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"[Embedded - Microcontrollers](#)" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "[Embedded - Microcontrollers](#)"

Details

| | |
|----------------------------|---|
| Product Status | Obsolete |
| Core Processor | Z8 |
| Core Size | 8-Bit |
| Speed | 20MHz |
| Connectivity | EBI/EMI, UART/USART |
| Peripherals | - |
| Number of I/O | 24 |
| Program Memory Size | - |
| Program Memory Type | ROMless |
| EEPROM Size | - |
| RAM Size | 236 x 8 |
| Voltage - Supply (Vcc/Vdd) | 4.5V ~ 5.5V |
| Data Converters | - |
| Oscillator Type | Internal |
| Operating Temperature | 0°C ~ 70°C (TA) |
| Mounting Type | Surface Mount |
| Package / Case | 44-LCC (J-Lead) |
| Supplier Device Package | - |
| Purchase URL | https://www.e-xfl.com/product-detail/zilog/z86c9320vsc00tr |

GENERAL DESCRIPTION (Continued)

There are 256 registers located on-chip and organized as 236 general-purpose registers, 16 control and status registers, and four I/O port registers. The register file can be divided into sixteen groups of 16 working registers each. Configuration of the registers in this manner allows the use of short format instructions; in addition, any of the individual registers can be accessed directly. There are an additional 17 registers implemented in the Expanded Register File in Banks D and E. Two of the registers may be used as general-purpose registers, while 15 registers supply the data and control functions for the Multiply/Divide Unit and Counter/Timer blocks.

Notes:

All Signals with a preceding front slash, "/", are active Low, e.g.: B//W (WORD is active Low); /B/W (BYTE is active Low, only).

Power connections follow conventional descriptions below:

| Connection | Circuit | Device |
|--------------|------------------------|------------------------------------|
| Power Ground | V _{CC} GND | V _{DD} V _{SS} |

