

Wally Webb 28-5-86

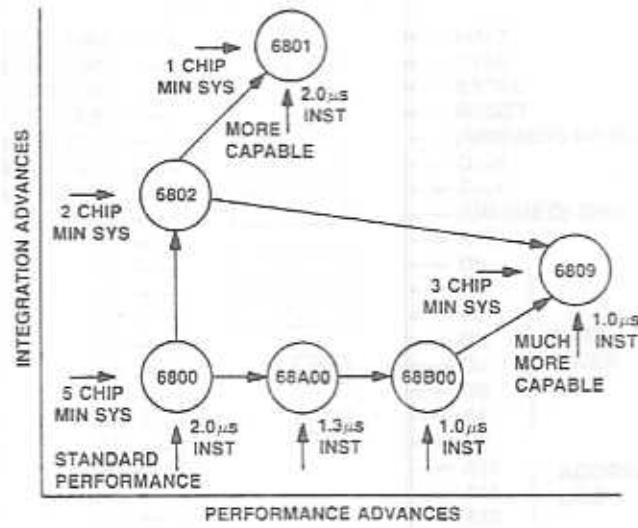
Motorola Microcomputers



MC6809 COURSE OUTLINE

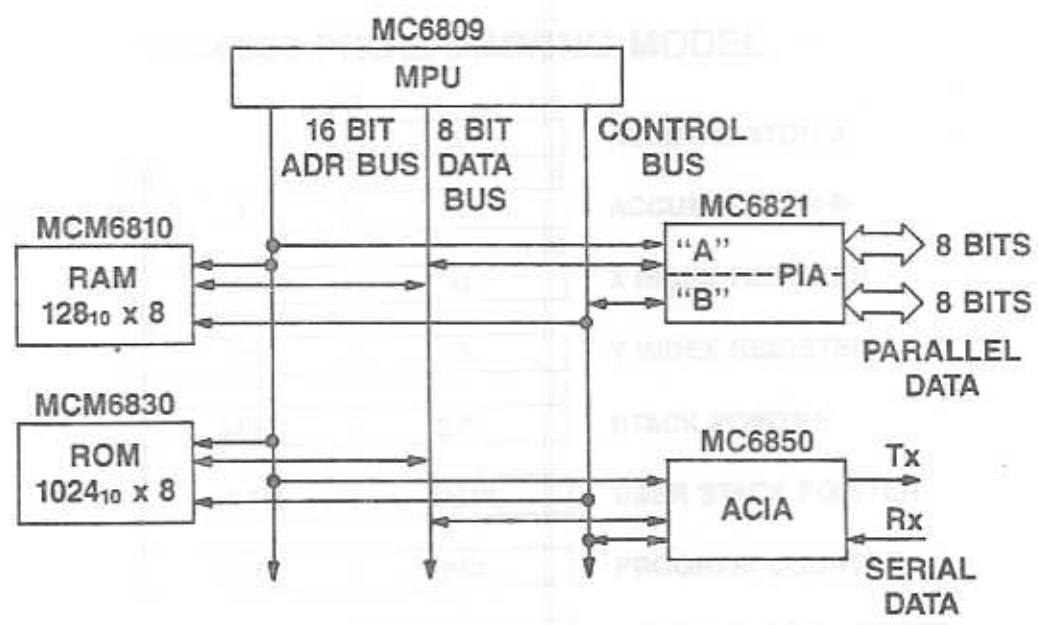
- INTRODUCTION/OVERVIEW
- PROGRAMMING MODEL
- SIGNAL AND CONTROL LINES
- INSTRUCTION SET
- ADDRESSING MODES
- COMPARISONS WITH OTHER 68XX'S
- MACRO ASSEMBLER
- PROGRAMMING EXAMPLES
- PROBLEM SET

