







CP	SUB/YX from P		DEC	SUB/CY un	P-0-1→P	DEC	
XOR	OR		INC	ADD/CY un	P+0+1→P	INC	
SBC	SUB		3 <sub>R</sub>	M(PC) +		+2	(rr) +
ADC	ADD		5	IX+M→WZ			
OR		0 P 0 0	3 <sub>R</sub>	P(HL)			
AND		1 P 0 0		+1 alu→P			
SUB		V 1		3 <sub>W</sub> P(HL)			
ADD		V 0					
	S Z Y H X P/V N C		CCF	CY→H <u>H</u> →CY	YXvA 0→N		
r→P	3 <sub>R</sub> M(PC) +		SCF	0→H <u>H</u> →CY	(0→YX for TI)		
0 A→M	5 IX+M→WZ		CPL	0-A-1→A	SUB/SZV, CY un (1→H)		
0 [alu→A]	3 <sub>R</sub> P(HL)		ED NEG	0-A→A	SUB		
	0 A→M						
	0 [alu→A]		DAA	OR/HC diff, N un			
				if Hv A <sub>3-0</sub> ≥ 0A	±06	next	
				if Cv A <sub>7-4</sub> ≥ 0A	±06		
ADD HL,							
ED ADC HL,							
ED SBC HL,							
4 (HL) → WZ			5 IXL→P				
rrL→M parallel			alu→Z +				
L→P			M <sub>7</sub> →N M <sub>7</sub> XCY→CY	P(PC) +			
alu→L ±[c] ADD[SZV un]/SUB			IXH→P				
3 rrH→M			alu→W +/c				
H→P				affects flags...maybe			
alu→H ±/c ADD[SZV un]/SUB	Z ANDed						
LD r <sub>1</sub> , r <sub>2</sub>	LD r, n	rr(PC)	ED A,I/R				
r, (HL)	(HL), n	3 <sub>R</sub> rL(PC) +	I/R,A				
(HL), r	3 <sub>R</sub> P(PC) +	3 <sub>R</sub> rH(PC) +	+1 I/R→P OR/CY un	IFF2→P/V			
r <sub>2</sub> →P	0 P→r	HL(WZ)	0 P→A	0 if INT ack (error) /sometimes...			
0 P→r <sub>1</sub>	3 <sub>R</sub> P(PC) +	ED rr(WZ)	A→P				
3 <sub>R</sub> M(PC) +	3 <sub>W</sub> P(HL)	3 <sub>R</sub> Z(PC) +	+1 P→I/R				
5 IX+M→WZ	3 <sub>R</sub> M(PC) +	3 <sub>R</sub> W(PC) +					
3 <sub>R</sub> P(HL)	5 <sub>R</sub> IX+M→WZ	3 <sub>R/W</sub> rL(WZ) +					
0 P→r	P(PC) +	3 <sub>R/W</sub> rH(WZ)					
r→P	3 <sub>W</sub> P(WZ)	A(BC)					
3 <sub>R</sub> M(PC) +		A(DE)					
5 IX+M→WZ	ED I(BC)	A(WZ)	IN n				
3 <sub>W</sub> P(HL)	ED O(BC)	3 <sub>R</sub> Z(PC) +	OUT n				
	4 <sub>I</sub> P(BC) → WZ	3 <sub>R</sub> W(PC) +					
	OR/CY un	3 <sub>R/W</sub> A(rr)					
	0 P→r	0 [A→W] <sub>W</sub>					
		0 [A→W] <sub>O</sub>					
	r→P or	(0→W R/W for TI)	(0→W I/O for TI)				
		0/FF→P(FA for TI)					
	4 <sub>O</sub> P(BC) → WZ						

LD	$3_R$	P(HL) ±		CP	$3_R$	P(HL) ±						
	$5_W$	C→M			P(DE) ±			5	C→M	A→P	SZH	(WZ) ±
	alu→C	-1			P/V as $\neg Z$							
	B→M											
	alu→B	-1CY			P/V ORed							
	A→M	+	N	cond	P/V	XY		A→M	-/H	N		
5	(PC)	-→WZ					5					
	Z→M											
	alu→PCL	-1										
	W→M											
	alu→PCH	-CY										

IN	$4_I$	P(BC) ±→WZ	Z→M	OUT	$4_R$	P(HL) ±	B-	SZYX	L→M			H
	$4_W$	P(HL) ±	B-	SZYX	(reason for extra T)							
	P <sub>7</sub>	→N					P <sub>7</sub>	→N				
	M+P→P	CY	CY→H	cond	$\neg Z$		M+P→P	CY	CY→H	cond	$\neg Z$	
	BxP <sub>2-0</sub>	P					BxP <sub>2-0</sub>	P				
5	(PC)	-				5						
	PCL→M											
	alu→PCL	-1										
	PCH→M											
	alu→PCH	-/CY										