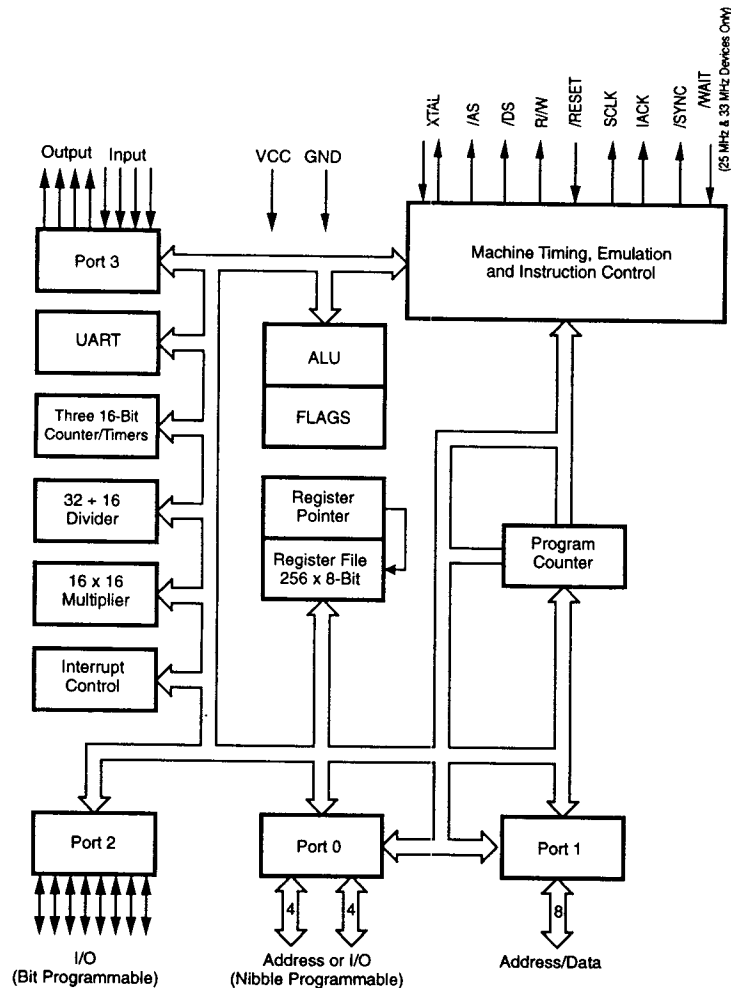


Figure 1. Functional Block Diagram

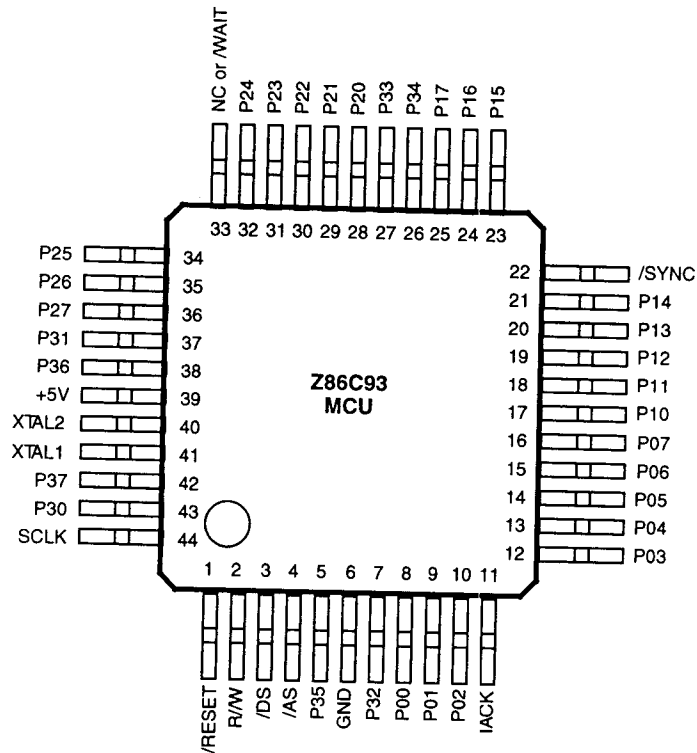


Figure 5. 44-Pin QFP

Table 3. 44-Pin QFP Pin Identification

| No | Symbol | Function | Direction | No | Symbol | Function | Direction |
|-------|---------|----------------------|-----------|-------|-----------------|------------------------|-----------|
| 1 | /RESET | Reset | Input | 26 | P34 | Port 3 pin 4 | Output |
| 2 | R/W | Read/Write | Output | 27 | P33 | Port 3 pin 3 | Input |
| 3 | /DS | Data Strobe | Output | 28-32 | P20-P24 | Port 2 pin 0,1,2,3,4 | In/Output |
| 4 | /AS | Address Strobe | Output | 33 | N/C | Not Connected (20 MHz) | Input |
| 5 | P35 | Port 3 pin 5 | Input | | /WAIT | WAIT (25 or 33 MHz) | Input |
| 6 | GND | Ground GND | Input | 34-36 | P25-P27 | Port 2 pin 5,6,7 | In/Output |
| 7 | P32 | Port 3 pin 2 | Input | 37 | P31 | Port 3 pin 1 | Input |
| 8-10 | P00-P02 | Port 0 pin 0,1,2 | In/Output | 38 | P36 | Port 3 pin 6 | Output |
| 11 | IACK | Int. Acknowledge | Output | 39 | V _{cc} | Power Supply | Input |
| 12-16 | P03-P07 | Port 0 pin 3,4,5,6,7 | In/Output | 40 | XTAL2 | Crystal, Osc. Clock | Output |
| 17-21 | P10-P14 | Port 1 pin 0,1,2,3,4 | In/Output | 41 | XTAL1 | Crystal, Osc. Clock | Input |
| 22 | /SYNC | Synchronize Pin | Output | 42 | P37 | Port 3 pin 7 | Output |
| 23-25 | P15-P17 | Port 1 pin 5,6,7 | In/Output | 43 | P30 | Port 3 pin 0 | Input |
| | | | | 44 | SCLK | System Clock | Output |

PIN FUNCTIONS (Continued)

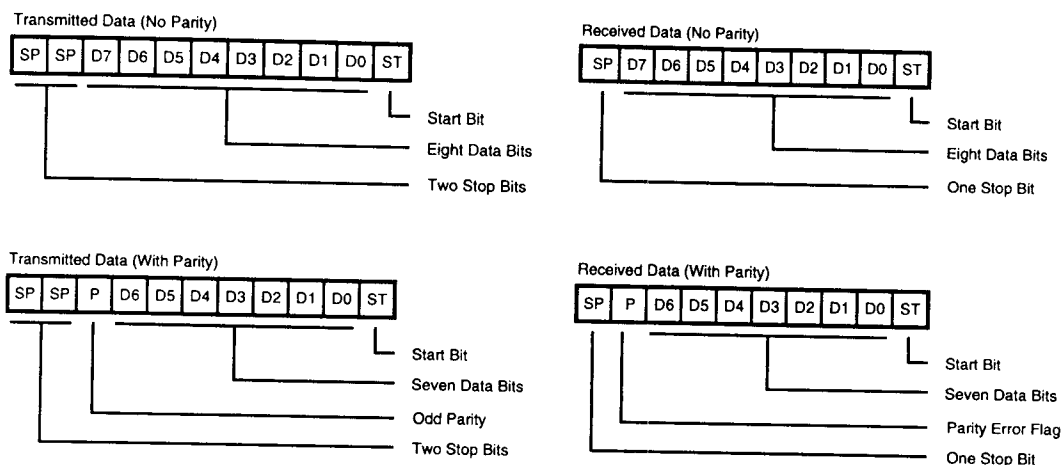


Figure 11. Serial Data Formats

ADDRESS SPACE

Program Memory. The Z86C93 can address up to 64 Kbytes of external program memory. Program execution begins at external location 000CH after a reset.

Data Memory. The Z96C93 can address up to 64 Kbytes of external data memory. External data memory is included with, or separated from, the external program memory

space. /DM, an optional I/O function that can be programmed to appear on pin P34 is used to distinguish between data and program memory space (Figure 12). The state of the /DM signal is controlled by the type instruction being executed. An LDC opcode references PROGRAM (/DM inactive) memory, and an LDE instruction references DATA (/DM active Low) memory.

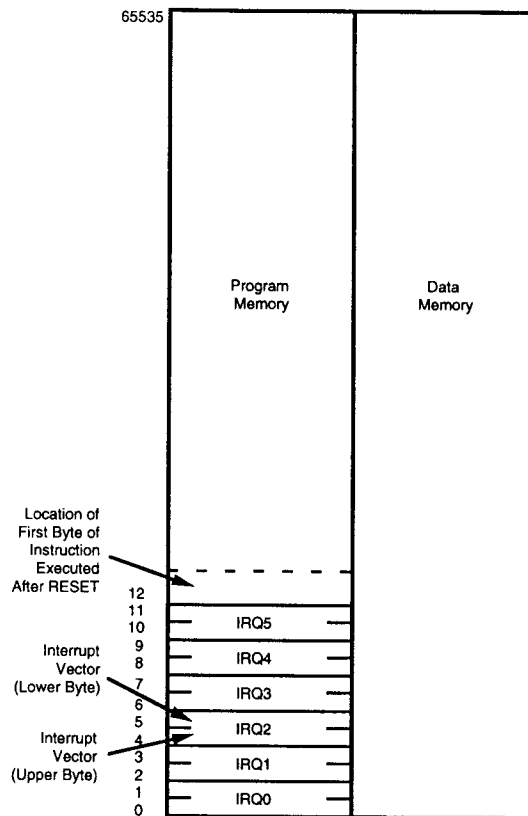


Figure 12. Program and Data Memory Configuration

Expanded Register File. The register file has been expanded to allow for additional system control registers, and for mapping of additional peripheral devices along with I/O ports into the register address area (Figure 13). The Z8 register address space R0 through R15 has now been implemented as 16 groups of 16 registers per group. These register groups are known as the ERF (Expanded Register File). Bits 7-4 of register RP select the working register group. Bits 3-0 of register RP select the expanded register group (Figure 14). The registers that are used in the multiply/divide unit reside in the Expanded Register File at Bank E and those for the additional timer control words reside in Bank D. The rest of the Expanded Register is not physically implemented and is open for future expansion.

Register File. The Register File consists of four I/O port registers, 236 general-purpose registers and 16 control

and status registers. The instructions can access registers directly or indirectly via an 8-bit address field. The Z86C93 also allows short 4-bit register addressing using the Register Pointer (Figure 15). In the 4-bit mode, the Register File is divided into 16 working register groups, each occupying 16 continuous locations. The Register Pointer addresses the starting location of the active working-register group.

Note: Register Group E0-EF can only be accessed through working registers and indirect addressing modes.

Stack. The Z86C93 has a 16-bit Stack Pointer (R254-R255), used for external stack, that resides anywhere in the data memory. An 8-bit Stack Pointer (R255) is used for the internal stack that resides within the 236 general-purpose registers (R4-R239). The high byte of the Stack Pointer (SPH, Bits 8-15) can be used as a general-purpose register when using internal stack only.