M6800 Microprocessor/Microcomputer Family Evolution



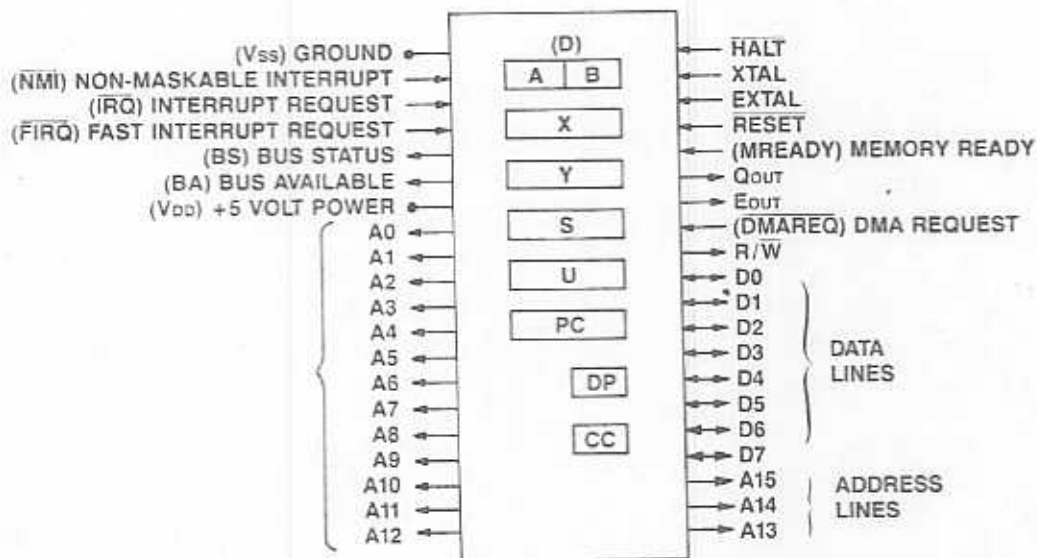
◆ A CONSISTENT, COMPATIBLE FAMILY

01-06-1



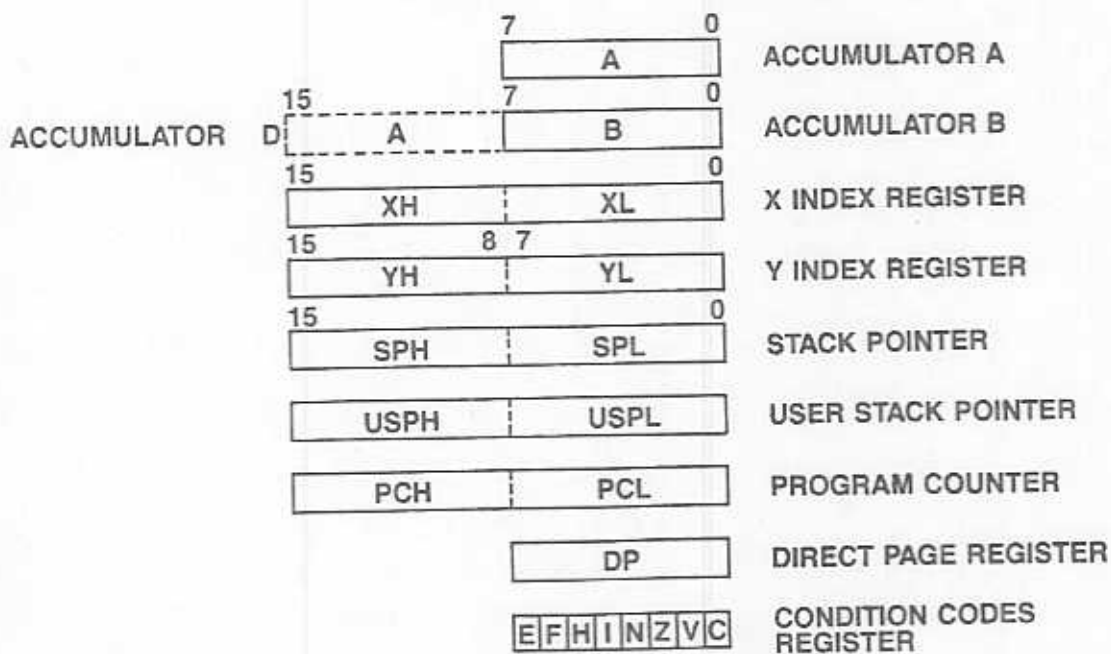
TR9120

MC6809



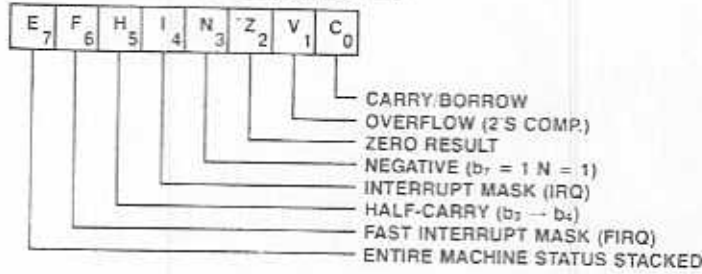
TR0128 J

MC6809 PROGRAMMING MODEL



TR0122-1

CONDITION CODE REGISTER

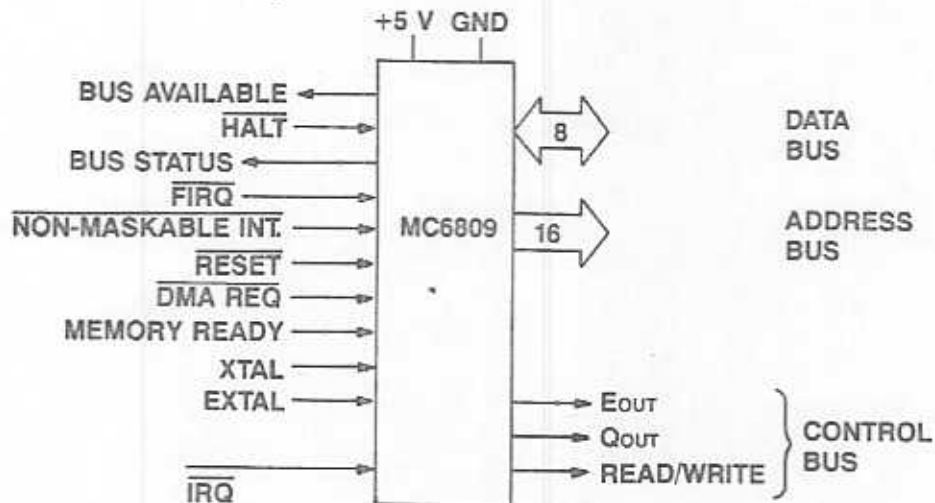


BITS SET AS A RESULT OF OPERATION!

