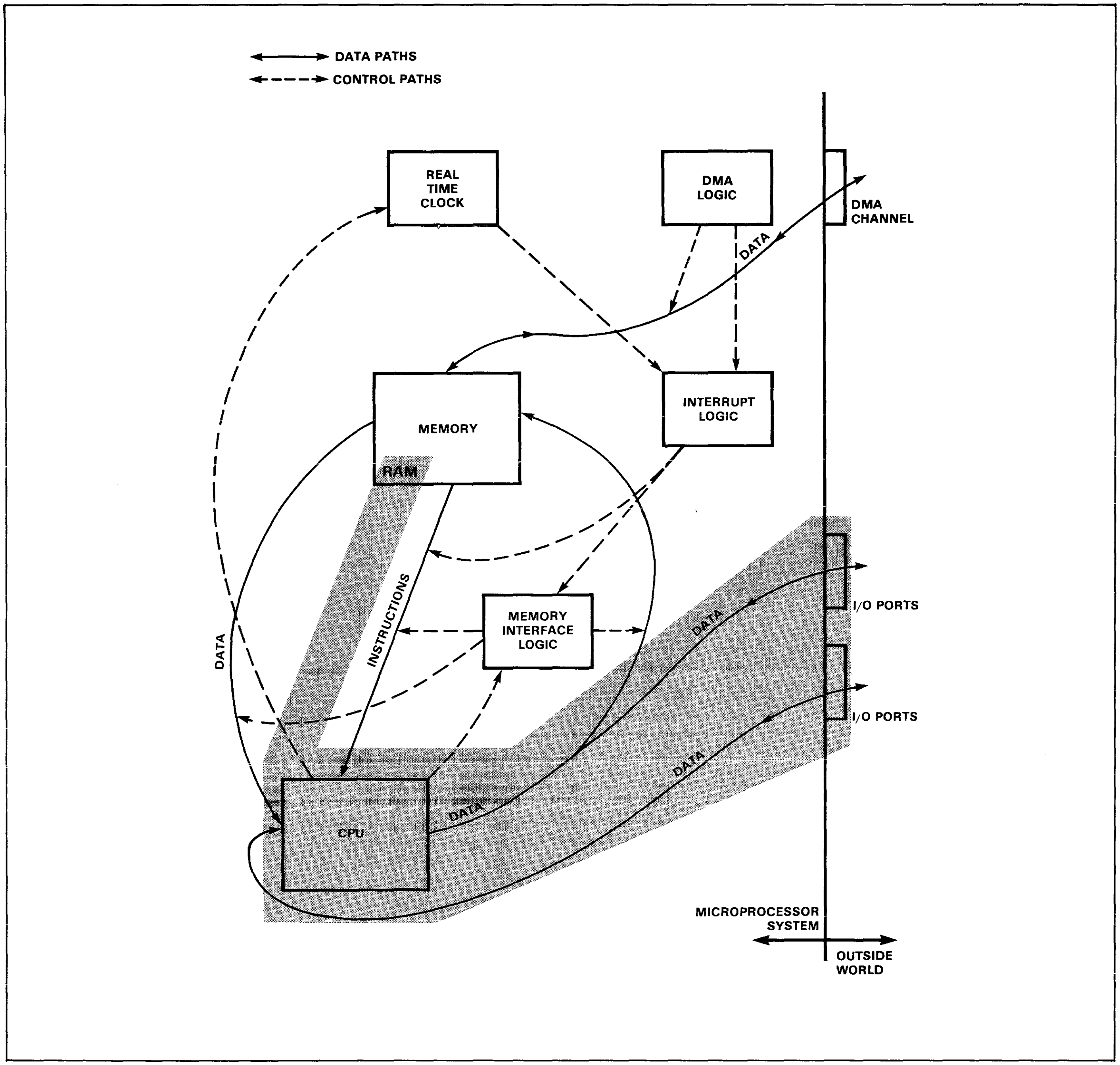


Fig. 2-6. Logical Functions of the 3850 CPU

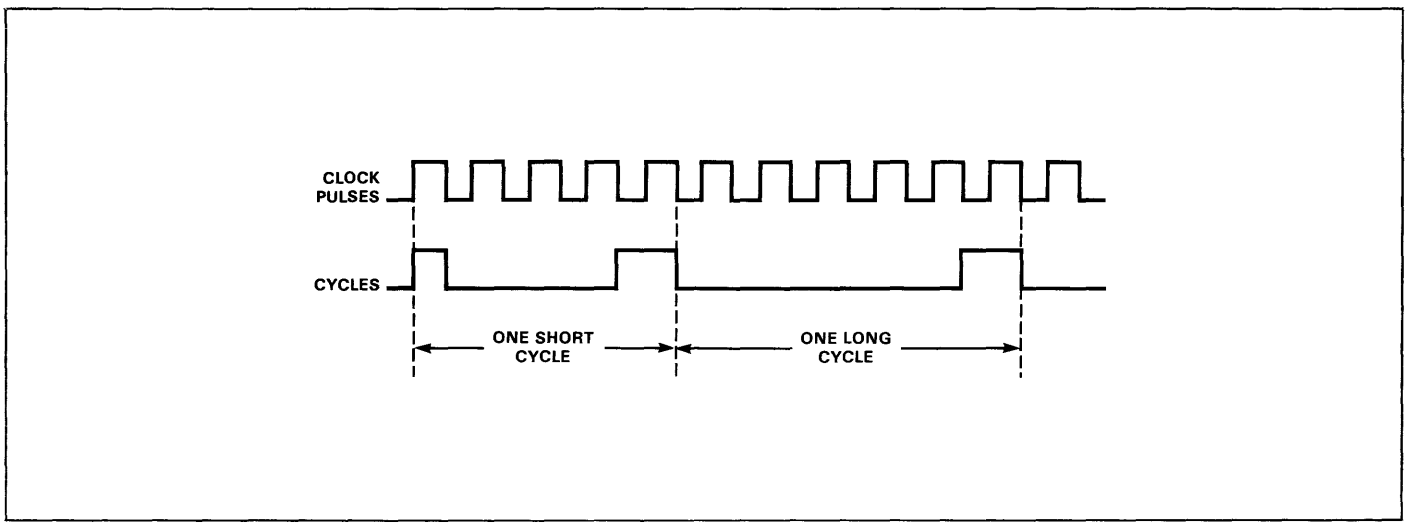


Fig. 2-7. Instruction Timing

2.4.2 CPU Registers

The 3850 CPU has an 8-bit Accumulator Register and a Scratchpad consisting of 64 8-bit registers. In addition there is a 6-bit Indirect Scratchpad Address Register (ISAR), which is used to address the scratchpad and a 5-bit Status Register (the W register), which identifies selected status conditions associated with the results of CPU operations. Figure 2-8 illustrates the CPU register.

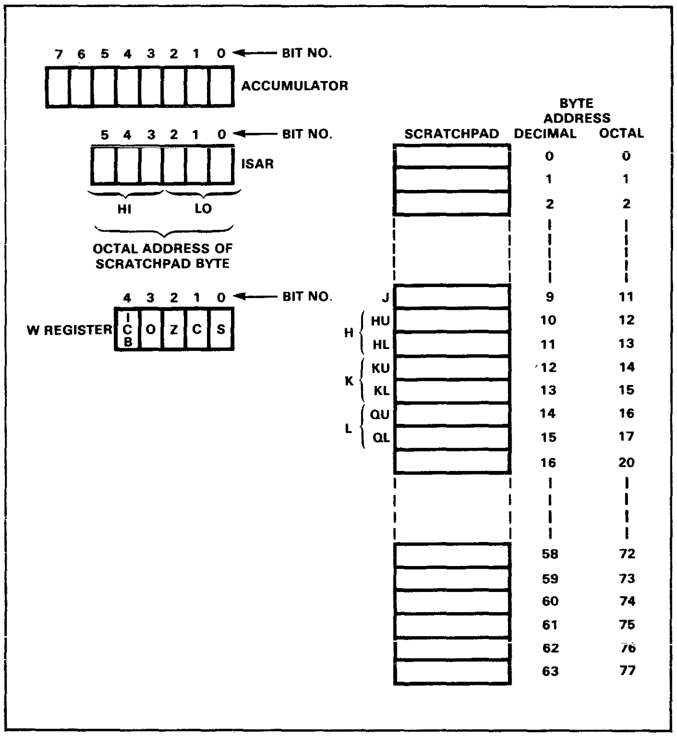


Fig. 2-8. 3850 CPU Programmable Registers

Data in the Accumulator may be manipulated by the ALU. Individual instructions allow the contents of the Accumulator to be operated on in a variety of ways. Data may be transferred between the Accumulator and other CPU registers, or between the Accumulator and data locations outside the CPU.

The Scratchpad is the principal depository of frequently accessed data and, in small microprocessor configurations, may represent the system's only Read/Write Memory. Because the Scratchpad actually resides on the CPU, instructions that reference Scratchpad bytes execute in one short cycle; these are the fastest executing F8 instructions.

The first 16 Scratchpad bytes can be identified by instructions without using the ISAR. The remaining Scratchpad bytes are referenced via the ISAR; i.e., the ISAR is assumed to hold the address of the Scratchpad byte which is to be referenced. Observe that the first 16 bytes of the Scratchpad can also be referenced via the ISAR.

The ISAR should be visualized as holding two octal digits, HI and LO. This division of the ISAR is important, since a number of instructions increment or decrement the contents of the ISAR when referencing Scratchpad bytes via the ISAR. This allows a sequence of contiguous scratchpad bytes to be easily referenced. However, only the low order octal digit (LO) is incremented or decremented; thus ISAR is incremented from 0'27' to 0'20', not to 0'30'. Similarly, ISAR is decremented from 0'20' to 0'27', not to 0'17'. This feature of the ISAR greatly simplifies many program sequences, as will be described in Section 7.

Seven of the Scratchpad registers (9 through 15) have special significance. Data from register 9 may be moved directly between register 9 and the W register, bypassing the Accumulator. Registers 10 through 15 are connected to memory interface logic, as described in Sections 2.5, 2.6 and 2.7.

2.4.3 Status

A number of operations performed by the Arithmetic Logic Unit (ALU) generate results, selected characteristics of which are important to logic sequences. Table 2-1 summarizes the W register status bits, which are individually described next.

OVERFLOW	$= CARRY_7 \oplus CARRY_6$
ZERO	$= \overline{ALU_7}\ \overline{ALU_6}\ \overline{ALU_5}\ \overline{ALU_4}\ \overline{ALU_3}\ \overline{ALU_2}\ \overline{ALU_1}\ \overline{ALU_0}$
CARRY	$= CARRY_7$
SIGN	$= \overline{ALU_7}$

Table 2-1. A Summary of Status Bits

SIGN

When the results of an ALU operation are being interpreted as a signed binary number, the high order bit (bit 7) represents the sign of the number (see Appendix A). At the conclusion of instructions that may modify the Accumulator bit 7, the S bit (W register bit 0) is set to the complement of the Accumulator bit 7.

CARRY

The C bit (W register bit 1) may be visualized as an extension of an 8-bit data unit; i.e., bit 8 of a 9-bit data unit. When two bytes are added and the sum is greater than 255, the carry out of bit 7 appears in the C bit. Here are some examples:

	C	7 6 5 4 3 2 1 0 ← Bit Number
Accumulator contents:		0 1 1 0 0 1 0 1
Value added:		0 1 1 1 0 1 1 0
Sum:	0	1 1 0 1 1 0 1 1

There is no carry, so C is reset to 0.

	C	7 6 5 4 3 2 1 0 ← Bit Number
Accumulator contents:		1 0 0 1 1 1 0 1
Value added:		1 1 0 1 0 0 0 1
Sum:	1	0 1 1 0 1 1 1 0

There is a carry, so C is set to 1.

ZERO

The Z bit (W Register bit 2) is set whenever an arithmetic or logical operation generates a zero result. The Z bit is reset to 0 when an arithmetic or logical operation could have generated a zero result, but did not.

Load instructions do not affect status bits.

a) The Accumulator contains 01101011. The value 00010101 is added to the Accumulator:

```
Accumulator contents:   0 1 1 0 1 0 1 1
        Value added:    0 0 0 1 0 1 0 1
                Sum:    1 0 0 0 0 0 0 0
```

The result in the Accumulator is not zero, so the Z bit is reset to 0. (There is no carry, so C is reset to 0).

b) Next, the Accumulator contents are shifted left one bit position:

```
                  7 6 5 4 3 2 1 0    Bit number
                                     (before shift)
shifted out<--(1)0 0 0 0 0 0 0 <--0 shifted in
 after shift      0 0 0 0 0 0 0 0
```

Since the result in the Accumulator is now zero, the Z bit is set to 1.

c) Subsequently the value 1101111 is loaded into the Accumulator. Even though the Accumulator no longer contains zero, the Z bit remains set at 1 since an Accumulator load is neither an arithmetic nor a logical operation, therefore has no effect on the Z bit.

OVERFLOW

The high order Accumulator bit (bit 7) represents the sign of the number. When the Accumulator contents are being interpreted as a signed binary number, some method must be provided for indicating carries out of the highest numeric bit (bit 6 of the Accumulator). This is done using the O bit (W register bit 3). After arithmetic operations, the O bit is set to the EXCLUSIVE-OR of Carry Out of bits 6 and bits 7. This simplifies signed binary arithmetic as shown in Section 10.3 and in Appendix A. Here are some examples:

```
                      C  7 6 5 4 3 2 1 0  Bit Number
Accumulator contents:    1 0 1 1 0 0 1 1
        Value added:     0 1 1 1 0 0 0 1
                Sum:  1  0 0 1 0 0 1 0 0
```

There is a carry out of bit 6 and out of bit 7, so the O bit is reset to 0 ($1 \oplus 1 = 0$). The C bit is set to 1.

```
                      C  7 6 5 4 3 2 1 0  Bit Number
Accumulator contents:    0 1 1 0 0 1 1 1
        Value added:     0 0 1 0 0 1 0 0
                Sum:  0  1 0 0 0 1 0 1 1
```

There is a carry out of bit 6, but no carry out of bit 7; the O bit is set to 1 ($1 \oplus 0 = 1$). The C bit is reset to 0.

When the Overflow bit is set, the magnitude of the number is too large for the 7-bit numeric field within the byte, and the sign bit has been destroyed. However, the 9-bit field made up of the Carry bit (high order) and the data byte give a valid 9-bit signed binary result.

ICB AND INTERRUPTS

External logic can alter the operations sequence within the CPU by interrupting ongoing operations, as described in Section 2.2.2. However, interrupts are allowed only when the ICB bit (W register bit 4) is set to 1; interrupts are disallowed when the ICB bit is reset to 0.

2.4.4 3850 Input/Output

The 3850 CPU communicates with the outside world in two ways:

To execute instructions, instruction codes must be input from the external storage device (probably a 3851 PSU) where they are being maintained. Data stored in a memory device may have to be loaded into the CPU in order to meet the requirements of the instruction being executed. This type of communication between the 3850 CPU and the outside world is of no immediate concern to an F8 programmer, since it involves data flows within the confines of the microprocessor system, and requires no special considerations beyond an understanding of instruction execution sequences.

Input/output programming, as the term is commonly used, refers to data transfers between the microprocessor system and logic beyond the microprocessor system. The 3850 CPU has two 8-bit, bidirectional ports, via which 8-bit parallel data may be transferred in either direction, between the 3850 CPU and logic external to the microprocessor system. The two 3850 CPU I/O ports are identified by the hexadecimal port addresses H'00' and H'01'.

2.5 THE 3851 PSU

Figure 2-9 illustrates the logical functions implemented on the 3851 PSU.

The 3851 PSU provides an F8 microprocessor system with 1024 bytes of Read Only Memory. 3851 memory is usually used to store instructions, but may also be used to store data that is read, but never altered. In addition, each 3851 PSU provides two 8-bit I/O ports, a programmable timer and external interrupt processing logic.

The 3851 PSU is the logic device which is modified and replaced to reflect a product's continuing engineering and field upgrades.

In microprocessor systems, instruction codes are usually stored in a PSU to prevent accidental erasure. As many as 64 3851 PSU's may be connected to one 3850 CPU, yet a single 3851 PSU interfaced to a 3850 CPU, provides a viable microprocessor system with the following capacities:

- 1024 bytes of program storage (on the 3851)
- 64 bytes of Read/Write Memory (on the 3850)
- 4 separately addressable, bidirectional I/O ports (2 on the 3850, 2 on the 3851)
- An external interrupt line
- A programmable clock

2.5.1 3851 Timing

Timing signals created by the 3850 CPU, and illustrated in Figure 2-7, control operation sequences in the 3851 PSU.

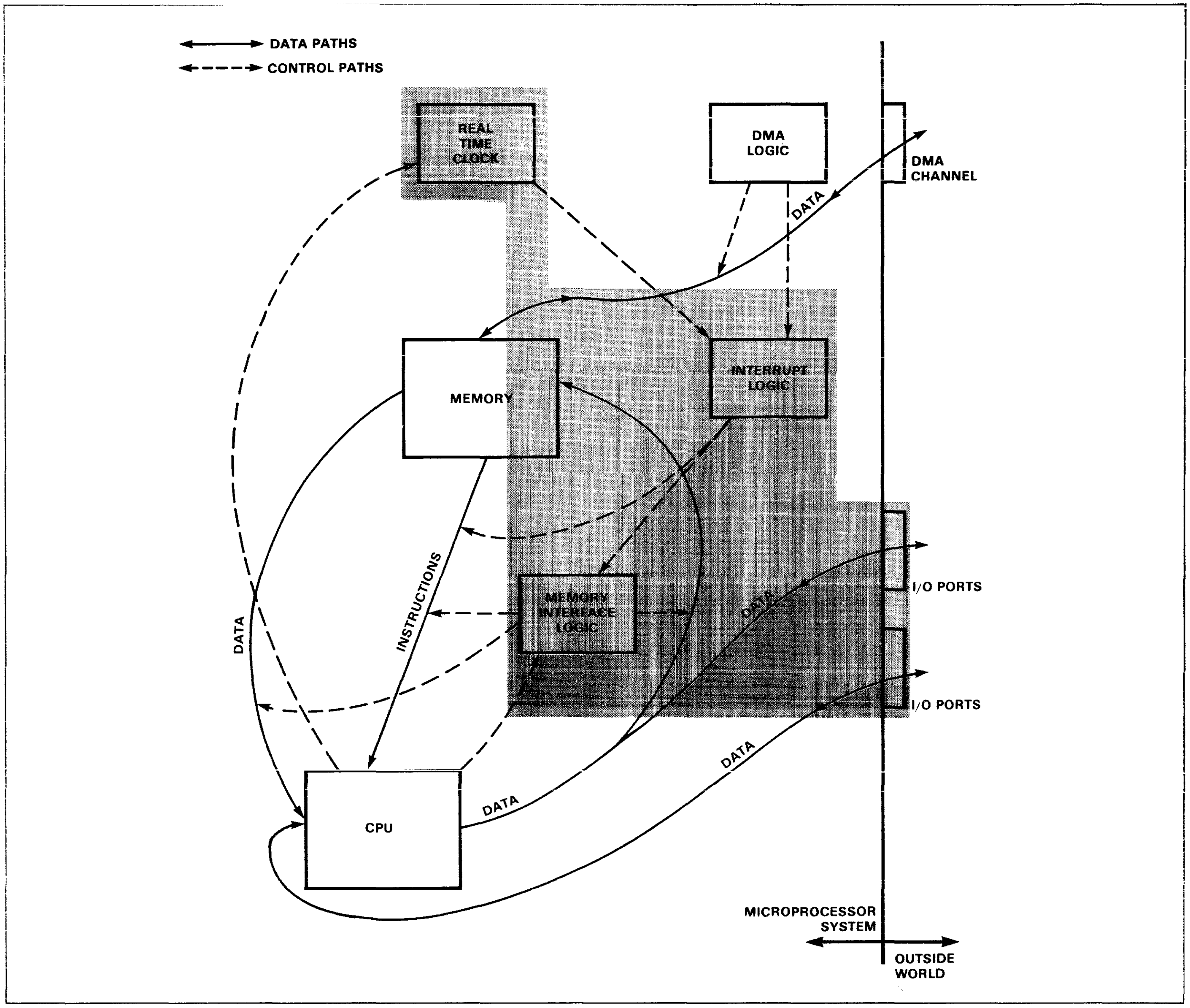


Fig. 2-9. Logical Functions of the 3851 PSU

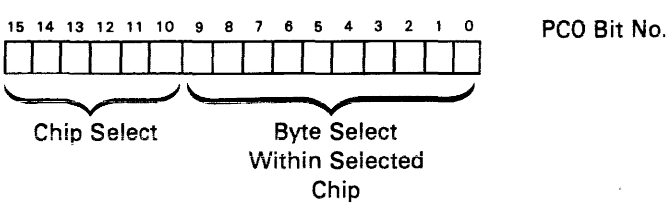
2.5.2 3851 Registers

In addition to 1024 bytes of ROM, the 3851 contains three 16-bit address registers, which are described next.

PROGRAM COUNTER (PCO)

This 16-bit register provides the address of the memory byte from which the next instruction code will be fetched for transmittal to the 3850 CPU. After each byte of instruction code is fetched, logic internal to the 3851 increments the contents of PCO to address the next memory byte.

Even though each 3851 PSU contains only 1024 bytes of memory, PCO preserves a 16-bit memory address. Thus PCO may be interpreted as follows:



Each 3851 device has a unique select code that is a permanent mask option; 3851 memory access logic is only activated when the six Chip Select bits of PCO match the 3851 select code. Thus, if more than one 3851 is present in an F8 system, every 3851 device's PCO register holds the address of the memory byte from which the next instruction code will be fetched for transmittal to the 3850 CPU; but an instruction fetch will actually be executed from one 3851 device only.

The PCO registers of the 3851 devices are logically connected to 3850 scratchpad bytes 12 and 13, designated as the K register, and bytes 14 and 15, designated as the Q register in Figure 2-8. Specific instructions allow the contents of the K or Q register to be loaded into every PCO register. Specific instructions allow the PCO registers' contents to be modified in order to control microprocessor logic sequences.

Note that in a correctly designed F8 microprocessor system, when there is more than one 3851 device, every PCO register will always contain exactly the same address.

STACK REGISTER (PC1)

Every 3851 device has a 16-bit Stack Register, which is a buffer for the contents of PC0. This allows program execution sequence to be modified by changing the PC0 registers' contents, while the previous contents of PC0 are saved in PC1; thus programs may return to the prior instruction execution sequence.

The PC1 registers are logically connected to the 3850 scratchpad bytes 12 and 13, designated as the K register in Figure 2-8. Specific instructions allow the contents of the K register to be loaded into every PC1 register, or the PC1 registers' contents to be loaded into the K register.

DATA COUNTER (DC)

Every 3851 device has a 16-bit Data Counter register which contains the address of the memory byte (external to the 3850 CPU) from which data is to be accessed. For example, an instruction requiring a data byte to be loaded from external memory into the 3850 Accumulator will fetch the contents of the data byte addressed by the DC registers.

The DC registers are 16-bit registers, where the high order six bits (bits 15 to 10) are interpreted as chip select bits, and the low order nine bits (bits 9 to 0) provide the byte address.

The DC0 registers are logically linked to the H and Q registers in the same way that the PC1 registers are logically linked to scratchpad register K.

2.5.3 3851 Input/Output

Each 3851 PSU has two bidirectional, 8-bit I/O ports. Each port's address, using binary notation, is XXXXXX00 or XXXXXX01, where the X binary digits are the device's unique I/O port select code. Note that every 3851 PSU has an I/O port select code and an independent chip select code.

2.5.4 3851 Local Timer and Interrupt

3851 programmable timer and interrupt logic are accessed via the binary port addresses XXXXXX11 and XXXXXX10, respectively; the X binary digits are the I/O port select codes described in Section 2.5.3.

The programmable timer port is a polynomial shift register which runs continuously, sending a signal to the interrupt control logic whenever the timer count equals zero.

Any numeric value between 0 and 255 may be loaded into the programmable timer port by an appropriate instruction code. If 255 (hexadecimal FF) is loaded into a timer port, the timer is stopped. Any other value loaded into a timer port is decremented once every 31 clock pulses (see Figure 2-7); therefore delays up to 7905 clock pulses may be programmed.

The local interrupt port is loaded by an appropriate instruction, with a control code; bits 0 and 1 of the control code are interpreted as follows:

Bit 1	Bit 0	Function
0	0	Disallow all interrupts
0	1	Enable external interrupts
1	0	Disallow all interrupts
1	1	Enable timer interrupts;

If timer interrupts have been enabled and if the 3850 CPU has enabled interrupts (via the ICB status), then when the local timer decrements to 0, an interrupt request is transmitted to the 3850 CPU.

The way in which the local timer and interrupt ports are used is described in Section 8.3.

2.6 THE 3852 DYNAMIC MEMORY INTERFACE

Figure 2-10 illustrates the logical functions implemented on the 3852 DMI device.

The 3852 DMI device interfaces dynamic random access memory (e.g., Fairchild 3540 RAM) to a 3850 CPU. One 3852 DMI device interfaces up to 65,536 bytes of RAM memory to the 3850 CPU. However, recall that a combined maximum of 65,536 bytes of ROM and RAM may be addressed by the 3850 CPU unless special additional memory interfacing logic is added to the microprocessor system.

Only one 3852 DMI device will normally be present in an F8 microprocessor system.

The 3854 DMA device may be attached to the 3852 DMI device enabling data to be transferred between memory devices and any external device, bypassing the 3850 CPU.

2.6.1 3852 Timing

Timing signals created by the 3850 CPU, and illustrated in Figure 2-7, control operation sequences in the 3852 DMI.

2.6.2 3852 Registers

The 3852 DMI device has the same address registers as the 3851 PSU; however, the 3852 DMI has two Data Counter registers. Thus the 3852 has one Program Counter (PC0), one Stack Pointer (PC1) and two Data Counters (DC0 and DC1).

There are two differences between the way in which 3852 registers and 3851 registers are used.

The 3852 has no chip select mask. This is because there will only be one 3852 device in a microprocessor system, and it passes the entire PC0 address to attached RAM devices; the attached RAM devices interpret part of the PC0 address as chip select lines.

Data Counter DC1 is a temporary storage buffer for Data Counter DC0. An instruction switches the DC0 and DC1 registers' contents; since 3851 PSU have no DC1 register, this switch instruction has no effect on 3851 PSU. Thus it is possible for the 3852 DMI Data Counter (DC0) to have contents which differ from 3851 PSU. Recall that the Data Counters are logically connected to the H and Q scratchpad registers within the 3850 CPU, so that Data Counters' contents may be transferred to the H or Q registers. The fact that the 3851 DC0 register and the 3852 DC0 register may not hold the same addresses may present a problem, since the contents of a Data Counter is transferred to the H or Q registers from any device with a device select code corresponding to the current DC0 contents.

Simultaneous use of 3851 PSU and 3852 DMI devices is discussed in detail in Section 7.2.

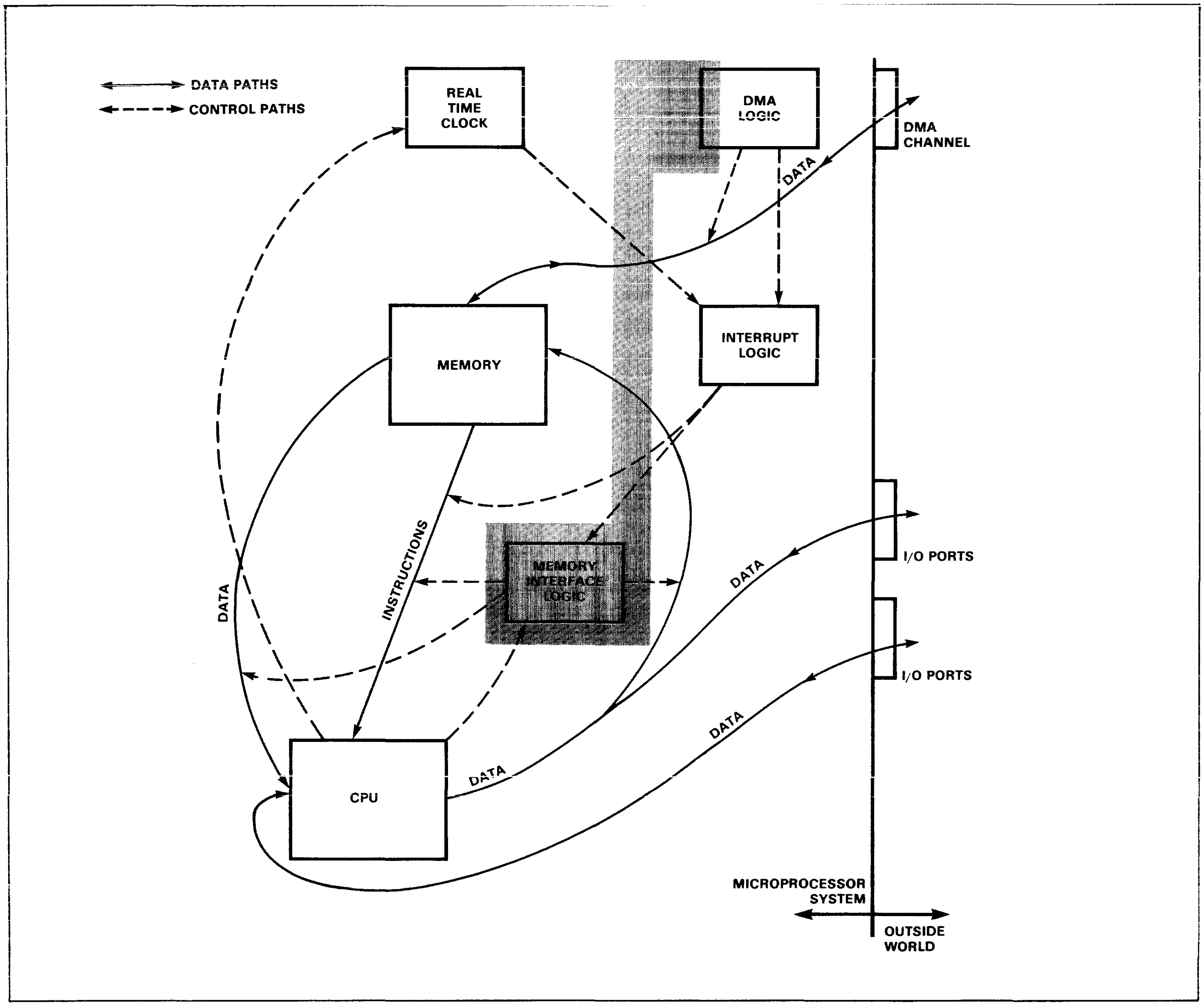


Fig. 2-10. Logical Functions of the 3852 DMI Device

2.6.3 3852 Direct Memory Access and Memory Refresh

The 3852 DMI device has two addressable ports which are used to enable direct transfer of data between memory devices and external devices. This transfer is referred to as Direct Memory Access (DMA), and requires the presence of the 3854 DMA device. For a discussion of DMA see Sections 2.2.4, 2.8 and 8.4.

The two addressable 3852 ports use hexadecimal addresses H'0C' and H'0D'. Port H'0C' requires a control byte to be loaded for interpretation as follows:

Bit No.	
0	1 = DMA not allowed 0 = DMA allowed
1	1 = Refresh memory 0 = No memory refresh
2	1 = Refresh every fourth write cycle
	0 = Refresh every eighth write cycle

Another version of the 3852 DMI device, referred to as the SL 31116 device, uses port addresses H'EC' and H'ED' instead of H'0C' and H'0D'. This allows 3852 DMI and 3853 SMI devices to be used in the same microprocessor system.

2.7 THE 3853 STATIC MEMORY INTERFACE

Figure 2-11 illustrates the logical functions implemented on the 3853 SMI device.

The 3853 SMI device is similar to the 3852 DMI device, described in Section 2.5. There are four important differences, which are described below.

1) The 3853 SMI device interfaces static memory (such as the Fairchild 2102 RAM) to a 3850 CPU.
2) The 3853 SMI does not have a DMA interface capability.
3) The 3853 SMI has local timer and interrupt control, as described for the 3851 PSU in Section 2.4.4. However, the 3853 local timer port address is H'0F' and the interrupt control port address is H'0E'.
4) The 3853 SMI has two additional ports, addressed H'0C' and H'0D', which are programmable interrupt vector registers. The importance and use of these registers is discussed in Section 8.2.

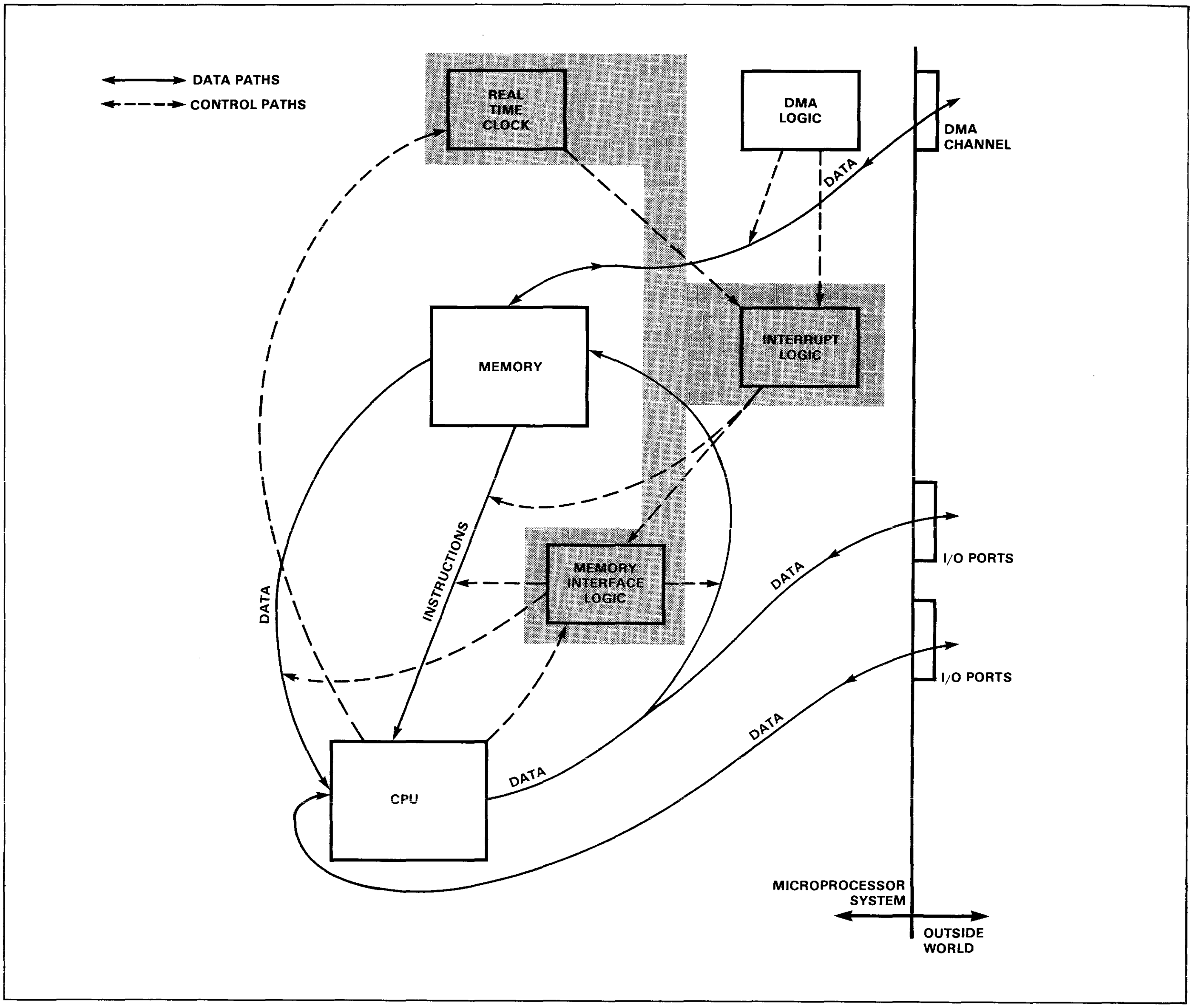


Fig. 2-11. Logical Functions of the 3853 SMI Device

Since the 3853, like the 3852, has two Data Counter registers, there are similar programming consequences, as described in Section 7.2.

2.8 THE 3854 DIRECT MEMORY ACCESS

Figure 2-12 illustrates the logical functions implemented on the 3854 DMA device.

The 3854 DMA device, in conjunction with the 3852 DMI device, sets up a data channel between a peripheral device and the memory associated with the DMI. DMA data transfers occur during the second part of each instruction cycle, therefore program execution speed is in no way degraded by parallel DMA data transfers. The concept of DMA data transfers is described in Section 2.2.4.

There may be up to four 3854 DMA devices in one microprocessor system.

Any external device may be attached to a 3854 DMA device. Also, two microprocessor systems may communicate with each other via a DMA device. For a description of how various DMA operations are programmed, see Section 8.4.

2.8.1 3854 Registers

The 3854 has three internal registers, addressed as four separate I/O ports. Addresses of the four I/O ports associated with the three 3854 registers are given in Table 2-2. The three registers are described next.

FUNCTION OF I/O PORT	FIRST 3854	SECOND 3854	THIRD 3854	FOURTH 3854
Address, L.O. Byte (BUFA)	F0	F4	F8	FC
Address, H.O. Byte (BUFB)	F1	F5	F9	FD
Count, L.O. Byte (BUFC)	F2	F6	FA	FE
Count, H.O. Four bits, and Control* (BUFD)	F3	F7	FB	FF

*The low order four bits of this port constitute the high order four bits of the byte count. The high order four bits of this port constitute the function code.

Table 2-2. Hexadecimal Addresses of Four I/O Ports Used as Registers by Four 3854 DMA Registers.

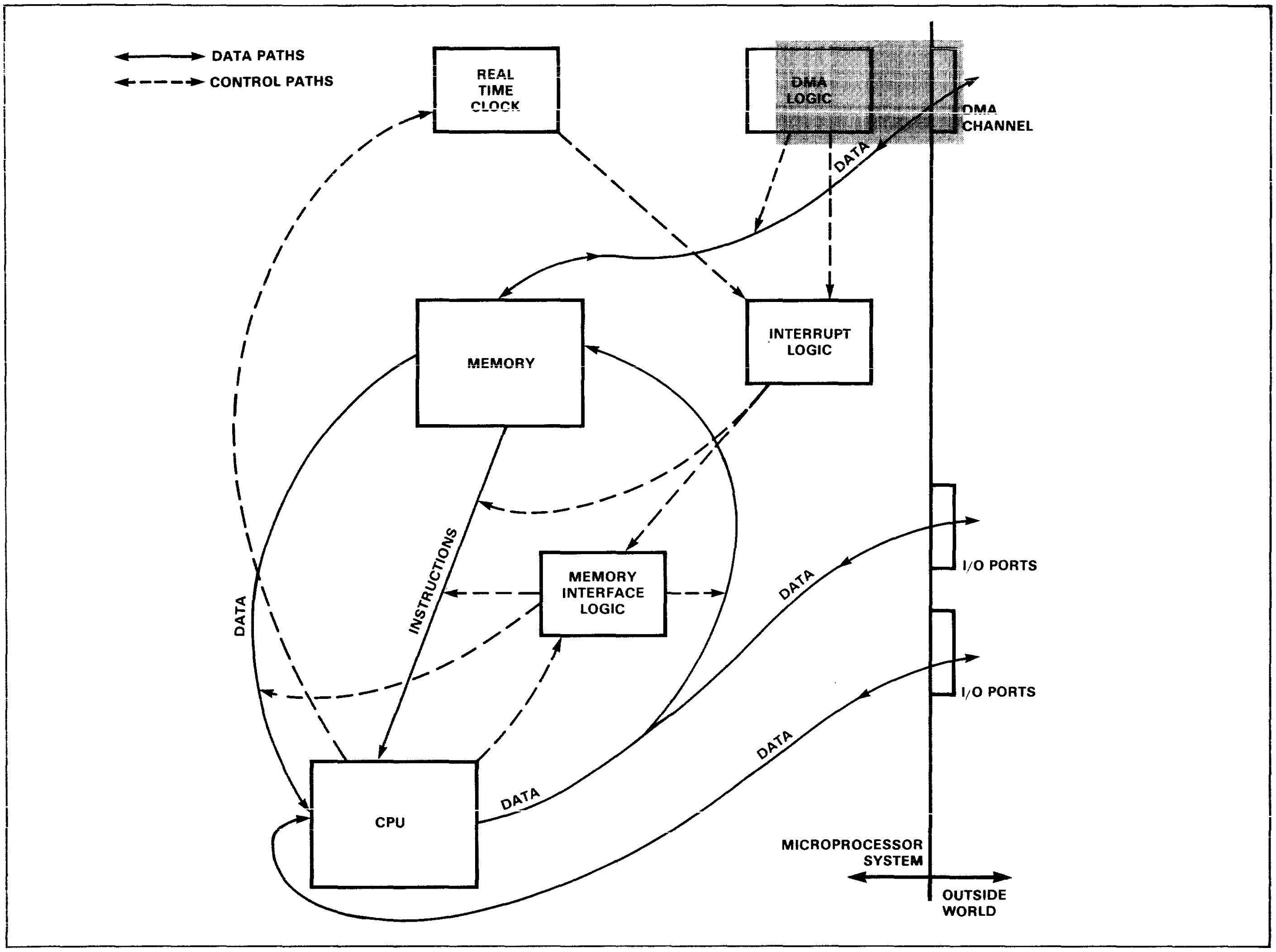


Fig. 2-12. Logical Functions of the 3854 DMA Device

BUFA, BUFB, BUFC and BUFD are buffer names used in Section 8.4.2, which describe DMA programming.

ADDRESS REGISTER

This is a 16-bit register which holds the address of the next memory byte to be accessed for a DMA data transfer.

Before a DMA operation is initiated, the beginning memory address for the data block which is to be transferred must be loaded (using appropriate F8 instructions) into the two ports set aside as the address register. As each data byte is transferred (input or output), the contents of the address register are automatically incremented.

BYTE COUNT REGISTER

This is a 12-bit register which acts as a counter, allowing blocks of up to 4096 data bytes to be transferred during a DMA operation. As described in Section 2.8.2, it is possible to execute DMA transfers without using the Byte Count register.

If the Byte Count register is in use, it is decremented as each byte of data is transferred, until it is decremented to 0; data transfer then stops.

CONTROL REGISTER

This is a 4-bit register which controls DMA operations as described next.

2.8.2 DMA Control Codes

The Control Register has four bits which control DMA operations as follows:

Bit 7 - ENABLE

This bit must be set to 1 in order to initiate a DMA operation; it is automatically reset to 0 when the DMA operation has run to completion.

Bit 6 - DIRECTION

If this bit is 0, data is transferred from main memory to the external device. If this bit is 1, data is transferred from the external device to main memory.

Bit 5 - INDEF

If this bit is 0, the Byte Count register controls the DMA transfer, which halts when the Byte Count register is decremented to 0. If this bit is 1, the Byte Count register is ignored and DMA transfer continues until the ENABLE bit is reset to 0 under program control.

Bit 4 - HIGHSPEED

If this bit is 0, the external device controls the rate at which data is transferred. If this bit is set to 1, a data byte will be transferred during every available DMA time slot; the external device must be capable of transmitting or receiving the data at the execution cycle speed of the F8 system.

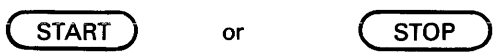
F8 PROGRAMS

Individual instructions of the F8 assembly language instruction set exercise all of the capabilities of every device described in Section 2. Before studying individual instructions, however, it is necessary to understand what a program is, how a program is written, and how the written program becomes a PSU that drives the microprocessor system.

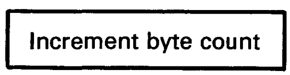
3.1 FLOWCHARTING

An application which is to be implemented using a microprocessor is specified using a flowchart; this differs from hardware logic diagrams only in the symbols used and the operations specified at each mode. The following four symbols will usually be sufficient in any microprocessor program flowchart:

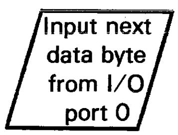
1) Beginning and End
   A program may have one or more initiation or termination points. Identify each with the symbols:



2) Internal operations
   Enclose words in a rectangular box to identify each step of a program. Here is an example:



3) I/O operations
   Use a parallelogram to identify I/O operations. Here is an example:



4) Decisions
   Use a diamond to identify decisions. Here is an example:

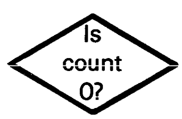


Figure 3-1 flowcharts a very simple program that moves data from one buffer in RAM to another buffer in RAM.

Figure 3-2 flowcharts a program that performs a multibyte addition. Observe that arrows identify the possible logic flow paths.

3.2 ASSIGNING MEMORY

Having flowcharted an entire application, the next step is to identify and name every buffer and variable to be referenced by the program. Names must conform to the rules of symbol syntax, described in Section 4.2.3., and will be used by the program to specify individual buffers and variables.

Before starting to write a program, assign space in scratchpad and in ROM or RAM memory for each buffer and every variable. These assignments will probably change before the program is finalized; nevertheless, it is important to have a clearly mapped data area at all times. Note also that the same scratchpad or RAM memory bytes may be used by different variables within one program, providing the different uses never overlap.