FUNCTIONAL DESCRIPTION

This section breaks down the Z86C93 into its main functional parts.

Multiply/Divide Unit

The Multiply/Divide unit describes the basic features, implementation details of the interface between the Z8 and the multiply/divide unit.

Basic features:

- 16-bit by 16-bit multiply with 32-bit product
- 32-bit by 16-bit divide with 16-bit quotient and 16-bit remainder
- Unsigned integer data format
- Simple interface to Z8

Interface to Z8. The following is a brief description of the register mapping in the multiply/divide unit and its interface to the Z8 (Figure 16).

The multiply/divide unit is interfaced like a peripheral. The only addressing mode available with the peripheral interface is register addressing. In other words, all of the operands are in the respective registers before a multiplication/division can start.

Register mapping. The registers used in the multiply/divide unit are mapped onto the expanded register file in Bank E. The exact register locations used are shown below.

| REGISTER | ADDRESS |
|----------|---------|
| MREG0 | (E) 00 |
| MREG1 | (E) 01 |
| MREG2 | (E) 02 |
| MREG3 | (E) 03 |
| MREG4 | (E) 04 |
| MREG5 | (E) 05 |
| MDCON | (E) 06 |
| GPR | (E) 14 |
| GPR | (E) 15 |

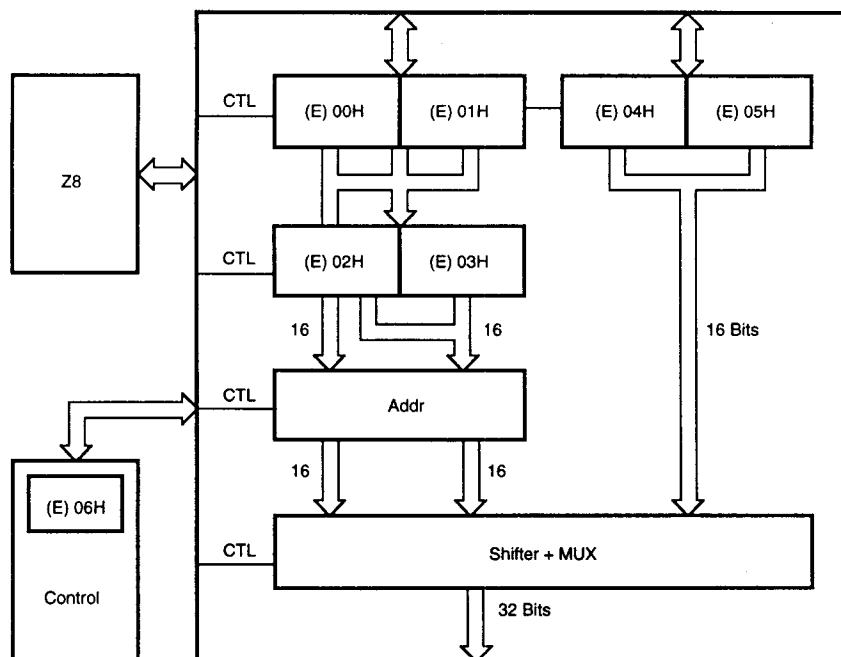


Figure 16. Multiply/Divide Unit Block Diagram

Power Down Modes

HALT. Turns off the internal CPU clock but not the XTAL oscillation. The counter/timers and the external interrupts IRQ0, IRQ1, IRQ2 and IRQ3 remain active. The devices are recovered by interrupts, either externally or internally generated. During HALT mode, /DS, /AS and R/W are HIGH. The outputs retain their preview value, and the inputs are floating.

STOP. This instruction turns off the internal clock and external crystal oscillation and reduces the standby current to 10 μ A or less. The STOP mode is terminated by a /RESET, which causes the processor to restart the application program at address 000CH.

In order to enter STOP (or HALT) mode, it is necessary to first flush the instruction pipeline to avoid suspending execution in mid-instruction. To do this, the user executes a NOP (opcode=0FFH) immediately before the appropriate sleep instruction, i.e.:

```
FF NOP ; clear the pipeline
6F STOP ; enter STOP mode
or
FF NOP ; clear the pipeline
7F HALT ; enter HALT mode
```

ABSOLUTE MAXIMUM RATINGS

| Symbol | Description | Min | Max | Units |
|-----------|-------------------|------|------|-------|
| V_{CC} | Supply Voltage* | -0.3 | +7.0 | V |
| T_{STG} | Storage Temp | -65 | +150 | C |
| T_A | Oper Ambient Temp | † | † | C |

* Voltages on all pins with respect to GND.

† See Ordering Information

Stress greater than those listed under Absolute Maximum Ratings may cause permanent damage to the device. This is a stress rating only; operation of the device at any condition above those indicated in the operational sections of these specifications is not implied. Exposure to absolute maximum rating conditions for an extended period may affect device reliability.

STANDARD TEST CONDITIONS

The characteristics listed below apply for standard test conditions as noted. All voltages are referenced to GND. Positive current flows into the referenced pin Test Load Diagram (Figure 23).