POP	PUSH	EX (SP) HL	$4_R$	P(PC) +
$3_R$ rL(SP) +	+1 SP-	$3_R$ Z(SP) +	$4_R$	P(WZ) +→PC
$3_R$ rH(SP) +	$3_W$ rH(SP) -	$3_R$ W(SP) +	$4_R$	P(HL) +→PC
RET	$3_W$ rL(SP)	+1 SP-		
ED RETN/I	CALL	$3_W$ H(SP) -	LD SP, HL	HALT
[IFF2→IFF1]	$3_R$ Z(PC) +	$3_W$ L(SP)	L→P	while
+1 cond	$3_R$ W(PC) +	+2 (WZ)→HL	+2 P→SPL	HALT active
$3_R$ Z(SP) +	+1 SP-		H→P	( $4_R$ ) P(PC) nop
$3_R$ W(SP) +	$3_W$ PCH(SP) -		0 P→SPH	EX DE, HL      EI 1→IFF2      IFF1
	$3_W$ PCL(SP)			EXXX      DI 0→IFF2      IFF1
JP	RST	JR		EX AF, AF'      interrupts not sampled
$3_R$ cond		DJNZ		exchange flip-flops
Z(PC) +	P <sub>5-3</sub> →WZ like BIT	B→M		ED IM IMF <sub>a</sub> IMF <sub>b</sub> from P <sub>4-3</sub>
$3_R$ W(PC) +	+1 SP-	+1 alu→B -1		
	$3_W$ PCH(SP) -	$3_R$ M(PC) + cond		
JP HL	$3_W$ PCL(SP)	5 PC+M→WZ	ED MNOP	4
#3	#2			
5; block/stack-flow/other				

$\neg$	$\circ$
1	0
$\wedge$	$x$
0 1	1 0
0 0	0 1
$\vee$	$v$
1 1	0 1

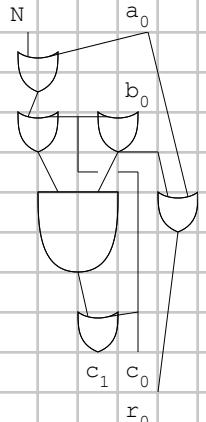
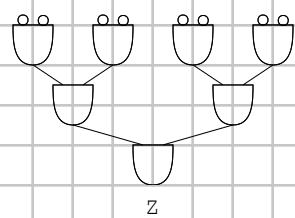
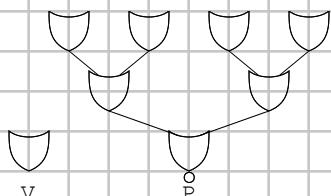
$a \vee b$   
 $\neg(\neg a \wedge \neg b)$   
 $b \vee (a \wedge \neg b)$   
 $a \vee b \vee (a \wedge \neg b)$

		CY
	H	
		N
Y	X	
S		
Z		P/V
1 M Z	PE	C
0 P NZ	PO	NC

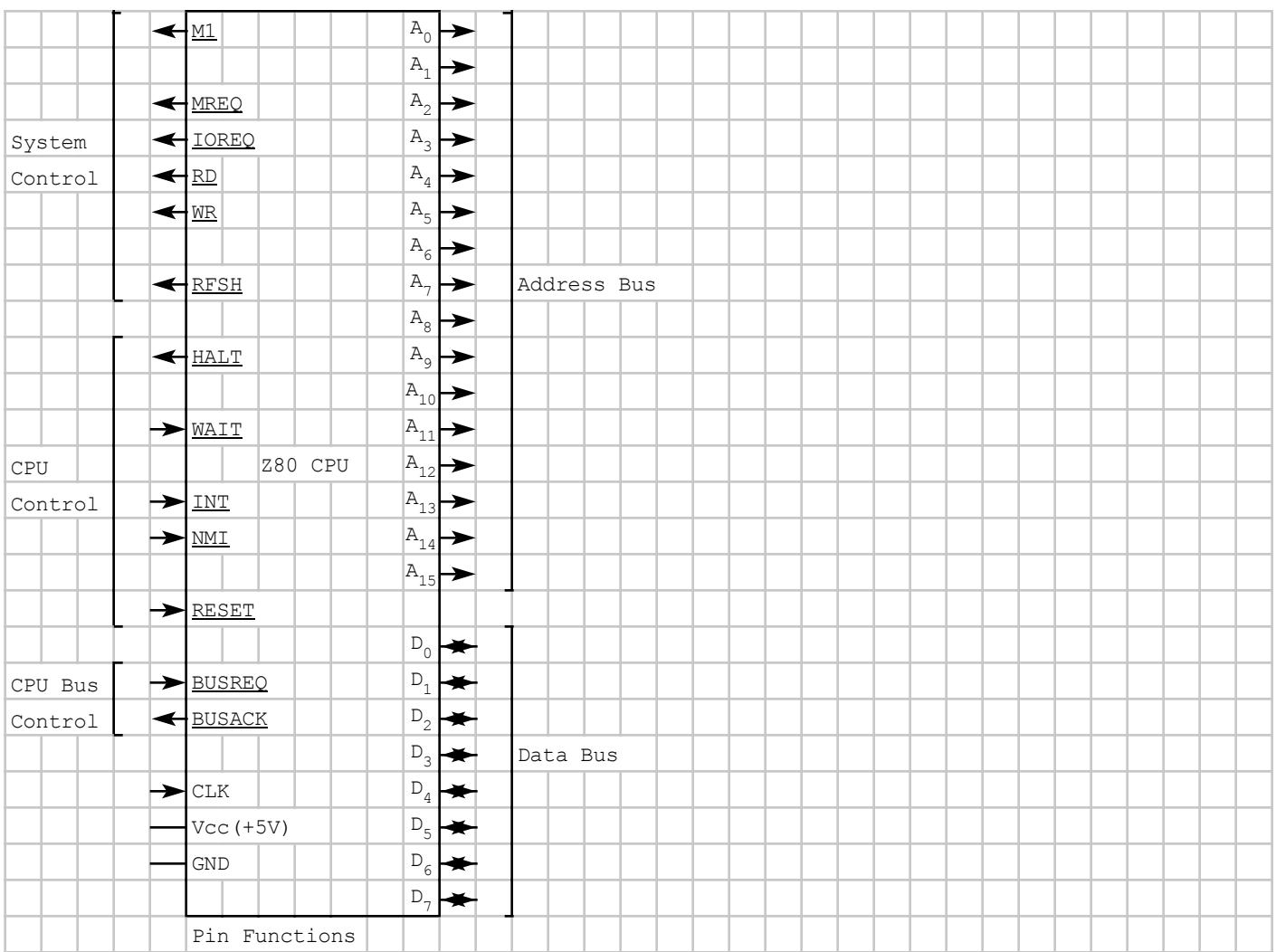
INC A	DAA
should be used if CY is known to be reset...	
SUB B	
RLCA	RRCA
JP FO	CCF