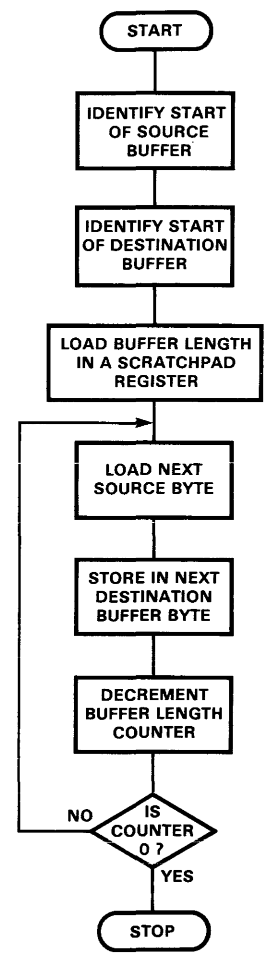


Fig. 3-1. Flowchart for a Program to Move Data from One RAM Buffer to Another

Recall that scratchpad registers are addressed by the ISAR register in the 3850 CPU, and are numbered from 0 to 63. ROM and RAM are addressed by the DC0 register when accessing data. (Every 3851, 3852 and 3853 device has its own DC0 register.) ROM and RAM bytes have addresses numbered from 0 to 65535.

With regard to addresses, note the following:

1) The first 64 bytes of ROM/RAM may have addresses that are the same as the Scratchpad Register addresses. No confusion is possible since the scratchpad is addressed via ISAR while ROM and RAM are addressed via DC0.

2) ROM and RAM byte addresses must not overlap.

3) Memory addresses must be contiguous within one device, but need not be contiguous from device to device. For example, three 3851 PSU may decode addresses from 0 to 1023, from 2048 to 3071, and from 3072 to 4095. Addresses 1024 to 2047 may be unused. (Recall that each 3851 PSU contains 1024 bytes of memory.)

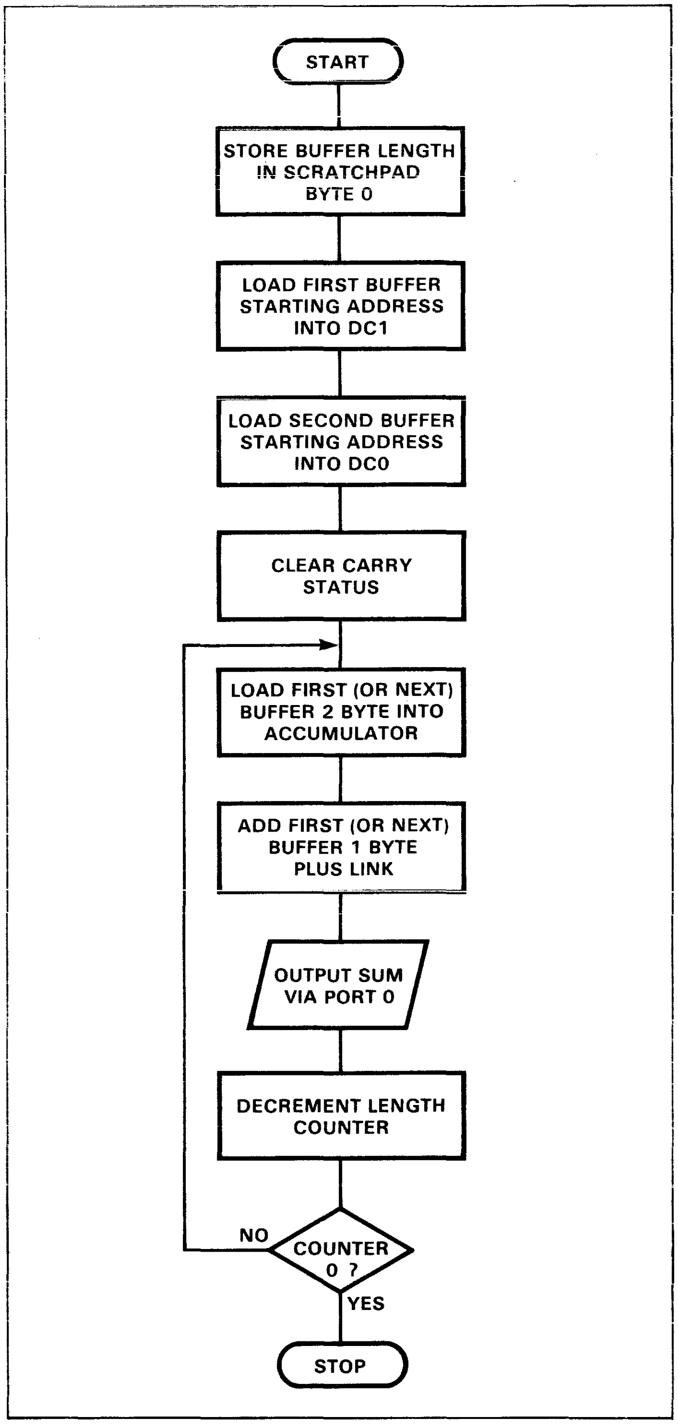


Fig. 3-2. Flowchart for Program to Add Two Multibyte Numbers and Output the Result

3.3 SOURCE AND OBJECT PROGRAMS

What eventually makes an F8 microprocessor system perform its assigned tasks is a sequence of binary digits, stored in memory and called an object program.

Since the F8 microprocessor accesses memory in 8-bit (or 1-byte) units, the binary digits of an object program are, by convention, collected into 8-bit units which are represented on paper as two hexadecimal digits (each hexadecimal digit is equivalent to four binary digits).

Upon examining the contents of any individual byte of memory, it would be impossible to determine what the eight binary digits contained by the memory byte represented. A memory byte could hold any of the following types of information:

1) An instruction code which the 3850 CPU is supposed to interpret as an instruction.
2) Binary data which may be unsigned (representing numbers between 0 and 255) or signed (representing numbers between -128 and +127).
3) Data, as in 2) above, which provide specific information needed by an instruction code as in 1) above.
4) Data which are to be interpreted as representing a character that may be displayed or printed. Character codes are given in Appendix B.

How, then, will an F8 system pick its way through the various types of data which may be found stored in memory?

The program counter register (PCO) which is included in every 3851, 3852 or 3853 device, will at all times contain the address of the next memory byte whose content is to be interpreted by the 3850 CPU as an instruction code. When an F8 system is first powered up, the program counter is initialized at zero. Therefore, the contents of the memory byte with address 0 will be interpreted as the first instruction code to be executed. PCO also addresses data bytes of type 3.

Whenever the content of a memory byte is to be interpreted as data of type 2 or 4, the address of the memory byte is contained in the data counter registers (DCO), which are also present on every 3851, 3852 or 3853 device.

It is not easy to immediately understand that the 3850 CPU is able to pick its way through object program numeric codes, as stored in memory, by suitably manipulating the program counter and data counter register contents; but fortunately, such understanding is not necessary in order to write F8 programs. In fact, even though microprocessor programs could be created directly as a sequence of hexadecimal digits, the potential for making errors when writing such programs is so overwhelming, that were an alternative method not available, the computer industry would never have gotten off the ground. The alternative is to write source programs.

A source program is a program written in a programming language. In the case of the F8, this manual describes what is called an assembly language. A programming language represents data and instruction sequences in a manner which is meaningless to a microprocessor but easily read and understood by a human.

Look at Figure 3-3. Upon first inspection, the part of the figure identified as a source program will not make much sense; the purpose of this manual is to explain how such source programs are written. Nevertheless, it is immediately evident that the source program is potentially much easier to read and understand than the equivalent object program.

The process of converting a source program to an object program is automatic and is handled by an assembler which is, itself, a computer program. The assembler interprets a source program, character-by-character, then generates an equivalent object program in a form that can be loaded into an F8 microprocessor system memory and executed.

```
                    BUFA    EQU     H'0800'   SET THE VALUE OF SYMBOL BUFA
                    BUFB    EQU     H'08A0'   SET THE VALUE OF SYMBOL BUFB
                            ORG     H'0100'

0100    2A          ONE     CDI     BUFA      SET DCO TO BUFA STARTING ADDRESS
0101    08
0102    00
0103    2C          TWO     XDC               STORE IN DC1
0104    2A          THREE   DCI     BUFB      SET DCO TO BUFB STARTING ADDRESS
0105    08
0106    A0
0107    20          FOUR    LI      H'80'     LOAD BUFFER LENGTH INTO ACCUMULATOR
0108    80
0109    51          FIVE    LR      1,A       SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
010A    16          LOOP    LM                LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
010B    2C          SIX     XDC               EXCHANGE DCO AND DC1
010C    17          SEVEN   ST                STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
010D    2C          EIGHT   XDC               EXCHANGE DCO AND DC1
010E    31          NINE    DS                DECREMENT SCRATCHPAD BYTE 1
010F    94                  BNZ     LOOP      IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0110    F9
                            END
```

A SOURCE PROGRAM

The Equivalent Object Program, represented as hexadecimal numbers.

Hexadecimal address of memory byte in which object program byte is to be stored.

Fig. 3-3. Source and Object Programs

After the assembler has created the object program equivalent of a source program, it will print its results, outputing a program listing. The program listing provides information used to detect errors in a source program.

The rest of this manual explains how source programs are written as follows:

Every line of a source program constitutes one instruction. In Section 4, the various parts of an instruction are defined.

Section 5 and 6 define two classes of instructions used by the F8 assembly language. The consequences of every executable instruction's execution are defined.

Section 7 describes how individual instructions are combined in order to create a program. Therefore, the source program in Figure 3-3 will not be meaningful until you have completed reading Section 7.

Section 8 explains how programs should be written to access the various input and output features of the F8 microprocessor system.

In summary, the process of writing an F8 program follows these steps:

1) Using pencil and paper, write a source program.
2) Enter the source program, as text, into the computer system being used to develop F8 object programs.
3) Assemble the source program entered in Step 2, and thus create an object program. This step merely involves executing a program called the Assembler, identifying the source program and assigning a name to the object program.
4) If the source program contains illegal steps, they will be identified in Step 3. Treating the source program as text, edit out the errors, then return to Step 3. If there are no errors indicated at the end of Step 3, go on to Step 5.
5) Using appropriate Fairchild provided debugging aids, run the program created in Step 4 in order to find logic errors. If errors are found, correct them in the source program and return to Step 3. When there are no errors, the program is complete.

This manual provides information needed to perform Step 1. The F8 Timeshare Operating Systems Manual provides information needed for Steps 2 through 5.

During Step 3, the program listing is printed out on a line printer or time share terminal. The program listing shows the source and equivalent object program instructions, as well as additional, optional material that may be specified using assembler directives described in Chapter 5. Use the program listing to visually check a program; mark on the program listing all changes that must be made to the source program.

ASSEMBLY LANGUAGE SYNTAX

A very specific set of rules apply to the way in which an assembly language source program is written.

An assembly language program consists of a number of instructions, each of which occupies one line of text. There are four parts (or fields) to an instruction; one or more fields may contain non-blank information. Definite rules cover the characters that may be used in an instruction and how each character will be interpreted, depending on in which field the character appears.

The rules covering the way in which assembly language source programs are written are referred to collectively as the syntax of the assembly language. Assembly language syntax will be described with reference to the data moving program flowcharted in Figure 3-1 and illustrated in Figure 3-3.

4.1 INSTRUCTION TYPES

There are three types of source program statements: comments, executable instructions and assembler directives.

4.1.1 Comments

Comment instructions are used to insert remarks in the program in order to identify the program, separate program sections or make the source program easier to follow. A comment instruction does not have any computer related function, nor does it generate any object code; therefore, there is no restriction on its format or characters. An asterisk (*) character in column 1 designates the line of text as a comment instruction. Following the asterisk, there can be up to 71 characters of comment. Figure 4-1 illustrates comment lines in a source program.

4.1.2 Executable Instructions

Executable instructions are the steps that implement the procedure being programmed. For every executable instruction, the assembler generates one, two or three bytes of object code.

4.1.3 Assembler Directives

Assembler directives provide the assembler with additional information about the program. They are used to control the assembly process and in some cases cause data, which is included in the object code, to be generated.

4.2 INSTRUCTION FIELDS

Executable instructions and assembler directives have the following four fields:

1. Label field
2. Mnemonic field
3. Operand field
4. Comment field

Executable instructions and assembler directives must be formatted in a specific manner in order to be properly interpreted by the F8 Assembler. This means that each part of a source program instruction must be placed in its designated position or "field".

4.2.1 Label Field

The label field provides a means for assigning a name to a specific instruction. Any valid symbol (see Section 4.3.2) may be used in the label field. The label field begins in column 1 and may have any length; however, only the first four char-

```
                BUFA   EQU    H'0800'  SET THE VALUE OF SYMBOL BUFA
                BUFB   EQU    H'08A0   SET THE VALUE OF SYMBOL BUFB
                       ORG    H'0100'
                *
                *THE FOLLOWING PROGRAM MOVES DATA FROM ONE 128 BYTE
                *BUFFER TO ANOTHER 128 BYTE BUFFER
                *
0100  2A        ONE    DCI    BUFA     SET DC0 TO BUFA STARTING ADDRESS
0101  08
0102  00
0103  2C        TWO    XDC             STORE IN DC1
0104  2A        THREE  DCI    BUFB     SET DC0 TO BUFB STARTING ADDRESS
0105  08
0106  A0
0107  20        FOUR   LI     H'80'    LOAD BUFFER LENGTH INTO ACCUMULATOR
0108  80
0109  51        FIVE   LR     1,A      SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
010A  16        LOOP   LM              LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DC0
010B  2C        SIX    XDC             EXCHANGE DC0 AND DC1
010C  17        SEVEN  ST              STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DC0
010D  2C        EIGHT  XDC             EXCHANGE DC0 AND DC1
010E  31        NINE   DS     1        DECREMENT SCRATCHPAD BYTE 1
010F  94               BNZ    LOOP     IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0110  FA
                       END
```

Fig. 4-1. Four Comment Lines (Shaded) in a Source Program

acters are recognized by the assembler. The label field is terminated by a blank character. Figure 4-2 identifies label fields.

Label fields are frequently optional. With reference to Figure 4-2, notice that only three instruction labels, BUFA, BUFB and LOOP are necessary; they are the only labels referenced by other instructions.

4.2.2 Mnemonic Field

The mnemonic field contains the Operation Code (op code), which identifies the operation to be performed. There are two classes of operations accepted by the Assembler:

1. Assembler directives (Section 5)
2. CPU instructions (Section 6)

The mnemonic field may begin in any column other than column 1, and is terminated by a blank space. Figure 4-3 identifies mnemonic fields in a program.

In Figure 4-3, assembler directives are identified; notice that these assembler directives generate no object code.

4.2.3 Operand Field

The operand field consists of additional information (e.g., parameters, addresses) required by the Assembler to interpret the mnemonic field completely. The operand field may contain a symbol or expression (see Sections 4.3.2 and 4.3.4). The operand field must be separated from the mnemonic field by at least one blank; also, the operand field must be terminated by a blank. Figure 4-4 identifies the operand fields of a program. Notice that many instructions require no information in the operand field.

Instruction FOUR in Figure 4-4 illustrates the function served by operand fields. When executed, this instruction causes the byte value specified in the operand field to be loaded into the 3850 CPU accumulator register. In response to the source program instruction, the assembler generates an object program byte of H'20' representing the mnemonic "LI", the numeric value in the operand field is placed, by the assembler, in the next object program byte.

4.2.4 Comment Field

The comment field is optional and provides additional information that makes the source program easier to read. This

```
                BUFA    EQU     H'0800'   SET THE VALUE OF SYMBOL BUFA
                BUFB    EQU     H'08A0'   SET THE VALUE OF SYMBOL BUFB
                        ORG     H'0100'
0100    2A      ONE     DCI     BUFA      SET DCO TO BUFA STARTING ADDRESS
0101    08
0102    00
0103    2C      TWO     XDC               STORE IN DC1
0104    2A      THREE   DCI     BUFB      SET DCO TO BUFB STARTING ADDRESS
0105    08
0106    A0
0107    20      FOUR    LI      H'80'     LOAD BUFFER LENGTH INTO ACCUMULATOR
0108    80
0109    51      FIVE    LR      1,A       SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
010A    16      LOOP    LM                LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
010B    2C      SIX     XDC               EXCHANGE DCO AND DC1
010C    17      SEVEN   ST                STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
010D    2C      EIGHT   XDC               EXCHANGE DCO AND DC1
010E    31      NINE    DS      1         DECREMENT SCRATCHPAD BYTE 1
010F    94              BNZ     LOOP      IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0110    FA
                        END
```

Fig. 4-2. Label Fields (Shaded) in a Source Program

```
Assembler       BUFA    EQU     H'0800'   SET THE VALUE OF SYMBOL BUFA
Directives      BUFB    EQU     H'08A0'   SET THE VALUE OF SYMBOL BUFB
                        ORG     H'0100'
0100    2A      ONE     DCI     BUFA      SET DCO TO BUFA STARTING ADDRESS
0101    08
0102    00
0103    2C      TWO     XDC               STORE IN DC1
0104    2A      THREE   DCI     BUFB      SET DCO TO BUFB STARTING ADDRESS
0105    08
0106    A0
0107    20      FOUR    LI      H'80'     LOAD BUFFER LENGTH INTO ACCUMULATOR
0108    80
0109    51      FIVE    LR      1,A       SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
010A    16      LOOP    LM                LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
010B    2C      SIX     XDC               EXCHANGE DCO AND DC1
010C    17      SEVEN   ST                STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
010D    2C      EIGHT   XDC               EXCHANGE DCO AND DC1
010E    31      NINE    DS      1         DECREMENT SCRATCHPAD BYTE 1
010F    94              BNZ     LOOP      IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0110    FA
Assembler               END
Directive
        Object Program
```

Fig. 4-3. Mnemonic Field (Vertical Shaded) in a Source Program field is ignored by the Assembler and generates no object code. The comment field must be separated from the operand field (or the mnemonic field if there is no operand field) by at least one blank; it continues to the end of the text line.

Figure 4-5 identifies the comment fields of a program.

4.2.5 Aligning Fields

Figure 4-6 illustrates the source program of Figures 4-1 to 4-5, with a single space code separating each field of every instruction.

Clearly the program in Figure 4-6 is hard to read. For clarity it is recommended that all fields be aligned within character positions of every line; here is one possibility:

Label field:	Characters 1 to 6
Mnemonic field:	Charcters 7 to 11
Operand field:	Characters 12 to 19
Comment field:	Characters 20 to 72

```
BUFA EQU H'0800' SET THE VALUE OF SYMBOL BUFA
BUFB EQU H'08A0' SET THE VALUE OF SYMBOL BUFB
 ORG H'0100'
ONE DCI BUFA SET DCO TO BUFA STARTING ADDRESS
TWO XDC STORE IN DC1
THREE DCI BUFB SET DCO TO BUFB STARTING ADDRESS
FOUR LI H'80' LOAD BUFFER LENGTH INTO ACCUMULATOR
FIVE LR 1,A SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
LOOP LM LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
SIX XDC EXCHANGE DCO AND DC1
SEVEN ST STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
EIGHT XDC EXCHANGE DCO AND DC1
NINE DS 1 DECREMENT SCRATCHPAD BYTE 1
 BNZ LOOP IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
END
```

Fig. 4-6. A Source Program with Unaligned Fields

```
                BUFA   EQU   H'0800'  SET THE VALUE OF SYMBOL BUFA
                BUFB   EQU   H'08A0'  SET THE VALUE OF SYMBOL BUFB
                       ORG   H'0100'
0100   2A       ONE    DCI   BUFA     SET DCO TO BUFA STARTING ADDRESS
0101   08
0102   00
0103   2C       TWO    XDC            STORE IN DC1
0104   2A       THREE  DCI   BUFB     SET DCO TO BUFB STARTING ADDRESS
0105   08
0106   A0
0107   20       FOUR   LI    H'80'    LOAD BUFFER LENGTH INTO ACCUMULATOR
0108   80
0109   51       FIVE   LR    1,A      SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
010A   16       LOOP   LM             LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
010B   2C       SIX    XDC            EXCHANGE DCO AND DC1
010C   17       SEVEN  ST             STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
010D   2C       EIGHT  XDC            EXCHANGE DCO AND DC1
010E   31       NINE   DS    1        DECREMENT SCRATCHPAD BYTE 1
010F   94              BNZ   LOOP     IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0110   FA
                       END
```

Fig. 4-4. Operand Fields (Shaded) in a Source Program

```
                BUFA   EQU   H'0800'  SET THE VALUE OF SYMBOL BUFA
                BUFB   EQU   H'08A0'  SET THE VALUE OF SYMBOL BUFB
                       ORG   H'0100'
0100   2A       ONE    DCI   BUFA     SET DCO TO BUFA STARTING ADDRESS
0101   08
0102   00
0103   2C       TWO    XDC            STORE IN DC1
0104   2A       THREE  DCI   BUFB     SET DCO TO BUFB STARTING ADDRESS
0105   08
0106   A0
0107   20       FOUR   LI    H'80'    LOAD BUFFER LENGTH INTO ACCUMULATOR
0108   80
0109   51       FIVE   LR    1,A      SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
010A   16       LOOP   LM             LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
010B   2C       SIX    XDC            EXCHANGE DCO AND DC1
010C   17       SEVEN  ST             STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
010D   2C       EIGHT  XDC            EXCHANGE DCO AND DC1
010E   31       NINE   DS    1        DECREMENT SCRATCHPAD BYTE 1
010F   94              BNZ   LOOP     IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0110   FA
                       END
```

Fig. 4-5. Comment Fields (Shaded) in a Source Program

4.3 LANGUAGE COMPONENTS

4.3.1 Valid Characters

The F8 Assembler accepts all characters available on an input terminal as valid characters. Alphabetic (A-Z), numeric (0-9), and special (all other terminal characters) characters are valid when correctly used; in other words, there is no character which will always be invalid.

Some characters have been assigned special meaning; the use of these special characters is therefore restricted, as described in the following sub-sections, and summarized in Table 4-1.

Restricted Character	Function	Example
D	Specify decimal constants	D'1234'
H	Specify hexadecimal constants	H'123A'
B	Specify binary constants	B'10011101'
O	Specify octal constants	O'23714'
C	Specify character constants	C'VALID'
T	Specify timer counts	T'123'
*	Current memory location	*+3
*	Multiplication sign	(VAL*2)
**	Exponentiation sign	(VAL**2)
+	Addition sign	(VAL+2)
–	Subtraction sign	(VAL–2)
/	Division sign	(VAL/2)
(	Beginning of an expression	(VAL+2)
)	End of an expression	(VAL+2)
,	Separate operands	A,1

Table 4-1. A Summary of Restricted Characters

Restricted characters may be used in any way that does not directly conflict with the restricted use.

4.3.2 Constants

Constants represent quantities or data that do not vary in value during the execution of a program. The syntax for constants' representation is described below.

DECIMAL

A decimal number consists of a string of from one to five numeric characters. The number may be preceded by a minus "–" sign but no blanks are allowed within the number. The value of a decimal digit must fall in the range +32767 to -32768. Optionally, decimal numbers may be enclosed between single quotes, preceded by a D character.

Examples:

Valid	Invalid	Reason invalid
12	123456	Too many digits
-123	123–	Invalid character
12345	12.3	Invalid character
-5432	12B3	Invalid character
23456	65432	Above +32767
D'12'	'12'D	D does not precede number in quotes
D'23456'	D'65432'	Above +32767

HEXADECIMAL

A hexadecimal number consists of a string of from one to four numeric characters and/or alphabetic characters (A to F inclusive) enclosed in single quotes and preceded by an H. No blanks are allowed within the number or between the H and the number. Hexadecimal numbers in the range H'0' to H'FFFF' are valid. Signed hexadecimal numbers are invalid.

Examples:

Valid	Invalid	Reason invalid
H'12'	'ABCD'	No preceding H
H'ABCD'	H'-12'	Invalid character (–)
H'1AF0'	H'12.A3'	Invalid character (.)

BINARY

A binary number consists of a string of from 1 to 16 ones or zeroes, enclosed within a pair of quotes and preceded by a B. No blanks are allowed between the apostrophe symbols, or between the B and the number. If there are less than 16 binary digits, leading 0 digits are assumed.

Examples:

Valid	Invalid	Reason invalid
B'101101'	B1011101	No quotes
B'0010'	B'10110111011100101'	Too many digits
	B'10021'	Invalid digit (2)

OCTAL

An octal number consists of a string of from one to six numeric digits, excluding 8 or 9, enclosed between single quotes and preceded by an O. Octal numbers in the range O'0' to O'177777' are valid. Signed numbers are invalid.

Examples:

Valid	Invalid	Reason invalid
O'17243'	O17243	No quotes
O'2462'	'2462'	No preceding O
O'177272'	O'277272'	Value exceeds maximum
O'23714'	O'23914'	Invalid character (9)

CHARACTERS

Any characters (other than the single quote character) may be enclosed in single quotes and preceded by a C, in which case the characters will be interpreted as ASCII characters (see Appendix B).

Examples:

Valid	Invalid	Reason invalid
C'VALID'	'VALID'	No preceding C
C'12345'	C12345'	No initial single quote
C'NAME'	C"NAME"	Double quotes

TIMER COUNTS

As described in Section 2, the 3851 PSU and the 3853 Memory Interface device each have a timer which may be loaded under program control. Depending on the value loaded into the timer, variable delays may be programmed, at the end of which a timer interrupt is transmitted to the 3850 CPU.

Timer counts may be entered, as decimal numbers between 0 and 255, enclosed in single quotes and preceded by a T. The assembler converts the timer count to the exact binary code which (based on the timer logic) will generate the required time delay. Appendix C provides the exact codes that correspond to each timer count entered using T'nn' format.

Recall that the exact time delay is given by the equation:

Delay = (timer counts) * 31 * Clock period

Examples:

Valid	**Invalid**	**Reason invalid**
T'25'	T25	No single quotes
T'127'	T'12A'	Invalid character (A)
T'254'	T'264'	Count too high

4.3.3 Symbols

A symbol is a character string of from one to four characters, the first of which must be alphabetic (A-Z). A symbol may have any number of characters; however, only the first four characters are interpreted by the assembler. A symbol cannot have the exact appearance of a number, as specified in Section 4.3.2.

Since a blank space acts as a field delimiter, it cannot be present as a character within a symbol.

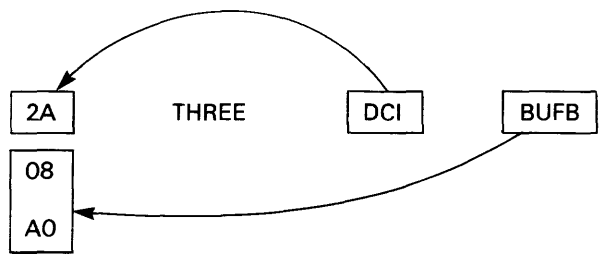
Examples:

Valid	**Invalid**	**Reason invalid**
ABCD	ABƀCD	A blank present. AB is the assumed symbol
AB12	12AB	A numeric first character
D12	D'12'	Would be interpreted as decimal 12
SYMBOLA	SYMBOLB	Both symbols are SYMB

Figure 4-7 illustrates a number of symbols in a source program. Observe that symbols may appear in the label field or the operand field of an instruction.

When a symbol appears in the label field of an instruction, it is either assigned a value by that instruction (EQU) or it is assigned a value equal to the location of that instruction, depending on the nature of the instruction. Sections 5.5 and 5.7 describe how this is done.

When a symbol appears in the operand field of an instruction, the assembler substitutes the assigned value for the symbol. For example, instruction THREE in Figure 4-7 causes the value associated with symbol BUFB to be loaded into the DCO registers of all memory and memory interface devices. Instruction THREE therefore generates the following object code:



4.3.4 Expressions

Expressions may appear in the operand field of an instruction, and are evaluated by the assembler to generate a constant which is used in the object program.

```
                BUFA   EQU   H'0800'   SET THE VALUE OF SYMBOL BUFA
                BUFB   EQU   H'08A0'   SET THE VALUE OF SYMBOL BUFB
                       ORG   H'0100'
0100    2A      ONE    DCI   BUFA      SET DCO TO BUFA STARTING ADDRESS
0101    08
0102    00
0103    2C      TWO    XDC             STORE IN DC1
0104    2A      THREE  DCI   BUFB      SET DCO TO BUFB STARTING ADDRESS
0105    08
0106    A0
0107    20      FOUR   LI    H'80'     LOAD BUFFER LENGTH INTO ACCUMULATOR
0108    80
0109    51      FIVE   LR    1,A       SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
010A    16      LOOP   LM              LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
010B    2C      SIX    XDC             EXCHANGE DCO AND DC1
010C    17      SEVEN  ST              STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
010D    2C      EIGHT  XDC             EXCHANGE DCO AND DC1
010E    31      NINE   DS    1         DECREMENT SCRATCHPAD BYTE 1
010F    94      TEN    BNZ   LOOP      IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0110    FA
                       END

        Object Program

Hexadecimal memory address in which object code is stored.
```

Fig. 4-7. Symbols in a Source Program

Unlike higher level languages, expressions do not represent equations to be resolved at execution time. By the time a program is executed, every expression in the source program will have been converted (by the assembler) to a constant in the object program.

An expression can have three types of numeric value, linked by six types of algebraic symbol.

These are the three types of numeric value:

1) Any symbol, as defined in Section 4.3.3.
2) Any constant numeric value, as defined in Section 4.3.2.
3) An asterisk (*), which will be interpreted as having the value of the memory address into which the first object program byte for this instruction will be stored.

These are the six algebraic symbols that are recognized:

1) + for add
2) - for subtract
3) * for multiply
4) / for divide
5) ** for exponentiate
6) (and) to enclose expression and subexpressions, which are to be evaluated as a constant.

Expressions and subexpressions must be enclosed in brackets. An exception is the simple (and most frequently used expression:

*±numeric constant

Subexpressions may be nested ten deep.

Use of complex expressions is pointless, since it is almost as simple to evaluate the expression and use the evaluated result in the object program. The one time when expressions are useful is when calculating instruction addresses. Referring to Figure 4-7, the following are substitutes for LOOP in the operand field of instruction TEN:

*-5	(equals H'010F' - 5)
(FOUR+3)	(equals H'0107' + 3)

ASSEMBLER DIRECTIVES

Assembler directives are instructions to the assembler; as such, they generate no object code. Assembler directives provide the assembler with the following three types of information:

1) Values of symbols
2) How memory is to be mapped
3) Assembly listings print options

Assembler directives are described in alphabetic order on the following pages. A summary of the assembler directives which are necessary, versus those which are optional, is given in Section 5.11; hints on good programming practice are also provided.

5.1 BASE - SELECT LISTING NUMERIC BASE

This is an optional directive which specifies the number system in which object program codes will be printed on the assembler printout. The following three options are provided:

Label	Mnemonic	Operand	Comment
	BASE	HEX	Select hexadecimal output
	BASE	OCT	Select octal output
	BASE	DEC	Select decimal output

If no base is specified, decimal output will be selected by default. If a base is specified, one BASE instruction should appear at the beginning of the program, as illustrated in Figure 5-1.

Since hexadecimal notation is the standard for the F8 microprocessor, it is strongly recommended that programmers use this numeric option.

5.2 DC - DEFINE CONSTANT

This directive causes the assembler to generate a one or two byte constant. The DC directive is an exception in that it causes one or two bytes of object code to be generated—identical to the one or two byte constant specified.

The DC directive will usually have a label, which becomes the symbol via which the constant is referenced. The general format of the DC directive is:

Label	Mnemonic	Operand
LABEL	DC	VALUE

LABEL is any valid symbol. The label is optional.
VALUE is any valid numeric value as described in Section 4.3.2.

For examples of DC directive use see Section 7.2.1. See also Section 5.5.1 for a discussion of when DC directives are used and when EQU directives are used.

5.3 EJECT - EJECT CURRENT LISTING PAGE

This directive has no effect on the program being assembled. It controls the line printer on which the assembler is printing out an assembly listing.

When the assembler encounters EJECT in the mnemonic field of an instruction, it immediately advances the line printer paper to the top of the next page.

If the assembler is not printing out an assembly listing, it will ignore the EJECT directive.

The format of the EJECT directive is:

Label	Mnemonic	Operand
	EJECT	

```
                TITLE   "SAMPLE PROGRAM TO MOVE DATA BETWEEN BUFFERS"
                MAXCPU  50       LIMIT OF 50 SECONDS CPU TIME SPECIFIED
                SYMBOL           A SYMBOL TABLE WILL FOLLOW SOURCE PROGRAM
                XREF             SYMBOLS CROSS LISTING WILL FOLLOW SOURCE PROGRAM
                BASE    HEX      HEXADECIMAL NUMBERS SPECIFIED FOR ASSEMBLY LISTING
         BUFA   EQU     H'0800'  SET THE VALUE OF SYMBOL BUFA
         BUFB   EQU     H'08A0'  SET THE VALUE OF SYMBOL BUFB
                ORG     H'0100'
0100  2A ONE    DCI     BUFA     SET DCO TO BUFA STARTING ADDRESS
0101  08
0102  00
0103  2C TWO    XDC              STORE IN DC1
0104  2A THREE  DCI     BUFB     SET DCO TO BUFB STARTING ADDRESS
0105  08
0106  A0
0107  20 FOUR   LI      H'80'    LOAD BUFFER LENGTH INTO ACCUMULATOR
0108  80
0109  51 FIVE   LR      1,A      SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
010A  16 LOOP   LM               LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
010B  2C SIX    XDC              EXCHANGE DCO AND DC1
010C  17 SEVEN  ST               STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
010D  2C EIGHT  XDC              EXCHANGE DCO AND DC1
010E  31 NINE   DS      1        DECREMENT SCRATCHPAD BYTE 1
010F  94        BNZ     LOOP     IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0110  FA
                END
```

Fig. 5-1. Assembler Directives (Shaded) in a Source Program

5.4 END - END OF ASSEMBLY

An END directive must terminate every source program. Upon encountering this directive, the assembler stops reading source program instructions, and starts to perform various post-assembly computations.

Figure 5-1 illustrates use of an END directive.

Note that an END directive cannot, and must not, have a label.

The format of the END directive is:

Label	Mnemonic	Operand
Must be blank	END	

5.5 EQU - EQUATE A SYMBOL TO A NUMERIC VALUE

Every symbol in a source program must be the label of an assembly language instruction or a DC directive, or the symbol must be assigned a value by an EQU directive. The general format of an EQU directive is:

Label	Mnemonic	Operand
LABEL	EQU	VALUE

LABEL is any valid symbol.
VALUE is any valid numeric value as described in Section 4.2.2.

Refer to Figure 5-1. The symbols BUFA and BUFB appear in instructions ONE and THREE, and are assigned values by two EQU directives. Therefore:

```
BUFA    EQU     H'0800'
        —
        —
        —
ONE     DCI     BUFA
```

is identical in its net effect to:

```
ONE     DCI     H'0800'
```

Why then are Equate directives used? In a real program, a symbol (such as BUFA) is likely to appear many times. If the value of the symbol changes, the progrram can be corrected by modifying one Equate directive, then re-assembling the program. If absolute values are used in instruction operands (instead of symbols), every instruction that references the absolute value must be changed in the source program if the absolute value changes; the source program nust be re-assembled.

For example, suppose there are 24 instructions in a source program that reference the symbol BUFA. The Equate directive could be eliminated, in which case each of the 24 instructions would have H'0800' where it had BUFA. However, if H'0800' had to be changed, instead of making the change in one Equate directive, the change would have to be made in each of the 24 instructions.

5.5.1 A Comparison of the EQU and DC Directives

A common error made by novice programmers is to misuse the EQU and DC directives. The difference between the two must be clearly understood.

With reference to Figure 5-1, consider the following erroneous variation of the BUFA symbol's use:

```
        ORG     H'2FA0'
BUFA    DC      H'0800'
        —
        —
        —
        ORG     H'0100'
ONE     DCI     BUFA
```

The DC directive causes the two byte, hexadecimal value H'0800' to be stored in two memory bytes, with addresses H'2FA0' and H;2FA1'. In instruction ONE, BUFA acquires the value H'2FA0', not H'0800'.

Now consider how the DC directives might be correctly used in the Figure 5-1 program. BUFB has been equated to H'08A0', which is the starting memory address of the source buffer. The source buffer contents could be specified, using DC directives, as follows:

```
BUFA    EQU     H'0800'
        ORG     H'0100'
ONE     DCI     BUFA
TWO     XDC
THREE   DCI     BUFB
        —
        —
        —
        ORG     H'08A0'
BUFB    DC      H'20A1'
        DC      H'143E'
        DC      H'5A62'
```

The symbol BUFB no longer needs to be equated to H'08A0' since it appears as a label at address H'08A0'. The DC directives cause the data string H'20A1143E5A62' to be loaded into memory starting at memory location H'08A0'.

NOTE: When a buffer's contents are specified by DC directives, the buffer's data becomes part of the program, and are loaded into memory when the program is loaded into memory.

5.6 MAXCPU - SPECIFY MAXIMUM CPU TIME

This directive is only meaningful when the source program is being assembled on a large host computer (e.g., an IBM 360 or 370). On such large computers, programs exist to simulate the F8 microprocessor; therefore once the source program has been assembled, the object program may be "run" using the host computer simulator.

A potential problem lies in executing an object program which, due to programming errors, may run for ever; a large amount of costly host computer time may be expended before the existence of the error is detected. The MAXCPU directive specifies a maximum number of seconds of host computer execution time, after which program execution will be terminated.

Figure 5-1 illustrates the use of the MAXCPU directive, specifying a maximum of 50 seconds of host computer CPU time. Note that the MAXCPU directive cannot, and must not, have a label.

The format of the MAXCPU directive is:

Label	Mnemonic	Operand
Must be blank	MAXCPU	CONSTANT

CONSTANT is any numeric constant as described in Section 4.3.2.

5.7 ORG - ORIGIN A PROGRAM

As described in Section 4.3.3, a symbol which is an instruction label acquires a value equal to the memory address of the first object program byte for the instruction. With reference to Figure 5-1, therefore:

ONE acquires the value of H'0100'
LOOP acquires the value of H'010A'

In order to assign values to instruction labels, the assembler has to know where the object program will be stored once it gets loaded into an F8 microprocessor system memory; this is done using the ORG directive.

When assembling a source program, the assembler maintains its own program counter, which tracks the memory addresses into which each byte of object program is destined to be stored. Whenever the assembler encounters an ORG directive, it resets its program counter to the address specified by the ORG directive. Thus in Figure 5-1 the ORG directive sets the effective memory address to H'0100' for the first object code byte of the first instruction that follows.

A program may have more than one ORG directive, depending on how subroutines and program modules have been mapped into memory. Any time there is a "gap" between one program module and the next, the new origin must be specified using an ORG directive.

The format of the ORG directive is as follows:

Label	Mnemonic	Operand
Must be blank	ORG	VALUE

The ORG directive cannot and must not have a label.

VALUE is any valid numeric value as described in Section 4.3.2, or any valid expression as described in Section 4.3.4.

5.8 SYMBOL - ASSEMBLER PROVIDE A SYMBOL TABLE

This directive may optionally appear once, at the beginning of a source program, as illustrated in Figure 5-1.

If the assembler encounters SYMBOL in the mnemonic field of an instruction, it will print a symbol table at the end of the assembly listing. The SYMBOL directive cannot, and must not have a label.

A symbol table lists every symbol encountered in the source program, along with the value assigned to the symbol.

A symbol table allows errors in symbols to be spotted quickly. A misspelled symbol, for example, will appear in the symbol table as an extra, unexpected symbol.

5.9 TITLE - PRINT A TITLE AT THE HEAD OF THE ASSEMBLER LISTING

This is an optional directive, which, if present, causes a title to be printed at the top of every assembler listing page. The format of this directive is as follows:

Label	Mnemonic	Operand
Must be blank	TITLE	"any heading"

The heading must be enclosed in double quotes. The TITLE directive cannot, and must not, have a label.

5.10 XREF - ASSEMBLER PROVIDE A SYMBOL CROSS REFERENCE LISTING

This directive may optionally appear once, at the beginning of a source program, as illustrated in Figure 5-1.

If the assembler encounters XREF in the mnemonic field of an instruction, it will print a cross reference listing of symbols at the end of the assembly listing. The XREF directive cannot, and must not, have a label.

A cross reference listing shows every symbol encountered in the source program, plus the statement number at which the symbol was referenced (i.e., appeared in an instruction's operand field).

A cross reference listing allows misplaced or misspelled symbols to be quickly spotted and corrected.

5.11 WHEN TO USE ASSEMBLER DIRECTIVES

The END assembler directive must be present in a source program. Without this directive the program will not assemble correctly.

The ORG, DC and EQU directives are almost always used in a program. Symbols equated to a numeric value (using the EQU directive) are recommended instead of having numeric constants in instruction operands.

The remaining assembler directives are optional, to be used for programming efficiency and convenience only.

THE INSTRUCTION SET

Because of the nature of the F8 family of devices, program sequences are very dependent on device configurations. Many instructions are important in some device configurations, but do not apply, or are rarely used in other device configurations. Therefore, individual F8 instructions should be visualized as contributions to one (or more) of a number of common, identifiable operation sequences, rather than as equal entities.

It would be impossible to describe operation sequences without first defining individual instructions; therefore, individual instructions are defined in this section, and example programs representing common operation sequences are given in Sections 7, 8, 9 and 10.

In this section instructions are described in alphabetic order of the instruction mnemonic. This makes it easy to locate any instruction. Examples in this section are very primitive, and merely illustrate the operations performed by each instruction. Programs in Sections 7 through 10 are referenced for comprehensive and realistic examples. Instructions are grouped by type in Appendix D.

When instruction format is defined, optional items are enclosed in square brackets. For example:

[LABEL] ADC

means that the instruction ADC may, or may not have a label.

Tables 6-1 and 6-2 identify the terms and abbreviations used in Section 6.

Nval3	- This symbol is used to indicate an instruction operand which defines the three low order bits of the instruction object code.
Nval4	- This symbol is used to indicate an instruction operand which defines the four low order bits of the instruction object code.
Nval8	- This symbol is used to indicate an instruction operand which defines the 8-bit second byte of the instruction object code.
Nval16	- This symbol is used to indicate an instruction operand which defines the 8-bit second byte, plus the 8-bit third byte of the instruction object code.

Table 6-1. Operand Symbols

Instructions described in the rest of Section 6 generate 1, 2 or 3 bytes of object code.

The first byte of object code is always the instruction operation code. Selected "short" instructions use three or four bits of the first byte to specify data.

The second byte of a 2-byte instruction provides either a signed, or an unsigned, binary number.

The second and third bytes of three byte instructions provide a 16-bit unsigned binary number.

Value or Symbol for Sreg	Scratchpad Register Specified
0 through 11	The first 12 scratchpad registers are addressed directly.
12 or S	The scratchpad register address is provided indirectly by ISAR.
13 or I	As 12, but the low order three bits of ISAR are incremented after the scratchpad register is accessed.*
14 or D	As 12, but the low order three bits of ISAR are decremented after the scratchpad register is accessed.*

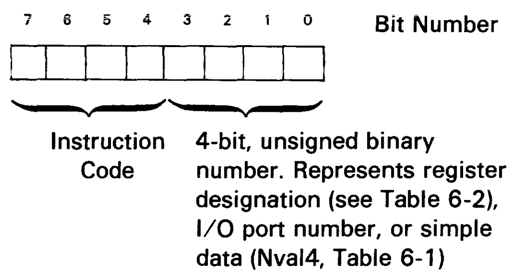
* Modification of ISAR is described in Section 2.4.2.

Table 6-2. Operands Referencing Scratchpad Memory, as Specified by Symbol Sreg

Object code types are illustrated below, with the instructions using each object code type identified by instruction mnemonic.

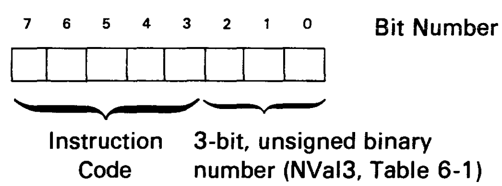
See Appendix D for actual object code byte contents.

One Byte, Type 1



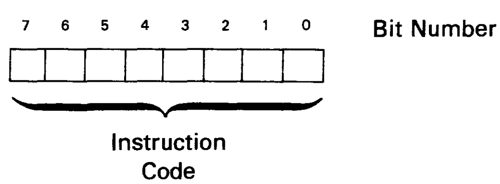
AS, ASD, CLR, DS, INS, LIS, LR (with Sreg), NS, OUTS, XS

One Byte, Type 2



LISL, LISU

One Byte, Type 2



ADC, AM, AMD, CM, COM, DI, EI, INC, LM, LNK, LR (not with Sreg), NM, NOP, OM, PK, POP, SL, SR, ST, XDC, XM

Two Byte, Type 1

Byte 1
7 6 5 4 3 2 1 0

Instruction Code

Byte 2
7 6 5 4 3 2 1 0 Bit Number

8-bit, binary data (Nval8, Table 6-1)

AI, CI, IN, LI, NI, OI, OUT, XI

Two Byte, Type 2

Byte 1
7 6 5 4 3 2 1 0 Bit Number

Instruction Code

Byte 2
7 6 5 4 3 2 1 0 Bit Number

8-bit address displacement

BC, BF, BM, BNC, BNO, BNZ, BP, BR, BR7, BT, BZ

Three Byte

Byte 1
7 6 5 4 3 2 1 0 Bit Number

Instruction Code

Byte 2
7 6 5 4 3 2 1 0 Bit Number

16-bit address (high byte) (Nval 16, Table 6-1)

Byte 3
7 6 5 4 3 2 1 0 Bit Number

16-bit address (low byte) (Nval 16, Table 6-1)

DCI, JMP, PI

6.1 ADC - ADD ACCUMULATOR TO DATA COUNTER

The contents of the accumulator are treated as a signed binary number, and are added to the contents of every DC0 register. The result is stored in the DC0 registers. The accumulator contents do not change.

FORMAT:

[LABEL] ADC

STATUS CONDITIONS:

No status bits are modified.