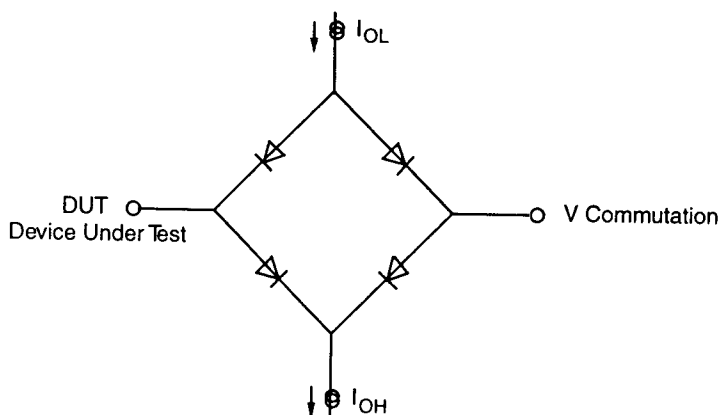


Figure 23. Test Load Diagram

DC ELECTRICAL CHARACTERISTICS

$V_{CC} = 5.0V \pm 10\%$

| Sym | Parameter | $T_A = 0^\circ\text{C to } +70^\circ\text{C}$ | | Typical at 25°C | Units | Conditions |
|-----------|-----------------------------|---|----------|----------------------------------|---------------|---|
| | | Min | Max | | | |
| | Max Input Voltage | | 7 | | V | $I_{IN} = 250 \mu\text{A}$ |
| V_{CH} | Clock Input High Voltage | 3.8 | V_{CC} | | V | Driven by External Clock Generator |
| V_{CL} | Clock Input Low Voltage | -0.03 | 0.8 | | V | Driven by External Clock Generator |
| V_{IH} | Input High Voltage | 2.0 | V_{CC} | | V | |
| V_{IL} | Input Low Voltage | -0.3 | 0.8 | | V | |
| V_{OH} | Output High Voltage | 2.4 | | | V | $I_{OH} = -2.0 \text{ mA}$ |
| V_{OH} | Output High Voltage | $V_{CC} - 100\text{mV}$ | | | V | $I_{OH} = -100 \mu\text{A}$ |
| V_{OL} | Output Low Voltage | | 0.4 | | V | $I_{OL} = +5 \text{ mA}$ |
| V_{RH} | Reset Input High Voltage | 3.8 | V_{CC} | | V | |
| V_{RL} | Reset Input Low Voltage | -0.03 | 0.8 | | V | |
| I_{IL} | Input Leakage | -2 | 2 | | μA | Test at 0V, V_{CC} |
| I_{OL} | Output Leakage | -2 | 2 | | μA | Test at 0V, V_{CC} |
| I_{IR} | Reset Input Current | | -80 | | μA | $V_{RL} = 0V$ |
| I_{CC} | Supply Current | | 55 | 35 | mA | @ 33 MHz [1] |
| | | | 40 | 25 | mA | @ 25 MHz [1] |
| | | | 30 | 20 | mA | @ 20 MHz [1] |
| I_{CC1} | Standby Current (HALT Mode) | | 15 | 9 | mA | HALT Mode $V_{IN} = 0V$, V_{CC} @ 25 MHz [1] |
| | | | 20 | 15 | | HALT Mode $V_{IN} = 0V$, V_{CC} @ 33 MHz [1] |
| | | | 12 | 7 | mA | HALT Mode $V_{IN} = 0V$, V_{CC} @ 20 MHz [1] |
| I_{CC2} | Standby Current (STOP Mode) | | 10 | 1 | μA | STOP Mode $V_{IN} = 0V$, V_{CC} [1] |
| I_{AL} | Auto Latch Current | -16 | 16 | 5 | μA | |

Note:

[1] All inputs driven to 0V, or V_{CC} and outputs floating.

AC CHARACTERISTICS

Additional Timing Diagram

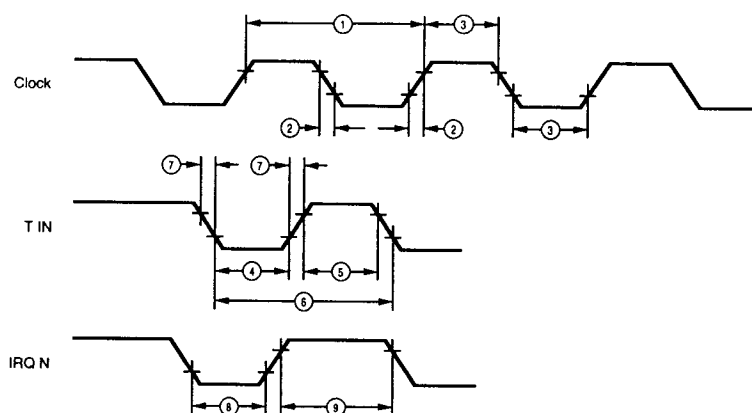


Figure 27. Additional Timing

AC CHARACTERISTICS

Additional Timing Table

| No | Symbol | Parameter | T _A = 0°C to +70° C | | | | | | Units | Notes |
|----|-------------|------------------------------------|--------------------------------|------|--------|------|--------|------|-------|-------|
| | | | 33 MHz | | 24 MHz | | 20 MHz | | | |
| | | | Min | Max | Min | Max | Min | Max | | |
| 1 | TpC | Input Clock Period | 30 | 1000 | 42 | 1000 | 50 | 1000 | ns | [1] |
| 2 | TrC,TfC | Clock Input Rise & Fall Times | | 5 | | 10 | | 10 | ns | [1] |
| 3 | TwC | Input Clock Width | 10 | | 11 | | 15 | | ns | [1] |
| 4 | TwTinL | Timer Input Low Width | 75 | | 75 | | 75 | | ns | [2] |
| 5 | TwTinH | Timer Input High Width | 3TpC | | 3TpC | | 3TpC | | | [2] |
| 6 | TpTin | Timer Input Period | 8TpC | | 8TpC | | 8TpC | | | [2] |
| 7 | TrTin,TfTin | Timer Input Rise & Fall Times | 100 | | 100 | | 100 | | ns | [2] |
| 8A | TwIL | Interrupt Request Input Low Times | 70 | | 70 | | 70 | | ns | [2,4] |
| 8B | TwIL | Interrupt Request Input Low Times | 5TpC | | 5TpC | | 5TpC | | | [2,5] |
| 9 | TwIH | Interrupt Request Input High Times | 3TpC | | 3TpC | | 3TpC | | | [2,3] |

Notes:

- [1] Clock timing references use 3.8V for a logic 1 and 0.8V for a logic 0.
- [2] Timing references use 2.0V for a logic 1 and 0.8V for a logic 0.
- [3] Interrupt references request via Port 3.
- [4] Interrupt request via Port 3 (P31-P33).
- [5] Interrupt request via Port 30.