A-B signed→unsigned

	$a_7$		$a_0$	M	DB
-	$b_7$		$b_0$	P	
-	CY	$c_7$	H	$c_0$	
N	S	Y	X	$r_0$	alu M



with rising edge of $T_L$		while <u>RESET</u> active (3T MIN to complete)			
while <u>BUSREQ</u> active		AB, DB high-impedance state			
all high-impedance state		all other output signals inactive			
<u>BUSACK</u> active		0→IFF1, IFF2, IMF <sub>a</sub> , IMF <sub>b</sub> , PC, IR			
if M <sub>L</sub>		FFFF→AF, SP	note:NMI F/F is not reset		
if NMI F/F					
0→NMI F/F, IFF1					
(4 <sub>R</sub> ) P(PC) 0→W 66→Z push PC sel WZ					
if IFF1					
if <u>INT</u> active					
0→IFF1, IFF2					
(6 <sub>R</sub> ) P(PC)					
if IMF <sub>a</sub>					
if IMF <sub>b</sub>					
I→M push PC sel WZ poMP WZ					
else					
0→W 38→Z push PC sel WZ					
NMI/INT Ack: PC remains stationary for I					
INT Ack: <u>IORQ</u> replaces <u>MREQ</u> in M1 and <u>RD</u> not used					
two T <sub>w</sub> added automatically					
<u>IORQ</u> active for 1.5T before rising T <sub>3</sub> (like <u>MREQ</u> )					
I	MHz/E3*ns=T				
M1 M <sub>x</sub> M <sub>L</sub>					
T <sub>x</sub> T <sub>w</sub> T <sub>L</sub>	[ ]	HALT	1.2T MAX		
		WAIT	.28T MIN before sample edge		
M1 R W		INT	.32T MIN before sample edge		
I O		other delays...			
R <sub>6-0</sub> + in/ decode execute					
CLK	[ ] [ ] [ ] [ ]	CLK	[ ] [ ] [ ]		
AB	PC	IR	Memory Address		
<u>MREQ</u>			<u>MREQ</u>		
<u>RD</u>			<u>RD</u>		
<u>WAIT</u>	S	WAIT	S		
DB	I	DB	I		
M1					
RFSH		CLK	[ ] [ ] W [ ]		
		AB	Port Address		
		<u>IORQ</u>			
		<u>RD</u>			
		<u>WAIT</u>	S		
		DB	I		
		CLK	[ ] [ ] W [ ]		
		AB	Port Address		
		<u>IORQ</u>			
		<u>WR</u>			
		<u>WAIT</u>	S		
		DB	Out		



NMI negative edge-triggered (must remain low for .32T MIN, then 1-NMI F/F)

AB, DB active high

all other signals active low

AB, DB, MREQ, IREQ, RD, WR tristate (high-impedance state/floating for DMA)

single-phase MOS-level/TTL-level clock...

A	F	A	F'
B	C	B	C'
D	E	D	E'
H	L	H	L'

I	R								
I	X								
I	Y		W	Z					
S	P		M	P	ACT	TMP/IR			
P	C		S	T	DE/HL	BCDEHL'	AF'	IMF <sub>a</sub>	IMF <sub>b</sub>
							IFF2	IFF1	NMI F/F

implemented using static RAM