EXAMPLES:

Suppose the accumulator contains H'3E' and every DC0 register contains H'209A'. After execution of the ADC instruction, every DC0 register will contain H'20D8':

```
  209A
    3E
 -----
H'20D8'
```

Suppose the accumulator contains H'A2' and every DC0 register contains H'213E'. In two's complement notation, H'A2' is a negative number, since the high order bit of the byte is 1:

H'A2' = 1 0 1 0 0 0 1 0

Sign Bit = 1,
Value negative

Accordingly, after execution of the ADC instruction, every DC0 register will contain H'20E0'C

```
  213E
  FFA2
 -----
H'20E0'
```

See also Sections 7.3.4., 7.5.1, and 9.3.2.

6.2 AI - ADD IMMEDIATE TO ACCUMULATOR

The 8-bit (two hexadecimal digit) value provided by the instruction operand is added to the current contents of the accumulator. Binary addition is performed.

FORMAT:

[LABEL] AI Nval8

Nval8 is defined in Table 6-1

STATUS CONDITIONS:

Statuses modified: OVF, ZERO, CARRY, SIGN
Statuses unaffected: ICB

EXAMPLE:

Suppose the accumulator contains H'3F'. After execution of the instruction:

AI H'7E'

the accumulator will contain H'BD':

Bit No.	C	7	6	5	4	3	2	1	0
H'3F' =		0	0	1	1	1	1	1	1
H'7E' =		0	1	1	1	1	1	1	0
H'BD' =	0	1	0	1	1	1	1	0	1

There is no carry out of bit 7, so CARRY = 0.
There is a carry out of bit 6 and no carry out of bit 7, therefore OVF = 0 $\oplus$ 1 = 1.

The result is not zero, so ZERO = 0.
The high order bit of the result is 1, so SIGN = 0.

See also Sections 8.2.7 and 10.1.3.

6.3 AM - ADD (BINARY) MEMORY TO ACCUMULATOR

The content of the memory location addressed by the DCO registers is added to the accumulator. The sum is returned in the accumulator. Memory is not altered. Binary addition is performed. The contents of the DCO registers are incremented by 1.

FORMAT:

[LABEL] AM

STATUS CONDITIONS:

Statuses modified: OVF, ZERO, CARRY, SIGN
Statuses unaffected: ICB

EXAMPLE:

Suppose the accumulator contains H'C2', the DCO registers contain H'213E' and memory location H'213E' contains H'2A'. After an AM instruction has been executed, the DCO registers will contain H'213F', and the accumulator will contain H'EC'C

Bit No:	C	7	6	5	4	3	2	1	0
H'C2' =		1	1	0	0	0	0	1	0
H'2A' =		0	0	1	0	1	0	1	0
H'EC' =	0	1	1	1	0	1	1	0	0

There is no carry out of bit 7, so CARRY = 0.
There is no carry out of bit 6 or bit 7, so OVF = 0 $\oplus$ 0 = 0.
The result is not zero, so ZERO = 0.
The high order bit of the result is 1, so SIGN = 0.

See also Sections 7.2.2, 7.4.2, 10.2.2.

6.4 AMD - DECIMAL ADD, MEMORY TO ACCUMULATOR

The accumulator and the memory location addressed by the DCO registers are assumed to contain two BCD digits. The content of the address memory byte is added to the contents of the accumulator to give a BCD result in the accumulator, providing these steps are followed:

Decimal addition is, in reality, three binary events. Consider 8-bit decimal addition. Assume two BCD digit augend XY is added to two BCD digit addend ZW, to give a BCD result PQ:

$$\begin{array}{r} XY \\ +\underline{ZW} \\ =PQ \end{array}$$

Two carries are important: any intermediate carry (IC) out of the low order answer digit (Q), and any overall carry (C) out of the high order digit (P). The three binary steps required to perform BCD addition are as follows:

STEP 1 Binary add H'66' to the augend.

STEP 2 Binary add the addend to the sum from Step 1. Record the status of the carry (C) and intermediate carry (IC).

STEP 3 Add a factor to the sum from Step 2, based on the status of C and IC. The factor to be added is given by the following table:

Status from Step 2 C	IC	Sum to be added
0	0	H'AA'
0	1	H'A0'
1	0	H'0A'
1	1	H'00'

In Step 3, any carry from the low order digit to the high order digit is suppressed.

For example, consider 21 + 67 = 88.

	21 =	00100001
	67 =	01100111
STEP 1	H'21'	00100001
	+ H'66'	01100110
	= H'87'	10000111
STEP 2	H'87'	10000111
	+ H'67'	01100111
	= H'EE'	11101110
		C = 0 IC =0
STEP 3	H'EE'	11101110
	+H'AA'	10101010
	= H'88'	10001000
		Carry suppressed

DECIMAL ADD:
A decimal add is accomplished by executing a binary addition of H'66' to one of the two BCD numbers, then executing the AMD instruction, as follows:

```
        AI  H'66'  Always precedes AMD for addition
[LABEL] AMD
```

DECIMAL SUBTRACT:
Assume scratchpad byte 0 contains 1, the accumulator contains the subtrahend and DCO addresses the minuend. Decimal subtraction is performed as follows:

```
COM          ONES COMPLEMENT SUBTRAHEND
AMD          DECIMAL ADD MINUEND
AI     H'66'
ASD    0     DECIMAL ADD 1 TO SUM
```

STATUS CONDITIONS:

Statuses modified: CARRY, ZERO
Statuses not significant: OVF, SIGN
Statuses unaffected: ICB

EXAMPLES:

DECIMAL ADD:

Assume the accumulator contains H'57', the DCO registers contain H'12FA' and memory location H'12FA' contains H'60'. After the execution of:

```
AI     H'66'
AMD
```

the accumulator will contain H'17', and the DCO registers will contain H'12FB'.

There is a carry, so CARRY=1. This carry indicates that the result of the addition exceeded 99; therefore the carry must be added to the next high order digit.

Other status indicators are modified, but their condition is not significant.

DECIMAL SUBTRACT:
Assume the accumulator contains H'79', the DCO registers contain H'32A7', memory location H'32A7' contains H'80' and scratchpad byte 0 contains H'01'.

After executing:

```
COM
AMD
AI     H'66'
ASD    0
```

the accumulator contains H'01'.

There is no carry, so CARRY = 0. No Borrow was required.

Status indicators other than carry are modified, but their condition is not significant.

6.5 AS - BINARY ADDITION, SCRATCHPAD MEMORY TO ACCUMULATOR

The content of the scratchpad register referenced by the instruction operand (Sreg) is added to the accumulator using binary addition. The result of the binary addition is stored in the accumulator. The scratchpad register contents remain unchanged. Depending on the value of Sreg, ISAR may be unaltered, incremented or decremented.

FORMAT:

[LABEL] AS Sreg

Sreg is defined in Table 6-2.

STATUS CONDITIONS:

Statuses modified: OVF, ZERO, CARRY, SIGN
Statuses unaffected: ICB

EXAMPLE:

Suppose the accumulator contains H'34' and scratchpad register 11 contains H'72'. After the instruction:

```
AS     11
```

is executed, the accumulator will now contain H'A6':

Bit No:	C	7	6	5	4	3	2	1	0
H'34' =		0	0	1	1	0	1	0	0
H'72' =		0	1	1	1	0	0	1	0
H'A6'' =	0	1	0	1	0	0	1	1	0

There is no carry out of bit 7, so CARRY = 0.
There is a carry out of bit 6, but not out of bit 7, so OVF = 0 $\oplus$ 1 = 1.

The result is non-zero, so ZERO = 0.
The high order bit of the result is 1, so SIGN = 0.

Suppose the accumulator contains H'7E', ISAR contains O'27' and scratchpad register 23 (=O'27') contains H'A2'. After the instruction:

```
AS     D
```

is executed, the accumulator will contain H'20', and ISAR will increment (low order octal digit only) to O'26':

Bit No:	C	7	6	5	4	3	2	1	0
H'7E' =		0	1	1	1	1	1	1	0
H'A2' =		1	0	1	0	0	0	1	0
H'20' =	1	0	0	1	0	0	0	0	0

There is a carry out of bit 7, so CARRY = 1.
There is a carry out of bit 6 and bit 7, so OVF = 1 $\oplus$ 1 = 0.
The result is non-zero, so ZERO = 0.
The high order bit of the result is 0, so SIGN = 1.

Had the AS instruction operand been I, ISAR contents would have been decremented to O'20'; had the AS instruction operand been S, ISAR contents would have remained unchanged.

See also Sections 7.1.2, 7.1.4, and 7.2.2.

6.6 ASD - DECIMAL ADD, SCRATCHPAD TO ACCUMULATOR

The ASD instruction is similar to the AMD instruction, except that instead of adding the contents of the memory byte addressed by the DCO registers, the content of the scratchpad byte addressed by operand (Sreg) is added to the accumulator.

FORMAT:

DECIMAL ADD:

```
AI     H'66'  ALWAYS PRECEDES ASD FOR
              ADDITION
```

[LABEL] ASD Sreg

Sreg is defined in Table 6-2.

DECIMAL SUBTRACT:

	COM		ALWAYS PRECEDES ASD FOR SUBTRACTION
[LABEL]	ASD	Sreg	
	AI	H'66'	
	ASD	ONE	SCRATCHPAD BYTE ONE CONTAINS H'01'

STATUS CONDITIONS:

The status bits have the same significance as they do for the AMD instruction.

EXAMPLES:

DECIMAL ADD:

Assume the accumulator contains H'42', the ISAR contains O'54', and scratchpad register O'54' contains H'83'.

After the instruction sequence:

```
AI   H'66'
ASD  D
```

is executed, the accumulator will contain H'25'. ISAR will contain O'53'.

There is a carry, so CARRY = 1.

Other status indicators are modified, but their condition is not significant.

6.7 BRANCH INSTRUCTIONS

The Branch instruction is used to modify a program's instruction execution sequence by altering the contents of the program counters, PCO. In a conditional branch instruction, alteration occurs when specified branch test conditions are met. In an unconditional branch instruction, a branch occurs simply as the result of the execution of the instruction.

All branch instructions are two-byte instructions. The first byte is the object code of the instruction mnemonic. The second byte is a displacement which is added to the program counter if a branch occurs.

Conditional branch mnemonics: BC, BF, BM, BNC, BNO, BNZ, BP, BR7, BT, BZ

Unconditional branch mnemonics: BR

FORMATS:

[LABEL] OP DEST

OP is one of the mnemonics BC, BM, BNC, BNO, BNZ, BP, BR7 or BZ.

DEST is an expression which evaluates to the memory address to which a branch may occur. Frequently DEST labels the instruction to which a branch may occur.

[LABEL] OP t,DEST

OP is one of the mnemonics BF or BT.

t is a condition specification, as given in Table 6-5 for BT, or in Table 6-4 for BF.

DEST is as described above.

Relative branching is performed within a range of 127 address locations forward and 128 address locations behind the address of the branch instruction's second byte.

All branch instructions are similar in operation, the only difference is the conditions under which a branch occurs. The instruction BC - BRANCH ON CARRY will be used as an example of how the branch instructions are executed.

When a BC instruction is executed a branch occurs to the instruction whose label is specified in BC instruction operand, but only if the Carry bit is set at the time the BC instruction is executed.

First, consider a BRANCH FORWARD as indicated in the following instruction sequence:

Memory Address	Object Code	Source Program
H'4ADE'	H'88'	AM
H'4ADF'	H'82'	BC LOOP
H'4AE0'	H'7F'	—
H'4AE1'		—
		—
	Displacement = H'7F'	—
		—
H'4B5F'	H'1F' LOOP	INC

Fig. 6-1. Generation of a Displacement Object Program Byte in Response to a Forward Branch

Figure 6-1 illustrates source and consequent object program.

Assume the Carry bit is set as a result of the AM instruction execution and the contents of the program counters, PCO, are equal to H'4AE0', subsequent to the BC instruction operand fetch. A branch to H'4B5F' is indicated by the BC instruction as follows:

The displacement vector between H'4B5F' and H'4AE0' must be added to the program counters. This vector (+D'127') will have been calculated by the assembler and stored in the second byte of the BC instructions object code.

When a single byte displacement vector is added to the contents of the program counters, the most significant bit of the single byte displacement vector is propagated through the high order eight bits of the addition as follows:

Bit No:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
H'4AE0'	0	1	0	0	1	0	1	0	1	1	1	0	0	0	0	0
H'7F'	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1
H'4B5F'	0	1	0	0	1	0	1	1	0	1	0	1	1	1	1	1

Next, consider a BRANCH BACKWARD as indicated in the following instruction sequence:

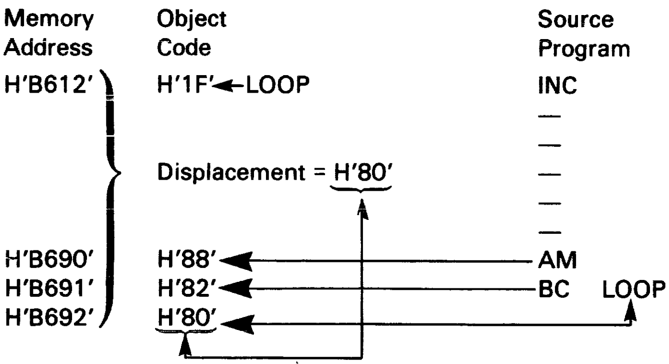


Fig. 6-2. Generation of a Displacement Object Program Byte in Response to a Backward Branch

Assume the carry bit is set and the program counters contain H'B692', subsequent to the BC instruction operand fetch. A branch to H'B612' is indicated by the BC instruction as follows:

The displacement vector between the address of the second byte of the BC instruction and the address of the instruction labeled LOOP is added to the PC0 registers. The displacement vector will have been calculated by the assembler and stored in the second byte of the BC instruction object program. In the case of a BRANCH BACKWARD, the negative displacement will be a two's complement number. Since the high order (sign) bit of the displacement is 1, it will be propagated through the high order eight bits of the addition as follows:

Bit No:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
H'B692'	1	0	1	1	0	1	1	0	1	0	0	1	0	0	1	0
H'80'	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0
H'B612'	1	0	1	1	0	1	1	0	0	0	0	1	0	0	1	0

Table 6-3 lists the branch instruction mnemonics and the conditions under which a branch will occur.

INSTRUCTION MNEMONIC	BRANCH WILL OCCUR IF	EXAMPLE IN SECTION
BC - BRANCH ON CARRY	Carry bit is set	10.2.1
BF - BRANCH ON FALSE	See Table 6-4	
BM - BRANCH ON NEGATIVE	Sign bit is reset	
BNC - BRANCH IF NO CARRY	Carry bit is reset	
BNO - BRANCH IF NO OVERFLOW	OVF bit is reset	7.1.4, 7.3.3, 7.3.5
BNZ - BRANCH IF NOT ZERO	Zero bit is reset	7.1.3, 7.2.1, 7.2.2
BP - BRANCH IF POSITIVE	Sign bit is set	7.3.4, 8.1.1, 8.1.3
BR - UNCONDITIONAL BRANCH	Always	7.1.4, 7.2.2, 7.3.4
BR7 - BRANCH ON ISAR	Any of the low 3 bits of ISAR are reset	7.1.1, 7.1.2, 8.2.7
BT - BRANCH ON TRUE	See Table 6-5	
BZ - BRANCH ON ZERO	Zero bit is set	7.2.1, 7.2.2, 7.3.4

Table 6-3. Branch Conditions

OPERAND t	STATUS FLAGS TESTED OVF	ZERO	CARRY	SIGN	DEFINITION	COMMENTS
0	0	0	0	0	Unconditional Branch relative	
1	0	0	0	1	Branch on negative	Same as BM
2	0	0	1	0	Branch if no carry	Same as BNC
3	0	0	1	1	Branch if no carry and negative	
4	0	1	0	0	Branch if not zero	Same as BNZ
5	0	1	0	1		Same as t=1
6	0	1	1	0	Branch if no carry and result is no zero	
7	0	1	1	1		Same as t=3
8	1	0	0	0	Branch if there is no overflow	Same as BNO
9	1	0	0	1	Branch if negative and no overflow	
A	1	0	1	0	Branch if no overflow and no carry	
B	1	0	1	1	Branch if no overflow, no carry & negative	
C	1	1	0	0	Branch if no overflow and not zero	
D	1	1	0	1		Same as t=9
E	1	1	1	0	Branch if no overflow, no carry & not zero	
F	1	1	1	1		Same as t=B

Table 6-4. Branch Conditions for BF Instruction

OPERAND	STATUS FLAGS TESTED			DEFINITION	COMMENTS
t	ZERO	CARRY	SIGN		
0	0	0	0	Do not branch	An effective 3 cycle NO-OP
1	0	0	1	Branch if Positive	Same as BP
2	0	1	0	Branch on Carry	Same as BC
3	0	1	1	Branch if Positive or on Carry	
4	1	0	0	Branch if Zero	Same as BZ
5	1	0	1	Branch if Positive	Same as t=1
6	1	1	0	Branch if Zero or on Carry	
7	1	1	1	Branch if Positive or or on Carry	Same as t=3

Table 6-5. Branch Conditions for BT Instruction

6.7.1 BF – Branch on False

The BF - BRANCH ON FALSE instruction will branch if the status bits selected by t in Table 6-4 are all reset. Selected bits are identified in Table 6-4 by 1 under "Status Flags Tested"; selected status bits must all be zero. Unselected status bits are ignored.

6.7.2 BT – Branch on True

The BT - BRANCH ON TRUE instructions will branch if any test conditions defined by t in Table 6-5 are met.

6.8 CI - COMPARE IMMEDIATE

The contents of the accumulator are subtracted from the operand of the CI instruction. The result is not saved but the status bits are set or reset to reflect the results of the operation.

FORMAT:

[LABEL] CI Nval8

Nval8 is defined in Table 6-1.

STATUS CONDITIONS:

Statuses modified: OVF, ZERO, CARRY, SIGN
Statuses unaffected: ICB

EXAMPLE:

Assume the accumulator contains H'1B' and the second byte of the instruction contains H'D8'. The comparison is made as follows:

Bit No:	C	7	6	5	4	3	2	1	0
H'1B'		0	0	0	1	1	0	1	1
two's comp:		1	1	1	0	0	1	0	1
H'D8'		1	1	0	1	1	0	0	0
H'BO'	1	1	0	1	1	1	1	0	1

The H'BO' result is not saved.
There is a carry out of bit 7, so CARRY = 1.
There is also a carry out of bit 6, so OVF = 1 $\oplus$ 1 = 0.
The result is not zero, so ZERO = 0.
The high order bit is 1, so SIGN = 0.

See also Sections 7.3.4, 8.2.7, 8.3.3.

6.9 CLR - CLEAR ACCUMULATOR

The contents of the accumulator are set to zero.

FORMAT:

[LABEL] CLR

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume the accumulator contains H'A0'. After the CLR instruction has executed, the accumulator contains H'00'.

See also Sections 7.1.1, 7.3.5, and 4.3.3.

6.10 CM - COMPARE MEMORY TO ACCUMULATOR

The CM instruction is the same as the CI instruction except the memory contents addressed by the DCO registers, instead of an immediate value, are compared to the contents of the accumulator.

Memory contents are not altered. Contents of the DCO registers are incremented.

FORMAT:

[LABEL] CM

See also Section 9.3.3.

6.11 COM - COMPLEMENT

The accumulator is loaded with its one's complement.

FORMAT:

[LABEL] COM

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Status unaffected: ICB

EXAMPLE:

If the accumulator contains H'8B', after the COM instruction is executed, it will contain H'74'.

The Zero bit is reset to 0 since the result is not zero.

The Sign bit is set to 1 since the high order bit of the result is 0.

The OVF and Carry bits are unconditionally reset to 0.

See also Sections 7.1.2, 7.2.2, and 7.4.2.

6.12 DCI - LOAD DC IMMEDIATE

The DCI instruction is a three-byte instruction. The contents of the second byte replace the high order byte of the DC0 registers; the contents of the third byte replace the low order byte of the DC0 registers.

FORMAT:

[LABEL] DCI Nval16

Nval16 is defined in Table 6-1.

STATUS CONDITIONS:

The status bits are not affected.

EXAMPLE:

After the instruction:

    DCI H'2317'

is executed, the DC registers will contain H'2317'.

See also Sections 7.2.1, 7.2.2, 7.4.1.

6.13 DI - DISABLE INTERRUPT

The interrupt control bit, ICB, is reset; no interrupt requests will be acknowledged by the 3850 CPU.

FORMAT:

[LABEL] DI

STATUS CONDITION:S:

Statuses reset: ICB
Statuses unaffected: OVF, ZERO, CARRY, SIGN

6.14 DS - DECREMENT SCRATCHPAD CONTENT

The content of the scratchpad register addressed by the operand (Sreg) is decremented by one binary count. The decrement is performed by adding H'FF' to the scratchpad register.

FORMAT:
[LABEL] DS Sreg

Sreg is defined in Table 6-2.

STATUS CONDITIONS:

Statuses modified: OVF, ZERO, CARRY, SIGN
Statuses unaffected: ICB

EXAMPLE:

Assume the ISAR contains O'23' and the scratchpad register O'23' contains H'17'. After the instruction:

    DS D

is executed, scratchpad register O'23' contains H'16' and the ISAR contains O'22'. The accumulator is unaffected.

There is a carry out from bit 7, so CARRY = 1.
There is a carry out from bit 6, so OVF = 1 $\oplus$ 1 = 0.
The result of the decrement is non-zero, so ZERO = 0.
The most significant bit is 0, so SIGN = 1.

See also Sections 7.1.3, 7.2.1 and 7.2.2.

6.15 EI - ENABLE INTERRUPT

The interrupt control bit is set. Interrupt requests will now be acknowledged by the CPU.

FORMAT:

[LABEL] EI

STATUS CONDITIONS:

ICB is set to 1.

All other status bits are unaffected.

See also Sections 8.2.7, 8.3.1, and 8.3.3.

6.16 IN - INPUT LONG ADDRESS

The data input to the I/O port specified by the operand of the IN instruction is stored in the accumulator.

The I/O port address assignments are given in Table 6-6. I/O ports with addresses 4 through 255 may be addressed by the IN instruction. I/O ports with port addresses 0 through 15 may be accessed by the INS instruction (see Section 6.17).

The IN instruction generates two bytes of object code, whereas the INS instruction generates one byte of object code.

If an I/O port or pin is being used for both input and output, the port or pin previously used for output must be cleared before it can be used to input data.

PORT ADDRESS (HEXADECIMAL)	RESERVED FOR 3850 CPU	MAY BE USED BY 3851 PSU	MAY BE USED BY 3852 DMI	MAY BE USED BY 3853 SMI	MAY BE USED BY 3854 DMA
00 01					
02 03 04 . . . 0B					
0C 0D 0E 0F		(NOTE 1)	(NOTE 4)		
10 . . . EB					
EC ED EE EF		(NOTE 2)	(NOTE 4)		
F0 . . . FF		(NOTE 3)			

Table 6-6. I/O Port Address Assignments

NOTE 1: These I/O port addresses may not be used by PSU's if a 3852 DMI or 3853 SMI device is used.
NOTE 2: These I/O port addresses may not be used by PSU's if a SL31116 DMI device is used.
NOTE 3: I/O port addresses used by DMA devices may not be used by PSU's.
NOTE 4: Two versions of the 3852 DMI device are available. One uses port assignments H'0C' and H'0D'; the other uses port assignments H'EC' and H'ED'.

FORMAT:

[LABEL] IN Nval8

Nval8 is defined in Table 6-1.

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume that the value H'C8' has been input by an external device to I/O port H'10'. After the instruction:

IN H'10'

is executed, the accumulator will contain H'37'. Note that the data is complemented between I/O pin and accumulator.

The overflow and carry bits are unconditionally reset, so OVF = CARRY = 0.

The accumulator content is non-zero, so ZERO = 0.
The most significant bit is zero, so SIGN = 1.

See also Sections 7.6.2 and 8.4.3.

6.17 INC - INCREMENT ACCUMULATOR

The content of the accumulator is increased by one binary count.

FORMAT:

[LABEL] INC

STATUS CONDITIONS:

Statuses modified: OVF, ZERO, CARRY, SIGN
Statuses unaffected: ICB

EXAMPLE:

Assume the accumulator contains H'FF'. After an INC instruction execution, the accumulator contains H'00'.

There is carry out from bit 7, so CARRY = 1.
There is also a carry out from bit 6, so OVF = 1 $\oplus$ 1 = 0.
The result is zero, so ZERO = 1, and SIGN = 1.

See also Section 8.3.3 and 10.2.2.

6.18 INS - INPUT SHORT ADDRESS

Data input to the I/O port specified by the operand of the INS instruction is loaded into the accumulator. An I/O port with an address within the range 0 through 15 may be accessed by this instruction.

If an I/O port or pin is being used for both input and output, the port or pin previously used for output must be cleared before it can be used to input data.

FORMAT:

[LABEL] INS Nval4

Nval4 is defined in Table 6-1.

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume that the 3850 CPU I/O port addressed by H'01' contains H'79'. Execution of the instruction:

    INS 1

causes the accumulator to be loaded with H'86'.

The overflow and carry bits are reset, so OVF = CARRY = 0.
The accumulator content is non-zero, so ZERO = 0.
The most significant bit is 1, so SIGN = 0.

6.19 JMP - BRANCH IMMEDIATE

As the result of a JMP instruction execution, a branch to the memory location addressed by the second and third bytes of the instruction occurs. The second byte contains the high order eight bits of the memory address; the third byte contains the low order eight bits of the memory address.

The accumulator is used to temporarily store the most significant byte of the memory address; therefore, after the JMP instruction is executed, the initial contents of the accumulator are lost.

FORMAT:

[LABEL] JMP Nval16

STATUS CONDITIONS:

No status bits are affected.

EXAMPLE:

Assume the operand of the JMP instruction contains H'03A6'. After the instruction:

    JMP H'03A4'

is executed, the next instruction will execute from address H'03A4'. At the completion of this execution, the accumulator contains H'03'.

See also Section 7.3.4 and 7.5.1.

6.20 LI - LOAD IMMEDIATE

The value provided by the operand of the LI instruction is loaded into the accumulator.

FORMAT:

[LABEL] LI Nval18

STATUS CONDITIONS:

No status bits are affected.

EXAMPLE:

Assume the second byte of the LI instruction contains H'C7'. The instruction:

    LI H'C7'

causes the accumulator to be loaded with H'C7'.

See also Section 7.1.3, 7.2.1, and 7.2.2.

6.21 LIS - LOAD IMMEDIATE SHORT

A 4-bit value provided by the LIS instruction operand is loaded into the four least significant bits of the accumulator. The most significant four bits of the accumulator are set to "0".

FORMAT:

[LABEL] LIS Nval4

Nval4 is defined in Table 6-1.

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

After the instruction:

    LIS 3

has executed, the accumulator will contain H'03'.

See also Section 7.2.2, 7.3.4 and 9.3.2.

6.22 LISL - LOAD LOWER OCTAL DIGIT OF ISAR

A 3-bit value provided by the LISL instruction operand is loaded into the three least significant bits of the ISAR. The three most significant bits of the ISAR are not altered.

FORMAT:

[LABEL] LISL Nval3

Nval3 is defined in Table 6-1.

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Suppose ISAR contains the value O'72'. After the instruction:
LISL 6

has executed, ISAR will contain the value O'76'.

See also Section 7.1.1, 7.1.2 and 8.2.7.

6.23 LISU - LOAD UPPER OCTAL DIGIT OF ISAR

A 3-bit value provided by the LISU instruction operand is loaded into the three most significant bits of the ISAR. The three least significant bits of the ISAR are not altered.

FORMAT:

[LABEL] Nval3

Nval3 is defined in Table 6-1.

STATUS CONDITIONS:

No status bits are affected.

EXAMPLE:

Suppose ISAR contains the value O'72'. After the instruction:

LISU 3

has executed, ISAR will contain the value O'32'.

See also Section 7.1.1, 7.1.2, and 8.2.7.

6.24 LM - LOAD ACCUMULATOR FROM MEMORY

The contents of the memory byte addressed by the DC0 registers are loaded into the accumulator. The contents of the DC0 registers are incremented as a result of the LM instruction execution.

FORMAT:

[LABEL] LM

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume the DC0 registers contain H'37A2' and the memory location addressed by H'37A2' contains H'2B'. Execution of the LM instruction causes the accumulator to be loaded with H'2B'. The DC0 registers subsequently will contain H'37A3'.

6.25 LNK - LINK CARRY TO THE ACCUMULATOR

The carry bit is binary added to the least significant bit of the accumulator. The result is stored in the accumulator.

FORMAT:

[LABEL] LNK

STATUS CONDITIONS:

Statuses modified: OVF, ZERO, CARRY, SIGN
Statuses unaffected: ICB

EXAMPLE:

Assume the accumulator contains H'84', and the CARRY bit is set. The instruction execution causes the accumulator to contain H'85'.

As a result of the instruction execution, there is no carry out of bit 7, so CARRY = 0.
There is also no carry out of bit 6, so OVF = 0 $\oplus$ 0 = 0.
The result is non-zero, so ZERO = 0.
The most significant bit of the result is 1, so SIGN = 0.

See also Section 7.1.2, 7.1.4 and 7.2.2.

6.26 LR - LOAD REGISTER

The LR group of instructions move one or two bytes of data between a source and destination register. Instructions exist to move data between the following registers:

a) A scratchpad register and the Accumulator
b) Scratchpad registers and the Data Counter, DC0
c) The Accumulator and the ISAR
d) Scratchpad register 9 and the status register
e) Scratchpad registers and Program Counter, PC0
f) Scratchpad registers and stack register, PC1

An LR instruction's data source and destination is determined by the instruction operands as illustrated in Table 6-7. The number of data bytes moved (one or two) depends on the size of the source and destination registers (8 or 16 bits).

FORMAT:

[LABEL] LR D,S

S is the source register.
D is the destination register.

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume the ISAR contains O'76'. After the instruction:

LR A,IS

is executed, the accumulator contains O'76'. Scratchpad register O'76' remains unchanged. ISAR also remains unchanged.

6.27 NI - AND IMMEDIATE

An 8-bit value provided by the operand of the NI instruction is ANDed with the contents of the accumulator. The results are stored in the accumulator.

FORMAT:

[LABEL] NI Nval8

LR INSTRUCTION OPERANDS DESTINATION	SOURCE	LOADS REGISTER	FROM REGISTER	WITH	EXAMPLE GIVEN IN SECTION
A,	KU	Accumulator	Scratchpad register 12	8-bit contents	7.3.4, 7.3.6
A,	KL	Accumulator	Scratchpad register 13	8-bit contents	7.3.4, 7.3.6
A,	QU	Accumulator	Scratchpad register 14	8-bit contents	
A,	QL	Accumulator	Scratchpad register 15	8-bit contents	
KU,	A	Scratchpad register 12	Accumulator	8-bit contents	8.4.3
KL,	A	Scratchpad register 13	Accumulator	8-bit contents	8.4.3
QU,	A	Scratchpad register 14	Accumulator	8-bit contents	7.3.4, 7.3.6
QL,	A	Scratchpad register 15	Accumulator	8-bit contents	7.3.4, 7.3.6
K,	P	Scratchpad register 12	Program Counter PC1	High order 8-bit byte	7.3.4, 7.3, 7.3.6
		Scratchpad register 13	Program Counter PC1	Low order 8-bit byte	
P,	K	High order byte of PC1	Scratchpad register 12	8-bit contents	8.4.3
		Low order byte of PC1	Scratchpad register 13	8-bit contents	
A,	IS	Accumulator	ISAR	00XXXXXX X's are contents of ISAR	7.3.4, 8.2.7
IS,	A	ISAR	Accumulator	Low order 6-bits.	7.3.4, 7.3.5, 8.2.7
PO,	Q	High order byte of PC0	Scratchpad register 14	8-bit contents	7.3, 4.7.5
		Low order byte of PC0	Scratchpad register 15	8-bit contents	
Q,	DC	Scratchpad register 14	Data counter registers DC0	High order byte	7.2.2, 7.3.6, 7.4.2
		Scratchpad register 15	Data counter registers DC0	Low order byte	
DC,	Q	High order byte DC0	Scratchpad register 14	8-bit contents	
		Low order byte DC0	Scratchpad register 15	8-bit contents	7.2.2, 7.3.3, 7.3.4
DC,	H	High order byte of DC0	Scratchpad register 10	8-bit contents	
		Low order byte of DC0	Scratchpad register 11	8-bit contents	
H,	DC	Scratchpad register 10	Data counter register	High order byte	7.2.2, 7.3.4, 7.3.6
		Scratchpad register 11	Data counter register	Low order byte	
W,	J	Status register (w)	Scratchpad register 9	Low order 5 bits	7.1.2, 7.2.2, 7.4.1
J,	W	Scratchpad register 9	Status register (w)	000XXXXX X's are contents of status register	7.1.2, 7.2.2, 7.3.3
A,	(Sreg)*	Accumulator	Scratchpad register (Sreg)	8-bit contents	7.1.2, 7.1.4, 7.4.1
(Sreg)*	A	Scratchpad register (Sreg)	Accumulator	8-bit contents	7.1.1, 7.1.2, 7.1.3

*Sreg is a hexadecimal digit representing a scratchpad register, as defined in Table 6-2.

Table 6-7. LR Instruction Operand Definitions

STATUS CONDITIONS:

Statuses reset to 0: OVF, CARRY
Statuses modified: ZERO, SIGN
Statuses unaffected: ICB

EXAMPLE:

Assume the second byte of the NI instruction contains H'36', and the accumulator contains H'2A' as a result of the instruction execution, the accumulator contains H'22'.

Bit No:	7 6 5 4 3 2 1 0
H'36'	0 0 1 1 0 1 1 0
H'2A'	0 0 1 0 1 0 1 0
H'22'	0 0 1 0 0 0 1 0

There is no carry out of bit 7, so CARRY = 0.
There is no carry out of bit 6, so OVF = 0 $\oplus$ 0 = 0.
The result is non-zero, so ZERO = 0.
The most significant bit is zero, so SIGN = 1.

See also Section 7.1.2, 7.2.2 and 7.3.3.

6.28 NM - LOGICAL AND FROM MEMORY

The content of memory addressed by the data counter registers is ANDed with the content of the accumulator. The results are stored in the accumulator. The contents of the data counter registers are incremented.

FORMAT:

[LABEL] NM

STATUS CONDITIONS:

Statuses reset to 0: OVF, CARRY
Statuses modified: ZERO, SIGN
Statuses unaffected: ICB

EXAMPLE:

Assume the data counters contain H'49AC', the memory location addressed by H'49AC' contains H'67' and the accumulator contains H'A9'. After execution of the NM instruction, the accumulator contains H'21', and the data counters contain H'49AD'.

Bit No:	7 6 5 4 3 2 1 0
H'67'	0 1 1 0 0 1 1 1
H'A9'	1 0 1 0 1 0 0 1
H'21'	0 0 1 0 0 0 0 1

Also see Section 7.6.1.

6.29 NOP - NO OPERATION

No function is performed.

FORMAT:

[LABEL] NOP

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume the program counters contain H'2700'. After a NOP instruction is executed, the PCO registers contain 'H2701'.

Also see Section 8.4.3.

6.30 NS - LOGICAL AND FROM SCRATCHPAD MEMORY

The content of the scratchpad register addressed by the operand (Sreg) is ANDed with the content of the accumulator. The results are stored in the accumulator.

FORMAT:

[LABEL] NS Sreg

Sreg is defined in Table 6-2.

STATUS CONDITIONS:

Statuses reset to 0: OVF, CARRY
Statuses modified: ZERO, SIGN
Statuses unaffected: ICB

EXAMPLE:

Assume scratchpad register O'02' contains H'F2', and the accumulator contains H'2F'. Execution of the instruction:

NS 2

causes the accumulator to contain H'22'.

Bit No:	7 6 5 4 3 2 1 0
H'F2'	1 1 1 1 0 0 1 0
H'2F'	0 0 1 0 1 1 1 1
H'22'	0 0 1 0 0 0 1 0

There is no carry out of bit 7, so CARRY = 0.
There is also no carry out of bit 6, so OVF = 0 $\oplus$ 0 =0.
The result is non-zero, so ZERO = 0.
The most significant bit of the result is zero, so SIGN = 1.

Also see Section 7.6.1 and 7.6.2.

6.31 OI - OR IMMEDIATE

An 8-bit value provided by the operand of the I/O instruction is ORed with the contents of the accumulator. The results are stored in the accumulator.

FORMAT:

[LABEL] OI Nval8

Nval8 is defined in Table 6-1.

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume the accumulator contains H'0A'. The execution of the instruction:

OI H'A3'

causes the accumulator to contain H'AB'.

Bit No:	7 6 5 4 3 2 1 0
H'AB'	1 0 1 0 0 0 1 1
H'0A'	0 0 0 0 1 0 1 0
H'AB'	1 0 1 0 1 0 1 1

The accumulator result is non-zero, so ZERO = 0.
The most significant bit of the result is 1, so SIGN = 0.
The overflow and carry bits are reset, so OVF = 0 and CARRY = 0.

Also see Section 7.6.1.

6.32 OM - LOGICAL "OR" FROM MEMORY

The content of memory byte addressed by the data counter registers is ORed with the content of the accumulator. The results are stored in the accumulator. The data counter registers are incremented.

FORMAT:

[LABEL] OM

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume the DC registers contain H'FC19', the memory location addressed by H'FC19' contains H'16', and the accumulator contains H'81'. After execution of an OM instruction, the accumulator contains H'97' and the DC registers will contain H'FC1A'.

Bit No:	7 6 5 4 3 2 1 0
H'16'	0 0 0 1 0 1 1 0
H'81'	1 0 0 0 0 0 0 1
H'97'	1 0 0 1 0 1 1 1

The result is non-zero, so ZERO = 0.
The most significant bit of the result is 1, so SIGN = 0.
The overflow and carry bits are unconditionally reset, so OVF = 0 and CARRY = 0.

6.33 OUT - OUTPUT LONG ADDRESS

The I/O port addressed by the operand of the OUT instruction is loaded with the contents of the accumulator.

I/O ports with addresses from 4 through 255 may be accessed with the OUT instruction.

The OUT instruction generates two bytes of object code, whereas the OUTS instruction generates one byte of object code.

The I/O port addresses are defined in Table 6-6.

FORMAT:

[LABEL] OUT Nval8

Nval8 is defined in Table 6-1.

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE'

Assume the accumulator contains H'2A'. Execution of the instruction:

OUT H'F6'

will cause the I/O port H'F6' to be loaded with H'D5'.
Note that the data at the I/O pins is complemented with respect to the accumulator.

6.34 OUTS - OUTPUT SHORT ADDRESS

The I/O port addressed by the operand of the OUTS instruction object code is loaded with the contents of the accumulator. I/O ports with addresses from 0 to 15 may be accessed by this instruction. The I/O port addresses are defined in Table 6-6. Outs 0 or 1 is CPU port only.

FORMAT:

[LABEL] OUTS Nval4

Nval4 is defined in Table 6-1.

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume the OUTS instruction operand (Nval4) is H'0F', and the accumulator contains H'32'. Execution of the instruction:

OUTS 15

will cause the I/O port H'0F' to contain H'CD'.

Also see Section 7.2.1, 8.1.1 and 8.1.3.

6.35 PI - CALL TO SUBROUTINE IMMEDIATE

The contents of the Program Counters are stored in the Stack Registers, PC1, then the 16-bit address contained in the operand of the PI instruction is loaded into the Program Counters. The accumulator is used as a temporary storage register during transfer of the most significant byte of the address. Previous accumulator results will be altered.

FORMAT:

[LABEL] PI Nval16

Nval16 is defined in Table 6-2.

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume that the operand of the PI instruction contains H'32A1', the program counter (PC0) registers contain H'ABCD', and the Stack registers (PC1) contain H'1234'. Execution of the instruction:

PI H'32A1'

causes the Stack registers (PC1) to contain H'ABCD', and the program counter registers (PC0) to contain H'32A1'.

Also see Section 7.3.3, 7.3.5 and 8.1.1.

6.36 PK - CALL TO SUBROUTINE DIRECT AND RETURN FROM SUBROUTINE DIRECT

The contents of the Program Counter Registers (PC0) are stored in the Stack Registers (PC1), then the contents of the Scratchpad K Registers (Registers 12 and 13 of scratchpad memory) are transferred into the Program Counter Registers.

FORMAT:

[LABEL] PK

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume Scratchpad Register 12 contains H'AB', Scratchpad Register 13 contains H'CD", and the Program Counter Registers (PC0) contain H'1234'. Execution of the instruction PK causes the Stack Registers to contain H'1234' and the Program Counter Registers to contain H'ABCD'.

Also see Sections 7.3.3, 7.4.1 and 8.2.7.

6.37 POP - RETURN FROM SUBROUTINE

The contents of the Stack Registers (PC1) are transferred to the Program Counter Registers (PCO).

FORMAT:

[LABEL] POP

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume the Stack Registers (PC1) contain H'ABCD' and the Program Counter Registers (PCO) contain H'1234'. When the POP instruction has been executed, the PCO registers will contain H'ABCD' and PC1 will not be changed.

Also see Sections 7.3.3, 7.3.4 and 8.2.7.

6.38 SL - SHIFT LEFT

The contents of the accumulator are shifted left either one or four bit positions, depending upon the value of the SL instruction operand.

If the value of the operand is 1, the accumulator contents are shifted left one bit position. The least significant bit becomes a zero.

If the value of the operand is 4, the accumulator contents are shifted left four bit positions. The four least significant bits are filled with zeroes.

FORMAT:

[LABEL] SL Nval4

Nval4 = 1 or 4

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume the accumulator contains H'81'. The execution of the instruction:

```
SL   1
```

causes the accumulator to contain H'02'. Execution of the instruction:

```
SL   4
```

causes the accumulator to contain H'10'.

In both examples the result is non-zero, so ZERO = 0.
The most significant bit of the results is zero, so SIGN = 1.
The overflow and carry bits are unconditionally reset, so OVF and CARRY = 0.

Also see Sections 8.4.3, 8.3.2 and 10.3.

6.39 SR - SHIFT RIGHT

The contents of the accumulator are shifted right either one or four bit positions, depending on the value of the SR instruction operand.

If the value of the operand is 1, the accumulator contents are shifted right one bit position. The most significant bit becomes a zero.

If the value of the operand is 4, the accumulator contents are shifted right four bit positions. The four most significant bits are filled with zeroes.

FORMAT:

[LABEL] SR Nval4

Nval4 = 1 or 4

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume the accumulator contains H'81'. Execution of the instruction:

```
SR   1
```

causes the accumulator to contain H'40'. Execution of the instruction:

```
SR   4
```

causes the accumulator to contain H'08'.

In both examples the result is non-zero, so ZERO = 0.
The most significant bit of the results is zero, so SIGN = 1.
The overflow and carry bits are unconditionally reset, so OVF and CARRY = 0.

Also see Sections 10.1.2 and 10.3.

6.40 ST - STORE TO MEMORY

The contents of the accumulator are stored in the memory location addressed by the Data Counter (DCO) registers.

The DC registers' contents are incremented as a result of the instruction execution.

FORMAT:

[LABEL] ST

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume the accumulator contains H'69', and the DCO registers contain H'ABBE'. Execution of the instruction ST causes the memory location H'ABBE' to contain H'69'; DCO is incremented to contain H'ABBF'.

See also Sections 7.2.2, 7.3.4 and 7.4.2.

6.41 XDC - EXCHANGE DATA COUNTERS

Execution of the instruction XDC causes the contents of the auxiliary data counter registers (DC1) to be exchanged with the contents of the data counter registers (DCO).

This instruction is only significant when a 3852 or 3853 Memory Interface device is part of the system configuration.

FORMAT:

[LABEL] XDC

STATUS CONDITIONS:

No status bits are modified.

EXAMPLE:

Assume the data counters, DCO, contain H'ABCD', and the auxiliary data counter registers, DC1, contain H'1234'. Execution of the instruction XDC causes the DCO registers to contain H'1234', and the DC1 registers to contain H'ABCD'. The PSU's will have DCO unaltered.

Also see Sections 7.2.2, 7.4.2 and 7.6.1.

6.42 XI - EXCLUSIVE-OR IMMEDIATE

The contents of the 8-bit value provided by the operand of the XI instruction are EXCLUSIVE-ORed with the contents of the accumulator. The results are stored in the accumulator.

FORMAT:

[LABEL] XI Nval8

Nval8 is defined in Table 6-1.

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume the accumulator contains H'AB', and the operand of the XI instruction contains H'42'. Execution of the instruction:

XI H'42'

causes the accumulator to contain H'89'.

Bit No:	7 6 5 4 3 2 1 0
H'AB'	1 0 1 0 1 0 1 1
H'42'	0 0 1 0 0 0 1 0
H'89'	1 0 0 0 1 0 0 1

The result is non-zero, so ZERO = 0.
The high order bit of the results is one, so SIGN = 0.
The overflow and carry bit are unconditionally reset, so OVF = 0 and CARRY = 0.

6.43 XM - EXCLUSIVE-OR FROM MEMORY

The content of the memory location addressed by the DCO registers is EXCLUSIVE-ORed with the contents of the accumulator. The results are stored in the accumulator. The DCO registers are incremented.

FORMAT:

[LABEL] XM

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume the DCO counters contain H'1DE4', the memory location addressed by H'1DE4' contains H'1D', and the accumulator contains H'A8'. Execution of the instruction XM causes the accumulator to contain H'B5'. DCO is updated to H'1DE5'.