AC CHARACTERISTICS

Handshake Timing Diagrams

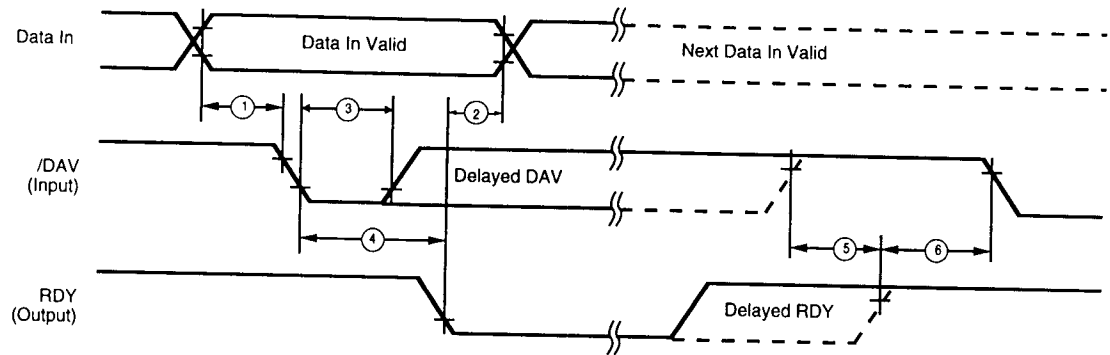


Figure 28. Input Handshake Timing

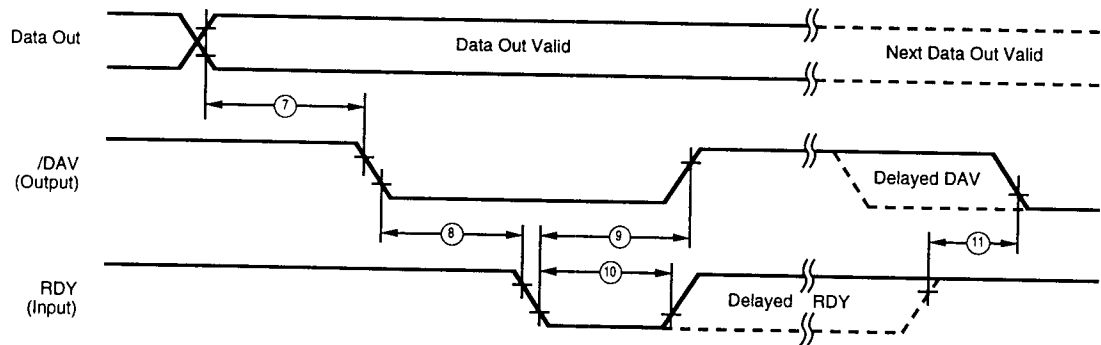


Figure 29. Output Handshake Timing

AC CHARACTERISTICS Handshake Timing Table

| No | Symbol | Parameter | T _A = 0°C to +70°C | | Units | Data Direction |
|----|----------------|----------------------------|-------------------------------|-----|-------|----------------|
| | | | Min | Max | | |
| 1 | TsDI(DAV) | Data In Setup Time to /DAV | 0 | | ns | In |
| 2 | ThDI(DAV) | RDY to Data In Hold Time | 0 | | ns | In |
| 3 | TwDAV | /DAV Width | 40 | | ns | In |
| 4 | TdDAVIf(RDYf) | /DAV to RDY Delay | | 70 | ns | In |
| 5 | TdDAVIf(RDYr) | DAV Rise to RDY Wait Time | | 40 | ns | In |
| 6 | TdRDYOr(DAVIf) | RDY Rise to DAV Delay | 0 | | ns | In |
| 7 | TdDO(DAV) | Data Out to DAV Delay | | TpC | ns | Out |
| 8 | TdDAVOf(RDYIf) | /DAV to RDY Delay | 0 | | ns | Out |
| 9 | TdRDYIf(DAVOr) | RDY to /DAV Rise Delay | | 70 | ns | Out |
| 10 | TwRDY | RDY Width | 40 | | ns | Out |
| 11 | TdRDYIf(DAVOf) | RDY Rise to DAV Wait Time | | 40 | ns | Out |

EXPANDED REGISTER FILE CONTROL REGISTERS

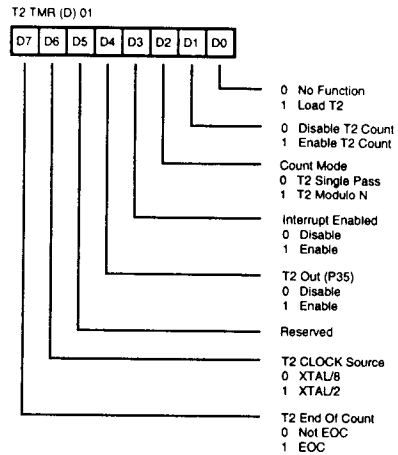


Figure 30. Timer 2 Mode Register (01H: Read/Write)

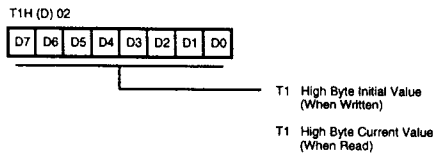


Figure 31. Counter Timer 1 Register High Byte (02H: Read/Write)

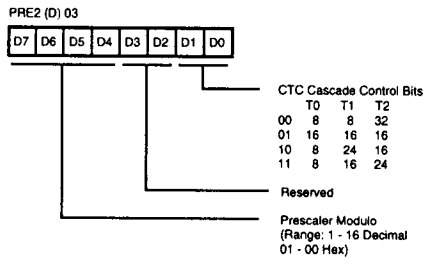


Figure 32. Prescaler 2 Register High Byte (03H: Write Only)

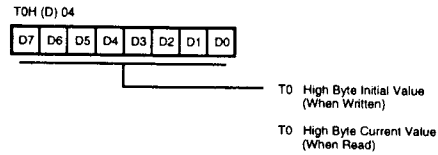


Figure 33. Counter Timer 0 Register High Byte (04H: Read/Write)

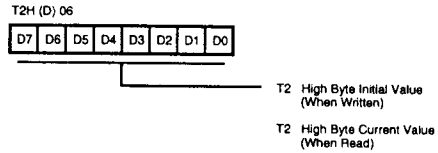


Figure 34. Counter Timer 2 Register High Byte (06H: Read/Write)

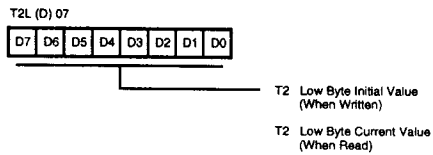


Figure 35. Counter Timer 2 Register Low Byte (07H: Read/Write)

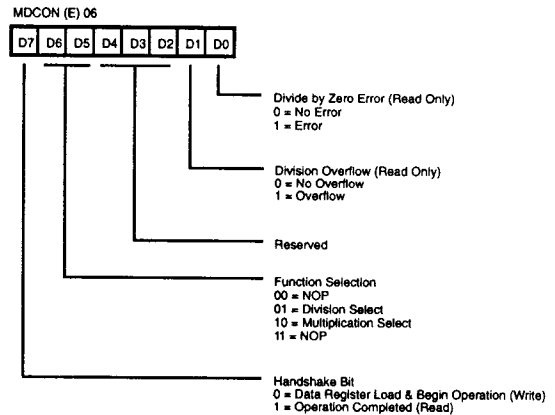


Figure 36. Multiply/Divide Control Register (MDCON)

Z8 CONTROL REGISTERS

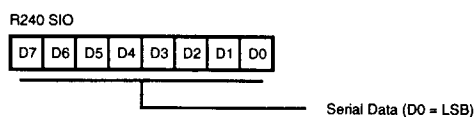


Figure 37. Serial I/O Register
(F0H: Read/Write)

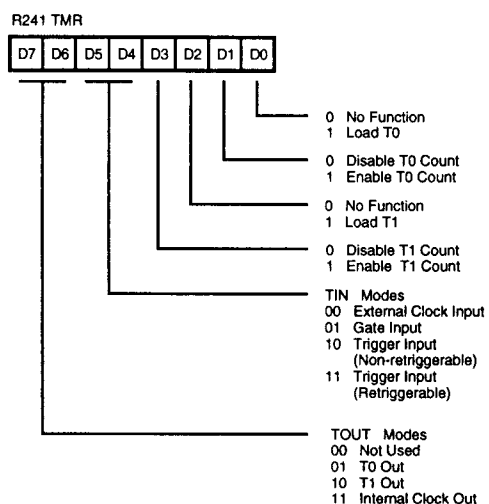


Figure 38. Timer Mode Register
(F1H: Read/Write)

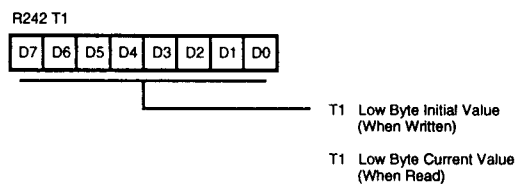


Figure 39. Counter/Timer 1 Register
(F2H: Read/Write)

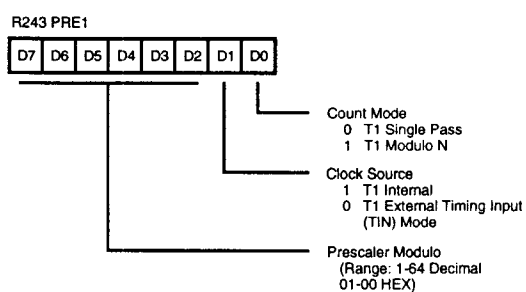


Figure 40. Prescaler 1 Register
(F3H: Write Only)

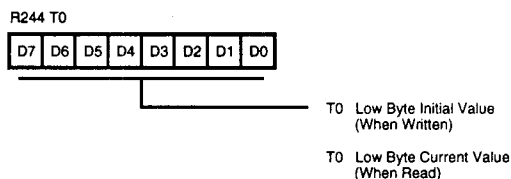


Figure 41. Counter/Timer 0 Register
(F4H: Read/Write)

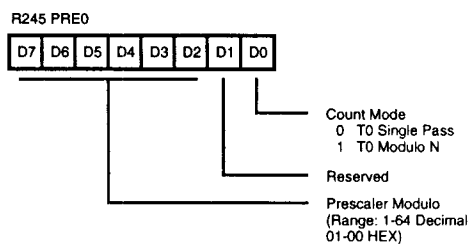


Figure 42. Prescaler 0 Register
(F5H: Write Only)

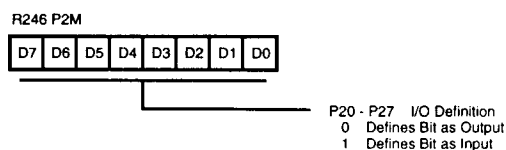


Figure 43. Port 2 Mode Register
(F6H: Write Only)

Z8 CONTROL REGISTERS (Continued)

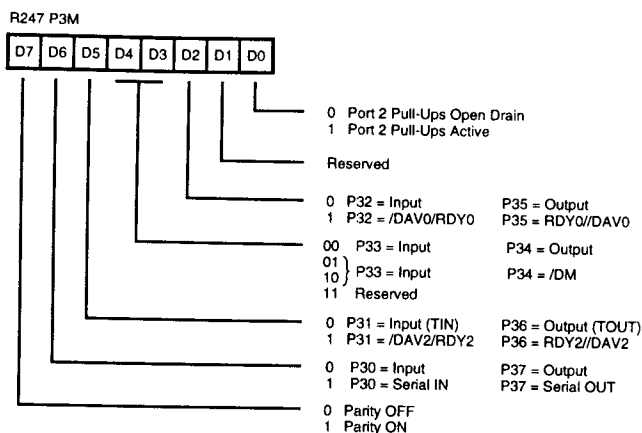


Figure 44. Port 3 Mode Register
(F7H: Write Only)

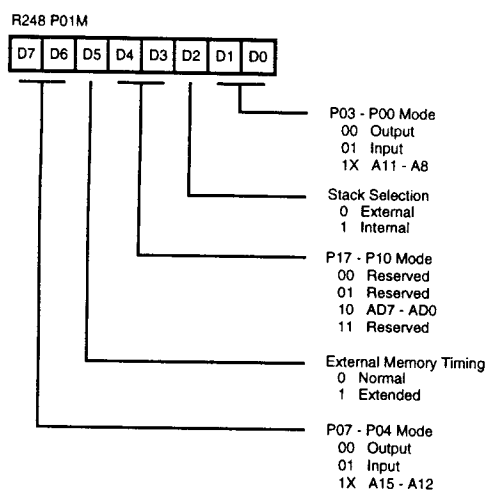


Figure 45. Ports 0 and 1 Mode Registers
(F8H: Write Only)

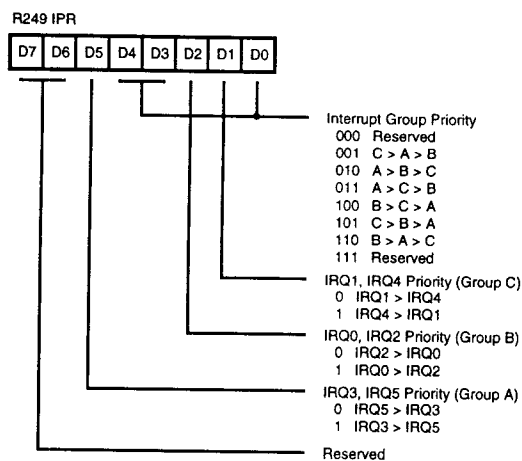


Figure 46. Interrupt Priority Register
(F9H: Write Only)

INSTRUCTION SET NOTATION

Addressing Modes. The following notation is used to describe the addressing modes and instruction operations as shown in the instruction summary.

| Symbol | Meaning |
|--------|--|
| IRR | Indirect register pair or indirect working-register pair address |
| Irr | Indirect working-register pair only |
| X | Indexed address |
| DA | Direct address |
| RA | Relative address |
| IM | Immediate |
| R | Register or working-register address |
| r | Working-register address only |
| IR | Indirect-register or indirect working-register address |
| Ir | Indirect working-register address only |
| RR | Register pair or working register pair address |

Symbols. The following symbols are used in describing the instruction set.