Bit No:	7 6 5 4 3 2 1 0
H'1D'	0 0 0 1 1 1 0 1
H'A8'	1 0 1 0 1 0 0 0
H'B5'	1 0 1 1 0 1 0 1

The result is non-zero, so ZERO = 0.
The high order bit of the result is one, so SIGN = 0.
The overflow and carry bit are unconditionally reset, so OVF = 0 and CARRY = 0.

6.44 XS - EXCLUSIVE-OR FROM SCRATCHPAD

The content of the scratchpad register referenced by the operand (Sreg) is EXCLUSIVE-ORed with the contents of the accumulator.

FORMAT:

[LABEL] XS Sreg

Sreg is defined in Table 6-2.

STATUS CONDITIONS:

Statuses modified: ZERO, SIGN
Statuses reset: OVF, CARRY
Statuses unaffected: ICB

EXAMPLE:

Assume the scratchpad register 10 contains H'7C', and the accumulator contains H'61'. Execution of the instruction:

XS 10

causes the accumulator to contain H'1D'.

Bit No.	7 6 5 4 3 2 1 0
H'7C'	0 1 1 1 1 1 0 0
H'61'	0 1 1 0 0 0 0 1
H'1D'	0 0 0 1 1 1 0 1

The result is non-zero, so ZERO = 0.
The high order bit of the results is zero, so SIGN = 1.
Overflow and carry bits are reset, so OVF = 0 and CARRY = 0.

Also see Section 7.1.1 and 7.6.2.

PROGRAMMING TECHNIQUES

This section describes some basic programming techniques that will be useful in almost any F8 application.

NOTE: For easy reading, instructions in examples have labels which are repeated from one example to the next. it is important to understand that in a real program no label can be used more than once.

7.1 MANIPULATING DATA IN THE SCRATCHPAD

The Central Processing Unit's 64 byte scratchpad memory is the principle storage for data and addresses that are currently being accessed by the CPU. Table 7-1 illustrates the scratchpad memory. Notice that since the ISAR register is divided into two 3-bit units, octal numbers are the best suited to scratchpad addressing.

Scratchpad registers 0 through 8 are nine general purpose registers that should be used to store transient data (or addresses) currently being accessed.

Scratchpad registers 9 through 15 are used as temporary depositories for address and status register contents (DCO, PCO, PC1 and W). Special instructions move data between these scratchpad registers and their associated status or address registers.

Registers 16 through 63 are addressed via the ISAR register, and may be visualized as six, 8-byte buffers. The ISAR register can, of course, address any of the 64 scratchpad registers; however, usually only scratchpad registers 16 through 63 (O'20' through O'77') are accessed via the address in ISAR.

BYTE NUMBER		FUNCTION
Octal	Decimal	
0 - 10	0 - 8	Nine general purpose scratch registers
11	9	Temporary storage for status register
12, 13	10, 11	HU and HL; temporary storage for the Data Counter registers (DCO)
14, 15	12, 13	KU and KL; temporary storage for the stack register (PC1)
16, 17	14, 15	QU and QL; temporary storage for Program Counter (PCO) or Data Counter Registers
20 - 27	16 - 23	First data buffer. ISAR = O'2X'.
30 - 37	24 - 31	Second data buffer. ISAR = O'3X'.
40 - 47	32 - 39	Third data buffer. ISAR = O'4X'.
50 - 57	40 - 47	Fourth data buffer. ISAR = O'5X'.
60 - 67	48 - 55	Fifth data buffer. ISAR = O'6X'.
70 - 77	56 - 63	Sixth data buffer. ISAR = O'7X'.
X is any octal digit (0 through 7).		

Table 7-1. Scratchpad Memory Utilization

7.1.1 Simple Scratchpad Buffer Operations

Because of the way ISAR operates, registers 16 through 63 conveniently form six buffers, each capable of storing eight bytes. As described in Section 2.1, the ISAR is a 6-bit register, divided into 3-bit digits. When ISAR contents are incremented or decremented, only the lower three bits are affected; therefore, once ISAR has been loaded with a scratchpad address, it will only increment or decrement within an 8-byte address range. The end of any 8-byte buffer may be identified using the BR7 instruction.

To illustrate scratchpad buffer manipulation at its most elementary level, consider the following instruction sequence, which sets all eight bytes of a buffer to zero:

```
ONE    CLR          CLEAR THE ACCUMULATOR
TWO    LISU  2      ADDRESS SCRATCHPAD
                    BUFFER 1
THREE  LISL  7
LOOP   LR    D,A    CLEAR SCRATCHPAD BYTE AND
                    DECREMENT ISAR
FOUR   BR7   LOOP   RETURN FOR MORE BYTES
```

Instructions execute as follows:

ONE: Clear the accumulator, so scratchpad bytes may be cleared by loading 0 into each byte.

TWO THREE: Set the ISAR register to address the first byte of scratchpad buffer 1. This address is O'27'.

LOOP: Load the accumulator content (which is zero) into the scratchpad byte addressed by ISAR (initially byte O'27'). Because ISAR is identified in the operand via the address D, decrement the low order ISAR octal digit. (After the first execution of LOOP, ISAR contents are decremented to O'26'; after the second execution of LOOP, ISAR contents are decremented to O'25', etc.)

FOUR: If ISAR contains 7 as its' low order octal digit, continue; otherwise return to LOOP. In this case, continue if ISAR contains O'27' and return if ISAR contains O'20' through O'26'.

7.1.2 Incrementing Up, and Decrementing Down Scratchpad Buffers

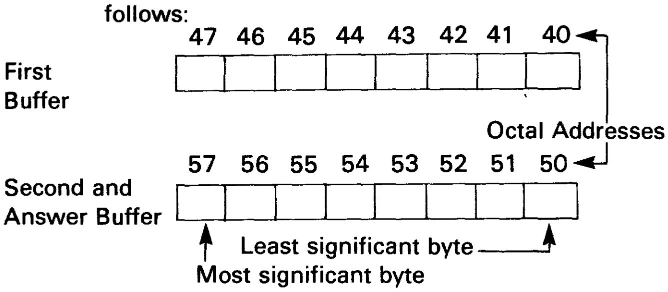
Now consider a simple variation of the above example; a 7-byte, positive number, stored in buffer 3, is added to another 7-byte, positive number, stored in buffer 4. Binary addition is performed as follows:

```
       COM          INITIALLY CLEAR THE
                    CARRY STATUS
ONE    LISL  0      ADDRESS LOW ORDER BYTE
                    OF EACH BUFFER
LOOP   LISU  4      ADDRESS FIRST BUFFER
TWO    LR    A,S    LOAD FIRST BUFFER BYTE
                    INTO A
THREE  LISU  5      ADDRESS SECOND BUFFER
FOUR   LNK          ADD ANY CARRY TO A
FIVE   LR    J,W    SAVE STATUS IN SCRATCHPAD
                    BYTE 9
SIX    AS    S      ADD SAME BYTE OF SECOND
                    BUFFER
SEVEN  LR    I,A    STORE ANSWER AND INCRE-
                    MENT BYTE POINTER
EIGHT  LR    A,9    XOR CARRY BIT FROM
                    SCRATCHPAD BYTE 9
```

```
TEN    LR    J,W     WITH CURRENT CARRY BIT
ELEV   XS    9
TWEL   LR    9,A
THRT   LR    W,J
FORT   BR7   LOOP    RETURN IF NOT END
```

Instructions in the above example execute as follows:

ONE — Set the low order octal digit of ISAR to 0. Assume that numbers are stored in scratchpad buffers as follows:



LOOP — Set the high order octal digit of ISAR to 4, thus addressing the next (initially least significant) byte of the first buffer.

TWO — Load the next byte of the first buffer. By using S to identify ISAR as addressing the scratchpad, ISAR is not changed. This is important, since ISAR must not be incremented until the sum has been stored in the second buffer.

THREE — By loading 5 into the ISAR high order digit, the corresponding byte of the second buffer is addressed.

FOUR — Add any carry from the previous byte addition to the accumulator.

FIVE — Save the status in J (scratchpad register 9).

SIX — Add the second buffer byte (same byte number as first buffer) to the accumulator.

SEVEN — Store the sum back into the second buffer, and this time increment the low order octal digit in ISAR, after storing the sum.

EIGHT to THRT — When any previous carry is added to the accumulator by instruction FOUR, it is possible for 1 to be added to H'FF'. In this case the carry status would be set to 1 and the accumulator will be reset to 0. When the main addition is performed by instruction SIX, the carry status must be reset to 0. As a result the carry from FOUR will be lost. The correct carry to be used in the next byte addition is the OR of any carries from FOUR and SIX; EXCLUSIVE-OR is used since the two carry statuses cannot both be 1. The correct carry is created by instructions EIGHT through THRT, which perform these steps:

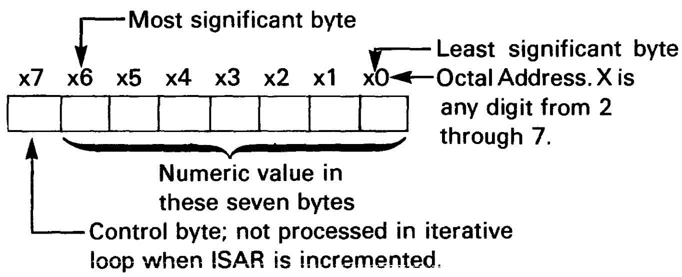
- EIGHT — Move status from FOUR to the accumulator.
- TEN — Move status from addition in instruction SIX to J, register 9 in the scratchpad.
- ELEV — EXCLUSIVE-OR J and the accumulator. The carry status can be $0 \oplus 1 = 1$, $0 \oplus 0 = 0$, $1 \oplus 0 = 1$ but never $1 \oplus 1 = 0$.
- TWEL — Return status to J.
- THRT — Return status to W.

Note: instructions EIGHT to THRT can be simplified by replacing with

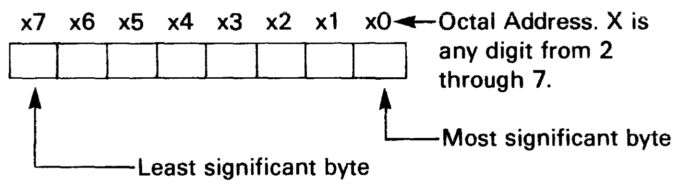
```
BC    FORT
LR    W, J
```

FORT — If ISAR does not address the last byte of the second number buffer, return to LOOP; otherwise continue. (i.e., return to LOOP if ISAR holds O'50' through O'56'; continue if ISAR holds O'57'.)

This multibyte addition illustrates an important feature of scratchpad buffer utilization: increment ISAR if the high order buffer byte has a special significance; decrement otherwise. For example, as illustrated below numbers may use the high order buffer byte to hold sign, decimal point, or any other control information:



Consider now a variation of the multibyte addition, in which the significance of bytes is reversed:



By starting ISAR at x7, all eight bytes of the buffer will be processed identically, since ISAR will be decremented to x6 before the first execution of BR7. Thus the loop will be executed seven times, until ISAR decrements from x0 back to x7. Program steps are as follows:

```
       COM           INITIALLY CLEAR THE CARRY
                     STATUS
ONE    LISL   7      ADDRESS LOW ORDER BYTE
                     OF EACH BUFFER
LOOP   LISU   4      ADDRESS FIRST BUFFER
TWO    LR     A,S    LOAD FIRST BUFFER BYTE
                     INTO A
THREE  LISU   5      ADDRESS SECOND BUFFER
FOUR   LNK           ADD ANY CARRY TO A
FIVE   LR     J,W    SAVE STATUS IN SCRATCHPAD
                     BYTE 9
SIX    AS     S      ADD SAME BYTE OF SECOND
                     BUFFER
SEVEN  LR     D,A    STORE ANSWER AND DECRE-
                     MENT BYTE POINTER
EIGHT  LR     A,9    OR CARRY BIT FROM SCRATCH-
                     PAD BYTE 9
TEN    LR     J,W    WITH CURRENT CARRY BIT
ELEV   XS     9
TWEL   LR     9,A
THRT   LR     W,J
FORT   BR7    LOOP   RETURN IF ISAR DID NOT DE-
                     CREMENT FROM O'50' to O'57'
```

Another variation of the same incrementing scratchpad addition is shown below. It takes advantage of the fact that the SUM is overstoring the second data buffer. If the result of the LNK instruction produces a carry the results in the accumulator must be zero; therefore, the sum is already correct and the following addition is needless. The carry bit logic is therefore simplified. This routine is only valid if the sum overstores one of the buffers.

```
        COM
ONE     LISL   0
LOOP    LISU   4
TWO     LR     A,S
THREE   LISU   5
FOUR    LNK
        BC     CKENK
SIX     AS     S
SEVEN   LR     S,A
CKEND   LR     A,I      DUMMY INSTRUCTION TO INC
                        ISAR
        BR7    LOOP
```

By changing: ONE LISL 0 to ONE LISL 7
and: CKEND LR A,I to CKEND LR A,D

The ISAR will be decrementing during the addition.

7.1.3 Using Scratchpad Registers as Counters

Scratchpad bytes 0 through 8 should be used for counters and pointers, and for short data operations that do not require data buffers.

Consider the simple use of a scratchpad byte as a counter. If an instruction sequence is to be executed some number of times between 1 and 256, proceed as follows:

```
ONE     LI     COUNT    LOAD COUNT INTO
                        ACCUMULATOR
TWO     LR     0,A      MOVE TO SCRATCHPAD
                        REGISTER 0
LOOP    —      —        START OF INSTRUCTION SE-
                        QUENCE TO BE RE-EXECUTED
—
—
—
TEST    DS     0        DECREMENT COUNTER
        BNZ    LOOP     RETURN IF COUNTER IS NOT 0
```

COUNT is a symbol which must be equated to a numeric constant between 0 and 255. A value of 0 will cause 256 returns to LOOP, since TEST will decrement the counter to 255 on the first pass.

Note that scratchpad register 0 has been arbitrarily selected as the counter; any other register, up to register 8, could have been used.

7.1.4 Using Scratchpad Registers for Short Data Operations

Data operations that involve 4-byte (or smaller) data units are handled out of the first nine scratchpad registers.

Consider the addition of 16-bit signed binary numbers. Assume that the augend is stored in scratchpad registers 0 and 1 (1 most significant), and the addend is stored in scratchpad registers 2 and 3 (3 most significant). The result is to be returned in registers 2 and 3. Bit 7 of registers 1 and 3 holds the sign of the augend and addend, respectively. The addition program proceeds, directly accessing scratchpad registers:

```
ONE     LR     A,0      LOAD LOW ORDER AUGEND
                        BYTE
TWO     AS     2        ADD ADDEND LOW ORDER
                        BYTE
THREE   LR     2,A      SAVE THE RESULT
FOUR    LR     A,1      LOAD THE HIGH ORDER
                        AUGEND BYTE
FIVE    LNK             ADD ANY CARRY FROM LOW
                        ORDER BYTE ADD
SIX     BNO    EIGHT    IF THERE IS AN OVERFLOW,
SEVN    BR     ERROR    THE RESULT IS TOO LARGE.
                        MAKE AN ERROR EXIT
EIGHT   AS     3        ADD THE HIGH ORDER
                        ADDEND BYTE
NINE    LR     3,A      SAVE THE RESULT
TEN     BNO    OK       NO OVERFLOW, CONTINUE
ELEV    BR     ERROR    OVERFLOW, THE RESULT IS IN
                        ERROR
```

The program executes as follows:

ONE — Load the low order augend byte into the accumulator,

TWO — add the low order addend byte and save the result.

THREE — Carry is the only meaningful status after this addition. If the carry is set, it means that 1 must be added to the high order byte result.

FOUR — Load the high order augend byte and add any carry to it.

FIVE — Now the overflow status is important, since it identifies a carry out of bit 6, the highest order data bit. (See Appendix A for clarification.)

SIX SEVN — If the overflow status is set, branch out to an error handling program. If the overflow status is not set, continue. Only the overflow status need be tested.

If two positive numbers are being added, the important carry is out of bit 6, and there can be no carry out of bit 7, which must be 0 for both numbers.

If a positive and a negative number are being added, there can be no overflow.

If two negative numbers are being added, there must be a carry, since both 7 bits are 1. If there is no carry out of bit 6, an erroneous positive result is indicated, and the overflow bit is set.

EIGHT NINE — Add the high order addend byte and store the result.

TEN — Repeat of instruction SIX. OK is presumed to be the label of the instruction at which normal execution continues.

7.2 ROM, RAM AND DATA TABLES

There are two circumstances under which ROM and RAM memory outside the 3850 CPU scratchpad will be referenced to access data:

1) In large or small F8 systems, data tables may be stored in ROM.

2) In large F8 systems, data will be stored and retrieved out of RAM, via 3852 or 3853 interface devices; this allows large amounts of data to be stored and processed.

7.2.1 Reading Data Out of Tables in ROM

Various types of "table lookup" applications make extensive use of data tables stored in ROM, which will usually be a 3851 PSU device. There are two types of table lookup application, the sequential access and the random access.

Consider first text generation as an example of sequential access. Messages are stored, as ASCII character sequences, in ROM. The following instruction sequence outputs a message via the 3850 CPU I/O port 0:

```
        ORG     H'0600'
MSG1    DC      C'PO'
        DC      C'UL'
        DC      C'TR'
        DC      C'YႫ'
MSG2    DC      C'FI'
        DC      C'SH'
        DC      C'ႫႫ'
        —
        —
        —
        ORG     H'0400'
ONE     LI      (MSG2-MSG1) LOAD BUFFER LENGTH
TWO     LR      0,A         SAVE IN SCRATCH
                            REGISTER 0
THREE   DCI     MSG1        LOAD STARTING BUFFER
                            ADDRESS INTO DC0
FOUR    CLR                 INITIALIZE PORT 0
        OUTS    0
        INS     0           TEST FOR READY TO
                            RECEIVE DATA
FIVE    BP      FOUR        ASSUME 1 IN BIT 7
                            WHEN READY
SIX     LM                  LOAD NEXT CHARACTER
SEVEN   OUTS    0           OUTPUT CHARACTER
EIGHT   DS      0           DECREMENT CHARACTER
                            COUNTER
NINE    BNZ     FOUR        RETURN FOR MORE
                            CHARACTERS
```

It is arbitrarily assumed that the eight ASCII characters 'POULTRYႫ' are stored in ROM, starting at memory location H'0600'; the program to output this character string starts at memory location H'0400'. The program proceeds as follows:

ONE
TWO — The message length is computed by subtracting the symbol MSG1, which equals the starting address of 'POULTRYႫ', from the symbol MSG2, which equals the starting address of the next message, 'FISHႫ'. This message length is stored in scratchpad register 0.

THREE — The selected message starting address (provided by the symbol MSG1) is loaded into the DC0 registers.

FOUR
FIVE — These two instructions provide one of many ways in which programmed I/O may be set up. It is assumed that the receiving device connected to I/O port 0 has an I/O buffer containing all zeros until it is ready to receive data, at which time bit 7 of the I/O buffer is set to 1. The I/O buffer contents are continuously checked until bit 7 (the sign bit) is sensed as a 1 bit. The port is cleared prior to input when used for input and output. For details see Section 8.2.

SIX — The contents of the ROM byte addressed by the DC0 registers is input to the accumulator; the DC0 registers contents are then incremented.

SEVEN — The accumulator contents are output to I/O port 0.

EIGHT
NINE — The buffer length counter (in scratchpad byte 0) is decremented. If the result is not zero, return to instruction FOUR to process the next character.

Improved text writing programs are given in Section 10.2.

7.2.2 Accessing Data Tables in RAM

Two programming techniques need to be understood in connection with accessing RAM via 3852 or 3853 interface devices:

a) Processing data between a source buffer and a destination buffer.
b) Operating on data from two source buffers to create results that are stored in a destination buffer.

Consider first the example of data being moved from one RAM buffer to another. This procedure is very simple on the F8, requiring the following instruction sequence:

```
BUFA    EQU     H'2000'     BUFFER ADDRESSES AND
BUFB    EQU     H'3080'     LENGTH HAVE BEEN ARBI-
                            TRARILY SELECTED
CTHI    EQU     H'02'       CTHI AND CTLO TOGETHER
CTLO    EQU     H'80'       FORM A TWO BYTE BUFFER
        —                   LENGTH COUNTER
        —
        —
ONE     LI      CTHI        USE SCRATCHPAD REG-
TWO     LR      1,A         ISTERS 0 AND 1 FOR THE
                            BUFFER LENGTH
THREE   LI      CTLO
FOUR    LR      0,A
FIVE    DCI     BUFB        LOAD DESTINATION
                            ADDRESS INTO DC0
SIX     XDC                 SAVE IN DC1
SEVEN   DCI     BUFA        LOAD SOURCE ADDRESS
                            INTO DC0
LOOP    LM                  LOAD SOURCE BYTE
EIGHT   XDC                 EXCHANGE ADDRESSES
NINE    ST                  STORE IN DESTINATION
                            BUFFER
TEN     XDC                 EXCHANGE ADDRESSES
ELEV    DS      0           DECREMENT LOW ORDER
                            COUNTER BYTE
TWEL    BNZ     LOOP        RETURN IF NOT ZERO
THRT    DS      1           DECREMENT H.O.
                            COUNTER BYTE AND TEST IF
```

			IT WAS 0
FRTN	BC	LOOP	RETURN IF H.O. BYTE WAS NOT 0

This program makes no assumptions regarding data buffer size or location. Decrementing 2-byte counters is illustrated in this program, enabling data to be moved between buffers of any size. Program steps proceed as follows:

ONE to FOUR — The two byte buffer length is loaded into scratchpad registers 1 (high order byte) and 0 (low order byte). Notice that the 2-byte count must be loaded as two single byte quantities, since the LI instruction loads a single data byte into the accumulator.

FIVE SIX — Save the destination buffer starting address in DC1. First the address must be loaded into DC0 using a DCI instruction, then it is transferred to DC1 by the XDC instruction. Note that the DCI instruction has a 2-byte operand, therefore BUFA (and BUFB) are equated as 2-byte addresses.

SEVEN — Load the source buffer starting address into DC0. (The destination buffer starting address is now in DC1.)

LOOP — Transfer the contents of the memory byte addressed by the DC0 registers to the accumulator. The address in the DC0 registers is automatically incremented and now points to the next byte of the source buffer.

EIGHT — Exchange addresses between the DC0 and DC1 registers. The DC0 registers now address the destination buffer.

NINE — Store the contents of the accumulator in the memory byte addressed by the DC0 registers. This is now the next destination buffer byte following the previous XDC instruction. After the data byte is stored in the destination buffer the address in the DC0 registers is automatically incremented to address the next destination buffer byte.

TEN — Exchange the contents of the DC0 and DC1 registers so that the DC0 registers again address the next source buffer byte.

ELEV to FRTN — The two byte counters CTHI and CTLO, stored in scratchpad registers 1 and 0, respectively, are decremented to zero. Until they decrement to zero, execution returns to LOOP. After they decrement to zero, execution continues at the instruction following FRTN.

Decrement logic proceeds as follows: the low order counter byte is decremented until it reaches zero. At this point the high order counter byte is decremented and simultaneously tested to see if it was decremented from 0. Since the DS instruction, in fact, adds H'FF' to the contents of the scratchpad byte, the carry status will be set unless H'FF' was added to H'00'. Therefore after executing a DS instruction, it is possible to test for a "decrement-from-zero" using the BC instruction. A branch-on-negative (BM) instruction would serve as well.

Consider the current case. Initially CTLO in scratchpad register 0 is decremented from H'80' to 0. At this point, CTHI in scratchpad register 1 contains 2 and there are 512 bytes of data remaining to be moved. The low order byte of the counter is again decremented from H'FF' through to 0, at which point CTHI in scratchpad register 1 contains 1, signifying that 256 bytes of data still remain to be moved. Now the high order byte of the counter in scratchpad register 1 is decremented from 1 to 0. Again the low order byte of the counter in scratchpad register 0 is decremented from H'FF' through to 0. This time no bytes remain to be moved; when the high order byte of the counter in register 1 is tested, it is found to be negative. As required, execution of the loop ceases and the branch occurs to instruction OUT, somewhere beyond the program.

Consider next a three buffer example; two positive, multibyte numbers are to be added and the sum is to be stored in a third multibyte buffer. This three buffer addition proceeds as follows:

BUFA	EQU	H'0838'	THE CONTENTS OF BUFA
BUFB	EQU	H'0920'	AND BUFB ARE ADDED.
BUFC	EQU	H'077C'	THE RESULT IS STORED IN BUFC.
CNT	—	H'0A'	10 BYTE BUFFERS ARE
	—		ASSUMED.
	—		
ONE	LIS	CNT	USE SCRATCHPAD
TWO	LR	0,A	REGISTER 0 AS A COUNTER
THREE	DCI	BUFC	SAVE THE ANSWER IN BUF-
FOUR	LR	Q,DC	FER STARTING ADDRESS IN Q
FIVE	DCI	BUFA	SAVE THE SOURCE BUFFER ADDRESSES
SIX	XDC		IN DC0 AND DC1
SEVEN	DCI	BUFB	
EIGHT	COM		INITIALLY CLEAR THE CARRY BIT
	LR	J,W	INITIALIZE STATUS
LOOP	LM		LOAD NEXT BYTE
	LR	W,J	MOVE CARRY FROM PRIOR ADD TO STATUS
NINE	LNK		ADD ANY PREVIOUS CARRY
TEN	LR	J,W	SAVE STATUS IN J
ELEV	XDC		ADDRESS ADDEND BUFFER
TWEL	AM		ADD CORRESPONDING ADDEND BYTE
THRT	XDC		READDRESS AUGEND BUFFER
FRTN	LR	H,DC	SAVE AUGEND ADDRESS IN H
FFTN	LR	DC,Q	LOAD ANSWER BUFFER ADDRESS
SXTN	ST		STORE THE ANSWER
SVTN	LR	Q,DC	SAVE ANSWER BUFFER ADDRESS IN Q
EGTN	LR	DC,H	MOVE AUGEND ADDRESS BACK TO H
NNTN	BNC	TWT1	NO CARRY FROM AM INSTRUCTION
TWTY	LR	J,W	SAVE CARRY FROM AM INSTRUCTION

```
TWT1  DS   0       DECREMENT COUNTER
      BNZ  LOOP    RETURN FOR MORE
```

This program executes as follows:

ONE
TWO — Scratchpad register 0 is used as a counter. Buffer length has arbitrarily been assumed to be ten bytes.

THREE to SEVEN — Since three 16-bit addresses have to be maintained, the following scheme will be used. At any time the buffer being accessed must have its address in DC0; however, DC1 plus the Q and H registers in the scratchpad memory are available to store addresses which are out of service. Accordingly, the answer buffer address will be saved in Q, the addend buffer address will be saved in DC1 and the augend buffer address will be saved in H whenever the answer buffer address is moved from Q to DC0. This scheme is illustrated in Figure 7-1.

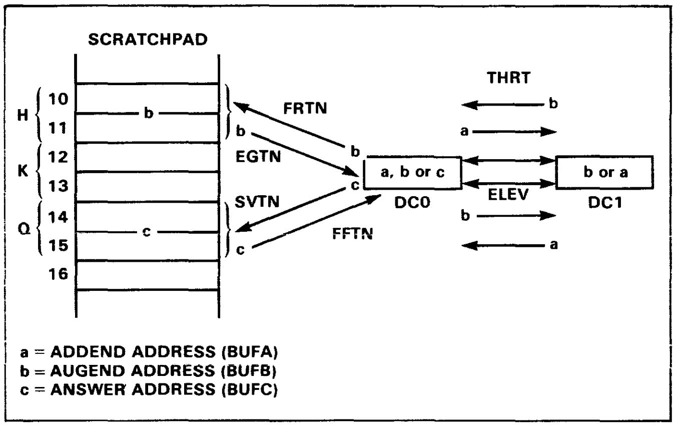


Fig. 7-1. Use of H, Q and DC1 Registers to Hold Three Buffer Addresses

Initially, it is necessary to load the answer buffer starting address into the Q registers, the addend buffer starting address into DC1 and the augend buffer address into DC0.

EIGHT — The carry status must initially be set to 0 before the first two bytes are added. This is done by complementing whatever happens to be in the accumulator, since the complement instruction automatically sets the carry status to 0.

LOOP — Load the next augend byte. The augend byte address is initially loaded into DC0 and is returned to DC0 at the end of the addition loop. After the augend byte has been loaded into the accumulator, DC0 contents are automatically incremented.

NINE — Add any carry from the previous byte addition to the augend byte in the accumulator. (Instruction EIGHT will have set the carry to 0 before the first two bytes are added.)

TEN — As described in Section 7.1.2, addition logic must take account of the fact that when the link is added to the accumulator it is possible for the accumulator to contain H'FF' and the link to contain 1. In this case the result will be zero in the accumulator with 1 in the carry status. Subsequent addition of the addend byte will destroy the carry status. Instruction TEN therefore saves the status register in the scratchpad J register (register number 9).

ELEV to THRT — These three instructions switch the contents of the DC0 and DC1 registers (DC0 will now address the augend buffer). The contents of the next augend byte are added to the accumulator using binary addition. The augend buffer address in DC0 is automatically incremented after performing the addition. Then the augend and addend addresses are exchanged so that after instruction THRT has been executed, DC0 addresses the next addend byte and DC1 addresses the next augend byte.

FRTN to EGTN — The sum in the accumulator must now be saved in the next answer buffer byte. The answer buffer address is in the scratchpad Q registers (registers 14 and 15). Before moving the answer buffer address to the DC0 registers, the DC0 registers contents are saved in the scratchpad H registers (registers 10 and 11). Instruction SXTN stores the answer byte in the accumulator into the answer buffer, then increments the answer buffer address in the DC0 registers. Instruction SVTN saves the incremented answer buffer address back in the Q registers while instruction EGTN restores the augend address from the H register to the DC0 registers.

NNTN
TWTY — Observe that instructions FRTN through EGTN do not modify any of the status bits. As described in Section 7.1.2, the correct carry status to be used when adding the next two bytes is given by ORing the carry status from instructions NINE and TWEL. If instruction TWEL created a 0 carry, then the carry saved by TEN is valid. If instruction TWEL created a 1 carry, it must be saved (by TWTY), to be recalled following LOOP. Since DS in TWT1 resets the carry to 0, it is necessary to save the carry status in 9, across the DS instruction. Note the difference in technique for preserving the carry status in this example, where DS resets the carry, as compared to Section 7.1.2, where statuses are not destroyed.

TWT1 — The buffer length counter in scratchpad register 0 is now decremented. If it does not decrement to zero return to LOOP to add the next two bytes of the buffer.

7.3 SUBROUTINES

7.3.1 The Concept of a Subroutine

Any logic that will be used more than once can be written as a subroutine. For example, the 16-bit, signed binary addition program given in Section 7.1.4 may be needed at a number of different points within one large program. The routine may be repeated wherever it is needed. For example, the eleven instructions of the 16-bit signed binary addition routine may re-appear ten times within a program that uses this logic ten times. When the code is reproduced, without modification, it is wasting memory.

There are two ways in which an often used routine may be accessed by a program:

1) The code can be reproduced with minor modifications, in which case it is treated as a Macro, as described in Section 7.4.

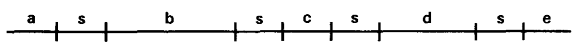
2) The routine may be stored once, then accessed for execution each time it is needed. The routine is now called as a subroutine.

Figure 7-2 illustrates the concept of a subroutine.

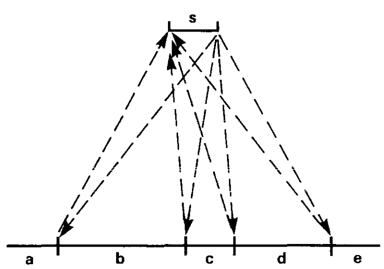
There are four aspects of subroutines that must be considered; they are:

1) The program steps of the logic being bundled as a subroutine.
2) How the subroutine is accessed. (This is termed "calling" the subroutine.)
3) Returning from the subroutine after it has executed.
4) Passing data, as parameters, to the subroutine.

Each aspect of a subroutine will be examined with reference to the multibyte addition routine described in Section 7.2.2.



(A) ROUTINE "s" IS PACKAGED AS A MACRO, AND REAPPEARS EACH TIME ITS LOGIC IS REQUIRED.



(B) ROUTINE "s" APPEARS ONCE. EXECUTION LOGIC (REPRESENTED BY ----►) BRANCHES TO THE BEGINNING OF "s", THEN RETURNS, FROM THE END OF "s", TO THE BRANCH POINT.

Fig. 7-2. Subroutine, as Compared to a Macro

7.3.2 Subroutine Program Steps

The instructions that implement any logic are the same within, or outside of, a subroutine. Compare the 16-bit addition program (AD16) in Section 7.3.3 with the equivalent program in Section 7.2.1; the only changes relate to entry and exit procedures.

7.3.3 Simple Subroutine Calls and Returns

As described in Sections 6.35 and 6.36, there are two instructions used to call a subroutine into execution.

Instruction PK saves the contents of the program counter (PC0) in the stack register (PC1), then loads the subroutine starting address from the K register (scratchpad registers 12 and 13) into the program counter.

Instruction PI saves the contents of the program counter in the stack register; it then loads the subroutine starting address (which is in the two object program bytes following the PI op code byte) into the program counter.

For straightforward returns from subroutines, the POP instruction, described in Section 6.37, moves the contents of the stack register back to PC0, thus effecting a return from a subroutine.

PK may also be used to return from a subroutine by having the return address in the K registers. LR P0,Q likewise may be used to return by having the return address in the Q register.

The starting address of a subroutine is identified by the subroutine name, which is the label of the first instruction to be executed in the subroutine.

Suppose the multibyte addition routine from Section 7.2.2 is to be named MADD, while the 16-bit addition routine from Section 7.1.4 is to be named AD16. These names are created by changing

```
ONE     LI      CNT          USE SCRATCHPAD
                             REGISTER 0
```

to the following equivalent instruction:

```
MADD    LI      CNT          USE SCRATCHPAD
                             REGISTER 0
```

For AD16, change

```
ONE     LR      A,0          LOAD LOW ORDER
                             AUGEND BYTE
```

to the following equivalent instruction:

```
AD16    LR      A,0          LOAD LOW ORDER
                             AUGEND BYTE
```

Note that although the first sequential instruction is also the first executed instruction for MADD and AD16, the first executed instruction may, in reality, be any instruction within the subroutine.

The last instruction executed by a subroutine must be POP, PK or LR P0,Q. Therefore, if for the moment the AD16 error return is ignored, subroutine AD16 becomes:

```
AD16    LR      A,0          FIRST INSTRUCTION
                             EXECUTED FOR AD16
TWO     AS      2
THREE   LR      2,A
FOUR    LR      A,1
FIVE    LNK
SIX     BNO     EIGHT
SEVN    POP                  IF THE RESULT IS TOO
                             LARGE, RETURN
EIGHT   AS      3
NINE    LR      3,A
OUT     POP                  RETURN AT END OF
                             SUBROUTINE
```

Notice that a subroutine may have more than one exit.

Subroutine MADD becomes:

```
MADD  LI    CNT      FIRST INSTRUCTION
                     EXECUTED FOR MADD
TWO   LR    0,A
      —
      —
      —
(rest of subroutine as in Section 7.2.2)
      —
      —
      —
TWT1  DS    0
      BNZ   LOOP     RETURN FOR MORE
      POP            RETURN AT END OF
                     SUBROUTINE
```

Consider the very simple case of subroutine AD16 being called using a PI instruction. Instruction sequences, with arbitrarily selected memory addresses, might be as follows:

```
Memory  *MAIN PROGRAM SEGMENT
Address       —
              —
              —
H'102A' ONE   PI          AD16
H'102D' TWO   INC
              —
              —
              —
              —
        *SUBROUTINE AD16 STARTS HERE
H'2130' AD16  LR          A,0
              —
              —
              —
H'213B' OUT   POP
```

Before instruction ONE is executed, PC0 contains H'102A'. After instruction ONE has executed, PC0 contains H'2130' and PC1 contains H'102D'. Execution now proceeds from AD16, at H'2130'.

Before instruction OUT is executed, PC0 contains H'213B' and PC1 still contains H'102D'. Instruction OUT moves H'102D' to PC0, thus returning execution to TWO.

The following sequence illustrates PK being used to call AD16, and PI being used to call MADD:

```
*THIS ORIGIN FOR AD16 HAS BEEN ARBITRARILY SELECTED
      ORG   H'0980'
AD16  LR    A,0      LOAD LOW ORDER
      —              AUGEND BYTE
      —
      —
(rest of subroutine follows here)
      —
      —
      —
*THIS ORIGIN FOR MADD HAS BEEN ARBITRARILY SELECTED
      ORG   H'09E0'
MADD  LI    CNT      USE SCRATCHPAD
      —              REGISTER 0
      —
      —
(rest of subroutine follows here)
      —
      —
      —
*THIS ORIGIN FOR THE MAIN PROGRAM HAS BEEN
*ARBITRARILY SELECTED
      ORG   H'1000'
*BEFORE SUBROUTINE AD16 IS FIRST CALLED, LOAD
*ITS STARTING ADDRESS INTO THE SCRATCHPAD K
 REGISTERS

ONE   LI    H'09'    LOAD STARTING ADDRESS
TWO   LR    KU,A     OF SUBROUTINE AD16 INTO
THREE LI    H'80'    K REGISTER
      LR    KL,A
      —
      —
      —
FOUR  PK             FIRST CALL TO SUBROUTINE
      —              AD16
      —
      —
FIVE  PI    MADD     FIRST CALL TO SUBROUTINE
      —              MADD
      —
      —
SIX   PK             SECOND CALL TO SUB-
      —              ROUTINE AD16
      —
      —
SEVEN PK             THIRD CALL TO SUB-
      —              ROUTINE AD16
      —
      —
      etc
```

7.3.4 Nested Subroutines

"Nesting" is the term applied to subroutines being called from within other subroutines.

There is no reason why a subroutine should not, itself, call another subroutine. In fact, subroutines are such efficient programming tools, that it is not uncommon to find subroutines nested eight deep, or more, in large programs.

Consider a very simple case, where creation of the correct carry status for multibyte addition is packaged into a subroutine named CBIT. This subroutine is equivalent to instructions EIGHT through THRT of the addition program in Section 7.1.2.

Subroutine CBIT appears as follows:

```
CBIT  LR    A,9      MOVE STATUS FROM LNK
                     ADDITION TO A
      LR    J,W      MOVE STATUS FROM BYTE
                     ADD TO W
      XS    9        EXCLUSIVE-OR STATUSES
      LR    9,A      RETURN STATUS TO J VIA W
      LR    W,J
      POP
```

First try changing the addition program in Section 7.1.2 as follows:

```
MADS   COM              INITIALLY CLEAR THE
                        CARRY STATUS
ONE    LISU   7         ADDRESS LOW ORDER
                        BYTE OF EACH BUFFER
LOOP   LISU   4         ADDRESS FIRST BUFFER
TWO    LR     A,S       LOAD FIRST BUFFER BYTE
                        INTO A
THREE  LISU   5         ADDRESS SECOND BUFFER
FOUR   LNK              ADD ANY CARRY TO A
FIVE   LR     J,W       SAVE STATUS IN SCRATCH-
                        PAD BYTE 9
SIX    AS     S         ADD SAME BYTE OF
                        SECOND BUFFER
SEVEN  LR     D,A       STORE ANSWER AND INC-
                        REMENT BYTE POINTER
EIGHT  PI     CBIT      CALL C STATUS SUB-
                        ROUTINE
FORT   BR7    LOOP      RETURN IF NOT END
FIFT   POP              RETURN FROM SUB-
                        ROUTINE
```

The addition routine has been converted into a subroutine named MADS.

When subroutine MADS is called, the return address is stored in PC1 to be returned to PCO by POP instruction FIFT. Unfortunately, when CBIT is called at EIGHT, the PI instruction will also store a return address, the address of instruction FORT, in PC1. The POP at FIFT will no longer work, since it will branch execution back to FORT, thus forming an endless execution loop. (This type of program error is handled by the MAXCPU directive.)

When subroutines are nested one deep, (and this is often sufficient in simple F8 applications), the K registers in the scratchpad can be used to overcome the problem of wiping out PC1. For example, in Subroutine MADD, save PC1 in K upon entering MADS then use PK to return from MADD:

```
MADS   LR     K,P       SAVE RETURN ADDRESS
       COM              INITIALLY CLEAR THE
                        CARRY STATUS
       —
       —
       —
EIGHT  PI     CBIT      CALL C STATUS SUB-
                        ROUTINE
FORT   BR7    LOOP      RETURN IF NOT END
FIFT   PK               RETURN FROM SUB-
                        ROUTINE FOR END
```

When subroutines are nested more than two deep, a stack is created in RAM to hold subroutine return addresses. When creating such a memory stack, it is wise to use PC1 and K as address conduits to the stack, never actually retaining address permanently in PC1 or K.

Consider the following simple, three-deep subroutine nest:

```
Arbitrary
Memory
Addresses
          *MAIN PROGRAM
                 —
                 —
                 —
                 —
H'080A' ONE   PI     SUB1    CALL FIRST SUBROUTINE
H'080D' NXT1  —              FIRST SUBROUTINE
              —              RETURNS HERE
              —
              ORG    H'2073'
          *START OF FIRST SUBROUTINE
H'2073' SUB1  —              FIRST INSTRUCTION OF
              —              SUB1
              —
H'2082' TWO   PI     SUB2    CALL TO SECOND SUB-
                             ROUTINE
H'2085' NXT2  —              SECOND SUBROUTINE
              —              RETURNS HERE
              —
H'2132' RET1  POP            RETURN TO MAIN
              —              PROGRAM
              —
              —
          *START OF SECOND SUBROUTINE
              ORG    H'12A4'
H'12A4' SUB2  —              FIRST INSTRUCTION OF
              —              SUB2
              —
H'12B3' THRE  PI     SUB3    CALL TO THIRD SUB
H'12B6' NXR3  —              THIRD SUBROUTINE
              —              RETURNS HERE
              —
H'12E2' RET2  POP            RETURN TO FIRST
              —              SUBROUTINE
              —
              —
          *START OF THIRD SUBROUTINE
              ORG    H'1558'
H'1558' SUB3  —              FIRST INSTRUCTION OF
              —              SUB3
              —
              —
              —
              —
H'1596' RET3  POP            RETURN TO SECOND
                             SUBROUTINE
```

The sequence in which instructions are executed is given in Table 7-2, along with contents of PCO, PC1, and a "stack" in memory, where PC1 contents may be stored.

Notice that the first return address, H'080D', is passed to SO, the first two bytes of the memory stack. Similarly the second (H'2085') and third (H'12B6') return addresses are stored in the second and third byte pairs of memory stack. At all times, data in PC1 and K are merely the accidental result of logic needed to pass return addresses to the stack.

A memory stack "pointer" must be maintained. After each return address is stored in the stack, the stack pointer will identify the next free stack byte.

Return logic is the opposite of subroutine call logic. Before each call, the most recently stored return address (in the two stack bytes right behind the stack pointer) are moved to PC1, and the stack pointer address is decremented by 2.

The memory stack may either be in scratchpad memory, or in RAM memory.

INSTRUCTION LABEL 1)	PC0	PC1	K	S0	S1	S2	
			REGISTERS/STACK CONTENTS	First six bytes of Memory Stack			
	080A	?	?	?	?	?	Before
ONE	2073	080D	?	?	?	?	After
SUB1	2073	080D	?	?	?	?	Before
	2082	080D	080D	080D	?	?	Before
TWO	12A4	2085	080D	080D	?	?	After
SUB2	12A4	2085	080D	080D	?	?	Before
	12B3	2085	2085	080D	2085	?	Before
THRE	1558	12B6	2085	080D	2085	?	After
SUB3	1558	12B6	2085	080D	2085	?	Before
	1596	12B6	12B6	080D	2085	12B6	Before
RET3	12B6	12B6	12B6	080D	2085	12B6	After
NXT3	12B6	12B6	12B6	080D	2085	12B6	Before
	12E2	2085	2085	080D	2085	12B6	Before
RET2	2085	2085	2085	080D	2085	12B6	After
NXT2	2085	2085	2085	080D	2085	12B6	Before
	2132	080D	080D	080D	2085	12B6	Before
RET1	080D	080D	080D	080D	2085	12B6	After

1) Instructions are in order of execution

Table 7-2. Use of a Memory Stack for Executing Multiple Level Subroutines

Consider first a stack in scratchpad memory. By assigning one 8-byte buffer to serve as a memory stack, subroutines may be nested four deep. One byte at the beginning of scratchpad memory will serve as the stack pointer.

Subroutine CALL, described next, uses scratchpad bytes O'77' to O'70' as the memory stack, as illustrated in Figure 7-3. Scratchpad byte 8 is the stack pointer which must be initialized to H'77'.