| Symbol | Meaning |
|--------|--------------------------------------|
| dst | Destination location or contents |
| src | Source location or contents |
| cc | Condition code |
| @ | Indirect address prefix |
| SP | Stack Pointer |
| PC | Program Counter |
| FLAGS | Flag register (Control Register 252) |
| RP | Register Pointer (R253) |
| IMR | Interrupt mask register (R251) |

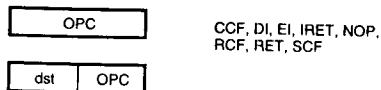
Flags. Control register (R252) contains the following six flags:

| Symbol | Meaning |
|--------|---------------------|
| C | Carry flag |
| Z | Zero flag |
| S | Sign flag |
| V | Overflow flag |
| D | Decimal-adjust flag |
| H | Half-carry flag |

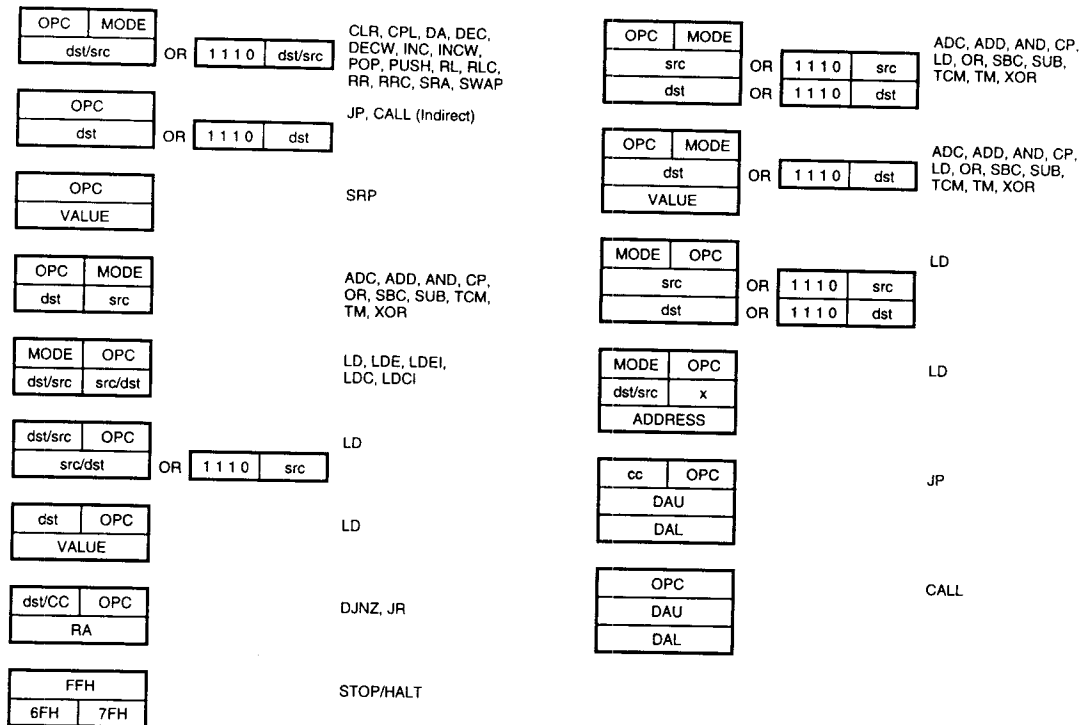
Affected flags are indicated by:

| | |
|---|-------------------------------------|
| 0 | Clear to zero |
| 1 | Set to one |
| * | Set to clear according to operation |
| - | Unaffected |
| x | Undefined |

INSTRUCTION FORMATS



One-Byte Instructions



Two-Byte Instructions

Three-Byte Instructions

INSTRUCTION SUMMARY

Note: Assignment of a value is indicated by the symbol " \leftarrow ". For example:

$$\text{dst} \leftarrow \text{dst} + \text{src}$$

indicates that the source data is added to the destination data and the result is stored in the destination location. The

notation "addr (n)" is used to refer to bit (n) of a given operand location. For example:

$$\text{dst} (7)$$

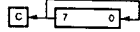
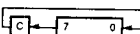
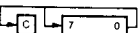
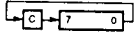
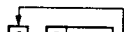
refers to bit 7 of the destination operand.

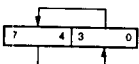
INSTRUCTION SUMMARY (Continued)

| Instruction and Operation | Address Mode dst src | Opcode Byte (Hex) | Flags Affected | | | | | | | |
|--|----------------------------|----------------------|-------------------|---|---|---|---|---|--|--|
| | | | C | Z | S | V | D | H | | |
| ADC dst, src dst ← dst + src + C | † | 1[] | * | * | * | * | 0 | * | | |
| ADD dst, src dst ← dst + src | † | 0[] | * | * | * | * | 0 | * | | |
| AND dst, src dst ← dst AND src | † | 5[] | - | * | * | 0 | - | - | | |
| CALL dst SP ← SP - 2 @SP ← PC, PC ← dst | DA IRR | D6 D4 | - | - | - | - | - | - | | |
| CCF C ← NOT C | | EF | * | - | - | - | - | - | | |
| CLR dst dst ← 0 | R IR | B0 B1 | - | - | - | - | - | - | | |
| COM dst dst ← NOT dst | R IR | 60 61 | - | * | * | 0 | - | - | | |
| CP dst, src dst - src | † | A[] | * | * | * | * | - | - | | |
| DA dst dst ← DA dst | R IR | 40 41 | * | * | * | X | - | - | | |
| DEC dst dst ← dst - 1 | R IR | 00 01 | - | * | * | * | - | - | | |
| DECW dst dst ← dst - 1 | RR IR | 80 81 | - | * | * | * | - | - | | |
| DI IMR(7) ← 0 | | 8F | - | - | - | - | - | - | | |
| DJNZ r, dst r ← r - 1 if r ≠ 0 PC ← PC + dst Range: +127, -128 | RA | rA r = 0 - F | - | - | - | - | - | - | | |
| EI IMR(7) ← 1 | | 9F | - | - | - | - | - | - | | |
| HALT | | 7F | - | - | - | - | - | - | | |

| Instruction and Operation | Address Mode dst src | Opcode Byte (Hex) | Flags Affected | | | | | | | |
|---|---|---|-------------------|---|---|---|---|---|--|--|
| | | | C | Z | S | V | D | H | | |
| INC dst dst ← dst + 1 | r R IR | rE r = 0 - F 20 21 | - | * | * | * | - | - | | |
| INCW dst dst ← dst + 1 | RR IR | A0 A1 | - | * | * | * | - | - | | |
| IRET FLAGS ← @SP; SP ← SP + 1 PC ← @SP; SP ← SP + 2; IMR(7) ← 1 | | BF | * | * | * | * | * | * | | |
| JP cc, dst if cc is true PC ← dst | DA IRR | cD c = 0 - F 30 | - | - | - | - | - | - | | |
| JR cc, dst if cc is true, PC ← PC + dst Range: +127, -128 | RA | cB c = 0 - F | - | - | - | - | - | - | | |
| LD dst, src dst ← src | r r R r r X r lr R R R IR IR R | lm rC r8 r9 r = 0 - F C7 D7 E3 F3 E4 E5 E6 E7 F5 | - | - | - | - | - | - | | |
| LDC dst, src | r lrr | C2 | - | - | - | - | - | - | | |
| LDCI dst, src dst ← src r ← r + 1; rr ← rr + 1 | lr lrr | C3 | - | - | - | - | - | - | | |