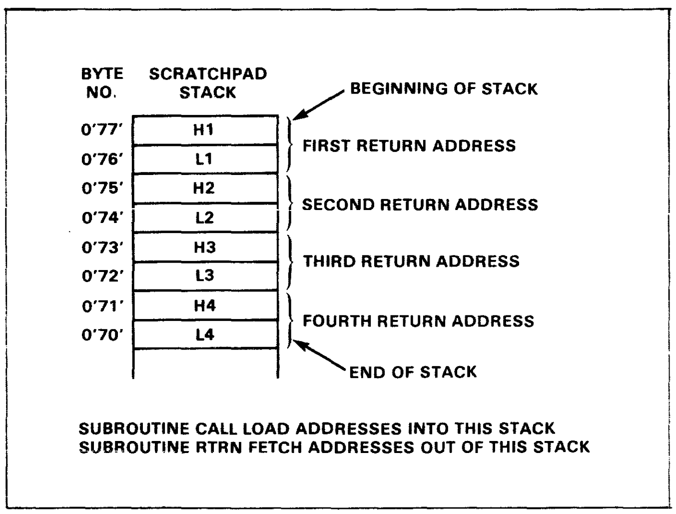


Fig. 7-3. Scratchpad Stack

Every subroutine must begin by saving PC1 contents in K, then calling CALL. This is illustrated as follows for subroutine MADD, which is the addition program from Section 7.2.2, converted into a subroutine:

```
MADD   LR    K,P     SAVE RETURN ADDRESS
                     IN K
       PI    CALL    SAVE RETURN ADDRESS
                     IN STACK
ONE    LIS   CNT     USE SCRATCHPAD
                     REGISTER 0
TWO    LR    0,A     AS A COUNTER
       —
       —
       —
```

Since the call to CALL is preceded by PC1 contents being saved in K, PC1 is now free to hold the return address for CALL. Subroutine CALL has the following instructions:

```
CALL   LR    A,8     MOVE THE STACK POINTER
                     TO ISAR
C1     LR    IS,A
C2     CI    O'67'   CHECK FOR STACK
                     OVERFLOW
C3     BZ    SFUL    STACK HAS OVERFLOWED.
                     MAKE ERROR EXIT.
C5     LR    A,KU    MOVE KU TO STACK
C6     LR    D,A
C7     LR    A,KL    MOVE KL TO STACK
C8     LR    S,A     DO NOT DECREMENT ISAR
C9     LR    A,IS    SAVE ISAR IN SCRATCH-
                     PAD BYTE 8
C10    LR    8,A
C11    DS    8       DECREMENT VALUE SAVED
                     FOR ISAR
C12    POP           RETURN
```

The address of the next free stack byte is held in scratchpad byte 8. If this address is O'67', it means that O'70' is the address of the last filled stack byte and the stack is full. Therefore when CALL is called, the stack address is tested for overflow by checking ISAR. A value of O'67' indicates the stack has overflowed. A value of O'77' indicates the stack is empty.

Subroutine CALL logic proceeds as follows:

CALL Move the stack address from scratchpad byte 8 to ISAR
C1

C2 Test stack address for O'67'.

C3 It is assumed that SFUL is the label of an instruction which will handle stack full errors in any way required by program logic. This instruction branches execution to the instruction labeled SFUL.

C5 to C8 Move the contents of the K registers to the next two free bytes of the stack. The ISAR is only decremented once. The second decrement can be performed in the scratchpad, where O'70' will decrement to O'67' which is indicates stack full, rather than to O'77' which would erroneously indicate stack empty.

C9 Return the new contents of ISAR to scratchpad register A.

C10

C11 Decrement ISAR in scratchpad so that O'70' will decrement to O'67' which is full, not to O'77', which is empty.

C12 Return from subroutine CALL.

A subroutine that uses CALL to save its return address on the stack will use another subroutine, named RTRN, to return to the calling program. For example, subroutine MADD will now end with:

```
TWT2    PI      RTRN
```

Since RTRN resets PC0, PI may be replaced with:

```
TWT2    JMP     RTRN
```

Subroutine RTRN takes the address most recently stored in the stack and moves this address to PC0, effecting the desired return, as follows:

```
RTRN    LR      A,8     MOVE THE STACK POINTER
                        TO ISAR
R1      LR      IS,A
        LR      A,I     INCREMENT ADDRESS TO
                        LAST FILLED STACK BYTE
R2      LR      A,I     MOVE THE ADDRESS
R3      LR      QL,A    IDENTIFIED BY ISAR TO Q
R4      LR      A,S
R5      LR      QU,A
R6      LR      A,IS    RESTORE ISAR
R7      LR      8,A
R8      LR      P0,Q    MOVE Q TO PC0
```

Subroutine RTRN executes as follows:

RTRN R1 Move the stack pointer address from scratchpad register 8 to ISAR. Increment ISAR to move address from the first free stack byte to the last occupied stack byte.

R2 to R5 Move the address identified by ISAR to QL and QU. Increment ISAR to point to the prior address. Leave ISAR addressing what is now the first free byte.

R6 R7 Save the new value of ISAR in scratchpad register 8.

R8 The subroutine that called RTRN now wishes to return to the address which RTRN has moved to the Q registers. RTRN can simply move this address from Q to PC0 in order to effect the desired return.

For large stacks, RAM memory may be used for the memory stack. Only minor logic modifications are required to CALL and RTRN if the stack is in RAM. Assuming that the stack pointer is maintained in scratchpad registers 8 (high) and 7 (low), subroutine CALR and RTRR perform the same functions as CALL and RTRN but, for a RAM stack, that may be more than 256 bytes long.

As for the scratchpad stack, the RAM stack begins at a high RAM address, and the stack address is decremented as the stack gets filled. The end of the RAM stack is identified by a low address, represented using the symbols SPHI and SPLO for the high and low order bytes of the address.

The stack pointer address identifies the last filled stack byte.

```
*VERSION OF SUBROUTINE CALL FOR RAM STACKS, WITH
*THE STACK POINTER IN SCRATCHPAD REGISTERS 8 AND 7.
CALR    LR      A,7     LOAD LOW ORDER BYTE OF
                        STACK ADDRESS
        LR      11,A    MOVE TO HL
        CI      SPLO    COMPARE WITH END-OF-
                        STACK L.O. BYTE
        LR      A,8     LOAD HIGH ORDER BYTE OF
                        STACK ADDRESS
        LR      10,A    STORE IN HU
        BNE     CA8     IF LOW ORDER BYTE DOES
                        NOT EQUAL STACK END,
                        CONTINUE
        CI      SPHI    COMPARE HIGH ORDER
                        BYTES
        BEQ     CA20    IF EQUAL, STACK HAS
                        OVERFLOWED
CA8     LR      DC,H    MOVE H TO DC
*SUBTRACT 2 FROM THE STACK ADDRESS, SINCE IT INCRE-
*MENTS WHEN MEMORY IS ACCESSED. BY SUBTRACTING
*2, DC0 ADDRESSES THE SECOND FREE STACK BYTE.
        LI      H'FE'
        ADC
        LR      A,KU    MOVE KU TO STACK
        ST
        LR      A,KL    MOVE KL TO STACK
        ST
*SUBTRACT 2 FROM STACK ADDRESS, SINCE IT HAS INCRE-
*MENTED TO BEGINNING OF PREVIOUS ADDRESS.
        LI      H'FE'
        ADC
        LR      H,DC    RESTORE STACK POINTER
        LR      A,11
```

```
         LR     7,A
         LR     A,10
         LR     8,A
         POP           RETURN
CA20     JMP    SFUL   STACK FULL ERROR
```

The logic of CALR differs from the logic of CALL only in the way stack overflow is handled. Rather than leaving the stack pointer addressing the next free byte of the stack, the stack pointer addresses the last used byte of the stack. Stack overflow is tested for by comparing the contents of the stack pointer with an address that has been specified as the end of the stack. This end of stack address can be equated to any value that is convenient to program logic.

Notice that whenever memory is accessed via the DC registers the address in the DC registers is automatically incremented. The stack in RAM has arbitrarily been selected to begin at a high address and end at a low address, which is the opposite direction as seen by the DC registers. Since the DC registers address the last filled byte of the stack, two must be subtracted from this address so that two bytes of address data may be loaded into the stack without overloading the last filled byte. Also, after the two bytes of address have been loaded into the stack, two must again be subtracted from the address in the DC registers so that the address once again identifies the last filled byte of the stack.

Although the sense of direction of the stack is inverted with regard to the DC registers when CALR is executed, stack direction will agree with the DC registers when RTRR is executed. Since stack access involves a forward and then a reverse direction, it makes no difference what is chosen to be forward and what reverse; either CALR or RTRR must access the stack by decrementing addresses. This is contrary to the sense of the DC registers which only increment addresses.

```
*VERSION OF SUBROUTINE RTRN FOR RAM STACKS, WITH
*THE STACK POINTER IN SCRATCHPAD REGISTERS 8 AND 7.
RTRR     LR     A,8     MOVE THE STACK POINTER
                        TO H
         LR     10,A
         LR     A,7
         LR     11,A
         LR     DC,H    MOVE THE STACK POINTER
                        TO DC
         LM             LOAD HIGH ORDER BYTE
         LR     QU,A    OF RETURN ADDRESS
                        INTO QU

         LM             LOAD LOW ORDER BYTE
         LR     QL,A    OF RETURN ADDRESS
                        INTO QL
         LR     H,DC    SAVE STACK POINTER IN
         LR     A,10    SCRATCHPAD BYTES 8
                        AND 7
         LR     8,A
         LR     A,11
         LR     7,A
         LR     P0,Q    MOVE Q TO PC0
```

In F8 systems that have a 3852 and/or 3853 Memory Interface device, if DC1 is not used to address data buffers, it can be used effectively as a RAM stack pointer.

7.3.5 Multiple Subroutine Returns

Observe that the 16-bit addition subroutine in Section 7.1.4 requires two returns, one for an overflow in the answer, the other for a valid execution.

Frequently subroutines may execute with more than one possible outcome. The most efficient way of handling such logic is to build multiple returns into the calling program and into the called subroutine. Here are some examples. First, an error return:

```
         —
         —
         —
         PI     SUB1    CALL SUBROUTINE SUB1
         BR     ERR     ERROR RETURN FROM SUB1
         —              NON-ERROR RETURN FROM
         —              SUB1
         —
```

Next, multiple valid returns:

```
         PI     SUB2
         BR     PLUS    RESULT IS POSITIVE
         BR     ZERO    RESULT IS ZERO
         —              RESULT IS NEGATIVE
         —
```

Subroutines RTRN and RTRR can easily be rewritten to handle multiple returns. Instructions will be added that return, to PC0, the last address entered into the stack, plus any displacement that is in QL (scratchpad register 15) when the subroutine is called. RTRN will now appear as follows, renamed RTRD:

```
RTRD     LR     A,8     MOVE STACK POINTER TO
                        ISAR
         LR     IS,A
         LR     A,I     INCREMENT ADDRESS TO
                        LAST FILLED BYTE
         LR     A,QL    LOAD LOW ORDER
                        ADDRESS BYTE
         AS     I       ADD DISPLACEMENT IN QL
         LR     QL,A    STORE RESULT IN QL
         LR     A,S     LOAD HIGH ORDER
                        ADDRESS BYTE
         LNK            ADD ANY CARRY FROM LO
                        BYTE ADDITION
         LR     QU,A    STORE RESULT IN QU
R6       LR     A,IS    RESTORE ISAR
R7       LR     8,A
         LR     P0,Q    MOVE Q TO PC0
```

Taking advantage of RTRD, the 16-bit addition subroutine will become:

```
AD16     LR     K,P     SAVE RETURN ADDRESS
                        IN K
         PI     CALL    SAVE RETURN ADDRESS
                        IN SCRATCHPAD STACK
         LR     A,0     LOAD LOW ORDER
                        AUGEND BYTE
         AS     2       ADD ADDEND LOW ORDER
                        BYTE
         LR     2,A     SAVE THE RESULT
         LR     A,1     LOAD HIGH ORDER
```

```
                         AUGEND BYTE
        LNK              ADD ANY CARRY FROM
                         LOW ORDER BYTE ADD
        BNO    EIGHT     IF THERE IS A CARRY OR
                         AN OVERFLOW, RETURN
                         WITHOUT DISPLACEMENT
        BR     ERR
EIGHT   AS     3         ADD THE HIGH ORDER
                         ADDEND BYTE
        LR     3,A       SAVE THE RESULT
        LIS    2         FOR A GOOD RETURN, ADD
                         2 TO RETURN ADDRESS
        BNO    OK        AGAIN IF THERE IS A
                         CARRY OR OVERFLOW
ERR     CLR              FOR AN ERROR RETURN,
                         ADD 0 TO RETURN
                         ADDRESS
OK      LR     QL,A      SAVE THE DISPLACEMENT
                         IN QL
        PI     RTRD
```

Now AD16 will be called as follows:

```
        —
        —
        —
        PI     AD16
        BR     ERROR     ERROR RETURN
        —                GOOD RETURN
        —
        —
```

7.3.6 Passing Parameters

Subroutine MADD, as described so far, is of limited value, since the starting addresses of buffers BUFA, BUFB and BUFC are fixed. MADD will only add the contents of two fixed buffers and store the result in a third, fixed buffer. The subroutine would be far more useful if buffer locations and lengths could be specified at the time the subroutine is called. This can be done and is called parameter passing.

The parameters to be passed to a subroutine are listed, in the calling program, after the subroutine call. For example, the call to MADD would appear as follows:

```
VALA    EQU    H'2080'
VALB    EQU    H'2088'
VALC    EQU    H'2800'
COUNT   EQU    H'08'
        —
        —
        —
*CALL TO MADD IN MAIN PROGRAM
        PI     MADD      CALL SUBROUTINE MADD
        DC     VALA      VALA IS A TWO BYTE
                         AUGEND BASE ADDRESS
        DC     VALB      VALB IS A TWO BYTE
                         ADDEND BASE ADDRESS
        DC     VALC      VALC IS A TWO BYTE
                         ANSWER BASE ADDRESS
        DC     COUNT     COUNT IS A ONE BYTE
                         BUFFER LENGTH
        BR     ERROR     RETURN HERE IF THERE IS
                         AN ERROR
        —                RETURN HERE FOR
        —                SUCCESSFUL EXECUTION
```

Once MADD is entered, the return address in PC1 is in fact, the address where the augend buffer starting address will be found. Before entering into the body of the subroutine, MADD will load parameters into H, Q and DC1. This is illustrated below for subroutine MADD with parameters, renamed MADP.

```
MADP    LR     K,P       SAVE THE RETURN ADDRESS
                         IN P
        PI     CALL      SAVE THE RETURN ADDRESS
                         IN THE STACK
        LR     A,KU      MOVE THE RETURN
                         ADDRESS FROM K
        LR     10,A      TO DC0. DC0 WILL NOW
                         ADDRESS THE FIRST OF THE
        LR     A,KL      TWO BYTES IN WHICH VALA
                         IS STORED, FOLLOWING
        LR     11,A      THIS CALL TO MADP
        LR     DC,H      LOAD PARAMETER
                         ADDRESS INTO DC0
        LM               LOAD VALA INTO H
        LR     10,A
        LM
        LR     11,A
        XDC              MOVE VALA FROM H TO
                         DC1 BY
        LR     DC,H      EXCHANGING DC0 WITH DC1
        XDC              MOVING VALA TO DC0,
                         THEN
        LM               AGAIN EXCHANGING DC0
                         AND DC1
        LR     10,A      NEXT LOAD VALB INTO H
        LM
        LR     11,A
        LM               LOAD VALC INTO Q
        LR     QU,A
        LM
        LR     QL,A
        LM               LOAD COUNT INTO
                         SCRATCHPAD BYTE 0
        LR     0,A
        LR     DC,H      MOVE VALB TO DC0
*THE MULTIBYTE ADD MAY NOW BEGIN
        COM              INITIALLY CLEAR THE CARRY
                         BIT
        LR     J,W
LOOP    LM               LOAD THE NEXT AUGEND
                         BYTE
        LR     W,J
        LNK              ADD ANY PREVIOUS CARRY
        LR     J,W       SAVE STATUS IN J
        XDC              ADDRESS ADDEND BUFFER
        AM               ADD CORRESPONDING
                         ADDEND BYTE
        XDC              READDRESS AUGEND
                         BUFFER
        LR     H,DC      SAVE AUGEND ADDRESS
                         IN H
        LR     DC,Q      LOAD ANSWER BUFFER
                         ADDRESS
        ST               STORE THE ANSWER
        LR     Q,DC      SAVE THE ANSWER BUFFER
                         ADDRESS IN Q
        LR     DC,H      MOVE AUGEND ADDRESS
                         BACK FROM H
        BNC    TWT1      NO CARRY FOR NEXT BYTE
        LR     J,W
```

```
TWT1    DS              DECREMENT COUNTER
        BNZ     LOOP    RETURN FOR MORE
        LR      W,J
        LIS     9       LOAD A FOR A GOOD
                        RETURN
        BNC     OUT     TEST FOR A FINAL CARRY
        LIS     7       THERE IS A CARRY,
                        PREPARE FOR ERROR
OUT     LR      QL,A    SAVE THE DISPLACEMENT
                        IN QL
        PI      RTRD    RETURN FROM SUBROUTINE
```

Parameter passing works as follows:

A subroutine that expects to receive parameters will initiate execution with the return address pointing to the first byte of the parameter list, and not to the instruction which must be executed once program control returns to the calling program. In other words, after subroutine CALL has executed, the address saved on the stack is the address of the first parameter, not the address of the next instruction to be executed in the calling program. Initial subroutine logic must therefore move the address of the first parameter to the DCO registers, and must then appropriately load parameters into registers where they will be needed for execution of the subroutine. This process is straightforward data movement and requires no special explanation.

Observe that when subroutine RTRD is called to effect a return to the calling program (in this case the main program which called MADP) the return address, as stored in the stack, is still the address of the first parameter byte. Therefore, before RTRD is called, the value loaded into the accumulator is not zero or a displacement representing multiple returns. It is the number of bytes of parameters, or the number of bytes of parameters plus the displacement of the multiple returns. For example, subroutine MADP requires seven bytes of parameter information to follow the call to MADP. Therefore, an error return from MADP requires the value 7 to be loaded into the accumulator before RTRD is called; a value of 9 must be loaded into the accumulator before RTRD if there is no error.

7.4 MACROS

Observe in Figure 7-2(A) that an instruction sequence may reappear in a program each time it is reused. Such an instruction sequence may be identified as a macro.

Refer to Figure 7-2. If the instruction sequence represented by "s" is a subroutine (we will assume that it is named SUB1), then wherever the logic of SUB1 is required, a PI or PK instruction in the main program will cause execution to branch to one set of code, as illustrated in Figure 7-2(B) and described in Section 7.3. If, on the other hand, the logic of SUB1 is to be treated as a macro, then the name SUB1 will appear in the mnemonic field of the source program as though SUB1 were the mnemonic for an instruction. In the object program, the assembler will actually insert the sequence of instructions represented by SUB1 wherever SUB1 appears in the source program, as illustrated in Figure 7-2(A).

7.4.1 Defining and Using Macros

Beginning with a very simple example, suppose the instruction sequence which creates the correct carry status in multibyte addition routines is to be identified as a macro named CBIT, rather than as a subroutine named CBIT. The macro is defined in the source program by enclosing the instructions of the macro between assembler directives MACRO and MEND, as follows:

```
        MACRO
        CBIT
        LR      A,9     MOVE STATUS FROM LNK
                        ADDITION TO A
        NI      H'02'   MASK OUT ALL BUT C BIT
        LR      J,W     MOVE STATUS FROM BYTE
                        ADD TO W
        AS      9       ADD STATUSES
        LR      9,A     RETURN STATUS TO J VIA W
        LR      W,J
        MEND
```

In theory, a macro definition, as illustrated above, could appear anywhere in a source program; the assembler simply takes everything between the MACRO and MEND directives and holds it to one side, inserting the instructions whenever it sees the macro name appear in the mnemonic field of an instruction. In practice, it is good programming to collect macro definitions either at the very beginning or at the very end of a source program.

As an example of how a macro works, subroutine MADD could specify CBIT as a macro, rather than as a subroutine, as follows:

```
        —
        —
        —
(Body of subroutine MADD)
        —
        —
        —
EGTN    LR      DC,H    MOVE AUGEND ADDRESS
                        BACK TO H
        LR      K,P     SAVE PC1 IN K
NNTN    CBIT            INSERT INSTRUCTIONS
                        FROM CBIT MACRO HERE
TWT1    DS      0       DECREMENT COUNTER
        BNZ     LOOP    RETURN FOR MORE
TWT2    PK              RETURN FROM SUBROUTINE
                        FOR END
```

When the assembler assembles the above instruction sequence, instruction NNTN will be replaced directly by the six instructions listed between MACRO CBIT and MEND. For this reason, the programmer may look upon a macro simply as a short-hand method of writing source programs (i.e., a method of taking the tedium out of re-writing the same instruction sequence again and again).

7.4.2 Macros with Parameters

A simple macro, as illustrated for CBIT in Section 7.4.1, is of limited value; it makes an object program longer, but it makes writing the source program easier. The program executes faster since the PI and POP instructions are not executed.

Macros with parameters are more useful. Refer to subroutine MADP, in Section 7.3.6. In order to make the multibyte addition program MADD useful, it was modified so that the call to subroutine MADD could be followed by seven bytes of parameter data, including three 2-byte addresses and a single byte buffer length counter. Instructions at the beginning of subroutine MADP transfer these parameters to the H, Q and DC1 registers before performing the multibyte addition, thus allowing subroutine MADP to perform multibyte additions on the contents of buffers that can have any length and can be anywhere in memory.

The multibyte addition may also be specified as a macro, where the macro name is followed by a number of parameters. In this case, the parameters would again be three addresses and a byte count. Now when the assembler substitutes the instruction sequence of the multibyte add for the macro name appearing in an instruction mnemonic, it changes instructions within the sequence according to parameter specifications.

When a macro is defined, macro parameters are listed after the macro name with an ampersand as the first character of each parameter and one space separating parameters. This is illustrated for macro MADP below:

```
         MACRO
         MADP   &VALA &VALB &VALC &CNT
ONE      LI     &CNT     USE SCRATCHPAD
                         REGISTER 0
TWO      LR     0,A      AS A COUNTER
THREE    DCI    &VALC    SAVE THE ANSWER BUFFER
FOUR     LR     Q,DC     STARTING ADDRESS IN Q
FIVE     DCI    &VALA    SAVE THE SOURCE BUFFER
SIX      XDC             ADDRESSES IN DC0 AND DC1
SEVEN    DCI    &VALB
EIGHT    COM             INITIALLY CLEAR THE
                         CARRY BIT
         LR     J,W
LOOP     LM              LOAD THE NEXT AUGEND
                         BYTE
         LR     W,J      CARRY FROM PRIOR ADD
                         TO STATUS
NINE     LNK             ADD ANY PREVIOUS CARRY
TEN      LR     J,W      SAVE STATUS IN J
ELEV     XDC             ADDRESS ADDEND BUFFER
TWEL     AM              ADD CORRESPONDING
                         ADDEND BYTE
THRT     XDC             READDRESS AUGEND
                         BUFFER
FRTN     LR     H,DC     SAVE AUGEND ADDRESS
                         IN H
FFTN     LR     DC,Q     LOAD ANSWER BUFFER
                         ADDRESS
SXTN     ST              STORE THE ANSWER
EGTN     LR     DC,H     MOVE AUGEND ADDRESS
                         BACK TO H
         BNC    TWT1     NO CARRY FOR NEXT BYTE
TWTY     LR     J,W      SAVE CARRY FROM AM
                         INSTRUCTION
TWT1     DS     0        DECREMENT COUNTER
         BNZ    LOOP     RETURN FOR MORE
         MEND
```

Any program can tell the assembler to insert the instruction sequence specified by macro MADP, changing the symbols &CNT, &VALA, &VALB and &VALC to any four symbols specified in the operand field of the instruction that references macro MADP. For example, in order to reproduce the multibyte addition instruction sequence as illustrated in Section 7.2.2, the following instruction would have to appear:

```
         MADP   BUFA BUFB BUFC CNT
```

When the assembler encounters the above instruction, it will substitute all of the instructions listed between MACRO MADD and MEND; however wherever it finds &CNT it will replace it with CNT, wherever it finds &VALA, &VALB or &VALC it will substitute BUFA, BUFB or BUFC, respectively.

7.4.3 Rules for Defining and Using Macros

The following few rules apply to the use and definition of macros:

1) No macro can be referenced in a program unless it has been defined as a macro, using the MACRO and MEND assembler directives.

2) When a macro is defined, it can reference another macro so long as the other macro is defined separately elsewhere.

3) If a macro is defined with parameters, then every time the macro is specified within the body of a program, the specification must have a valid symbol in the operand field, corresponding to every parameter in the macro definition.

7.4.4 When Macros Should be Used

There are two circumstances when macros are more efficient as a programming tool than subroutines.

Short instruction sequences that are frequently used within a program are often better represented as macros, if subroutine addresses are being maintained in a stack. It takes a certain amount of time to store a return address in a stack, then at the end of a subroutine to retrieve the address from the stack. If the body of the subroutine is quite short, the time taken to maintain the stack may become excessive. Under such circumstances it is better to reproduce the instruction sequence as a macro wherever it is needed within a program.

Subroutines which require a large number of parameters to be passed from the main subroutine are frequently better represented as macros; a considerable number of instructions may be needed to move the parameters from the parameter list that follows the subroutine call, to the registers or memory locations out of which the subroutine will access the parameters. Consider subroutine MADP; if this subroutine is called only two or three times it is probably more efficient to represent it as a macro rather than as a subroutine.

Macros always result in faster program execution than subroutines. Macros may result in longer programs than subroutines. Therefore, in an application where speed is important, macros should be used in preference to subroutines.

7.5 JUMP TABLES

A jump table is a programming device which is particularly useful in microprocessor applications. A jump table allows an index number to be loaded into the accumulator after which program execution jumps to a memory location which is dedicated to that index number.

Jump tables are commonly used in switching applications, where data may be received from, or control signals may have to be sent to, one of many external devices.

7.5.1 Jump Table Using Jump Instructions

The F8 instruction set is well-suited to execution of jump tables. As illustrated, one jump table may serve an entire application of diverse operations. The jump table consists of nothing more than a large number of jump instructions. To execute the jump table, a program simply loads an I.D. number into the accumulator, then jumps to the table logic. The table logic adds the contents of the accumulator, three times, to the address of the first jump instruction, which is stored in the DCO registers. The sum is moved (via the Q registers) to the program counter and the jump is effected.

```
*JUMP TABLE PROGRAM. JUMP NUMBER IS ASSUMED TO
*BE IN THE ACCUMULATOR.
JUMP    DCI    JMPO     LOAD THE FIRST JUMP
                        ADDRESS INTO DCO
        ADC             ADD THREE TIMES THE
                        BRANCH
        ADC             INDEX TO DCO, FOR THE
        ADC             THREE BYTES OF A JMP
                        INSTRUCTION
        LR     Q,DC     MOVE DCO TO PCO
        LR     PO,Q     JUMP OCCURS HERE
JMPO    JMP    A0
        JMP    A1
        JMP    A2
        JMP    A3
        JMP    A4
        etc.
```

7.5.2 Jump Table Using Address Constants

Another jump table technique uses a table of addresses which are indexed as in the previous example. However, instead of a JUMP (LR PO,Q) to the jump table, the address is loaded from memory into Q. The LR PO,Q instruction then causes a direct jump to the address in Q. The major advantage of this technique is that the table is only two bytes per entry, as compared to three bytes in the previous example. It also executes using fewer instruction cycles.

```
*THE JUMP NUMBER IS ASSUMED TO BE IN THE
*ACCUMULATOR
JUMP    DCI    JMPO     LOAD THE FIRST JUMP
                        ADDRESS INTO DCO
        ADC             ADD TWICE THE JUMP
        ADC             NUMBER. DCO NOW AD-
                        DRESSES A JUMP ADDRESS
        LM              LOAD FIRST BYTE OF JUMP
                        ADDRESS
        LR     QH,A     STORE IN QH
        LM              LOAD SECOND BYTE OF
                        JUMP ADDRESS
        LR     QL,A     STORE IN QL
        LR     PO,Q     BY MOVING Q TO PO, FORCE
                        JUMP
JMPO    DC     A0
        DC     A1
        DC     A2
        DC     A3
        DC     A4
        etc.
```

7.5.3 Jump Table Using Displacement Tables

Under some circumstances the addresses of the jump table may all be within 256 bytes of each other. When this situation exists, only a displacement need be created in the table. This displacement, when added to some base address, will produce the address required for the jump. Notice that in the following example, entry FOUR and FIVE go to the same location. This is a variation that is quite useful. Perhaps the values 4 and 5 are invalid and an error routine needs to be called. The jump table will satisfy this condition in a most efficient manner without a separate compare instruction for each invalid value. Also notice that the entry points need not be in any particular sequence; however, in this example A1 must be the first entry point encountered, and it must have the lowest address in order for the arithmetic to be valid.

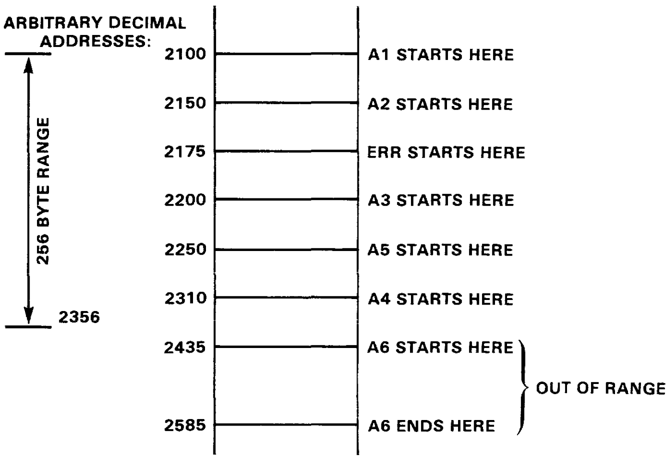
This displacement table is most efficient since the table values are only one byte each. If an entry is beyond the 256 range it is possible to treat it as a special case within the table. Notice that A6 is more than 256 bytes beyond the start of A1 and is too large to insert before A4. To include it insert a JMP A6 prior to the coding at A4. If this instruction is labeled A66, an entry in the table would be:

```
SIXS    DC     (A66-A1-128)  =  82
```

The value of THRE would now become 85.

```
*THE JUMP NUMBER IS ASSUMED TO BE IN THE
*ACCUMULATOR
JUMP    DCI    ZERO           LOAD FIRST TABLE
                              LOCATION INTO DCO
        ADC                   ADD VALUE FROM
                              ACCUMULATOR
        LM                    LOAD TABLE VALUE
                              TO ACCUMULATOR
        DCI    (A1+128)       LOAD FIRST ORIGIN
        ADC                   ADD DISPLACEMENT
                              VALUE ADDED TO DC
        LR     Q,DC           RECALL DC TO Q
        LR     PO,Q           JUMP TO ROUTINE
ZERO    DC     (A1-A1-128)    VALUE = -128
ONE     DC     (A2-A1-128)    VALUE = - 78
TWO     DC     (A5-A1-128)    VALUE =   22
THRE    DC     (A4-A1-128)    VALUE =   82
FOUR    DC     (ERR-A1-128)   VALUE = - 53
FIVE    DC     (ERR-A1-128)   VALUE = - 53
SIX     DC     (A3-A1-128)    VALUE = - 28
SVEN    DC     (A6-A1-128)    VALUE =  207
                              TOO LARGE!
```

Values are displaced by −128 to take into account the fact that the DCI instruction points to the middle of the table (A1+128). Therefore, addresses are created as shown on the following page.



7.6 STATUS, BITS AND BOOLEAN LOGIC

The F8 instruction set is rich in boolean logic instructions which are very useful in applications manipulating bits and control lines.

Examples given in the following subsections demonstrate some elementary uses of boolean logic instructions, along with some less obvious but commonly needed routines.

7.6.1 Manipulating Individual Bits

Immediate boolean instructions specify data in the operand of the instruction; they may be used to set or reset individual bits within the accumulator.

To reset one or more bits within the accumulator, AND the accumulator contents with a mask which is the complement of the bits to be reset. For example, the following instructions will reset bit 3 of scratchpad byte 1:

```
        LR      A,1         LOAD SCRATCHPAD BYTE
                            1 INTO A
        NI      H'F7'       MASK OUT BIT 3
        LR      1,A         RETURN TO SCRATCHPAD
                            BYTE 1
```

Similarly, individual bits can be set by ORing the accumulator with a mask which has a 1 in every bit position that is to be set. For example, bit 3 of scratchpad byte 1 contents can be set to 1 as follows:

```
        LR      A,1         LOAD SCRATCHPAD BYTE
                            1 INTO A
        OI      H'04'       SET BIT 3
        LR      1,A         RETURN TO SCRATCHPAD
                            BYTE 1
```

Masks may also be accessed out of RAM or scratchpad memory. The following instruction sequence takes every byte from a buffer CNT bytes long, starting at BUFA; it sets to 0 the bits specified by a mask stored in a memory byte addressed by MASK. BUFA, CNT and MASK are symbols which have been given arbitrary values below.

```
BUFA    EQU     H'2380'
MASK    EQU     H'08FF'
CNT     EQU     50
        —
        —
        —
        DCI     MASK        STORE THE MASK ADDRESS
                            IN H
        LR      H,DC
        DCI     BUFA        STORE THE BUFFER
                            STARTING ADDRESS IN Q
        LR      Q,DC
        LI      CNT         USE SCRATCHPAD BYTE
                            0 AS A
        LR      0,A         COUNTER
LOOP    LM                  LOAD NEXT BYTE
L1      LR      DC,H        LOAD MASK ADDRESS
L2      NM                  AND ACCUMULATOR WITH
                            MASK
L3      LR      DC,Q        RELOAD BYTE ADDRESS
L4      ST                  STORE MASKED BYTE IN
                            ORIGINAL BYTE POSITION
L5      LR      Q,DC        SAVE INCREMENTED
                            BUFFER ADDRESS IN Q
L6      DS      0           DECREMENT COUNTER
L7      BNZ     LOOP        RETURN FOR MORE
```

In addition to demonstrating use of the NM instruction, the above example shows how to process data in a single buffer, restoring a modified byte to its original byte position.

The program proceeds as follows:

The instructions preceding LOOP load the mask address into H and the beginning buffer address into Q. The buffer length is loaded into scratchpad byte A which is used as a counter.

LOOP The data counter holds the initial buffer address when this instruction is first executed and the next byte address on all subsequent executions of this instruction. This instruction therefore loads the next byte from BUFA.

L1 Load the mask address from the H registers into the data counter, wiping out the incremented buffer address that resulted from instruction LOOP.

L2 AND the contents of the accumulator with the mask byte. The fact that the AND with memory instruction will increment the address in the data counters is not consequential since this incremented address is not saved. On the next execution of this instruction, the original mask address stored in the H registers will be reused.

L3 Reload the buffer address from the Q registers. This is the same address that was used by instruction LOOP.

L4 Store the contents of the accumulator back in the buffer. Since the address loaded by L3 is the same address as was used by instruction LOOP, the masked byte will be stored back in the same memory location from which it was loaded.

L5 This time save the incremented address in the data counters back in the Q registers.

L6
L7 Decrement the counter in scratchpad byte 0. If the result is zero, end. If the result is not zero process the next byte of the buffer.

By using the NM instruction, the above example is resetting (to 0) selected bits from every byte in BUFA. By merely replacing the NM instruction with an OM instruction, selected bits from every byte of BUFA could be set to 1.

By storing the mask byte in a scratchpad register, the program can be greatly simplified. The instruction sequence below is similar to the previous example, but the mask byte is stored in scratchpad register 1, and the DC1 registers are used to hold the buffer address, rather than the Q registers.

Notice that at the LM instruction (LOOP), DC0 is incremented; prior to the ST instruction, DC0 and DC1 are exchanged. The ST instruction then increments DC0, thus both addresses remain synchronized.

```
MASK    EQU   B'any binary value'
BUFA    EQU   H'2380'
CNT     EQU   50
        —
        —
        —
ONE     LI    MASK
TWO     LR    1,A
        DCI   BUFA   STORE BUFFER ADDRESS
        XDC          IN DC0 AND IN DC1
                     REGISTERS
        DCI   BUFA
        LI    CNT    USE SCRATCHPAD BYTE 0
        LR    0,A    AS A COUNTER
LOOP    LM           LOAD NEXT BYTE
THREE   NS    1      AND WITH MASK IN
                     SCRATCHPAD BYTE 1
        XDC
        ST           STORE IN ORIGINAL
                     LOCATION
        DS    0      DECREMENT COUNTER
        BNZ   LOOP   RETURN FOR MORE
```

Again this routine can be simplified even further by deleting instructions ONE and TWO and changing instruction THREE to one of the following:

```
        NI    MASK   AND WITH MASK
        OI    MASK   OR WITH MASK
        XI    MASK   EXCLUSIVE OR WITH MASK
```

This change would result in saving two bytes. however the loop time would be increased by 1.5 cycles.

7.6.2 Testing for Status

The EXCLUSIVE-OR instruction is very useful as a means of detecting changed statuses. There are many applications in which it will be necessary to keep a record of status for various control lines, and to detect when individual control line statuses change and how they change. As illustrated in the instruction sequence below, eight control lines have their statuses maintained in scratchpad byte 3. When new statuses are input from I/O port 0, they are temporarily saved in scratchpad byte 4. By EXCLUSIVE-ORing the new and old statuses, the accumulator identifies those status bits which have changed. By ANDing the changed status indicators with the old status, those indicators which went from "on" to "off" are identified. By EXCLUSIVE-ORing this result with the changed status indicators, those statuses which went from "off" to "on" are identified.

```
        IN    0      INPUT NEW STATUS
S2      LR    4,A    SAVE IN SCRATCHPAD
                     BYTE 4
S3      XS    3      EXCLUSIVE-OR ACCUMU-
                     LATOR WITH OLD STATUS
S4      LR    5,A    SAVE "CHANGED
                     STATUSES" INDICATORS
                     IN 5
S5      NS    3      AND WITH OLD STATUSES
S6      LR    6,A    SAVE "STATUSES TURNED
                     OFF" IN 6
S7      XS    5      EXCLUSIVE-OR WITH
                     "CHANGED STATUSES"
S8      LR    7,A    SAVE "STATUSES TURNED
                     ON" IN 7
S9      LR    A,4    NEW STATUS FROM SAVE
S10     LR    3,A    OLD STATUS FROM NEXT
                     USAGE.
```

Suppose the old status was:

	7 6 5 4 3 2 1 0	Bit No.
Old Status =	1 0 1 1 1 0 0 0	

Suppose the new status is:

	7 6 5 4 3 2 1 0	Bit No.
New Status =	1 1 0 1 0 1 1 0	

Bits 6, 2 and 1 have turned on.
Bits 5 and 3 have turned off.
Bits 6, 5, 3, 2 and 1 have changed.

Here is the result of instruction S3:

	7 6 5 4 3 2 1 0	Bit No.
Old Status	1 0 1 1 1 0 0 0	
New Status	1 1 0 1 0 1 1 0	
Changed Statuses	0 1 1 0 1 1 1 0	

Here is the result of instruction S5:

	7 6 5 4 3 2 1 0	Bit No.
Changed Status	0 1 1 0 1 1 1 0	
Old Status	1 0 1 1 1 0 0 0	
Turned Off	0 0 1 0 1 0 0 0	

Here is the result of instruction S7:

	7 6 5 4 3 2 1 0	Bit No.
Turned Off	0 0 1 0 1 0 0 0	
Changed Statuses	0 1 1 0 1 1 1 0	
Turned On	0 1 0 0 0 1 1 0	

7.7 POWERING UP AND STARTING PROGRAM EXECUTION

When power is turned on, all PC0 registers in an F8 microprocessor system are set to 0. Therefore the first instruction executed is located at memory byte 0.

Every F8 microprocessor system must, therefore, have a memory device (either a 3851 PSU, 3852 DMI or 3853 SMI). The first program to be executed must be originated at H'00', as illustrated on the following page.

```
        ORG     H'00'
START   —               FIRST INSTRUCTION
        —               EXECUTED
```

The power on detect circuit for an F8 system is located in the CPU. This circuit insures that all critical control circuits and registers are in a valid operating condition when power is first applied. It performs the following functions:

- Pushes previous contents of the program counter to the stack register
- Resets the program counter to address "0000"
- Resets the Interrupt Control Bit (ICB)
- Sets control block on the 3852 MI circuit

When power is connected to the circuit or the reset line goes low, the CPU clears the program counter (PC0), pushing its previous contents into the stack register (PC1). Therefore, the instruction in location zero is executed first. The interrupt control bit is also cleared at this time. The rest of the F8 system is initialized under program control. The local interrupt block of the individual memory devices must be loaded before allowing any interrupts to occur. Output latches must be reset to zero before they may be used to input data.

INPUT/OUTPUT PROGRAMMING

Input/output programming covers program steps that cause data to be transferred between the F8 microprocessor system and the world beyond the microprocessor system.

There are three separate and distinct types of input/output (I/O) programming: Programmed I/O, Interrupt I/O and Direct Memory Access (DMA).

Programmed I/O is characterized by the 3850 CPU executing an instruction to initiate and control the I/O transfer of a single byte of data, via an I/O port. The key feature of programmed I/O is that it is initiated by the CPU, on a byte-by-byte basis.

Interrupt I/O is characterized by an external device issuing an interrupt to the 3850 CPU; (this concept is discussed in Section 2.2.2). The interrupt does not itself cause any input or output data transfer to occur; rather it initiates execution of a program which performs any required programmed I/O.

DMA has been described conceptually in Sections 2.2.4, 2.6.3 and 2.8. DMA transfers data between a memory device within the microprocessor system and any device external to the microprocessor system, in parallel with other microprocessor operations. DMA is initiated using programmed I/O and, optionally, may terminate with an interrupt.

The use of software clocks is also covered in this chapter. Even though software clocks have nothing to do with transfer of data between the microprocessor system and the outside world, they do allow events within the microprocessor system to be synchronized with real time.

8.1 PROGRAMMED I/O

A programmed input or output operation moves a byte of data from the 3850 CPU accumulator either to an I/O port (OUT), or from an I/O port to the accumulator (IN).

Four instructions enable programmed I/O: INS and IN enable input, while OUTS and OUT enable output. (See Sections 6.16, 6.18, 6.33 and 6.34.)

Note that a number of I/O ports are accessed by I/O instructions, but transfer no data between the microprocessor system and the outside world. These I/O ports hold control information used by interrupt I/O, DMA and real time clocks. Section 6.16 summarizes the I/O port addresses used by the F8, and indicates how the individual port addresses may be used.

Programmed I/O is a very open ended subject, since it is dependent on how external circuitry accesses the I/O ports. The following subsections describe some general approaches to I/O programming as seen by the CPU. Actual applications will usually require modified versions of the given programming techniques.

8.1.1 Polling on Status

A key feature of programmed I/O is that the microprocessor system and external devices operate at different speeds; the external device must transfer data at a rate which is slower than the I/O program's execution speed.

The simplest way of handling programmed I/O, when external devices run slower than the microprocessor, is to have the external device input a "status byte" to the I/O port when it is ready to transmit or receive data. The 3850 CPU continuously inputs a byte of data from the port until the "ready status" appears. For example, suppose a 1 in the high order bit (bit 7) of the I/O port signifies a ready status; the following routine will input a byte of data via port 0:

```
*ROUTINE TO INPUT A BYTE OF DATA VIA PORT 0, POLLING
*ON STATUS TO SYNCHRONIZE WITH THE EXTERNAL
*DEVICE.
INO     LIS     0       FIRST CLEAR THE PORT
        OUTS    0
LOOP    INS     0       INPUT STATUS
        BP      LOOP    RETURN IF BIT 7 is 0
LO      INS     0       BIT 7 IS 1. INPUT A DATA
                        BYTE
        ST              STORE IN MEMORY BYTE
                        ADDRESSED BY DCO
L1      PI      TEST    BRANCH TO END OF INPUT
                        TEST
L2      BR      LOOP    RETURN FROM TEST FOR
                        MORE INPUT
L3                      RETURN FROM TEST FOR
                        END
```

Three features of the above routine need to be explained. The first two instructions clear the output port. This is necessary because data being input at an I/O port is ORed with whatever is already in the port. If, by chance, the high order bit of the last data byte input was 1, this would be interpreted as a ready status.

The data which is input to the accumulator by instruction LOOP will be interpreted as a byte of status. While in this simple application only the high order bit of the status byte is being interrogated, in any real application all eight bits of the status byte could be assigned meaning. In this case, when bit 7 of the status byte is tested to be 1, a byte of data is input by instruction LO to the accumulator. This routine assumes that the time delay between execution of instructions LOOP and LO is sufficient for the external device to transmit a data byte.

This routine assumes that an indeterminate number of characters are expected on input. A subroutine named TEST is called to determine if more bytes of data are expected. The operations performed by subroutine TEST are immaterial to the I/O routine. Subroutine TEST must have two returns; to instruction L2 if another byte of data is to be input, or to instruction L3 if data input is complete.

Each byte of data that is input to the accumulator in subroutine INO must be stored in some read/write memory location. INO assumes that the DCO registers address a RAM byte into which the data must be stored. This assumes that before INO is called as a subroutine, the beginning address of a RAM data buffer is loaded into the DCO registers. Data bytes, as they are input, will be stored in ascending bytes of the addressed RAM data buffer. Scratchpad bytes can also be used to hold data being input.

Subroutine OUTO, described below, is a variation of subroutine INO. OUTO outputs data from a RAM buffer. The only difference between subroutines INO and OUTO is that in OUTO, once a ready status has been detected, the data byte which is to be output must first be transferred from memory to the accumulator before being output to port 0.

Both subroutines IN0 and OUT0 can address any port that the INS and OUTS instructions can address. In order to address other ports it is only necessary to replace the INS and OUTS instructions with IN and OUT instructions.

```
*ROUTINE TO OUTPUT A BYTE OF DATA VIA PORT 0, POL-
*LING ON STATUS TO SYNCHRONIZE WITH THE EXTERNAL
*DEVICE
OUT0    LI     0       FIRST CLEAR THE PORT
        OUTS   0
LOOP1   INS    0       INPUT STATUS
        BP     LOOP1   RETURN IF BIT 7 is 0
        LM             BIT 7 IS 1. READ FROM
                       MEMORY THE BYTE TO BE
                       OUTPUT
M0      OUTS   1       OUTPUT THE DATA BYTE
M1      PI     TEST    BRANCH TO END OF INPUT
                       TEST
M2      BR     LOOP1   RETURN FROM TEST FOR
                       MORE INPUT
M3                     RETURN FROM TEST FOR
                       END
```

8.1.2 Data, Status and Controls

Observe that in Section 8.1.1, a byte input by an external device may be interpreted as status information or as data. Similarly, the 3850 CPU may output a byte which is to be interpreted as control signals or as data.