INSTRUCTION SUMMARY (Continued)

| Instruction and Operation | Address Mode | | Opcode Byte (Hex) | Flags Affected | | | | | |
|--|-----------------|-----|----------------------|-------------------|---|---|---|---|---|
| | dst | src | | C | Z | S | V | D | H |
| NOP | | | FF | - | - | - | - | - | - |
| OR dst, src dst←dst OR src | † | | 4[] | - | * | * | 0 | - | - |
| POP dst dst←@SP; SP←SP + 1 | R | | 50 | - | - | - | - | - | - |
| | IR | | 51 | - | - | - | - | - | - |
| PUSH src SP←SP - 1; @SP←src | R | | 70 | - | - | - | - | - | - |
| | IR | | 71 | - | - | - | - | - | - |
| RCF C←0 | | | CF | 0 | - | - | - | - | - |
| RET PC←@SP; SP←SP + 2 | | | AF | - | - | - | - | - | - |
| RL dst  | R | | 90 | * | * | * | * | - | - |
| | IR | | 91 | * | * | * | * | - | - |
| RLC dst  | R | | 10 | * | * | * | * | - | - |
| | IR | | 11 | * | * | * | * | - | - |
| RR dst  | R | | E0 | * | * | * | * | - | - |
| | IR | | E1 | * | * | * | * | - | - |
| RRC dst  | R | | C0 | * | * | * | * | - | - |
| | IR | | C1 | * | * | * | * | - | - |
| SBC dst, src dst←dst←src←C | † | | 3[] | * | * | * | * | 1 | * |
| SCF C←1 | | | DF | 1 | - | - | - | - | - |
| SRA dst  | R | | D0 | * | * | * | 0 | - | - |
| | IR | | D1 | * | * | * | 0 | - | - |
| SRP src RP←src | | Im | 31 | - | - | - | - | - | - |

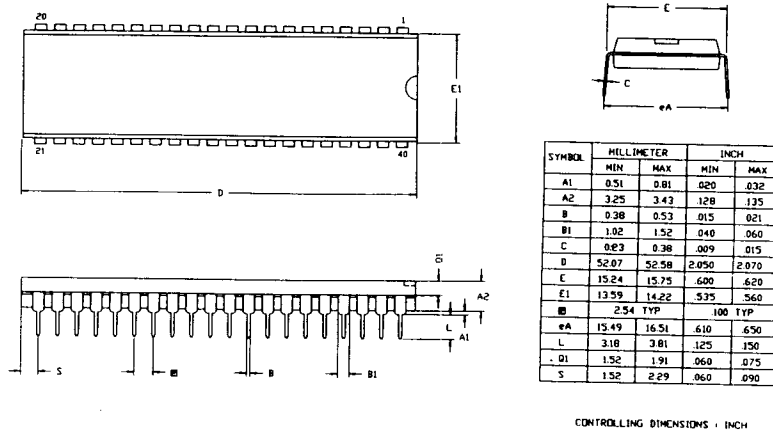
| Instruction and Operation | Address Mode | | Opcode Byte (Hex) | Flags Affected | | | | | | | |
|---|-----------------|-----|----------------------|-------------------|---|---|---|---|---|--|--|
| | dst | src | | C | Z | S | V | D | H | | |
| STOP | | | 6F | - | - | - | - | - | - | | |
| SUB dst, src dst←dst←src | † | | 2[] | * | * | * | * | 1 | * | | |
| SWAP dst  | R IR | | F0 F1 | X | * | * | X | - | - | | |
| TCM dst, src (NOT dst) AND src | † | | 6[] | - | * | * | 0 | - | - | | |
| TM dst, src dst AND src | † | | 7[] | - | * | * | 0 | - | - | | |
| XOR dst, src dst←dst XOR src | † | | B[] | - | * | * | 0 | - | - | | |

† These instructions have an identical set of addressing modes, which are encoded for brevity. The first opcode nibble is found in the instruction set table above. The second nibble is expressed symbolically by a '[]' in this table, and its value is found in the following table to the left of the applicable addressing mode pair.

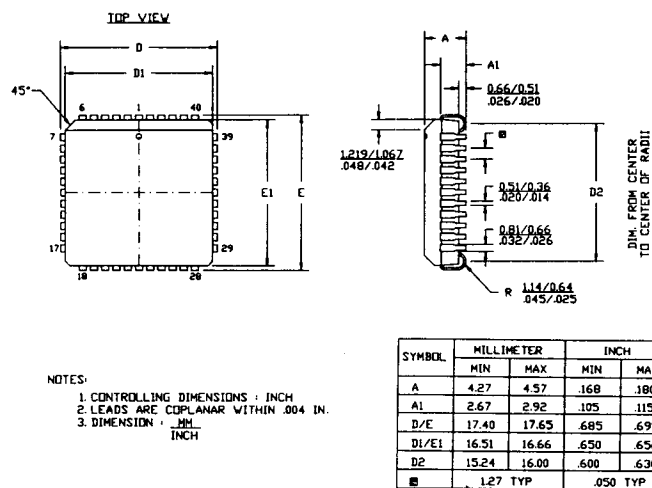
For example, the opcode of an ADC instruction using the addressing modes r (destination) and Ir (source) is 13.

| Address Mode | | Lower Opcode Nibble |
|--------------|-----|------------------------|
| dst | src | |
| r | r | [2] |
| r | Ir | [3] |
| R | R | [4] |
| R | IR | [5] |
| R | IM | [6] |
| IR | IM | [7] |

PACKAGE INFORMATION



40-Pin DIP Package Diagram



44-Pin PLCC Package Diagram

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Zilog, Inc. 210 East Hacienda Ave.
Campbell, CA 95008-6600
Telephone (408) 370-8000
Telex 910-338-7621
FAX 408 370-8056