To illustrate, consider an F8 microprocessor system being used to read data input from a keyboard, block the data into 256 byte records, then write the records out to a cassette. Events would proceed as follows:

1) Using a programmed input sequence such as IN0, interpret a byte input from the keyboard as status. When a ready status is sensed, interpret the next byte arriving from the keyboard as data.

2) A subroutine such as TEST is called to create a 256 byte record in RAM, in the format needed for output to the cassette.

3) When the microprocessor is ready to write a record to the cassette, it must first turn the cassette drive motor on, since the cassette drive will be stationary during the intervals when records are not being written out. The microprocessor will turn the cassette drive on by outputting an appropriate control byte whose bit pattern is determined by the specifications of the cassette drive controller.

4) The cassette drive will respond to the control byte, commanding the drive be turned on by transmitting back a status byte indicating that the command was successfully executed and the drive is now ready to receive data.

5) Upon receiving back the ready status from the cassette drive the microprocessor will output 256 bytes of data. Depending on the design of the cassette drive, the cassette drive controller may transmit a status byte back to the microprocessor after each individual data byte has been received. This status byte reports that the previous data byte has been recorded accurately, and the controller is ready to receive and record the next byte of data.

6) After the microprocessor has completed transmittal of an entire record of data, it must send a control signal to the cassette drive commanding the cassette drive to stop forward movement.

7) When all records have been written to the cassette drive, the microprocessor will issue a third control command which causes the cassette drive to mechanically rewind.

Observe that this simple application receives either data or status from the keyboard, then outputs either controls or data to the cassette drive; additional status information may come back from the cassette drive.

Any external device may transmit two types of information to the microprocessor system: data or status.

Any external device may receive two types of information from the microprocessor system: data or controls.

Thus there are four types of information that may be transferred between the microprocessor system and an external device. They are:

a) data in
b) status in
c) data out
d) control out

An external device may communicate with the microprocessor system using one, two, three or all four of the above types of information. For example, the keyboard uses "data in" and "status in" but does not use "data out" or "controls out". The cassette drive in the illustrated application uses "status in", "data out" and "controls out" but does not use "data in". Of course the cassette drive would be capable (at another time) of using "data in", when the data which was recorded on the cassette is subsequently read back into the microprocessor system.

It is feasible to use one port for all four of the information transfer types listed above when communicating with any one external device. For example, one I/O port could be used to receive status and data from the keyboard, and could also be used to receive status or data from the cassette drive and to output controls or data to the cassette drive. However, if more than one type of information is to go through one I/O port, external logic must have the means of multiplexing information in or out. A scheme that uses more I/O ports, but less external logic, allocates one port for data in or out and another port for status in or controls out. For example, I/O port 0 may be assigned to keyboard status in, I/O port 1 may be assigned to keyboard data in, I/O port 4 may be assigned to cassette status in and controls out and I/O port 5 may be assigned to cassette data in and out.

8.1.3 Parallel Data and Control Ports

Many applications will require data to be handled on paths that are more than eight bits wide. Sixteen-bit data, for example, is a common word size. Less frequently, it will be necessary to handle more than eight control lines at a time.

Data paths that are more than eight bits wide can be handled in 8-bit units, sequentially through a single port. Alternatively, two or more ports may be assigned to one external data bus so that, whenever the microprocessor inputs data from an external device or outputs to the external device, it accesses each I/O port allocated to the data bus. This is illustrated below in subroutine IN16, which inputs data in 16-bit units via ports 4 (bits 0-7) and port 5 (bits 8-15).

```
*ROUTINE TO INPUT 16 BITS OF DATA VIA PORTS 4 AND 5,
*POLLING ON STATUS VIA PORT 0 TO SYNCHRONIZE WITH
*THE EXTERNAL DEVICE
IN16    LIS    0       FIRST CLEAR THE STATUS
                       PORT TO REMOVE PREVIOUS
        OUTS   0       READY STATUS
LOOP    INS    0       INPUT STATUS
        BP     LOOP    RETURN IF BIT 7 IS 0
L0      INS    4       BIT 7 IS 1. INPUT FIRST DATA
                       BYTE
        ST             STORE IN MEMORY BYTE
                       ADDRESSED BY DC0
        INS    5       INPUT SECOND DATA BYTE
        ST             STORE IN NEXT MEMORY
                       BYTE (ADDRESSED BY DC0)
L1      PI     TEST    BRANCH TO END OF INPUT
                       TEST
L2      BR     LOOP    RETURN FROM TEST FOR
                       MORE INPUT
L3                     RETURN FROM TEST FOR NO
                       MORE INPUT
```

8.2 INTERRUPT I/O

Two circumstances under which interrupts are commonly used to control I/O operations are:

The programmed I/O, described in Section 8.1, has the severe disadvantage that the microprocessor system spends a great deal of its time reading a status byte and waiting for the status byte to signal "ready". If the external device operates at speeds close to that of the microprocessor, the wasted time may be unavoidable. For example, if the microprocessor can only execute ten instructions between each byte transmitted or received by the external device, it is probable that these ten instructions can be effectively used testing or processing each data byte as it is transferred. On the other hand, if the 3850 CPU can execute approximately one hundred instructions between bytes of data being transmitted to or from the external device, there is sufficient time between data transfers for the microprocessor to be doing other useful work which may or may not be related to the data transfer taking place. If instead of sending a ready status, the external device transmits an interrupt request signal every time it is ready to transmit or receive a data byte, this signal can be used by the 3850 CPU to suspend executing whatever program was being executed, process a single byte of data, then return to the suspended program.

The transfer of a sequence of data bytes at a known data rate constitutes a sequence of predictable events. In many applications an external device's need for access to the microprocessor system cannot be predicted. For example, an external device may only communicate to the microprocessor under distress circumstances, at which time the microprocessor must execute a program to compute and output needed correction data. When the external device's need for access to the microprocessor system cannot be predicted, an interrupt is the only reasonable way in which the external device can gain control of the microprocessor system.

8.2.1 The Interrupt Sequence

Each 3851 PSU in an F8 microprocessor system has an external interrupt line, as does the 3853 SMI device, if present.

The sequence of events surrounding an interrupt is as follows:

1) For interrupts to be processed, interrupts must be enabled within the 3850 CPU and at the device receiving the interrupt request signal. At the 3850 CPU, all interrupts are enabled or disabled. At each 3851 or 3853 device, the individual interrupt line at that device is enabled or disabled. This is described in Section 8.2.2.

2) More than one device may simultaneously request to interrupt the 3850 CPU; that is, interrupt request signals may be true, simultaneously, at more than one device. When this happens, priorities are arbitrated as described in Section 8.2.3.

3) When a valid interrupt request signal is detected by the 3850 CPU, it ceases current program execution at the conclusion of the instruction currently being executed. (Certain instructions are exempt, as described below.)

4) The 3850 CPU sends out an interrupt acknowledge signal. The way in which this signal is trapped implements interrupt priority when more than one interrupt request line is true, as described in Step 2.

5) When the 3850 CPU sends out an interrupt acknowledge signal, it clears the interrupt enable status within the 3850 CPU, thus disabling all subsequent interrupts. As described in Section 8.2.4, interrupts must be re-enabled, under program control, when such a step is appropriate to program logic.

6) Each device that has an interrupt request line also has a 16-bit address register which holds the address of the first instruction to be executed following the interrupt. The 3851 address register is a non-programmable mask option. The 3853 address register is made up of two I/O ports which are loaded with an address by appropriate I/O instructions. As described in Section 8.2.4, bit 7 of the interrupt address will always be 1 for an external interrupt, and will always be 0 for a local timer interrupt.

   The device that traps the interrupt acknowledge signal output in step 5 responds by transmitting the contents of its interrupt address register as the next contents of PC0 registers.

7) PSU and MI logic, under CPU control, moves the contents of PC0 to PC1, then loads the address from step 6 into PC0; thus a program dedicated to the acknowledged interrupt request line is executed.

An interrupt will not be acknowledged at the conclusion of any of the following instructions:

PK
PI
POP
JMP
OUTS (if not port 0 or 1)
OUT (if not port 0 or 1)
EI
LR W,J

An instruction other than one of the above must be executed before an interrupt will be acknowledged.

When power is first turned on, interrupts are disabled.

8.2.2 Enabling and Disabling Interrupts

As described in Section 2.4.3, bit 4 of the 3850 CPU W register is an Interrupt Control bit. When this bit is set to 1, interrupt requests to the CPU are enabled; when this bit is reset to 0, no interrupt request to the CPU will be acknowledged. ICB is set to 1 by the EI instruction or by a LR W,J instruction; it is reset to 0 by the DI instruction or by a LR W,J instruction.

Individual interrupt request lines are controlled at each device via an I/O port which is set aside as an interrupt control buffer.

For the 3851 PSU's, the interrupt control I/O port address is B'xxxxxx10'; xxxxxx is the I/O port select code, which may be any number from 1 to H'3F'. The 3853 interrupt control I/O port address must be H'0E'. This address is also available on a 3851 PSU; when xxxxxx is H'03', the 3851 interrupt control I/O port address becomes H'0E'.:

B'xxxxxx10' = B'00001110' = H'0E'

When a 3853 SMI device is present, a 3851 PSU with a chip select of H'03' cannot also be present.

The following two instructions load the interrupt control I/O port:

```
LI   VAL
OUT  IPRT
```

IPRT must be equated to the interrupt control I/O port address.

VAL must be equated as shown in Table 8-1.

Value VAL is equated to	Effect
H'00'	Interrupts disabled at this device.
H'01'	External interrupt enabled, timer interrupt disabled.
H'02'	Interrupts disabled at this device (same as H'00').
H'03'	External interrupts disabled, timer interrupt enabled.

Table 8-1. Contents of Interrupt Control I/O Ports

Timer interrupts are described in Section 8.4.

8.2.3 Interrupt Priorities

When an F8 microprocessor system has more than one interrupt line, priorities are determined on the basis of "daisy chaining", as illustrated in Figure 8-1.

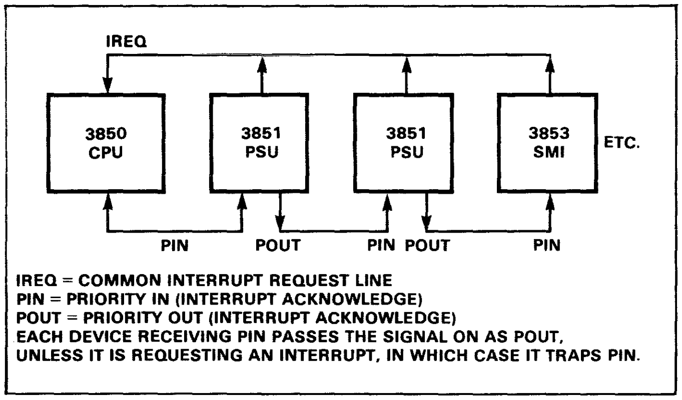


Fig. 8-1. Daisy Chaining and Interrupt Priority Determination

The daisy chain sequence is a hardware feature of an F8 microprocessor system; when the system is configured, the interrupt acknowledge signal from the CPU is chained from one device to the next. This determines interrupt priorities.

The only thing a programmer can do to modify interrupt priorities is to disable external interrupts at selected devices by appropriately loading the interrupt control I/O port at that device with some value other than H'01'. (See Section 8.2.2 and Table 8-1.)

It should be clearly understood that interrupt priorities, as described in this section, apply only to interrupt request signals competing for the 3850 CPU's next interrupt service.

There is nothing to prevent an interrupt from interrupting a previous interrupt; however, this type of nested priority is a function of how programs have been written. Once an interrupt has been acknowledged and is being serviced, and the ICB bit in the CPU is set to 1, the current interrupt service routine can itself be interrupted.

In order to prevent an interrupt service routine from being itself interrupted, the ICB bit in the CPU W register must be left at zero until the interrupt service routine has completed execution.

Figure 8-2 illustrates the concept of nested interrupts.

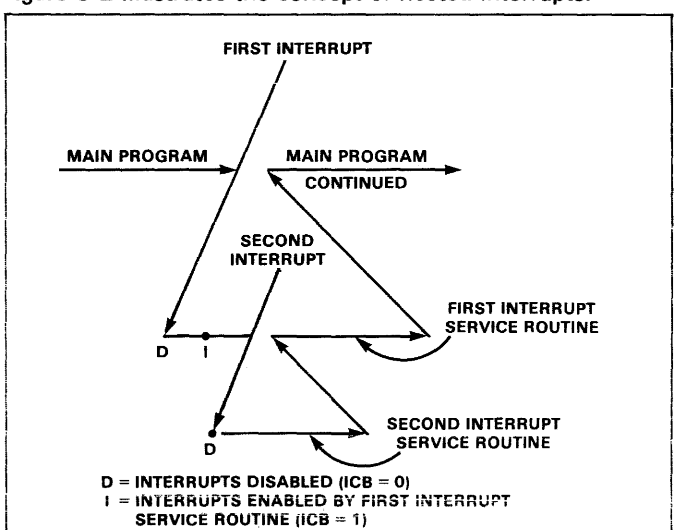


Fig. 8-2. Two Levels of Interrupt

The 3853 SMI device will not pass on an interrupt acknowledge signal; therefore, it must be at the end of the daisy chain, and will have lowest interrupt priority.

8.2.4 Program Response to an Interrupt

There are three program steps which may be needed prior to an interrupt in order to prepare to receive interrupts. They are:

1) If a 3853 SMI device is present, the interrupt address register of the 3853 must be loaded with the address of the first instruction to be executed after an interrupt from the 3853 is acknowledged. As described in Sections 2.7 and 6.16, I/O port addresses H'0C' and H'0D' have been reserved for the upper and lower interrupt address bytes, respectively; therefore the post-interrupt execution address can be loaded as follows:

```
LI      ADHI
OUTS    H'0C'
LI      ADLO
OUTS    H'0D'
```

   ADHI and ADLO are symbols which must be equated to the high and low bytes of the selected execution address. Note that the 3851 PSU has the post-interrupt execution address as a permanent feature of the chip mask; therefore, each 3851 PSU has a fixed post-interrupt execution address associated with it.

2) Interrupts must be selectively enabled or disabled at 3851 and 3853 interrupt control ports, as described in Section 8.2.3.

3) The 3850 CPU master interrupt enable bit (ICB) must be set to 1, as described in Section 8.2.3.

When an interrupt is acknowledged, events within the 3850 CPU proceed exactly as if a subroutine had just been called: the content of PC0 is moved to PC1, and the content of the selected device's post-interrupt address register is moved to PC0. Interrupts should therefore be handled as though a subroutine had just been executed, as described in Section 7.3. For example, the first instructions executed following an interrupt might be:

```
LR      K,P       SAVE CONTINUATION
                  ADDRESS IN K
PI      CALL      SAVE CONTINUATION
                  ADDRESS IN STACK
```

Returning from an interrupt to the interrupted program is identical to returning from a subroutine to the calling program; however, since a program may be interrupted any time interrupts have been enabled, parameter passing and multiple returns do not apply to post-interrupt programs and should not be used.

Remember that the first interrupt service routine must enable ICB if second level interrupts are to be allowed (as illustrated in Figure 8-2).

8.2.5 Making 3851 PSU Interrupt Address Programmable

The fact that the 3851 PSU's interrupt address is a permanent feature of the device is not a problem in applications where this address may have to be varied. Using a branch table (as described in Section 7.5), a number of possible post-interrupt service routine execution addresses may be maintained. The following routine shows how an external device may use a PSU I/O port to provide an index identifying the service routine which must be executed following the interrupt. I/O port 4 has been arbitrarily selected as the I/O port address. The data byte at I/O port 4 selects an address from a branch table, as follows:

```
*POST INTERRUPT SERVICE ROUTINE FOR PSU 1
RC1I    LR     K,P       SAVE RETURN ADDRESS ON
                         THE STACK
        PI     CALL
        INS    4         INPUT PROGRAM SELECT
                         BYTE
        LR     RX        SAVE INDEX VALUE
        PI     BRANCH    CALL BRANCH TABLE SUB-
                         ROUTINE
```

8.2.6 Simple I/O Interrupts

In Section 8.1.2, a simple application was described, where data is input at a keyboard and recorded in 256 byte records on a cassette.

A cassette may record data at a rate of approximately 200 bytes/second. With time taken to start and stop the cassette, two or three seconds may elapse each time a record is output to the cassette. Preventing data from being input at the keyboard while it is being output to a cassette is both inconvenient and unnecessary. Simple I/O interrupts may be used to output data to the cassette, byte-by-byte. These few instructions are sufficient to service each interrupt.

```
*PROGRAM TO WRITE ONE BYTE TO A CASSETTE, FOLLOW-
*ING AN INTERRUPT
CRW     LM                LOAD NEXT BYTE
                          ADDRESSED BY DC0
        OUT    CASS       OUTPUT TO CASSETTE
        EI
        POP               RETURN FROM INTERRUPT
```

The key concept here is that the F8 is uniquely suited to processing a large number of simple interrupts. If the post-interrupt program will not itself be interrupted, and if it will call no subroutines, then merely ending it with a POP instruction turns it into a complete interrupt service routine. Do not save the return address in the stack; do not call any starting or ending subroutines (e.g., CALL or RTRN).

For example, see Section 2.8.7.

8.2.7 A Sample Program

Figure 8-3 illustrates a configuration for the key to cassette application described in Section 8.1.2, except that 32 byte records are to be written to the cassette.

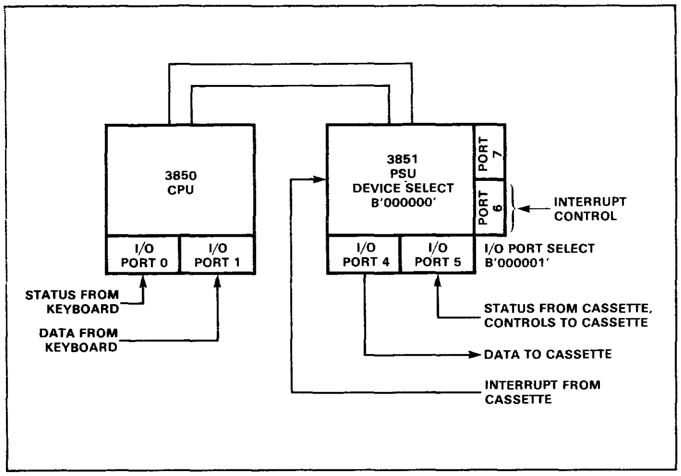


Fig. 8-3. Two Devices Servicing a Keyboard to Cassette Application

```
*PROGRAM TO RECEIVE DATA FROM THE KEYBOARD USING
*PROGRAMMED I/O
*SCRATCHPAD BYTES O'40' TO O'77' MAKE UP THE 32 BYTE
*BUFFER.
*SCRATCHPAD BYTES O'20' TO O'37' ARE USED AS A TEM-
*PORARY BUFFER TO HOLD DATA WHILE THE MAIN BUFFER
*IS BEING WRITTEN TO CASSETTE
         ORG    H'0000'
START    LISU   3        INITIALIZE ISAR TO
S1       LISL   7        TEMPORARY BUFFER
S2       LIS    H'01'    ENABLE EXTERNAL INTER-
                         RUPTS AT PSU
         OUTS   6
         EI              ENABLE INTERRUPTS
S3       PI     INKB     INPUT NEXT EIGHT BYTES
                         FROM KEYBOARD
S5       LISU   2        DECREMENT UPPER DIGIT
                         OF ISAR
S6       PI     INKB     INPUT NEXT EIGHT BYTES
                         FROM KEYBOARD
*AFTER INPUTTING 16 BYTES FROM THE KEYBOARD, IT IS
*ASSUMED THAT ANY RECORD OUTPUT TO THE CASSETTE
*IS COMPLETE. MOVE DATA FROM O'37' - O'20' TO O'77' -
 O'60'.
S8       LISL   7        LOAD FIRST SOURCE BYTE
                         ADDRESS
S9       LISU   3
S10      LR     A,S      LOAD NEXT BYTE
S11      LISU   7
S12      LR     D,A      STORE NEXT BYTE
S13      BR7    S9       IF NOT END OF BUFFER,
                         RETURN FOR NEXT BYTE
S14      LISU   2        IF END OF FIRST BUFFER,
                         MOVE SECOND BUFFER
S15      LR     A,S      REPEAT MOVE FOR SECOND
                         8 BYTE
         LISU   6        BUFFER
         LR     D,A
         BR7    S14
S16      LISU   5        INPUT NEXT EIGHT BYTES
                         FROM KEYBOARD TO
S17      PI     INKB     SCRATCHPAD BUFFER O'57'
                         TO O'50'
S19      LISU   4        INPUT NEXT EIGHT BYTES
                         FROM KEYBOARD TO
S20      PI     INKB     SCRATCHPAD BUFFER O'47'
                         TO O'40'

*BUFFER IS NOW READY TO BE OUTPUT TO CASSETTE.
S21      LI     H'3F'    LOAD BUFFER INITIAL
                         ADDRESS
S22      LR     0,A      (O'77') INTO SCRATCHPAD
                         BYTE 0
S23      LI     ONC      TURN CASSETTE ON
S24      OUTS   5
S25      BR     START    RETURN FOR NEXT RECORD
*INPUT SUBROUTINE INKB STORES A BYTE OF DATA INPUT
*FROM KEYBOARD INTO SCRATCHPAD BYTE ADDRESSED
*BY ISAR

INKB     LR     K,P      SAVE RETURN ADDRESS
                         IN K
L0       CLR             CLEAR PORT 0
         OUTS   0
LOOP     INS    0        INPUT STATUS
L1       BP     LOOP
L2       INS    1        INPUT DATA
L3       LR     D,A      STORE IN ISAR BUFFER
         BR7    L0       RETURN IF NOT EIGHTH BYTE
L4       PK              RETURN
*INTERRUPT SERVICE ROUTINE, EXECUTED TO WRITE ONE
*BYTE TO CASSETTE.

         ORG    H'0280'
E0       LR     1,A      SAVE ACCUMULATOR IN
                         SCRATCHPAD BYTE 1
E1       LR     A,IS     SAVE ISAR IN SCRATCHPAD
                         BYTE 2
E2       LR     2,A
E3       LR     A,0      LOAD SCRATCHPAD BYTE 0
                         CONTENTS INTO ISAR
E4       LR     IS,A
E5       INS    5        RECEIVE STATUS FROM
                         CASSETTE, INS SETS STATUS
E7       BZ     F0
E8       LR     A,S      IF NOT END OF CASSETTE,
E9       OUTS   4        OUTPUT NEXT BYTE
E10      LR     A,IS     MOVE ISAR TO A
E11      AI     H'FF'    DECREMENT ALL 6 BITS OF
                         ADDRESS
E12      CI     O'37'    TEST IF RESULT IS O'37'
E13      BZ     E17      RETURN IF NOT
E14      LI     STOP     IF IT IS, ISSUE A STOP
                         COMMAND
E15      OUTS   4
E16      LI     O'77'    RESET TO TOP FOR NEXT
                         OUTPUT
E17      LR     0,A      SAVE ISAR ADDRESS FOR
                         NEXT BYTE
E18      LR     A,2      BEFORE RETURNING,
                         RESTORE ACCUMULATOR
         LR     IS,A     AND ISAR
         LR     A,1
         EI
         POP
F0       LI     REW      IF CASSETTE IS FULL, ISSUE
         OUTS   4        REWIND COMMAND
         BR     E18
```

The logic of this program is relatively simple. Scratchpad bytes O'77' to O'40' constitute a 32-byte buffer, the contents of which is output as a record to the cassette. It is assumed that this record can be written to the cassette in less time than an operator takes to enter 16 digits at the keyboard. Therefore instructions START through S7, input 16 digits into the 16 scratchpad bytes addressed by O'37' through O'20'.

Data is input from the keyboard using programmed I/O via subroutine INKB. Notice that subroutine INKB saves its return address in the K scratchpad registers and uses the PK instruction to return; therefore a stack register is available for the interrupt. Subroutine INKB is almost identical to the input subroutine described in Section 8.1.1. The principle difference is that separate ports are being used for status and data. Observe that throughout this program data is input into scratchpad bytes, one scratchpad 8-byte buffer at a time.

Once 16 digits have been input from the keyboard, they are moved from scratchpad bytes O'37' - O'20' to O'77' - O'60'. This entire data movement will take 208 microseconds which is not a noticeable delay to an operator entering data at the keyboard.

The next 16 bytes of data entered at the keyboard go directly into scratchpad bytes O'57' through O'50' and O'47' through O'40'.

After 32 bytes have been entered into the scratchpad buffer, a buffer counter is initialized in scratchpad byte 0 (instructions 21 et. seq.); then the cassette is turned on by instructions S23 and S24. ONC is used as a symbol representing the one byte code which will be recognized by the cassette control logic as a turn-on signal. Once the cassette has been turned on, program logic branches back to the start of data entry for the next record.

Notice that nowhere in the main program has the interrupt service routine been mentioned. It is assumed that once the cassette has been turned on, cassette control logic will issue an interrupt request signal each time it is ready to receive another byte of data from the microprocessor. The interrupt service routine therefore may be executed at any time. It is as though there were a floating call to a subroutine that could randomly be executed at any point in the program where interrupts were being allowed.

Observe that the interrupt service routine has to save the contents of the accumulator and the ISAR in scratchpad bytes because the accumulator and ISAR are going to be needed.

The illustrated interrupt service routine is probably somewhat simpler than most real interrupt service routines would be. Control logic associated with the cassette drive is assumed capable of sending status inputs to the microprocessor telling the microprocessor when to rewind the cassette. It is also assumed that housekeeping associated with the start and end of each record is handled by the cassette control logic. In all probability much of this housekeeping could be done by the microprocessor, but to include it in the example would detract from the purpose of the example, which is to show how an interrupt service routine is handled.

The origins of the main program and interrupt service routine have been randomly selected. Note that since the origin of the interrupt service routine has been selected at H'0280', this is the address which must be in the 3851 interrupt address register.

The symbols STOP and REW in the interrupt service routine must be equated to the actual bit pattern that the cassette controller logic will interpret as stop and rewind commands, respectively.

8.3 LOCAL TIMERS (PROGRAMMABLE TIMERS)

Programmable timers are a more useful microprocessor programming tool than is initially apparent to a programmer.

Programmable timers are shift registers which, after being loaded with some initial value, count down to 0, then send an interrupt request signal to the CPU. (See Section 2.5.4.) The 3851 PSU and the 3853 SMI device both have programmable timers.

Here are some applications for which timers are useful:

1) In control applications, such as an operations monitor alarm, to insure that some maximum time interval is not exceeded between consecutive readings from sensitive data inputs. For example, suppose a temperature must be measured in a chemical reactor at least once every second to prevent runaway conditions. 253 maximum time intervals on a local timer approximate 1 second. Whenever a temperature is input, the local timer is reset to start counting down one second. If one second is counted down, the program can be written to output a signal that triggers an audible alarm.

2) To activate refresh logic for external devices. For example, a video display may need to be refreshed at fixed time intervals; the refresh sequence may be initiated by a local timer.

3) To maintain the real time of day in any system that has to generate clock times. Such devices include badge readers and numerous small office business systems.

8.3.1 Local Timer I/O Ports

Local timer logic uses the local interrupt control I/O ports to enable local timer interrupts, as described in Section 8.2.2 and Table 8-1.

The interrupt control I/O port must have the value H'03' loaded into it under program control in order to enable local timer interrupts at that one device. Therefore either external interrupts or local timer interrupts, but not both, may be enabled at one device.

If interrupts have been disabled at the 3850 CPU, local timer interrupt requests will be ignored until a subsequent interrupt enable. At this time any interrupt request will still be active unless cleared prior to the interrupt enable.

The timer I/O ports have I/O port addresses one higher than the local interrupt control I/O port. Therefore 3851 PSU port addresses are:

B'xxxxxx10'	for the local interrupt control I/O port
B'xxxxxx11'	for the local timer I/O port

For the 3853 SMI, port addresses are:

H'0E'	for the local interrupt control I/O port
H'0F'	for the local timer I/O port

8.3.2 Programming Local Timers

Programming a local timer requires the value H'03' to be loaded into the selected device's local interrupt control I/O port. A number between 0 and 254, identified as a timer constant, is loaded into the associated local timer I/O port. A value of 255 loaded into the local timer I/O port stops the clock.

The value loaded into a local timer, as a timer constant, is converted (by the assembler) to a binary value, as given in Appendix C; that is why numbers should be entered as timer constants.

A local timer interrupt will be generated after the time interval given by the product:

(system clock pulse interval) * (local timer constant) * 31

For example, a value of T'200' loaded into a local timer I/O port will generate an interrupt after 3.1 ms if the system clock pulse interval is 500 ns.

Instructions needed to enable a local timer are as follows:

```
—
—
—
—
—
—
LI      T'200'   LOAD TIMER CONSTANT
OUTS    7        OUTPUT TO TIMER I/O PORT 7
LIS     3        LOAD TIMER INITIATION
                 CONTROL
OUTS    6        OUTPUT TO CONTROL I/O
                 PORT 6
—
—
EI               ENABLE INTERRUPTS AT
                 THE 3850 CPU
—
```

In the above example, the timer constant T'200' has been arbitrarily selected. Any value from T'0' to T'256' could be used. T'256', remember, will stop the clock.

The selection of I/O ports 7 and 6 is also arbitrary; any pair of I/O ports with addresses given in Section 8.3.1 could be used. Note, however, that the control I/O port number is always one less than the timer port number it controls.

The value H'03' must be loaded into a local timer control I/O port if the associated timer port is to operate. When this value is loaded into the control I/O port any pending timer interrupt is cleared. Any subsequent zero value of the timer will set the timer interrupt.

If the value H'03' is in the control I/O port before the timer constant is output to the timer I/O port, then the timer which is constantly running may interrupt before being set with a timer constant. Once the timer I/O port holds a zero value, an interrupt request signal will be generated once every 3.953 ms (for a 500 ns clock pulse). Providing the ICB bit is 1 within the 3850 CPU, every timer interrupt request will be acknowledged and serviced if the timer interrupt is enabled.

The program that is executed after a timer interrupt is acknowledged is a service routine which, like the service routine illustrated in Section 8.2.7, is never called or referenced by any other program. The service routine must start executing at the memory address provided by the 3851 or 3853 device's interrupt address I/O ports; however, recall that the 7 bit of the address is automatically set to 0 for a timer interrupt, or to 1 for an external interrupt. If the external interrupt service routine is origined at H'0680', as illustrated in Section 8.2.7, then for the same device, the local timer interrupt service routine will be origined at H'0600'.

8.3.3 A Programming Example – The Time of Day

The program below creates the time of day by storing hours in scratchpad byte 8, minutes in scratchpad byte 7 and seconds in scratchpad byte 6. Scratchpad byte 5 is used as a counter.

This program uses the maximum timer interval (3.953 ms between interrupts). The local timer must be initialized with the main program as follows:

```
LIS     0        ZERO HOURS, MINUTES AND
LR      8,A      SECONDS PORTS, ASSUM-
LR      7,A      ING THE DEVICE WILL BE
LR      6,A      SWITCHED ON EXACTLY AT
                 MIDNIGHT
LI      253      INITIALIZE THE LOCAL
LR      5,A      COUNTER TO 253
LI      T'0'     CLEAR LOCAL TIMER PORT
OUTS    7
LIS     H'03'    ENABLE THE LOCAL TIMER
OUTS    6        PORT INTERRUPTS
EI               ENABLE INTERRUPTS AT
                 THE CPU
```

The local timer interrupt service routine is assumed to be origined at H'0200'. It executes as follows:

```
ORG     H'0200'
DS      5        DECREMENT THE LOCAL
                 COUNTER
BNZ     OUT      CONTINUE IF IT IS NOT ZERO
                 (ONE SEC).
LI      253      IF IT IS ZERO, RESET TO 253
LR      5,A
LR      A,6      INCREMENT THE SECONDS
                 COUNTER
INC
CI      60       TEST IF SECONDS EQUAL 60
```

```
        BZ     T10    IF THEY DO, ADJUST
                      MINUTES
        LR     6,A    IF THEY DO NOT, END
OUT     EI
        POP
*MINUTES ADJUST BEGINS HERE
T10     LIS    0      ZERO SECONDS
        LR     6,A
        LR     A,7    LOAD MINUTES
        INC           INCREMENT MINUTES
        CI     60     TEST FOR 60 MINUTES
        BZ     T20    AT 60 MINUTES, ADJUST
        LR     7,A    HOURS OTHERWISE RETURN
                      MINUTES
        EI
        POP
*HOURS ADJUST BEGINS HERE
T20     LIS    0      ZERO MINUTES
        LR     7,A
        LI     153    CORRECT 0.392 SECOND
                      ERROR EVERY HOUR
        LR     5,A
        LR     A,8    LOAD HOURS
        INC           INCREMENT HOURS
        CI     24     TEST FOR 24 HOURS
        BNZ    T30    AT 24 HOURS, RESET TO 0
        LIS    0      OTHERWISE RETURN HOURS
T30     LR     8,A
        EI
        POP
```

8.4 DIRECT MEMORY ACCESS

Direct memory access (DMA) allows data to be transferred between any F8 microprocessor system memory and an external device, bypassing the 3850 CPU. Data is transferred in parallel with any CPU operations. DMA has been described, as a concept, in Sections 2.6.3 and 2.8.

One 3852 DMI device must be present in a microprocessor system that supports DMA. Up to four 3854 DMA devices may be present in the system; each 3854 DMA device provides one DMA channel.

8.4.1 When to Use DMA

DMA is used to transfer data into, or out of, a microprocessor system that has heavy I/O requirements. For example, using programmed I/O, the theoretically maximum data transfer rate is implemented by the following instruction sequence for data input:

```
LOOP    INS    0      INPUT A DATA BYTE VIA
                      PORT 0
        ST            STORE IN RAM MEMORY
        DS     1      TEST FOR END OF TRANS-
                      MISSION
        BNZ    LOOP   RETURN FOR NEXT CHAR-
                      ACTER
```

Scratchpad register 1 is assumed to hold the initial character count.

These four instructions execute in 9.5 instruction cycles, equal to 19 μs, using a 500 ns clock pulse. Assuming that external logic is synchronized to input one byte of data every 19 μs, the maximum data transfer rate is approximately 50,000 bytes/second.

The maximum data transfer rate supported by programmed I/O is not of itself a limiting factor. A 256 byte buffer, for example, can be transferred in 4.86 ms. The problem is that this maximum data transfer rate requires external logic that processes data at a rate of one byte every 19 μs. Most applications will not meet this requirement, usually because data transfer rates are set by logic considerations beyond the microprocessor system; that is, external logic determines data transfer rates, not the microprocessor system.

Suppose external logic is inputting data to the microprocessor system at some rate, which we will label R bytes/second. The time that elapses between each byte transferred will be (1,000,000/R) μs. The local timer can be used to generate an interrupt shortly before each byte of data is due, in which case the local timer interrupt service routine will input the data byte. Assuming that data will always be in the I/O port before the local timer interrupt service routine is executed, the following service routine will input data bytes from an I/O port:

```
ISRI    LR     0,A    SAVE ACCUMULATOR
                      CONTENTS IN 0
        XDC           SWITCH DC0 AND DC1
        LI     TCNT   RESTART TIMER
        OUTS   7
        INS    0      INPUT DATA BYTE
        ST            SAVE IN MEMORY
        XDC           SWITCH DC0 AND DC1
        LR     A,0    RESTORE ACCUMULATOR
                      FROM 0
        EI            ENABLE INTERRUPTS
        POP           RETURN
```

TCNT is a symbol defined by the equate directive:

```
TNCT    EQU    T'VAL'
```

where VAL is a number between 0 and 255. Each count represents 31 clock periods and the total time is equal to (1,000,000/R) but less than 3.953 ms.

It will take approximately 38 μs for interrupt service routine ISRI to execute; this means that approximately 9.7 ms will be required to input 256 bytes of data. This 9.7 ms will be spread over whatever time interval the external device requires to transfer 256 bytes of data. But there are some problems associated with the method of inputting data:

1) Recall that there are certain privileged instructions which inhibit acknowledgement of an interrupt. It is quite feasible for a 2 to 4 μs delay to randomly get inserted between each execution of ISRI if, by chance, a privileged instruction is being executed at the instant the local timer times out. Over 256 bytes of data transfer, this means that it is feasible for a 500 μs slew to develop, which will result in the loss of a byte of data, if the data transfer rate exceeds 2,000 bytes/s.

2) If the microprocessor is handling interrupts other than the local timer, clearly other interrupts must be serviced by routines which are themselves interruptable, since one interrupt service routine blocking out ISRI for any significant period of time would almost certainly create irrecoverable timing errors.

3) Observe that ISRI uses the DC1 register and uses one scratchpad register to store accumulator contents. This means that the DC1 register and the scratchpad register cannot be used by any other program that is being executed during the same time period.

If subroutine ISRI is expanded to include a status test plus logic to compute the timer constant that will compensate for timing slews, the new expanded version of ISRI might easily take 200 μs to execute. Under these circumstances the microprocessor system would spend a significant amount of its time merely moving data between memory and an I/O port.

In all but the simplest I/O transfer applications, therefore, DMA becomes the preferable way of moving data between memory and external devices.

8.4.2 Programming DMA

The actual programming steps required in order to initiate a DMA operation are simple, as follows:

```
LI     ADLO    LOAD BUFFER STARTING
OUT    BUFA    ADDRESS INTO ADDRESS
               I/O PORTS
LI     ADHI
OUT    BUFB
LI     CTLO    LOAD LOW ORDER BYTE OF
               BYTE COUNT
OUT    BUFC
LI     CTRL    LOAD HIGH ORDER 4 BITS
               OF BYTE COUNT
OUT    BUFD    PLUS CONTROL BITS
```

Symbols must be equated as follows:

1) The I/O port addresses, BUFA, BUFB, BUFC and BUFD are given in Table 2-2 for the four 3854 DMA devices that may be present in an F8 microprocessor system. Whether a DMA device uses the first, second, third or fourth set of addresses is a function of device hardware configuration and of no concern to the programmer, so long as the correct port addresses are used.

2) ADLO and ADHI represent the low order and high order bytes of the beginning address of the memory buffer into which data will be written, or from which data will be read.

3) Data buffers may be up to 4,096 bytes long. CTLO represents the low order eight bits of the buffer length, as illustrated in Figure 8-4. CTRL provides the controls which select DMA options and also the high order four bits of the buffer length, as illustrated in Figure 8-4.

The following instructions will initiate 256 bytes of data being written into a memory buffer, where the data rate is controlled by the external device. The memory buffer starting address is H'A280'. The first DMA channel is used.

```
—
—
—
LI     H'80'    OUTPUT LOW ORDER BYTE
                OF ADDRESS
OUT    H'F0'
LI     H'A2'    OUTPUT HIGH ORDER BYTE
                OF ADDRESS
OUT    H'F1'
LI     H'00'    OUTPUT LOW ORDER BYTE
                OF COUNT
OUT    H'F2'
LI     H'C1'    OUTPUT HIGH ORDER 4
                DIGITS OF COUNT (1)
OUT    H'F3'    AND CONTROL DIGIT (C).
```

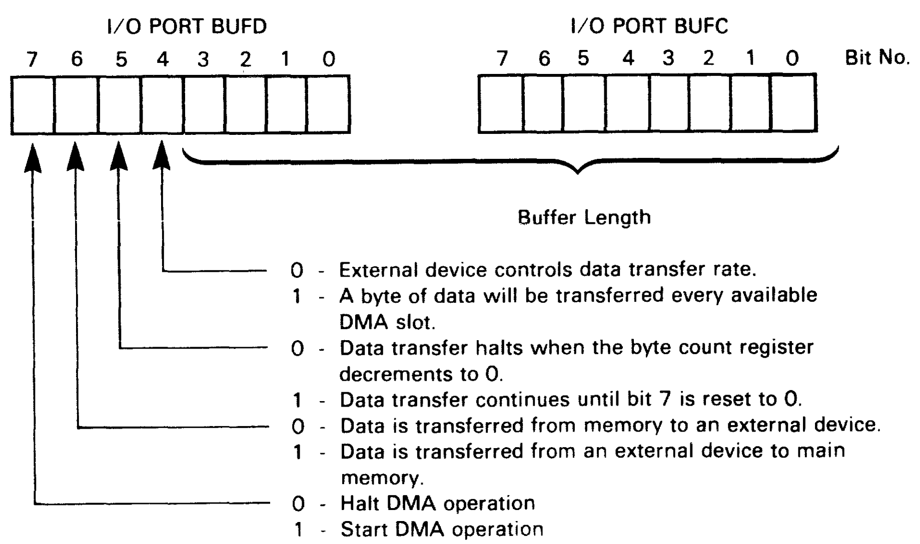


Fig. 8-4. How BUFC and BUFD are used to Control DMA Operations

8.4.3 Catching DMA on the Fly

There are many applications in which data will be transferred via DMA at unpredictable rates. For example, in communications applications, data may come over a telephone line at a fixed baud rate, but the length of messages and the period when no data is being transferred may be completely random. Under such circumstances it is very useful if a program can start and stop DMA operations or interrogate the buffer counter to find out how much data has been transferred via DMA since the last interrogation. The following program sequence catches DMA on the fly, in a way that would be well suited to random data transfer rates in communications applications:

```
*SUBROUTINE TO INITIALIZE DMA WITH H'FF' IN THE BYTE
*COUNTER. THE DATA BUFFER STARTS AT H'2000'
DMA     LI      H'00'    OUTPUT BUFFER STARTING
                         ADDRESS
        OUT     H'F0'
        LI      H'20'
        OUT     H'F1'
        LI      H'FF'    OUTPUT BYTE COUNTER
        OUT     H'F2'
        LI      H'C0'
S2      OUT     H'F3'
        POP
*MAIN PROGRAM TO HANDLE COMMUNICATIONS DATA
*TRANSFERRED VIA DMA
        PI      DMA      INITIALIZE DMA
        —
        —
        —
M1      LIS     0        STOP DMA DATA TRANSFER
M2      OUT     H'F3'
M3      IN      H'F2'    LOAD BYTE COUNT INTO
        COM              SCRATCHPAD BYTE 0
M4      LR      0,A
(instructions to process data follow here)
```

Instruction steps to initiate DMA are packaged as a subroutine labeled DMA. The buffer length output is H'FF'. As this buffer length is counted down, the number of bytes transferred via DMA can, at any time, be determined by reading the contents of I/O port F2 into the accumulator and complementing. The control digit C starts data flow via DMA from the external device (assumed to be a communications interface) to the memory buffer, beginning at H'2000'.

The main program starts by initializing DMA via a call to subroutine DMA. At some later point in the program, instructions M1 and M2 are executed in order to load the code digit 0 into I/O port F3 and thus stop DMA transfers. Instructions M3 through M4 determine the number of bytes that have been transferred via DMA, since DMA was initiated, and loads this byte count into scratchpad register 0. Instructions will now follow to move the number of bytes received to some other memory location where the data can be processed. Subroutine DMA will then be recalled to re-initialize DMA data transfers. After data has been processed execution will branch back to instruction M1 and so the program will continue processing whatever data has been transferred in each time interval.

PROGRAM OPTIMIZATION

Optimizing a program is not a routine mechanical task; rather, it is a function of application requirements and hardware configuration. Most microprocessor programs are written either to maximize execution speed, or to minimize the amount of memory used.

Consider a simple example. A microprocessor has 1024 bytes of program memory. An application may only use half of the available memory, but may be too slow to meet product specifications. Converting every subroutine to a macro will speed up program execution time, but may double the size of the program. Since program memory comes in finite increments, economizing on program storage requirements is only meaningful when it reduces the number of devices required by a microprocessor system; therefore, increasing program storage requirements from 500 bytes to 1000 bytes carries no penalty.

In practice, programming for minimum use of program storage should be the goal of microprocessor programmers. Microprocessor instruction sets are very versatile. Many variations of a program can be written to implement any problem; but some programs will be more efficient than others. A novice microprocessor programmer may well write programs that occupy 50% more memory than is really necessary. Inefficiencies of this type are not important in minicomputer systems, which usually include bulk storage devices such as disk units. The only penalty paid for having unnecessarily long programs is a few extra milliseconds, making otherwise unnecessary transfers of program segments between disk and memory. Unnecessarily long programs are very uneconomical in microprocessor systems, where the entire program sits in one or more memory devices. If a microprocessor system has two more memory devices than the most compact program would require, these two memory devices can become 20,000 memory devices, if the microprocessor system is to be reproduced 10,000 times.

In many ways, the logic designer will find it easier to become an efficient microprocessor programmer than will a systems analyst, who has gained experience programming minicomputers and larger systems. The systems analyst has continuously striven to write programs which are general purpose. For example, a subroutine that performs multibyte addition must be able to add two number buffers of any length, located anywhere in memory, storing the result in a third number buffer. Such a multibyte addition subroutine, once written, could be frequently reused in almost any application, thus reducing future programming expenses. This is economical thinking in the world of minicomputers, but it is very uneconomical thinking in the world of microprocessors. A microprocessor application may be able to define two number buffers of specific length, in specific areas of memory, as the only number buffers which will ever be involved in mathematical operations. A multibyte addition subroutine, working within these restrictions, may have to be rewritten for every new microprocessor application, but the subroutine that results may use less than half of the memory storage requirements demanded by the equivalent general purpose routine. When microprocessor systems are likely to be reproduced tens of thousands of times, extra front-end programming expense becomes trivial compared to the cost of extra memory devices, multiplied ten thousand fold.

In the following sub-sections, program optimization information is presented in the following sequence:

1) The concept of counting memory bytes and execution cycles is described.
2) Some basic techniques that will always make F8 programs more efficient are listed.
3) Some examples of execution speed versus memory utilization tradeoffs are given.

9.1 COUNTING CYCLES AND BYTES

The F8 instruction set is summarized in Appendix D, where the number of object program bytes is listed for every instruction.

Consider the data movement program described in Figure 5-1. This program is reproduced in Figure 9-1, along with number of execution cycles and memory bytes required by each instruction.

Counting bytes is usually unnecessary, since the assembler listing prints the memory location where each object program byte will be stored. Thus subtracting memory addresses yields the length of any program, program segment or subroutine.

9.2 ELEMENTARY OPTIMIZATION TECHNIQUES

There are a number of instruction choices where one selection is always preferable. These obvious instruction choices are described in the following sub-sections.

9.2.1 Scratchpad and RAM Memory

Always fill up the scratchpad before using RAM memory to store constants or data buffers. It takes one cycle to move a byte of data between the accumulator and a scratchpad byte; it takes 2.5 cycles to move a byte of data between the accumulator and external RAM. Both sets of instructions generate one byte of object code.

9.2.2 Immediate Instructions

Immediate instructions are 2 or 3-byte instructions that specify data in the instruction operand.

Consider the 2-byte immediate instructions; these instructions specify a 1-byte operand, which is combined with the contents of the accumulator in some way. An instruction such as:

```
IM      LI      CNT      LOAD COUNTER INTO
                         ACCUMULATOR
```

executes in 2.5 cycles and occupies two bytes of memory. If this instruction occurs identically (with the same operand) many times in a program, consider loading CNT into a scratchpad register, as follows:

```
ONE     LI      CNT
TWO     LR      1,A
        —
        —
        —
THRE    LR      A,1      LOAD COUNTER INTO
                         ACCUMULATOR
```

Cycles	Bytes				
0	0		TITLE	"SAMPLE PROGRAM TO MOVE DATA BETWEEN BUFFERS"	
0	0		MAXCPU	50	LIMIT OF 50 SECONDS CPU TIME SPECIFIED
0	0		SYMBOL		A SYMBOL TABLE WILL FOLLOW SOURCE PROGRAM
0	0		XREF		SYMBOLS CROSS LISTING WILL FOLLOW SOURCE PROGRAM
0	0		BASE	HEX	HEXADECIMAL NUMBERS SPECIFIED FOR ASSEMBLY LISTING
0	0	BUFA	EQU	H'0800'	SET THE VALUE OF SYMBOL BUFA
0	0	BUFB	EQU	H'08A0'	SET THE VALUE OF SYMBOL BUFB
0	0		ORG	H'0100'	
6	3	ONE	DCI	BUFA	SET DCO TO BUFA STARTING ADDRESS
2	1	TWO	XDC		STORE IN DC1
6	3	THREE	DCI	BUFB	SET DCO TO BUFB STARTING ADDRESS
2.5	2	FOUR	LI	H'80'	LOAD BUFFER LENGTH INTO ACCUMULATOR
1	1	FIVE	LR	1,A	SAVE BUFFER LENGTH IN SCRATCHPAD BYTE 1
2.5	1	LOOP	LM		LOAD CONTENTS OF MEMORY BYTE ADDRESSED BY DCO
2	1	SIX	XDC		EXCHANGE DCO AND DC1
2.5	1	SEVEN	ST		STORE ACCUMULATOR IN MEMORY BYTE ADDRESSED BY DCO
2	1	EIGHT	XDC		EXCHANGE DCO AND DC1
1.5	1	NINE	DS	1	DECREMENT SCRATCHPAD BYTE 1
3.5	2		BNZ	LOOP	IF SCRATCHPAD BYTE 1 IS NOT ZERO, RETURN TO LOOP
0	0		END		
31.5	17				

* BNZ will usually return to LOOP

Total Bytes = 17
Total Cycles = 31.5
Total Cycles within iterative loop = 14
Assuming 2 μs cycle time, time to move 128 bytes = 2*(14*128+17.5)
= 3619 μs

Fig. 9-1. Counting Cycles and Bytes

Instructions ONE and TWO execute in 3.5 cycles and occupy three bytes of memory. Instruction THRE executes in one cycle, occupies one byte of memory and replaces instruction IM.

Clearly instruction IM is better than ONE, TWO and THRE, if IM occurs just once; however, if instruction IM occurs identically n times, then it accumulates 2.5n cycles and 2n bytes of memory, whereas ONE, TWO and THRE accumulate (3.5+n) cycles and (3+n) bytes of memory, respectively. Therefore ONE, TWO and THRE will execute faster when:

$$2.5n > 3.5 + n$$
$$\text{or } 1.5n > 3.5$$
$$\text{or } n > 2.33$$

ONE, TWO and THRE occupy less memory when:

$$2n > (3 + n)$$
$$\text{or } n > 3$$

In conclusion, if a 2-byte immediate instruction occurs identically (same operand) three or more times in a program, it is more efficient to load the immediate operand into a scratchpad byte out of which it is referenced (providing a scratchpad byte is available).

9.2.3 Short Instructions

Always go over a source program, making sure that the short instructions LIS, INS and OUTS have been used wherever the operand is small enough.

9.2.4 Use of DS Instruction to Decrement and Test

Recall that when a DS instruction is used, the decremented scratchpad byte may be tested for "decrement-from-zero".

Since the DS instruction adds H'FF' to the designated scratchpad byte contents, the carry status will always be set unless the scratchpad byte contained 0 before it was decremented. Therefore the instruction sequence:

```
DS    n
BC    BACK
```

will decrement scratchpad byte n, return to BACK if byte n did not contain 0, but continue if byte n did contain 0.

9.2.5 Use of the BR7 Instruction

The BR7 instruction is very useful when manipulating data buffers in scratchpad memory, as described in Section 7.1.

9.3 PROGRAMMING FOR SPEED OR MEMORY ECONOMY

In the following subsections, programming techniques that tradeoff between execution speed and the amount of memory used are described.

9.3.1 Macros and Subroutines

To gain execution speed, possibly with a heavy increase in the amount of memory required, convert subroutines into macros as described in Section 7.4.

Always carefully examine subroutines, particularly those which are infrequently called or receive parameters from the calling program, to see if converting the subroutine into a macro would save memory bytes and, at the same time, increase execution speed.

As described in Section 7.3, programs can be made much faster and will require less memory if subroutine nesting is limited to a first level. If a main program calls a subroutine, the subroutine can then call another subroutine. However, a subroutine cannot call another subroutine if it was, itself, called by a subroutine. Limiting subroutine nesting to a level of one means that return addresses can be stored in the stack register (PC1) and in the K registers of the scratchpad, eliminating the need for memory stacks.

9.3.2 Table Lookups Versus Data Manipulation

Program execution speed can frequently be increased by looking up data out of tables in ROM.

The concept is illustrated below, for the simple case of a 1-of-8 decoder.

An octal digit is input into the low order three bits of I/O port 0. The CPU must output, via I/O port 1, a data byte as follows:

Input From Port 0	Output At Port 1
00000001	00000001
00000010	00000010
00000011	00000100
00000100	00001000
00000110	00100000
00000111	01000000
00000000	10000000

```
*ONE OF EIGHT DECODER PROGRAM, NOT USING TABLE
*LOOKUP
        INS     0       INPUT OCTAL CODE
        BNZ     I10     INPUT IS NOT ZERO
        LIS     8       LOOP COUNTER
I10     LR      0,A     TO LOOP COUNTER
        LIS     1       LOAD OUTPUT FOR 1
LOOP    DS      0       DECREMENT INPUT
        BZ      OUT     BRANCH OUT IF END
        SL      1       SHIFT LEFT ONE BIT IF
                        NOT END
        BR      LOOP
OUT     OUTS    1       OUTPUT RESULT
```

```
*ONE OF EIGHT DECODER PROGRAM USING TABLE
*LOOKUPS
LKUP    DC      0
        DC      2
        DC      4
        DC      8
        DC      16
        DC      32
        DC      64
        DC      128
        —
        —
        —
        INS     0       INPUT OCTAL CODE
        DCI     LKUP    LOAD TABLE BASE
                        ADDRESS
        ADC             ADD INPUT CODE TO BASE
                        ADDRESS
        LM              LOAD OUTPUT
        OUTS    1       OUTPUT RESULT
```

Efficiencies compare as follows:

		Non-Table Lookup	Table Lookup
Instructions		10	5
Memory bytes		13	15
Execution cycles	min:	15	15
	max:	69.5	15

SOME USEFUL PROGRAMS

Some generally useful programs are given in this section. Programs are not shown as subroutines or as macros. The instructions implementing required logic are given, making it easy to incorporate an example into a program as a subroutine, a macro or directly as a section of main memory. These programs are intended to show programming techniques, rather than to demonstrate optimum program efficiency.

10.1 GENERATING TEXT

10.1.1 Simple and Dedicated Text Programs

The simplest text generation logic takes characters out of a memory buffer and outputs them via an I/O port. The I/O operation may be under program control, or interrupt I/O may be used. in each case, text is fetched via an elementary instruction sequence such as:

```
        DCI     TEXT     LOAD TEXT BUFFER
                         STARTING ADDRESS
LOOP    LM               LOAD NEXT TEXT BYTE
*TEST FOR END-OF-RECORD CHARACTER. INSTRUCTIONS
*FOR THIS TEXT ARE NOT SHOWN, SINCE THEY ARE A FUNC-
*TION OF THE APPLICATION.
        OUT     PRTN     OUTPUT CHARACTER VIA
                         PORT N
        BR      LOOP     RETURN FOR NEXT
                         CHARACTER
```

10.1.2 Unpacking Decimal Digits

A byte containing two BCD digits is converted into two ASCII digits as follows:

```
        LM               LOAD BYTE WITH TWO
                         BCD DIGITS
        LR      0,A      SAVE BYTE IN SCRATCHPAD
                         BYTE 0
        SL      4
        SR      4        ISOLATE LOW ORDER DIGIT
        AS      1        ADD HIGH ORDER FOUR
                         ASCII BITS
        LR      2,A      SAVE IN SCRATCHPAD
                         BYTE 2
        LR      A,0      LOAD TWO BCD DIGITS
        SR      4        ISOLATE HIGH ORDER DIGIT
        AS      1        ADD HIGH ORDER FOUR
                         BITS
*CHARACTER OUTPUT SEQUENCE FOLLOWS HERE
```

This instruction sequence assumes that scratchpad byte 0 is available for temporary storage and that scratchpad byte 1 contains H'30'. Refer to Appendix B. A decimal digit becomes an ASCII character as follows:

```
7 6 5 4 3 2 1 0     Bit No.
0 0 1 1 X X X X
```

Decimal digit, 0000 through 1001

This code identifies an ASCII decimal digit

If scratchpad byte 0 is not available, any other byte may be used for data storage.

If scratchpad byte 1 is not available, any other scratchpad byte, or the immediate instruction:

```
        AI      H'30'
```

may be used.

10.1.3 Variable Text

It is possible to have a text generation program in ROM that outputs variable text, temporarily stored in RAM. In other words, a fixed ROM program outputs messages of variable length and content. This is useful in word processing or human dialog applications. For example, an F8 microprocessor may drive a CRT used to collect data from convention attendees; the text program described below allows the dialog that will be displayed to be changed at any time, without changing the text generation program.

The text table (labeled TEXT below) contains characters in any mixed sequence.

The index table (labeled TIND below) consists of the following 3-byte sequence:

This variable text generation program uses two data tables: a text table and an index table.

Bytes 1 and 2	- Displacement from TEXT to first character to be output. If Byte 1 = H'FF', end of message is indicated. Byte 1 displacement cannot be H'FF'.
Byte 3	- Number of characters to be printed.

Messages are identified by number, starting at 1. A message's number is its sequential location, as identified by H'FF' codes in TIND.

Consider the following very simple example. The following four messages are to be generated:

1) ENTER PRODUCT NUMBER:
2) NO SUCH PRODUCT RE-ENTER:
3) NUMBER OF UNITS:
4) PRODUCT SHIP DATE:

The following TEXT table will be needed:

```
RE-ENTERb̸PRODUCT
b̸NUMBER:b̸NOb̸SUCH
b̸OFb̸UNITS:SHIPb̸D
ATE:b̸
```

The following TIND table will be needed:

Byte No. (Hexadecimal)	Contents (Hexadecimal)	
0	00	Message 1 is 20 characters, starting at character 4
1	03	
2	14	
3	FF	End of message 1
4	00	NO SUCH
5	19	
6	08	
7	00	PRODUCT
8	09	
9	08	
A	00	RE-ENTER
B	00	
C	09	
D	FF	End of message 2
E	00	NUMBER
F	11	
10	06	
11	00	OF UNITS
12	20	
13	0A	
14	FF	End of message 3
15	00	PRODUCT
16	09	
17	08	
18	00	SHIP DATE:
19	2A	
1A	0B	
1B	FF	End of message 4

The following program assumes that the message number is in the accumulator. The program generates the specified message.

```
TGEN    LR      0,A         SAVE MESSAGE NUMBER
                            IN BYTE 0
        DCI     TIND        LOAD TEXT INDEX STARTING
                            ADDRESS
L1      DS      0           DECREMENT MESSAGE
                            COUNTER
        BZ      T10         MESSAGE FOUND
L2      LM                  SEEK NEXT H'FF' BYTE IN
                            TIND
        COM
        BNZ     L2          BYTE LOADED IS NOT H'FF'
        BR      L1          BYTE LOADED IS H'FF'
T10     LM                  MESSAGE FOUND. LOAD
        LR      0,A         NEXT THREE BYTES OF TIND
        COM                 AND SAVE IN SCRATCHPAD
        BZ      OUT         BYTES 0, 1 AND 2. TEST
        LM                  FIRST BYTE FOR H'FF'
                            SIGNIFYING END OF
                            MESSAGE
        LR      1,A
        LM
        LR      2,A
        XDC                 SAVE TIND ADDRESS IN DC1
        DCI     TEXT        LOAD TEXT ADDRESS INTO
                            DC0
        LR      A,0         ADD SCRATCHPAD BYTES
        ADC                 1 AND 0 TO DC0
        LR      H,DC
        LR      A,10
        AS      1
        LR      10,A
        LR      DC,H
L3      LM                  LOAD NEXT CHARACTER TO
                            BE OUTPUT
        PI      COUT        OUTPUT CHARACTER
*ANY OUTPUT CODE MAY REPLACE THE CALL TO SUB-
*ROUTINE COUT
        DS      2           DECREMENT CHARACTER
                            COUNTER
        BNZ     L3          RETURN FOR MORE
                            CHARACTERS
        XDC                 AT END OF MESSAGE
        BR      T10         SEGMENT, RESTORE TIND
                            ADDRESS TO DC0
OUT                         END OF PROGRAM. ANY
                            OTHER INSTRUCTIONS MAY
                            FOLLOW HERE
        —
        —
        —
TIND    ORG     X'0800'     ORIGIN ARBITRARILY
                            SELECTED
        DC      H'00'       DISPLACEMENT TO HIGH
                            BYTE
        DC      H'03'       DISPLACEMENT TO LOW
                            BYTE
        DC      H'16'       NUMBER OF CHARACTERS
                            IN THIS SEGMENT
        DC      H'FF'       END OF MESSAGE 1
        —
        —
        —
        DC      H'0B'
        DC      H'FF'
```

10.2 MULTIBYTE ADDITION AND SUBTRACTION

10.2.1 16-Bit, Binary Addition and Subtraction

The following program adds a 16-bit value in scratchpad bytes 1 (high) and 0 (low) to another 16-bit value in scratchpad bytes 3 (high) and 2 (low), as follows:

```
        LR      A,0         LOAD LOW ORDER
                            AUGEND BYTE
        AS      2           ADD LOW ORDER
                            ADDEND BYTE
        LR      2,A         SAVE ANSWER
        LR      A,1         LOAD HIGH ORDER
                            AUGEND BYTE
        LNK                 ADD ANY CARRY
        BNO     A1          IF NO OVERFLOW,
                            CONTINUE
        BR      ERROR       MAKE ERROR EXIT FOR
                            CARRY
A1      AS      3           ADD HIGH ORDER
                            ADDEND BYTE
        LR      3,A         SAVE ANSWER
        BNO     NEXT        IF NO OVERFLOW,
                            CONTINUE
        BR      ERROR       MAKE ERROR EXIT FOR
                            CARRY
```

To perform 16-bit binary subtraction, the two's complement of the 16-bit value in scratchpad bytes 1 and 0 is added to the 16-bit value in H. Instructions required are as follows:

```
        LR      DC,H        MOVE SUBTRAHEND TO DC
        LR      A,0         LOAD LOW ORDER BYTE
                            OF MINUEND
        COM                 COMPLEMENT IT
        ADC                 ADD TO SUBTRAHEND
        LIS     1           ADD 1 TO SUBTRAHEND
        ADC
        LR      H,DC        RESTORE PARTIAL SUM TO H
        LR      A,1         LOAD HIGH ORDER BYTE
                            OF MINUEND
        COM                 COMPLEMENT
        AS      10          ADD HU TO ACCUMULATOR
        LR      10,A        STORE ANSWER BACK
```

10.2.2 Multibyte Binary or Decimal Addition and Subtraction

Subroutine MADD, in any of the forms and variations described in Section 7, performs multibyte binary addition.

To perform multibyte binary subtraction make changes as follows. (Refer to the program version in Section 7.2.2):

Replace

```
EIGHT   COM                 INITIALLY CLEAR THE
                            CARRY BIT
        LR      J,W
LOOP    LM
        LR      W,J
NINE    LNK
```

with:

```
EIGHT   LI      H'FF'       INITIALLY SET THE CARRY
        INC                 BIT BY LOADING H'FF' INTO
                            A, THEN INCREMENTING
        LR      J,W         SAVE STATUS TO FORCE
                            TWOS COMPLEMENT
LOOP    LM                  LOAD NEXT BYTE
        COM                 COMPLEMENT THE
                            ACCUMULATOR
        LR      W,J         RESTORE STATUS
NINE    LNK                 ADD CARRY, IF PRESENT
```

To perform multibyte decimal addition, referring again to the multibyte addition program as described in Section 7.2.2, replace

```
TWEL    AM                  ADD CORRESPONDING
                            ADDEND BYTE
```

with:

```
TWEL    AI      H'66'       PRIME AUGEND FOR
                            DECIMAL ADDITION
        AMD                 ADD ADDEND DECIMAL
```

To perform multibyte decimal subtraction, the routine should be changed as follows:

```
BUFA    EQU     H'0838'     THE CONTENTS OF BUFA
BUFB    EQU     H'0920'     AND BUFB ARE ADDED. THE
BUFC    EQU     H'077C'     RESULT IS STORED IN BUFC.
CNT     —       H'0A'       10 BYTE BUFFERS ARE
        —                   ASSUMED.

        —
ONE     LIS     CNT         USE SCRATCHPAD
TWO     LR      0,A         REGISTER 0 AS A COUNTER
THREE   DCI     BUFC        SAVE THE ANSWER BUFFER
FOUR    LR      Q,DC        STARTING ADDRESS IN Q
FIVE    DCI     BUFA        SAVE THE SOURCE BUFFER
SIX     XDC                 ADDRESSES IN DC0
                            AND DC1

SEVEN   DCI     BUFB
EIGHT   LI      H'66'       LOAD IMMEDIATE H'66'
        LR      2,A         AND SAVE FOR LATER USE
        LIS     1           INITIALLY SET CARRY TO 1
LOOP    LR      8,A         SCRATCHPAD BYTE 8 USED
                            TO SAVE CARRY
        LM                  LOAD SUBTRAHEND INTO
                            ACCUMULATOR
        COM
ELEV    XDC                 ADDRESS MINUEND
        AMD                 ADD MINUEND
        LR      J,W         SAVE STATUS
        AS      8           ADD PRIOR BYTE'S CARRY
        ASD     2           DECIMAL CORRECT BY
                            ADDING H'66'
NNTN    BNC     TWTY+1      TEST IF DECIMAL CORRECT
                            CREATES A CARRY
TWTY    LR      J,W         IF IT DOES, SAVE CARRY
THRT    XDC                 READDRESS AUGEND
                            BUFFER

FRTN    LR      H,DC        SAVE AUGEND ADDRESS
                            IN H
FFTN    LR      DC,Q        LOAD ANSWER BUFFER
                            ADDRESS
SXTN    ST                  STORE THE ANSWER
SVTN    LR      Q,DC        SAVE ANSWER BUFFER
                            ADDRESS IN Q
EGTN    LR      DC,H        MOVE AUGEND ADDRESS
                            BACK TO H
        LIS     2           LOAD CARRY FROM AMD
        NS      9           OR ASD AND WITH SAVED
                            STATUS IN J
        SR      1           SAVE IN SCRATCHPAD
                            BYTE 1
TWT1    DS      0           DECREMENT COUNTER
        BNZ     LOOP        RETURN FOR MORE
```

10.3 MULTIPLICATION

There are a number of possible multiplication routines.

Consider first the binary multiplication of two 8-bit, positive numbers (in scratchpad bytes 0 and 1) to give a 16-bit product in scratchpad bytes 7 (high) and 6 (low). The following program performs the required multiplication:

```
*BINARY MULTIPLY SUBROUTINE
*SCRATCH REG 1 CONTAINS MULTIPLIER
*SCRATCH REG 2 CONTAINS MULTIPLICAND
*SCRATCH REGS 6 AND 7 CONTAIN PRODUCT (SR7=MSB)
BMPY    LIS    8       INITIALIZE COUNTER TO 8
        LR     5,A
        LIS    0       ZERO PRODUCT
        LR     6,A
        LR     7,A
BMP1    LR     A,6     SHIFT PARTIAL
        AS     6       PRODUCT LEFT 1
        LR     6,A
        LR     A,7
        LNK
        AS     7
        LR     7,A
        LR     A,1     SHIFT MULTIPLIER
        AS     1       LEFT 1, BY ADD
        LR     1,A     IF CARRY IF SET
        BNC    BMP2    ADD MULTIPLICAND TO
                       PRODUCT
        LR     A,2     ADD
        AS     6       MULTIPLICAND
        LR     6,A     TO
        LR     A,7     PRODUCT
        LNK
        LR     7,A
BMP2    DS     5       DECREMENT COUNT
        BNZ    BMP1    NOT FINI, REPEAT
        —
        —
```

The above program occupies 26 bytes and executes in a maximum of 373 μs. Contrast this with the program in Section 9.3.3 which occupies just 12 bytes, but executes in between 20μs and 1800.5 μs.

Very fast decimal multiplication can be achieved using table lookups. Consider a 2-digit decimal number in scratchpad byte 0, multiplied by a 2-digit decimal number in scratchpad byte 1, to give a 4-digit answer in scratchpad bytes 7 (high) and 6 (low). The routine uses 100 bytes of ROM, to hold the following table:

```
TABX+00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
holds: 00 00 00 00 00 00 00 00 00 00      Not Used

TABX+10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F
holds: 00 01 02 03 04 05 06 07 08 09      Not Used

TABX+20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F
holds: 00 02 04 06 08 10 12 14 16 18      Not Used

TABX+30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F
holds: 00 03 06 09 12 15 18 21 24 27      Not Used

TABX+40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F
holds: 00 04 08 12 16 20 24 28 32 36      Not Used

TABX+50 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F
holds: 00 05 10 15 20 25 30 35 40 45      Not Used

TABX+60 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F
holds: 00 06 12 18 24 30 36 42 48 54      Not Used

TABX+70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F
holds: 00 07 14 21 28 35 42 49 56 63      Not Used

TABX+80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F
holds: 00 08 16 24 32 40 48 56 64 72      Not Used

TABX+90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F
holds: 00 09 18 27 36 45 54 63 72 81      Not Used
```

All numbers above are hexadecimal. Suppose TABX is equated to H'2000'; then byte H'2008' contains H'00'; byte H'2024' contains H'08'; byte H'2094' contains H'36'; etc.

The table lookup proceeds as follows:

```
LR     A,0     ISOLATE MULTIPLIER
SL     4       LOW ORDER DIGIT
SR     4
LR     2,A     STORE IN BYTE 2
LR     A,1     LOAD MULTIPLICAND
SL     4       ISOLATE LOW ORDER DIGIT
AS     2       ADD MULTIPLIER LOW
               ORDER DIGIT X16
DCI    TABX    LOAD TABLE BASE
               ADDRESS
LR     H,DC    SAVE BASE FOR FURTHER
               USE
ADC            ADD ACCUMULATOR INDEX
LM             LOAD PRODUCT FROM
               TABLE
LR     6,A     STORE IN LOW ORDER
               BYTE OF ANSWER
LR     A,0     LOAD MULTIPLIER
SR     4       ISOLATE HIGH ORDER DIGIT
LR     3,A     SAVE IN BYTE 3
LR     A,1     LOAD MULTIPLICAND
SR     4       ISOLATE HIGH ORDER DIGIT
SL     4
AS     3       ADD MULTIPLIER HIGH
               ORDER DIGIT
LR     DC,H    LOAD TABLE BASE
               ADDRESS
ADC            ADD ACCUMULATOR INDEX
LM             LOAD PRODUCT FROM
               TABLE
LR     7,A     STORE IN HIGH ORDER BYTE
               OF ANSWER
LR     A,1     LOAD LOW ORDER DIGIT OF
SL     4       MULTIPLICAND
AS     3       ADD HIGH ORDER DIGIT OF
               MULTIPLIER
LR     DC,H    OBTAIN PRODUCT
ADC
LM
LR     3,A     SAVE IN BYTE 3
SL     4       ADD LOW ORDER DIGIT TO
AI     H'66'
ASD    6       HIGH ORDER DIGIT OF
               BYTE 6
LR     J,W
LR     6,A
LR     A,3     ISOLATE HIGH ORDER DIGIT
SR     4       OF PRODUCT IN LOW
               ORDER POSITION
LR     W,J
LNK            OF ACCUMULATOR. ADD
               LINK
```

```
AI     H'66'
ASD    7        ADD HIGH ORDER BYTE OF
                ANSWER
LR     7,A      RESTORE HIGH ORDER BYTE
                OF ANSWER
LR     A,1      LOAD HIGH ORDER DIGIT
SR     4        OF MULTIPLICAND
SL     4
AS     2        ADD LOW ORDER DIGIT OF
                MULTIPLIER
LR     DC,H     OBTAIN PRODUCT
ADC
LM              SAVE IN BYTE 3
LR     3,A
SL     4        ADD LOW ORDER DIGIT TO
AI     H'66'
ASD    6        HIGH ORDER DIGIT OF
                BYTE 6
LR     J,W
LR     6,A
LR     A,3      ISOLATE HIGH ORDER DIGIT
SR     4        OF PRODUCT IN LOW ORDER
                POSITION
LR     W,J
LNK             OF ACCUMULATOR.
                ADD LINK
AI     H'66'
ASD    7        ADD HIGH ORDER BYTE
                OF ANSWER
LR     7,A      RESTORE HIGH ORDER
                BYTE OF ANSWER
```

More compact versions of this program could be written, but they would take longer to execute.

10.4 DIVISION

Division of positive numbers can be performed by a program using successive subtraction as follows:

1) Zero the answer
2) Subtract the divisor from the dividend
3) Test for a negative result
4) For a positive result, increment the answer and return to 2
5) For a negative result, the division is finished. Add the divisor to the dividend to obtain remainder.

APPENDIX A – BINARY NUMBER SYSTEM

The binary number system is a system of counting which utilizes the digits 1 and 0 to represent numeric quantities. The binary digits, referred to as BITs, are arranged in a sequence of decreasing significance based upon powers of two. Each bit is numbered. By convention, the most significant bit is on the left, and the least significant bit is on the right.

For example, consider the binary number:

Binary number	0	1	1	0	0	1
Bit number	5	4	3	2	1	0
Power of base two	2^5	2^4	2^3	2^2	2^1	2^0
Significance	32	16	8	4	2	1

As in any number system, the quantity represented by a binary number is calculated by multiplying each digit by its significance, then summing products.

The binary number example is evaluated as follows:

$$\begin{aligned}\text{Quantity} &= 0*2^5+1*2^4+1*2^3+0*2^2+0*2^1+1*2^0\\ &= 0 + 16 + 8 + 0 + 0 + 1\\ &= 25\end{aligned}$$

Binary numbers may be used to represent any real number positive or negative.

Non-integer numbers are represented in the same binary format shown above except that the significance of the bits changes. To indicate the correct interpretation of a binary number, a "binary point" (which is analogous to a decimal point in the decimal number system) is inserted. Consider the binary number below:

Binary number	0	1	1	0	0	1	.1
Bit number	6	5	4	3	2	1	0
Power of base two	2^5	2^4	2^3	2^2	2^1	2^0	2^{-1}
Significance	32	16	8	4	2	1	½

The number is evaluated as follows:

$$\begin{aligned}\text{Quantity} &= 0*2^5+1*2^4+1*2^3+0*2^2+0*2^1+1*2^0+1*2^{-1}\\ &= 0 + 16 + 8 + 0 + 0 + 0 + .5\\ &= 25.5\end{aligned}$$

The bits of a binary number may be grouped in fours and transposed into the hexadecimal number system which includes the following digits:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F.

The following example illustrates the procedure:

10011100 Binary number

$\underbrace{1001}_{9}\underbrace{1100}_{A}$

9 A Hexadecimal number

In this manual, hexadecimal numbers are written within quotation marks and preceded by an H. Consider the example:

H'27', H'AE10', H'F'

The octal number system includes the following digits:

0, 1, 2, 3, 4, 5, 6, 7.

Binary numbers are transposed into octal numbers by arranging the bits into groups of three as illustrated below:

101001 Binary number

$\underbrace{101}_{5}\ \underbrace{001}_{1}$

5 1 Octal number

The Indirect Scratchpad Address Register (ISAR) uses two octal digits to address 64 scratchpad registers.

Octal numbers are written within quotation marks preceded by an O as follows:

O'27', O'3', O'3270'

Table A-1 illustrates the relationship between binary, decimal, hexadecimal and octal numbers.

BINARY	DECIMAL	HEXADECIMAL	OCTAL
0 0 0 0	0	0	0
0 0 0 1	1	1	1
0 0 1 0	2	2	2
0 0 1 1	3	3	3
0 1 0 0	4	4	4
0 1 0 1	5	5	5
0 1 1 0	6	6	6
0 1 1 1	7	7	7
1 0 0 0	8	8	10
1 0 0 1	9	9	11
1 0 1 0	10	A	12
1 0 1 1	11	B	13
1 1 0 0	12	C	14
1 1 0 1	13	D	15
1 1 1 0	14	E	16
1 1 1 1	15	F	17

Table A-1. Binary, Decimal, Hexadecimal and Octal Numbers

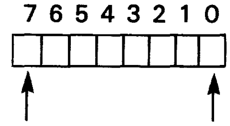
THE BYTE

The Fairchild F8 microprocessor is an 8-bit device, which means that data is handled in eight binary digit (or one byte) units. An 8-bit byte may represent 256 (2^8) possible permutations of eight digits.

When referencing the 8-bit byte, this manual has established the following conventions.

The bits are numbered from right to left with numbers 0 through 7. The most significant bit is on the left; the least significant bit is on the right.

Bit Number 7 6 5 4 3 2 1 0



Most significant bit Least significant bit

An 8-bit byte may represent an instruction object code, an ASCII code or a data word.

An 8-bit data word may be interpreted as a signed binary number with a value of from 127 to -128 as illustrated in Table A-2.

It will become clear after reading the sections which follow on binary arithmetic, that the signed binary number system is a natural fallout of two's complement subtraction.

BINARY	DECIMAL	HEXADECIMAL
10000000	-128	80
10000001	-127	81
10000010	-126	82
	—	—
	—	—
	—	—
11111110	-2	FE
11111111	-1	FF
00000000	0	0
00000001	1	1
00000010	2	2
—		—
—		—
—		—
01111101	+125	7D
01111110	+126	7E
01111111	+127	7F

Table A-2. Signed Binary Numeric Interpretations

Binary Number Addition

Addition of binary numbers is accomplished by following three rules.

```
1)    1  bit
    + 1  bit
      0  bit + a carry bit to the next significant bit

2)    1  bit
    + 0  bit
      1  bit

3)    0  bit
    + 0  bit
      0  bit
```

Consider the addition of two positive 8-bit binary numbers:

```
Bit Number     7 6 5 4 3 2 1 0
    H'93'      1 0 0 1 0 0 1 1
   +H'A8'      1 0 1 0 1 0 0 0
    H'3B' [1]  0 0 1 1 1 0 1 1
           ↑
       Carry Bit
```

A carry out of bit 7 has occurred as a result of the addition. The carry bit is set to indicate that the results of the addition cannot be represented in the existing 8-bits. However, if the carry bit represents the next higher significant bit, the results are valid.

In a multiple byte addition, the carry bit from the most significant bit position of a byte is added to the least significant bit of the next (higher order) byte as follows:

```
 H'13E2'   0 0 0 1 0 0 1 1        1 1 1 0 0 0 1 0
+H'4747'   0 1 0 0 0 1 1 1        0 1 0 0 0 1 1 1
 H'5B29'   0 1 0 1 1 0 1 0  ← 1   0 0 1 0 1 0 0 1
                         1
           0 1 0 1 1 0 1 1
```

Binary Number Subtraction

Subtracting a binary number is the same as adding the two's complement of the number.

The two's complement of a number is generated by complementing the number (replacing 0 with 1 and 1 with 0) and adding one to the complement. Here is an example:

```
           H'3C'   0 0 1 1 1 1 0 0
one's complement   1 1 0 0 0 0 1 1
                                 1
two's complement   1 1 0 0 0 1 0 0
```

Observe that negative numbers in Table A-2 are the two's complement of their positive equivalents. In this fashion, an 8-bit number can contain sign and value information for numbers between 128 and -127.

When adding signed binary numbers, care must be taken to indicate when the result exceeds the boundaries of the two's complement notation.

To exemplify the need for such indicators, consider some simple examples using the set of 3-bit signed binarynumbers from 3 to -4.

Signed Binary Numbers	Decimal
011	3
010	2
001	1
000	0
111	-1
110	-2
101	-3
100	-4

Any number greater than 3 or less than -4 is outside the boundaries of the set of 3-bit signed binary numbers.

The addition of two numbers within this set may result in a number which is not defined as part of the set.

Consider the addition of two numbers with like signs:

```
1) Bit No.  210          2) Bit No.  210
      2     010                3     011
    + 1     001              + 1     001
      3     011                4     100
         no carry                 carry

3) Bit No.  210          4) Bit No.  210
     -3     101               -3     101
     -1     111               -2     110
     -4   1←100               -5   1←011
       two carries                carry
```

In example 1, no carry out of the two high order bits occured. The result is defined and valid.

In example 2, carry out from the bit which precedes the sign bit (carry out from bit 2) occurred. The result is undefined and therefore invalid.

In example 3, a carry from bit 2 and 3 occurred. The result is defined and valid.

In example 4, a carry from the sign bit occurred. The result is undefined and invalid.

The explanation of the four examples illustrates the rules which govern the error indication mechanism in the Fairchild F8 microprocessor. If the addition of two 8-bit numbers causes a result which is outside the boundary defined for 8-bit signed binary numbers, (illustrated in Table A-1), an overflow status bit is set.

The overflow status bit is defined as the EXCLUSIVE-OR of the carry out of bit 6 and the carry out of bit 7. (EXCLUSIVE-OR is defined later in this appendix.)

Consider binary number subtraction, (the addition of a binary number to a two's complement number).

1)	Bit No.		7 6 5 4 3 2 1 0
	H'52'		0 1 0 1 0 0 1 0
	two's complement		1 0 1 0 1 1 1 0
	H'34'		0 0 1 1 0 1 0 0
	-H'52'		1 0 1 0 1 1 1 0
	-H'18'	$\boxed{0}$	1 1 1 0 0 0 1 0
	two's complement		
	H'18'		0 0 0 1 1 0 0 0
2)	Bit No.		7 6 5 4 3 2 1 0
	H'2A'		0 0 1 0 1 0 1 0
	two's complement		1 1 0 1 0 1 1 0
	H'B6'		1 0 1 1 0 1 1 0
	-H'2A'		1 1 0 1 0 1 1 0
	H'8A'	$\boxed{1}$	1 0 0 0 1 1 0 0

In example 1, the subtrahend is larger than the minuend, indicating a negative answer. In unsigned binary number arithmetic, a negative result is indicated by no carry out of the most significant bit and is in two's complement form. There is no overflow because there is no carry out of either bit 6 or bit 7.

In example 2, the subtrahend is smaller than the minuend indicating a positive answer. In unsigned binary arithmetic, a positive result is indicated by a carry from the most significant bit position and is in straight binary form. There is no overflow because there is a carry out of both bit 6 and bit 7.

Multiplication of binary numbers may be performed in two ways: repetitive addition or in the fashion illustrated below, which is similar to the long hand method for multiplying decimal numbers:

```
Decimal          Binary
  91          1 0 1 1 0 1 1
x  5                  1 0 1
 455          1 0 1 1 0 1 1
            0 0 0 0 0 0 0
          1 0 1 1 0 1 1
          1 1 1 0 0 0 1 1 1
```

Division of binary numbers may be accomplished by repetitive subtraction of one operand from another, or by an operation similar to long hand division:

```
    7        111
3)21     11)10101
             11
             100
              11
               11
               11
                0
```

COMPUTER LOGIC

Assembly language instructions exist which perform logical operations on operands. Three such logical operations are described below (logical-OR, AND, and EXCLUSIVE-OR).

The logical-OR operation is illustrated for the two operands I and J with the statement:

If I or J equals 1, then the result is 1. Otherwise, the result is zero.

The symbol used to indicate the logical-OR operation is the sign (V). Consider the logical-OR of two binary numbers:

A V B = C (read A "or" B equals C)

```
A  11010
B  01100
C  11110
```

The logical AND operation is illustrated for the two operands I and J with the following statement:

If both I and J are 1, then the result is 1. Otherwise, the result is zero.

The symbol used for the logical AND operation is ($\wedge$).

Consider the logical AND of two binary numbers:

A $\wedge$ B = C (read A "and" B equals C)

```
A  11010
B  01100
C  01000
```

The logical EXCLUSIVE-OR operation is illustrated for the operands I and J with the following statement:

If both I and J equal 1 or both I and J equal 0, the result is zero, otherwise the result is 1.

The symbol used to indicate the logical EXCLUSIVE-OR operation is a circled sign ($\oplus$).

Consider the logical EXCLUSIVE-OR of two binary numbers:

A $\oplus$ B = C (read A "EXCLUSIVE-OR" with B equals C)

```
A  11010
B  01100
C  10110
```

APPENDIX B – ASCII CODES

GRAPHIC OR CONTROL	ASCII (HEXADECIMAL)
NULL	00
SOM	01
EOA	02
EOM	03
EOT	04
WRU	05
RU	06
BELL	07
FE	08
H. Tab	09
Line Feed	0A
V. Tab	0B
Form	0C
Return	0D
SO	0E
SI	0F
DCO	10
X-On	11
Tape Aux. On	12
X-Off	13
Tape Aux. Off	14
Error	15
Sync	16
LEM	17
S0	18
S1	19
S2	1A
S3	1B
S4	1C
S5	1D
S6	1E
S7	1F

GRAPHIC OR CONTROL	ASCII (HEXADECIMAL)
ACK	7C
Alt. Mode	7D
Rubout	7F
!	21
"	22
#	23
$	24
%	25
&	26
'	27
(	28
)	29
*	2A
+	2B
,	2C
-	2D
.	2E
/	2F
:	3A
;	3B
<	3C
=	3D
>	3F
?	3F
[	5B
\	5C
]	5D
↑	5E
←	5F
@	40
blank	20
0	30

GRAPHIC OR CONTROL	ASCII (HEXADECIMAL)
1	31
2	32
3	33
4	34
5	35
6	36
7	37
8	38
9	39
A	41
B	42
C	43
D	44
E	45
F	46
G	47
H	48
I	49
J	4A
K	4B
L	4C
M	4D
N	4E
O	4F
P	50
Q	51
R	52
S	53
T	54
U	55
V	56
W	57
X	58
Y	59
Z	5A

APPENDIX C – CONVERSION TABLES/TIMER COUNTS

POWERS OF TWO

2^n	n	2^{-n}
1	0	1.0
2	1	0.5
4	2	0.25
8	3	0.125
16	4	0.062 5
32	5	0.031 25
64	6	0.015 625
128	7	0.007 812 5
256	8	0.003 906 25
512	9	0.001 953 125
1 024	10	0.000 976 562 5
2 048	11	0.000 488 281 25
4 096	12	0.000 244 140 625
8 192	13	0.000 122 070 312 5
16 384	14	0.000 061 035 156 25
32 768	15	0.000 030 517 578 125
65 536	16	0.000 015 258 789 062 5
131 072	17	0.000 007 629 394 531 25
262 144	18	0.000 003 814 697 265 625
524 288	19	0.000 001 907 348 632 812 5
1 048 576	20	0.000 000 953 674 316 406 25
2 097 152	21	0.000 000 476 837 158 203 125
4 194 304	22	0.000 000 238 418 579 101 562 5
8 388 608	23	0.000 000 119 209 289 550 781 25
16 777 216	24	0.000 000 059 604 644 775 390 625
33 554 432	25	0.000 000 029 802 322 387 695 312 5
67 108 864	26	0.000 000 014 901 161 193 847 656 25
134 217 728	27	0.000 000 007 450 580 596 923 828 125
268 435 456	28	0.000 000 003 725 290 298 461 914 062 5
536 870 912	29	0.000 000 001 862 645 149 230 957 031 25
1 073 741 824	30	0.000 000 000 931 322 574 615 478 515 625
2 147 483 648	31	0.000 000 000 465 661 287 307 739 257 812 5
4 294 967 296	32	0.000 000 000 232 830 643 653 869 628 906 25
8 589 934 592	33	0.000 000 000 116 415 321 826 934 814 453 125
17 179 869 184	34	0.000 000 000 058 207 660 913 467 407 226 562 5
34 359 738 368	35	0.000 000 000 029 103 830 456 733 703 613 281 25
68 719 476 736	36	0.000 000 000 014 551 915 228 366 851 806 640 625
137 438 953 472	37	0.000 000 000 007 275 957 614 183 425 903 320 312 5
274 877 906 944	38	0.000 000 000 003 637 978 807 091 712 951 660 156 25
549 755 813 888	39	0.000 000 000 001 818 989 403 545 856 475 830 078 125
1 099 511 627 776	40	0.000 000 000 000 909 494 701 772 928 237 915 039 062 5
2 199 023 255 552	41	0.000 000 000 000 454 747 350 886 464 118 957 519 531 25
4 398 046 511 104	42	0.000 000 000 000 227 373 675 443 232 059 478 759 765 625
8 796 093 022 208	43	0.000 000 000 000 113 686 837 721 616 029 739 379 882 812 5
17 592 186 044 416	44	0.000 000 000 000 056 843 418 860 808 014 869 689 941 406 25
35 184 372 088 832	45	0.000 000 000 000 028 421 709 430 404 007 434 844 970 703 125
70 368 744 177 664	46	0.000 000 000 000 014 210 854 715 202 003 717 422 485 351 562 5
140 737 488 355 328	47	0.000 000 000 000 007 105 427 357 601 001 858 711 242 675 781 25
281 474 976 710 656	48	0.000 000 000 000 003 552 713 678 800 500 929 355 621 337 890 625
562 949 953 421 312	49	0.000 000 000 000 001 776 356 839 400 250 464 677 810 668 945 312 5
1 125 899 906 842 624	50	0.000 000 000 000 000 888 178 419 700 125 232 338 905 334 472 656 25
2 251 799 813 685 248	51	0.000 000 000 000 000 444 089 209 850 062 616 169 452 667 236 328 125
4 503 599 627 370 496	52	0.000 000 000 000 000 222 044 604 925 031 308 084 726 333 618 164 062 5
9 007 199 254 740 992	53	0.000 000 000 000 000 111 022 302 462 515 654 042 363 166 809 082 031 25
18 014 398 509 481 984	54	0.000 000 000 000 000 055 511 151 231 257 827 021 181 583 404 541 015 625
36 028 797 018 963 968	55	0.000 000 000 000 000 027 755 575 615 628 913 510 590 791 702 270 507 812 5
72 057 594 037 927 936	56	0.000 000 000 000 000 013 877 787 807 814 456 755 295 395 851 135 253 906 25
144 115 188 075 855 872	57	0.000 000 000 000 000 006 938 893 903 907 228 377 647 697 925 567 676 950 125
288 230 376 151 711 744	58	0.000 000 000 000 000 003 469 446 951 953 614 188 823 848 962 783 813 476 562 5
576 460 752 303 423 488	59	0.000 000 000 000 000 001 734 723 475 976 807 094 411 924 481 391 906 738 281 25
1 152 921 504 606 846 976	60	0.000 000 000 000 000 000 867 361 737 988 403 547 205 962 240 695 953 369 140 625
2 305 843 009 213 693 952	61	0.000 000 000 000 000 000 433 680 868 994 201 773 602 981 120 347 976 684 570 312 5
4 611 686 018 427 387 904	62	0.000 000 000 000 000 000 216 840 434 497 100 886 801 490 560 173 988 342 285 156 25
9 223 372 036 854 775 808	63	0.000 000 000 000 000 000 108 420 217 248 550 443 400 745 280 086 994 171 142 578 125

TABLE OF POWERS OF SIXTEEN_{10}

16^n	n	16^{-n}					
1	0	0.10000	00000	00000	00000	x	10
16	1	0.62500	00000	00000	00000	x	10^{-1}
256	2	0.39062	50000	00000	00000	x	10^{-2}
4 096	3	0.24414	06250	00000	00000	x	10^{-3}
65 536	4	0.15258	78906	25000	00000	x	10^{-4}
1 048 576	5	0.95367	43164	06250	00000	x	10^{-6}
16 777 216	6	0.59604	64477	53906	25000	x	10^{-7}
268 435 456	7	0.37252	90298	46191	40625	x	10^{-8}
4 294 967 296	8	0.23283	06436	53869	62891	x	10^{-9}
68 719 476 736	9	0.14551	91522	83668	51807	x	10^{-10}
1 099 511 627 776	10	0.90949	47017	72928	23792	x	10^{-12}
17 592 186 044 416	11	0.56843	41886	08080	14870	x	10^{-13}
281 474 976 710 656	12	0.35527	13678	80050	09294	x	10^{-14}
4 503 599 627 370 496	13	0.22204	46049	25031	30808	x	10^{-15}
72 057 594 037 927 936	14	0.13877	78780	78144	56755	x	10^{-16}
1 152 921 504 606 846 976	15	0.86736	17379	88403	54721	x	10^{-18}

TABLE OF POWERS OF 10_{16}

10^n	n	10^{-n}					
1	0	1.0000	0000	0000	0000		
A	1	0.1999	9999	9999	999A		
64	2	0.28F5	C28F	5C28	F5C3	x	16^{-1}
3E8	3	0.4189	374B	C6A7	EF9E	x	16^{-2}
2710	4	0.68DB	8BAC	710C	B296	x	16^{-3}
1 86A0	5	0.A7C5	AC47	1B47	8423	x	16^{-4}
F 4240	6	0.10C6	F7A0	B5ED	8D37	x	16^{-4}
98 9680	7	0.1AD7	F29A	BCAF	4858	x	16^{-5}
5F5 E100	8	0.2AF3	1DC4	6118	73BF	x	16^{-6}
3B9A CA00	9	0.44B8	2FA0	9B5A	52CC	x	16^{-7}
2 540B E400	10	0.6DF3	7F67	SEF6	EADF	x	16^{-8}
17 4876 E800	11	0.AFEB	FF0B	CB24	AAFF	x	16^{-9}
E8 D4A5 1000	12	0.1197	9981	2DEA	1119	x	16^{-9}
918 4E72 A000	13	0.1C25	C268	4976	81C2	x	16^{-10}
5AF3 107A 4000	14	0.2D09	370D	4257	3604	x	16^{-11}
3 8D7E A4C6 8000	15	0.480E	BE7B	9D58	566D	x	16^{-12}
23 8652 6FC1 0000	16	0.734A	CA5F	6226	F0AE	x	16^{-13}
163 4578 5D8A 0000	17	0.B877	AA32	36A4	B449	x	16^{-14}
DE0 B6B3 A764 0000	18	0.1272	5DD1	D243	ABA1	x	16^{-14}
8AC7 2304 89E8 0000	19	0.1D83	C94F	B6D2	AC35	x	16^{-15}

HEXADECIMAL-DECIMAL INTEGER CONVERSION

The table below provides for direct conversions between hexadecimal integers in the range 0-FFF and decimal integers in the range 0-4095. For conversion of larger integers, the table values may be added to the following figures:

Hexadecimal	Decimal	Hexadecimal	Decimal
01 000	4 096	20 000	131 072
02 000	8 192	30 000	196 608
03 000	12 288	40 000	262 144
04 000	16 384	50 000	327 680
05 000	20 480	60 000	393 216
06 000	24 576	70 000	458 752
07 000	28 672	80 000	524 288
08 000	32 768	90 000	589 824
09 000	36 864	A0 000	655 360
0A 000	40 960	B0 000	720 896
0B 000	45 056	C0 000	786 432
0C 000	49 152	D0 000	851 968
0D 000	53 248	E0 000	917 504
0E 000	57 344	F0 000	983 040
0F 000	61 440	100 000	1 048 576
10 000	65 536	200 000	2 097 152
11 000	69 632	300 000	3 145 728
12 000	73 728	400 000	4 194 304
13 000	77 824	500 000	5 242 880
14 000	81 920	600 000	6 291 456
15 000	86 016	700 000	7 340 032
16 000	90 112	800 000	8 388 608
17 000	94 208	900 000	9 437 184
18 000	98 304	A00 000	10 485 760
19 000	102 400	B00 000	11 534 336
1A 000	106 496	C00 000	12 582 912
1B 000	110 592	D00 000	13 631 488
1C 000	114 688	E00 000	14 680 064
1D 000	118 784	F00 000	15 728 640
1E 000	122 880	1 000 000	16 777 216
1F 000	126 976	2 000 000	33 554 432

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000	0000	0001	0002	0003	0004	0005	0006	0007	0008	0009	0010	0011	0012	0013	0014	0015
010	0016	0017	0018	0019	0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	0030	0031
020	0032	0033	0034	0035	0036	0037	0038	0039	0040	0041	0042	0043	0044	0045	0046	0047
030	0048	0049	0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	0060	0061	0062	0063
040	0064	0065	0066	0067	0068	0069	0070	0071	0072	0073	0074	0075	0076	0077	0078	0079
050	0080	0081	0082	0083	0084	0085	0086	0087	0088	0089	0090	0091	0092	0093	0094	0095
060	0096	0097	0098	0099	0100	0101	0102	0103	0104	0105	0106	0107	0108	0109	0110	0111
070	0112	0113	0114	0115	0116	0117	0118	0119	0120	0121	0122	0123	0124	0125	0126	0127
080	0128	0129	0130	0131	0132	0133	0134	0135	0136	0137	0138	0139	0140	0141	0142	0143
090	0144	0145	0146	0147	0148	0149	0150	0151	0152	0153	0154	0155	0156	0157	0158	0159
0A0	0160	0161	0162	0163	0164	0165	0166	0167	0168	0169	0170	0171	0172	0173	0174	0175
0B0	0176	0177	0178	0179	0180	0181	0182	0183	0184	0185	0186	0187	0188	0189	0190	0191
0C0	0192	0193	0194	0195	0196	0197	0198	0199	0200	0201	0202	0203	0204	0205	0206	0207
0D0	0208	0209	0210	0211	0212	0213	0214	0215	0216	0217	0218	0219	0220	0221	0222	0223
0E0	0224	0225	0226	0227	0228	0229	0230	0231	0232	0233	0234	0235	0236	0237	0238	0239
0F0	0240	0241	0242	0243	0244	0245	0246	0247	0248	0249	0250	0251	0252	0253	0254	0255

HEXADECIMAL-DECIMAL INTEGER CONVERSION (Cont'd)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
100	0256	0257	0258	0259	0260	0261	0262	0263	0264	0265	0266	0267	0268	0269	0270	0271
110	0272	0273	0274	0275	0276	0277	0278	0279	0280	0281	0282	0283	0284	0285	0286	0287
120	0288	0289	0290	0291	0292	0293	0294	0295	0296	0297	0298	0299	0300	0301	0302	0303
130	0304	0305	0306	0307	0308	0309	0310	0311	0312	0313	0314	0315	0316	0317	0318	0319
140	0320	0321	0322	0323	0324	0325	0326	0327	0328	0329	0330	0331	0331	0333	0334	0335
150	0336	0337	0338	0339	0340	0341	0342	0343	0344	0345	0346	0347	0348	0349	0350	0351
160	0352	0353	0354	0355	0356	0357	0358	0359	0360	0361	0362	0363	0364	0365	0366	0367
170	0368	0369	0370	0371	0372	0373	0374	0375	0376	0377	0378	0379	0380	0381	0382	0383
180	0384	0385	0386	0387	0388	0389	0390	0391	0392	0393	0394	0395	0396	0397	0398	0399
190	0400	0401	0402	0403	0404	0405	0406	0407	0408	0409	0410	0411	0412	0413	0414	0415
1A0	0416	0417	0418	0419	0420	0421	0422	0423	0424	0425	0426	0427	0428	0429	0430	0431
1B0	0432	0433	0434	0435	0436	0437	0438	0439	0440	0441	0442	0443	0444	0445	0446	0447
1C0	0448	0449	0450	0451	0452	0453	0454	0455	0456	0457	0458	0459	0460	0461	0462	0463
1D0	0464	0465	0466	0467	0468	0469	0470	0471	0472	0473	0474	0475	0476	0477	0478	0479
1E0	0480	0481	0482	0483	0484	0485	0486	0487	0488	0489	0490	0491	0492	0493	0494	0495
1F0	0496	0497	0498	0499	0500	0501	0502	0503	0504	0505	0506	0507	0508	0509	0510	0511
200	0512	0513	0514	0515	0516	0517	0518	0519	0520	0521	0522	0523	0524	0525	0526	0527
210	0528	0529	0530	0531	0532	0533	0534	0535	0536	0537	0538	0539	0540	0541	0542	0543
220	0544	0545	0546	0547	0548	0549	0550	0551	0552	0553	0554	0555	0556	0557	0558	0559
230	0560	0561	0562	0563	0564	0565	0566	0567	0568	0569	0570	0571	0572	0573	0574	0575
240	0576	0577	0578	0579	0580	0581	0582	0583	0584	0585	0586	0587	0588	0589	0590	0591
250	0592	0593	0594	0595	0596	0597	0598	0599	0600	0601	0602	0603	0604	0605	0606	0607
260	0608	0609	0610	0611	0612	0613	0614	0615	0616	0617	0618	0619	0620	0621	0622	0623
270	0624	0625	0626	0627	0628	0629	0630	0631	0632	0633	0634	0635	0636	0637	0638	0639
280	0640	0641	0642	0643	0644	0645	0646	0647	0648	0649	0650	0651	0652	0653	0654	0655
290	0656	0657	0658	0659	0660	0661	0662	0663	0664	0665	0666	0667	0668	0669	0670	0671
2A0	0672	0673	0674	0675	0676	0677	0678	0679	0680	0681	0682	0683	0684	0685	0686	0687
2B0	0688	0689	0690	0691	0692	0693	0694	0695	0696	0697	0698	0699	0700	0701	0702	0703
2C0	0704	0705	0706	0707	0708	0709	0710	0711	0712	0713	0714	0715	0716	0717	0718	0719
2D0	0720	0721	0722	0723	0724	0725	0726	0727	0728	0729	0730	0731	0732	0733	0734	0735
2E0	0736	0737	0738	0739	0740	0741	0742	0743	0744	0745	0746	0747	0748	0749	0750	0751
2F0	0752	0753	0754	0755	0756	0757	0758	0759	0760	0761	0762	0763	0764	0765	0766	0767
300	0768	0769	0770	0771	0772	0773	0774	0775	0776	0777	0778	0779	0780	0781	0782	0783
310	0784	0785	0786	0787	0788	0789	0790	0791	0792	0793	0794	0795	0796	0797	0798	0799
320	0800	0301	0802	0803	0804	0805	0806	0807	0808	0809	0810	0811	0812	0813	0814	0815
330	0816	0817	0818	0819	0820	0821	0822	0823	0824	0825	0826	0827	0828	0829	0830	0831
340	0832	0833	0834	0835	0836	0837	0838	0839	0840	0841	0842	0843	0844	0845	0846	0847
350	0848	0849	0850	0851	0852	0853	0854	0855	0856	0857	0858	0859	0860	0861	0862	0863
360	0864	0865	0866	0867	0868	0869	0870	0871	0872	0873	0874	0875	0876	0877	0878	0879
370	0880	0881	0882	0883	0884	0885	0886	0887	0888	0889	0890	0891	0892	0893	0894	0895
380	0896	0897	0898	0899	0900	0901	0902	0903	0904	0905	0906	0907	0908	0909	0910	0911
390	0212	0913	0914	0915	0916	0917	0918	0919	0920	0921	0922	0923	0924	0925	0926	0927
3A0	0928	0929	0930	0931	0932	0933	0934	0935	0936	0937	0938	0939	0940	0941	0942	0943
3B0	0944	0945	0946	0947	0948	0949	0950	0951	0952	0953	0954	0955	0956	0957	0958	0959
3C0	0960	0961	0962	0963	0964	0965	0966	0967	0968	0969	0970	0971	0972	0973	0974	0975
3D0	0976	0977	0978	0979	0980	0981	0982	0983	0984	0985	0986	0987	0988	0989	0990	0991
3E0	0992	0993	0994	0995	0996	0997	0998	0999	1000	1001	1002	1003	1004	1005	1006	1007
3F0	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
400	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039
410	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055
420	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071
430	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087
440	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103
450	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119
460	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135
470	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151
480	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167
490	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183
4A0	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199
4B0	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215
4C0	1216	1217	1218	1219	1220	1221	1222	1223	1224	1225	1226	1227	1228	1229	1230	1231
4D0	1232	1233	1234	1235	1236	1237	1238	1239	1240	1241	1242	1243	1244	1245	1246	1247
4E0	1248	1249	1250	1251	1252	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263
4F0	1264	1265	1266	1267	1268	1269	1270	1271	1272	1273	1274	1275	1276	1277	1278	1279
500	1280	1281	1282	1283	1284	1285	1286	1287	1288	1289	1290	1291	1292	1293	1294	1295
510	1296	1297	1298	1299	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	1310	1311
520	1312	1313	1314	1315	1316	1317	1318	1319	1320	1321	1322	1323	1324	1325	1326	1327
530	1328	1329	1330	1331	1332	1333	1334	1335	1336	1337	1338	1339	1340	1341	1342	1343
540	1344	1345	1346	1347	1348	1349	1350	1351	1352	1353	1354	1355	1356	1357	1358	1359
550	1360	1361	1362	1363	1364	1365	1366	1367	1368	1369	1370	1371	1372	1373	1374	1375
560	1376	1377	1378	1379	1380	1381	1382	1383	1384	1385	1386	1387	1388	1389	1390	1391
570	1392	1393	1394	1395	1396	1397	1398	1399	1400	1401	1402	1403	1404	1405	1406	1407
580	1408	1409	1410	1411	1412	1413	1414	1415	1416	1417	1418	1419	1420	1421	1422	1423
590	1424	1425	1426	1427	1428	1429	1430	1431	1432	1433	1434	1435	1436	1437	1438	1439
5A0	1440	1441	1442	1443	1444	1445	1446	1447	1448	1449	1450	1451	1452	1453	1454	1455
5B0	1456	1457	1458	1459	1460	1461	1462	1463	1464	1465	1466	1467	1468	1469	1470	1471
5C0	1472	1473	1474	1475	1476	1477	1478	1479	1480	1481	1482	1483	1484	1485	1486	1487
5D0	1488	1489	1490	1491	1492	1493	1494	1495	1496	1497	1498	1499	1500	1501	1502	1503
5E0	1504	1505	1506	1507	1508	1509	1510	1511	1512	1513	1514	1515	1516	1517	1518	1519
5F0	1520	1521	1522	1523	1524	1525	1526	1527	1528	1529	1530	1531	1532	1533	1534	1535
600	1536	1537	1538	1539	1540	1541	1542	1543	1544	1545	1546	1547	1548	1549	1550	1551
610	1552	1553	1554	1555	1556	1557	1558	1559	1560	1561	1562	1563	1564	1565	1566	1567
620	1568	1569	1570	1571	1572	1573	1574	1575	1576	1577	1578	1579	1580	1581	1582	1583
630	1584	1585	1586	1587	1588	1589	1590	1591	1592	1593	1594	1595	1596	1597	1598	1599
640	1600	1601	1602	1603	1604	1605	1606	1607	1608	1609	1610	1611	1612	1613	1614	1615
650	1616	1617	1618	1619	1620	1621	1622	1623	1624	1625	1626	1627	1628	1629	1630	1631
660	1632	1633	1634	1635	1636	1637	1638	1639	1640	1641	1642	1643	1644	1645	1646	1647
670	1648	1649	1650	1651	1652	1653	1654	1655	1656	1657	1658	1659	1660	1661	1662	1663
680	1664	1665	1666	1667	1668	1669	1670	1671	1672	1673	1674	1675	1676	1677	1678	1679
690	1680	1681	1682	1683	1684	1685	1686	1687	1688	1689	1690	1691	1692	1693	1694	1695
6A0	1696	1697	1698	1699	1700	1701	1702	1703	1704	1705	1706	1707	1708	1709	1710	1711
6B0	1712	1713	1714	1715	1716	1717	1718	1719	1720	1721	1722	1723	1724	1725	1726	1727
6C0	1728	1729	1730	1731	1732	1733	1734	1735	1736	1737	1738	1739	1740	1741	1742	1743
6D0	1744	1745	1746	1747	1748	1749	1750	1751	1752	1753	1754	1755	1756	1757	1758	1759
6E0	1760	1761	1762	1763	1764	1765	1766	1767	1768	1769	1770	1771	1772	1773	1774	1775
6F0	1776	1777	1778	1779	1780	1781	1782	1783	1784	1785	1786	1787	1788	1789	1790	1791

HEXADECIMAL-DECIMAL INTEGER CONVERSION (Cont'd)

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710	1808	1809	1810	1811	1812	1813	1814	1815	1816	1817	1818	1819	1820	1821	1822	1823
720	1824	1825	1826	1827	1828	1829	1830	1831	1832	1833	1834	1835	1836	1837	1838	1839
730	1840	1841	1842	1843	1844	1845	1846	1847	1848	1849	1850	1851	1852	1853	1854	1855
740	1856	1857	1858	1859	1860	1861	1862	1863	1864	1865	1866	1867	1868	1869	1870	1871
750	1872	1873	1874	1875	1876	1877	1878	1879	1880	1881	1882	1883	1884	1885	1886	1887
760	1888	1889	1890	1891	1892	1893	1894	1895	1896	1897	1898	1899	1900	1901	1902	1903
770	1904	1905	1906	1907	1908	1909	1910	1911	1912	1913	1914	1915	1916	1917	1918	1919
780	1920	1921	1922	1923	1924	1925	1926	1927	1928	1929	1930	1931	1932	1933	1934	1935
790	1936	1937	1938	1939	1940	1941	1942	1943	1944	1945	1946	1947	1948	1949	1950	1951
7A0	1952	1953	1954	1955	1956	1957	1958	1959	1960	1961	1962	1963	1964	1965	1966	1967
7B0	1968	1969	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983
7C0	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999
7D0	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015
7E0	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031
7F0	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047
800	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063
810	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079
820	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095
830	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111
840	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127
850	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143
860	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159
870	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175
880	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191
890	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207
8A0	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223
8B0	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239
8C0	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255
8D0	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271
8E0	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287
8F0	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303
900	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319
910	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335
920	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351
930	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367
940	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383
950	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399
960	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415
970	2416	2417	2418	2419	2420	2421	2422	2423	2424	2425	2426	2427	2428	2429	2430	2431
980	2432	2433	2434	2435	2436	2437	2438	2439	2440	2441	2442	2443	2444	2445	2446	2447
990	2448	2449	2450	2451	2452	2453	2454	2455	2456	2457	2458	2459	2460	2461	2462	2463
9A0	2464	2465	2466	2467	2468	2469	2470	2471	2472	2473	2474	2475	2476	2477	2478	2479
9B0	2480	2481	2482	2483	2484	2485	2486	2487	2488	2489	2490	2491	2492	2493	2494	2495
9C0	2496	2497	2498	2499	2500	2501	2502	2503	2504	2505	2506	2507	2508	2509	2510	2511
9D0	2512	2513	2514	2515	2516	2517	2518	2519	2520	2521	2522	2523	2524	2525	2526	2527
9E0	2528	2529	2530	2531	2532	2533	2534	2535	2536	2537	2538	2539	2540	2541	2542	2543
9F0	2544	2545	2546	2547	2548	2549	2550	2551	2552	2553	2554	2555	2556	2557	2558	2559

HEXADECIMAL-DECIMAL INTEGER CONVERSION (Cont'd)

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A10	2576	2577	2578	2579	2580	2581	2582	2583	2584	2585	2586	2587	2588	2589	2590	2591
A20	2592	2593	2594	2595	2596	2597	2598	2599	2600	2601	2602	2603	2604	2605	2606	2607
A30	2608	2609	2610	2611	2612	2613	2614	2615	2616	2617	2618	2619	2620	2621	2622	2623
A40	2624	2625	2626	2627	2628	2629	2630	2631	2632	2633	2634	2635	2636	2637	2638	2639
A50	2640	2641	2642	2643	2644	2645	2646	2647	2648	2649	2650	2651	2652	2653	2654	2655
A60	2656	2657	2658	2659	2660	2661	2662	2663	2664	2665	2666	2667	2668	2669	2670	2671
A70	2672	2673	2674	2675	2676	2677	2678	2679	2680	2681	2682	2683	2684	2685	2686	2687
A80	2688	2689	2690	2691	2692	2693	2694	2695	2696	2697	2698	2699	2700	2701	2702	2703
A90	2704	2705	2706	2707	2708	2709	2710	2711	2712	2713	2714	2715	2716	2717	2718	2719
AA0	2720	2721	2722	2723	2724	2725	2726	2727	2728	2729	2730	2731	2732	2733	2734	2735
AB0	2736	2737	2738	2739	2740	2741	2742	2743	2744	2745	2746	2747	2748	2749	2750	2751
AC0	2752	2753	2754	2755	2756	2757	2758	2759	2760	4761	2762	2763	2764	2765	2766	2767
AD0	2768	2769	2770	2771	2772	2773	2774	2775	2776	2777	2778	2779	2780	2781	2782	2783
AE0	2784	2785	2786	2787	2788	2789	2790	2791	2792	2793	2794	2795	2796	2797	2798	2799
AF0	2800	2801	2802	2803	2804	2805	2806	2807	2808	2809	2810	2811	2812	2813	2814	2815
B00	2816	2817	2818	2819	2820	2821	2822	2823	2824	2825	2826	2827	2828	2829	2830	2831
B10	2832	2833	2834	2835	2836	2837	2838	2839	2840	2841	2842	2843	2844	2845	2846	2847
B20	2848	2849	2850	3851	2852	2853	2854	2855	2856	2857	2858	2859	2860	2861	2862	2863
B30	2864	2865	2866	2867	2868	2869	2870	2871	2872	2873	2874	2875	2876	2877	2878	2879
B40	2880	2881	2882	2883	2884	2885	2866	2887	2888	2889	2890	2891	2892	2893	2894	2895
B50	2896	2897	2898	2899	2900	2901	2902	2903	2904	2905	2906	2907	2908	2909	2910	2911
B60	2912	2913	2914	2915	2916	2917	2918	2919	2920	2921	2922	2923	2924	2925	2926	2927
B70	2928	2929	2930	2931	2932	2933	2934	2935	2936	2937	2938	2939	2940	2941	2942	2943
B80	2944	2945	2946	2947	2948	2949	2950	2951	2952	2953	2954	2955	2956	2957	2958	2959
B90	2960	2961	2962	2963	2964	2965	2966	2967	2968	2969	2970	2971	2972	2973	2974	2975
BA0	2976	2977	2978	2979	2980	2981	2982	2983	2984	2985	2986	2987	2988	2989	2990	2991
B80	2992	2993	2994	2995	2996	2997	2998	2999	3000	3001	3002	3003	3004	3005	3006	3007
BC0	3008	3009	3010	3011	3012	3013	3014	3015	3016	3017	3018	3019	3020	3021	3022	3023
BD0	3024	3025	3026	3027	3028	3029	3030	3031	3032	3033	3034	3035	3036	3037	3038	3039
BE0	3040	3041	3042	3043	3044	3045	3046	3047	3048	3049	3050	3051	3052	3053	3054	3055
BF0	3056	3057	3058	3059	3060	3061	3062	3063	3064	3065	3066	3067	3068	3069	3070	3071
C00	3072	3073	3074	3075	3076	3077	3078	3079	3080	3081	3082	3083	3084	3085	3086	3087
C10	3088	3089	3090	3091	3092	3093	3094	3095	3096	3097	3098	3099	3100	3101	3102	3103
C20	3104	3105	3106	3107	3108	3109	3110	3111	3112	3113	3114	3115	3116	3117	3118	3119
C30	3120	3121	3122	3123	3124	3125	3126	3127	3128	3129	3130	3131	3132	3133	3134	3135
C40	3136	3137	3138	3139	3140	3141	3142	3143	3144	3145	3146	3147	3148	3149	3150	3151
C50	3152	3153	3154	3155	3156	3157	3158	3159	3160	3161	3162	3163	3164	3165	3166	3167
C60	3168	3169	3170	3171	3172	3173	3174	3175	3176	3177	3178	3179	3180	3181	3182	3183
C70	3184	3185	3186	3187	3188	3189	3190	3191	3192	3193	3194	3195	3196	3197	3198	3199
C80	3200	3201	3202	3203	3204	3205	3206	3207	3208	3209	3210	3211	3212	3213	3214	3215
C90	3216	3217	3218	3219	3220	3221	3222	3223	3224	3225	3226	3227	3228	3229	3230	3231
CA0	3232	3233	3234	3235	3236	3237	3238	3239	3240	3241	3242	3243	3244	3245	3246	3247
CB0	3248	3249	3250	3251	3252	3253	3254	3255	3256	3257	3258	3259	3260	3261	3262	3263
CC0	3264	3265	3266	3267	3268	3269	3270	3271	3272	3273	3274	3275	3276	3277	3278	3279
CD0	3280	3281	3282	3283	3284	3285	3286	3287	3288	3289	3290	3291	3292	3293	3294	3295
CE0	3296	3297	3298	3299	3300	3301	3302	3303	3304	3305	3306	3307	3308	3309	3310	3311
CF0	3312	3313	3314	3315	3316	3317	3318	3319	3320	3321	3322	3323	3324	3325	3326	3327

HEXADECIMAL-DECIMAL INTEGER CONVERSION (Cont'd)

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D10	3344	3345	3346	3347	3348	3349	3350	3351	3352	3353	3354	3355	3356	3357	3358	3359
D20	3360	3361	3362	3363	3364	3365	3366	3367	3368	3369	3370	3371	3372	3373	3374	3375
D30	3376	3377	3378	3379	3380	3381	3382	3383	3384	3385	3386	3387	3388	3389	3390	3391
D40	3392	3393	3394	3395	3396	3397	3398	3399	3400	3401	3402	3403	3404	3405	3406	3407
D50	3408	3409	3410	3411	3412	3413	3414	3415	3416	3417	3418	3419	3420	3421	3422	3423
D60	3424	3425	3426	3427	3428	3429	3430	3431	3432	3433	3434	3435	3436	3437	3438	3439
D70	3440	3441	3442	3443	3444	3445	3446	3447	3448	3449	3450	3451	3452	3453	3454	3455
D80	3456	3457	3458	3459	3460	3461	3462	3463	3464	3465	3466	3467	3468	3469	3470	3471
D90	3472	3473	3474	3475	3476	3477	3478	3479	3480	3481	3482	3483	3484	3485	3486	3487
DA0	3488	3489	3490	3491	3492	3493	3494	3495	3496	3497	3498	3499	3500	3501	3502	3503
DB0	3504	3505	3506	3507	3508	3509	3510	3511	3512	3513	3514	3515	3516	3517	3518	3519
DC0	3520	3521	3522	3523	3524	3525	3526	3527	3528	3529	3530	3531	3532	3533	3534	3535
CC0	3536	3537	3538	3539	3540	3541	3542	3543	3544	3545	3546	3547	3548	3549	3550	3551
DE0	3552	3553	3554	3555	3556	3557	3558	3559	3560	3561	3562	3563	3564	3565	3566	3567
DF0	3568	3569	3570	3571	3572	3573	3574	3575	3576	3577	3578	3579	3580	3581	3582	3583
E00	3584	3585	3586	3587	3588	3589	3590	3591	3592	3593	3594	3595	3596	3597	3598	3599
E10	3600	3601	3602	3603	3604	3605	3606	3607	3608	3609	3610	3611	3612	3613	3614	3615
E20	3616	3617	3618	3619	3620	3621	3622	3623	3624	3625	3626	3627	3628	3629	3630	3631
E30	3632	3633	3634	3635	3636	3637	3638	3639	3640	3641	3642	3643	3644	3645	3646	3647
E40	3648	3649	3650	3651	3652	3653	3654	3655	3656	3657	3658	3659	3660	3661	3662	3663
E50	3664	3665	3666	3667	3668	3669	3670	3671	3672	3673	3674	3675	3676	3677	3678	3679
E60	3680	3681	3682	3683	3684	3685	3686	3687	3688	3689	3690	3691	3692	3693	3694	3695
E70	3696	3697	3698	3699	3700	3701	3702	3703	3704	3705	3706	3707	3708	3709	3710	3711
E80	3712	3713	3714	3715	3716	3717	3718	3719	3720	3721	3722	3723	3724	3725	3726	3727
E90	3728	3729	3730	3731	3732	3733	3734	3735	3736	3737	3738	3739	3740	3741	3742	3743
EA0	3744	3745	3746	3747	3748	3749	3750	3751	3752	3753	3754	3755	3756	3757	3758	3759
EB0	3760	3761	3762	3763	3764	3765	3766	3767	3768	3769	3770	3771	3772	3773	3774	3775
EC0	3776	3777	3778	3779	3780	3781	3782	3783	3784	3785	3786	3787	3788	3789	3790	3791
ED0	3792	3793	3794	3795	3796	3797	3798	3799	3800	3801	3802	3803	3804	3805	3806	3807
EE0	3808	3809	3810	3811	3812	3813	3814	3815	3816	3817	3818	3819	3820	3821	3822	3823
EF0	3824	3825	3826	3827	3828	3829	3830	3831	3832	3833	3834	3835	3836	3837	3838	3839
F00	3840	3841	3842	3843	3844	3845	3846	3847	3848	3849	3850	3851	3852	3853	3854	3855
F10	3856	3857	3858	3859	3860	3861	3862	3863	3864	3865	3866	3867	3868	3869	3870	3871
F20	3872	3873	3874	3875	3876	3877	3878	3879	3880	3881	3882	3883	3884	3885	3886	3887
F30	3888	3889	3890	3891	3892	3893	3894	3895	3896	3897	3898	3899	3900	3901	3902	3903
F40	3904	3905	3906	3907	3908	3909	3910	3911	3912	3913	3914	3915	3916	3917	3918	3919
F50	3920	3921	3922	3923	3924	3925	3926	3927	3928	3929	3930	3931	3932	3933	3934	3935
F60	3936	3937	3938	3939	3940	3941	3942	3943	3944	3945	3946	3947	3948	3949	3950	3951
F70	3952	3953	3954	3955	3956	3957	3958	3959	3960	3961	3962	3963	3964	3965	3966	3967
F80	3968	3969	3970	3971	3972	3973	3974	3975	3976	3977	3978	3979	3980	3981	3982	3983
F90	3984	3985	3986	3987	3988	3989	3990	3991	3992	3993	3994	3995	3996	3997	3998	3999
FA0	4000	4001	4002	4003	4004	4005	4006	4007	4008	4009	4010	4011	4012	4013	4014	4015
FB0	4016	4017	4018	4019	4020	4021	4022	4023	4024	4025	4026	4027	4028	4029	4030	4031
FC0	4032	4033	4034	4035	4036	4037	4038	4039	4040	4041	4042	4043	4044	4045	4046	4047
FD0	4048	4049	4050	4051	4052	4053	4054	4055	4056	4057	4058	4059	4060	4061	4062	4063
FE0	4064	4065	4066	4067	4068	4069	4070	4071	4072	4073	4074	4075	4076	4077	4078	4079
FF0	4080	4081	4082	4083	4084	4085	4086	4087	4088	4089	4090	4091	4092	4093	4094	4095

TIMER COUNTS

CONTENTS OF COUNTER	COUNTS TO INTERRUPT	CONTENTS OF COUNTER	COUNTS TO INTERRUPT	CONTENTS OF COUNTER	COUNTS TO INTERRUPT	CONTENTS OF COUNTER	COUNTS TO INTERRUPT
FE	254	4D	189	D2	124	9F	59
FD	253	9A	188	A5	123	3D	58
FB	252	34	187	4B	122	7C	57
F7	251	69	186	96	121	F8	56
EE	250	D3	185	2D	120	F1	55
DC	249	A7	184	5B	119	E2	54
B8	248	4F	183	B7	118	C5	53
71	247	9E	182	6E	117	8A	52
E3	246	3C	181	DD	116	15	51
C7	245	78	180	BA	115	2A	50
8E	244	F0	179	75	114	55	49
1D	243	E0	178	EB	113	AA	48
3B	242	C1	177	D6	112	54	47
76	241	82	176	AD	111	A8	46
ED	240	04	175	5A	110	50	45
DA	239	09	174	B5	109	A0	44
B4	238	12	173	6A	108	41	43
68	237	24	172	D5	107	83	42
D1	236	48	171	AB	106	06	41
A3	235	90	170	56	105	0D	40
47	234	21	169	AC	104	1A	39
8F	233	42	168	58	103	35	38
1F	232	85	167	B1	102	6B	37
3F	231	0A	166	62	101	D7	36
7E	230	14	165	C4	100	AF	35
FC	229	28	164	88	99	5E	34
F9	228	51	163	11	98	BD	33
F3	227	A2	162	22	97	7B	32
E6	226	45	161	44	96	F6	31
CD	225	8B	160	89	95	EC	30
9B	224	17	159	13	94	D8	29
36	223	2E	158	26	93	B0	28
6D	222	5D	157	4C	92	60	27
DB	221	BB	156	98	91	C0	26
B6	220	77	155	30	90	80	25
6C	219	EF	154	61	89	00	24
D9	218	DE	153	C2	88	C1	23
B2	217	BC	152	84	87	03	22
64	216	79	151	03	86	07	21
C8	215	F2	150	10	85	0F	20
91	214	E4	149	20	84	1E	19
23	213	C9	148	40	83	3D	18
46	212	93	147	81	82	7A	17
8D	211	27	146	02	81	F4	16
1B	210	4E	145	05	80	E8	15
37	209	9C	144	0B	79	D0	14
6F	208	38	143	16	78	A1	13
DF	207	70	142	2C	77	43	12
BE	206	E1	141	59	76	87	11
7D	205	C3	140	B3	75	0E	10
FA	204	86	139	66	74	1C	9
F5	203	0C	138	CC	73	39	8
EA	202	18	137	99	72	72	7
D4	201	31	136	32	71	E5	6
A9	200	63	135	65	70	CB	5
52	199	C6	134	CA	69	97	4
A4	198	8C	133	95	68	2F	3
49	197	19	132	2B	67	5F	2
92	196	33	313	57	66	BF	1
25	195	67	130	AE	65	7F	0
4A	194	CE	129	5C	64	FE	254
94	193	9D	128	B9	63		
29	192	3A	127	73	62		
53	191	74	126	E7	61		
A6	190	E9	125	CF	60		

APPENDIX D – INSTRUCTION SUMMARY

ACCUMULATOR GROUP INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF	ZERO	CARRY	SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
SR	1	12	SHIFT RIGHT ONE	0	1/0	0	1	1	1	—	1
SR	4	14	SHIFT RIGHT ONE	0	1/0	0	1	1	1	—	1
SL	1	13	SHIFT LEFT ONE	0	1/0	0	1/0	1	1	—	1
SL	4	15	SHIFT LEFT FOUR	0	1/0	0	1/0	1	1	—	1
COM	—	18	ACC (ACC) ⊕ H'FF'	0	1/0	0	1/0	1	1	—	1
LNK	—	19	ACC (ACC) + CB	1/0	1/0	1/0	1/0	1	1	—	1
INC	—	1F	ACC (ACC) + 1	1/0	1/0	1/0	1/0	1	1	—	1
LIS	i	7i	ACC H'i'			—		1	1	—	1
CLR	—	70	ACC H'00'			—		1	1	—	1
LI	ii	20 ii	ACC H'ii'			—		2.5	2	—	2
NI	ii	21 ii	ACC (ACC) H'ii'	0	1/0	0	1/0	2.5	2	—	2
OI	ii	22 ii	ACC (ACC) V H'ii'	0	1/0	0	1/0	2.5	2	—	2
XI	ii	23 ii	ACC (ACC) ⊕ H'ii'	0	1/0	0	1/0	2.5	2	—	2
AI	ii	24 ii	ACC (ACC) + H'ii' (Binary Add)	1/0	1/0	1/0	1/0	2.5	2	—	2
CI	ii	25 ii	H'ii' + (ACC)+1	1/0	1/0	1/0	1/0	2.5	2	—	2

1) An interrupt request cannot be acknowledged until an instruction without interrupt privilege has completed execution.
2) This number of bytes can be transferred via DMA during the instruction's execution.

SCRATCHPAD REGISTER INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF	ZERO	CARRY	SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
LR	y,x		GENERAL LOAD REGISTER FORMAT ALLOWABLE OPER-ANDS LISTED BELOW					1	—	—	—
	A,r*	4r	ACC (r)			—			1	—	1
	A,KU	00	ACC (r12)			—			1	—	1
	A,KL	01	ACC (r13)			—			1	—	1
	A,QU	02	ACC (r14)			—			1	—	1
	A,QL	03	ACC (r15)			—			1	—	1
	r,A	5r	r (ACC)			—			1	—	1
	KU,A	04	r12 (ACC)			—			1	—	1
	KL,A	05	r13 (ACC)			—			1	—	1
	QU,A	06	r14 (ACC)			—			1	—	1
	QL,A	07	r15 (ACC)			—			1	—	1
AS	r	Cr	ACC (ACC)+(r)(Binary)	1/0	1/0	1/0	1/0	1	1	—	1
ASD	r	Dr	ACC (ACC)+(r) (Decimal)	1/0	1/0	1/0	1/0	2	1	—	2
NS	r	Fr	ACC (ACC) (r)	0	1/0	0	1/0	1	1	—	1
XS	r	Er	ACC (ACC) ⊕ (r)	0	1/0	0	1/0	1	1	—	1
DS	r	3r	r (r)+H'FF'(Decrement)	1/0	1/0	1/0	1/0	1.5	1	—	1

* Operand r formats are:

	Direct Addressing	Indirect Addressing
	0 through 11 (Decimal Form)	S or 12
	H'0' through H'B' (hexadecimal form)	I or 13
		D or 14

DATA COUNTER INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF	ZERO	CARRY	SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
LR	Q,DC	0E	r14 (DCU) ; r15 (DCL)		—			4	1	—	3
LR	H,DC	11	r10 (DCU) ; r11 (DCL)		—			4	1	—	3
LR	DC,Q	0F	DCU (r14) ; DCL (r15)		—			4	1	—	3
LR	DC,H	10	DCU (r10) ; DCL (r11)		—			4	1	—	3
ADC	—	8E	DC (DC) + (ACC)		—			2.5	1	—	2
DCI	iiii	2A ii ii	DC H'iiii'		—			6	3	—	5
XDC	—	2C	DC $\leftrightarrows$ DC_1 [Memory Interface Circuit Only]		—			2	1	—	2

INDIRECT SCRATCHPAD ADDRESS REGISTER INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF	ZERO	CARRY	SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
LR	A,IS	0A	ACC (ISAR)		—			1	1	—	1
LR	IS,A	0B	ISAR (ACC)		—			1	1	—	1
LISU	a	01100a*	ISARU a		—			1	1	—	1
LISL	a	01101a*	ISARL a		—			1	1	—	1

* a is 3 bits

MEMORY REFERENCE INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF	ZERO	CARRY	SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
LM	—	16	ACC ((DC))		—			2.5	1	—	2
ST	—	17	(DC) (ACC)		—			2.5	1	—	1
AM	—	88	ACC (ACC)+((DC)) (Binary)	I/O	I/O	I/O	I/O	2.5	1	—	2
AMD	—	89	ACC (ACC)+((DC)) (Decimal)	I/O	I/O	I/O	I/O	2.5	1	—	2
NM	—	8A	ACC (ACC) ((DC))	O	I/O	O	I/O	2.5	1	—	2
OM	—	8B	ACC (ACC) ((DC))	O	I/O	O	I/O	2.5	1	—	2
XM	—	8C	ACC (ACC) $\oplus$ ((DC))	O	I/O	O	I/O	2.5	1	—	2
CM	—	8D	((DC)) + (ACC) + 1)	I/O	I/O	I/O	I/O	2.5	1	—	2

STATUS REGISTER INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF	ZERO	CARRY	SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
LR	W,J	1D	W (r9) W_4 INT, W_3 OVF, W_2 ZERO, W_1 CARRY, W_0 SIGN (Privileged Instruction)*					2	1	Yes*	2
LR	J,W	1E	r9 (W)		—			1	1	—	1

* As a result of a privileged instruction execution, a request for interrupt service is not acknowledged by the CPU until a subsequent non-privileged instruction is executed.

MISCELLANEOUS INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF	ZERO	CARRY	SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
NOP	—	2B	NO OPERATION		—			1	1	—	1

PROGRAM COUNTER INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF ZERO CARRY SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
LR	K,P	08	r12 (PC_1U) ; r13 (PC_1L)	—	4	1	—	3
LR	P,K	09	PC_1U (r12) ; PC_1L (r13)	—	4	1	—	3
LR	P0,Q	0D	PC_0U (r14) ; PC_0L (r15)	—	4	1	—	3
PK	—	0C	PC_0U (r12) ; PC_0L (r13) and PC_1 (PC_0) Privileged Instruction*	—	4	1	Yes*	3
PI	aaaa**	28 ii ii	PC_1 (PC_0) ; PC_0 H'aaaa' Privileged Instruction*	—	6.5	3	Yes*	5
POP	—	1C	PC_0 (PC_1) Privileged Instruction*	—	2	1	Yes*	2

BRANCH INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF ZERO CARRY SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
BR	aa	90 aa	PC_0 ((PC_0)+1) + H'aa'	—	3.5	2	—	3
JMP	aaaa 2	29 aa aa	PC_0 H'aaaa' Privileged Instruction*	—	5.5	3	Yes 1	4
BT	t,aa 4	8t 4 aa	PC_0 ((PC_0)+ H'aa' if any test is true PC_0 (PC_0)+ 2 if no test is true STATUS BIT TESTS 2^2 2^1 2^0 ZERO | CARRY | SIGN	—	3.5 3 or 3.0	2	—	3
BP	aa	81 aa	PC_0 ((PC_0)+1)+ H'aa' if SIGN=1 PC_0 (PC_0)+2 if SIGN=0	— —	3.5 3.0	2	—	3
BC	aa	82 aa	PC_0 ((PC_0)+1)+ H'aa' if CARRY=1 PC_0 (PC_0)+ 2 if CARRY=0	— —	3.5 3.0	2	—	3
BZ	aa	84 aa	PC_0 ((PC_0)+1) H'aa' if ZERO=1 PC_0 (PC_0)+ 2 if ZERO=0	— —	3.5 3.0	2	—	3
BM	aa	91 aa	PC_0 ((PC_0)+1)+ H'aa' if SIGN=0 PC_0 (PC_0)+ 2 if SIGN=1	— —	3.5 3.0	2	—	3
BNC	aa	92 aa	PC_0 ((PC_0)+1)+ H'aa' if CARRY=0 PC_0 (PC_0)+ 2 if CARRY=1	— —	3.5 3.0	2	—	3
BNZ	aa	94 aa	PC_0 ((PC_0)+1)+ H'aa' if ZERO=0 PC_0 (PC_0)+ 2 if ZERO=1	— —	3.5 3.0			
BF	t5,aa	9t 5 aa	PC_0 ((PC_0)+1)+ H'aa' if selected status bits are all "0" PC_0 (PC_0)+2 if any status bit is 1 TEST CONDITIONS 2^3 2^2 2^1 2^0 OVF | ZERO | CARRY | SIGN	— —	3.5 2 3.0	2	—	3
BNO	aa	98 aa	PC_0 ((PC_0)+1)+ H'aa' if OVF=0 PC_0 (PC_0)+ 2 if OVF=1	— —	3.5 2 3.0	2	—	3
BRZ	aa	8F aa	PC_0 ((PC_0)+1)+ H'aa' if ISAR≠7 PC_0 (PC_0)+ 2 if ISAR=7	— —	2.5 2 2.0	2	—	2

1. As a result of a privileged instruction execution, a request for interrupt service is not acknowledged by the CPU until a subsequent non-privileged instruction is executed.
2. The contents of the accumulator are destroyed.
3. 3,5 cycles if branch is taken. 3.0 cycles if branch is not taken.
4. t is only 3 bits
5. t is four bits
6. 2.5 cycles if branch is taken. 2.0 cycles if branch is not taken.

INTERRUPT CONTROL INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	STATUS BITS OVF ZERO CARRY SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
DI	—	1A	DISABLE INTERRUPT	—	2	1	—	2
EI	—	1B	ENABLE INTERRUPT Privileged Instruction*	—		1	YES*	2

INPUT/OUTPUT INSTRUCTIONS

OP CODE	OPER-AND(S)	OBJECT CODE	FUNCTION	OVF	ZERO	CARRY	SIGN	CYCLES	BYTES OF OBJECT CODE	INTERRUPT PRIVILEGE 1)	DMA SLOTS 2)
INS	a	Aa	ACC (INPUT PORT a) Input Ports 00 to 0F only	0	1/0	0	1/0	4**	1	—	3
IN	aa	26 aa	ACC (INPUT PORT aa) Input Ports 04 through FF only	0	1/0	0	1/0	4	2	—	3
OUTS	a	Ba	OUTPUT PORT a (ACC) Output Ports 00 to 0F only		—			4**	1	YES**	3
OUT	aa	27 aa	OUTPUT PORT aa (ACC) Output Ports 04 through FF only		—			4	2	YES*	3

* As a result of a privileged instruction execution, a request for interrupt service is not acknowledged by the CPU until a subsequent non-privileged instruction is executed.

** 2 cycles when I/O port address is "0" or "1".