ADDA	A = 1000 1000 M = 1000 1000	A + M = $\overset{1}{\boxed{1}}$ 0001 0000	: H = 1, Z = 0 C = 1, N = 0 V = 1
DECA	A = 0000 0001	A - 1 = 0000 0000	: Z = 1, N = 0
LDA	#560	A = 1000 0000	: N = 1, Z = 0, V = 0
COMA OR DECA	A = 1000 0000	\bar{A} = 0111 1111	: N = 0, V = 0, C = 1, Z = 0 : N = 0, V = 1, C = UNCHANGED, Z = 0
ADDA	A = 1000 0010 = -126 ₁₀ M = 1000 0010 = -126 ₁₀	A + M = $\overset{1}{\boxed{1}}$ 0000 0100 = +4 ₁₀	: V = 1, Z = 0 C = 1, N = 0 H = 0

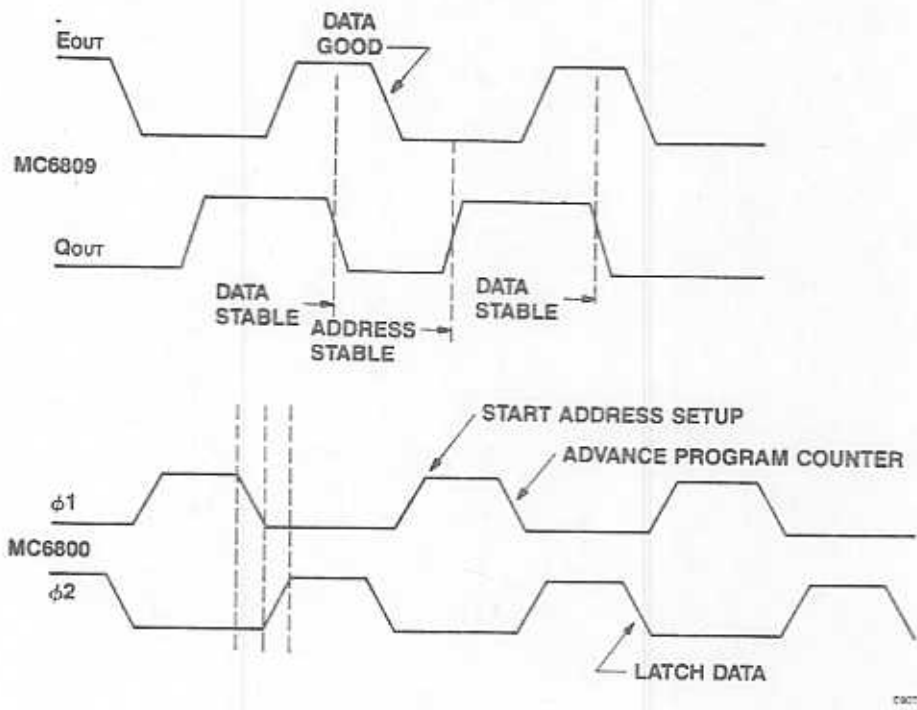
TR9123-1

MC6809 BUS & CONTROL SIGNALS

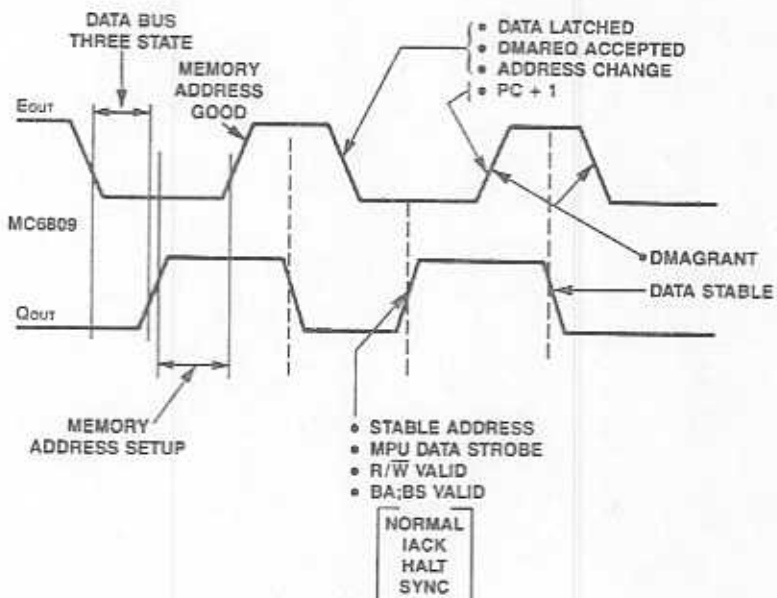


TR9124B.2

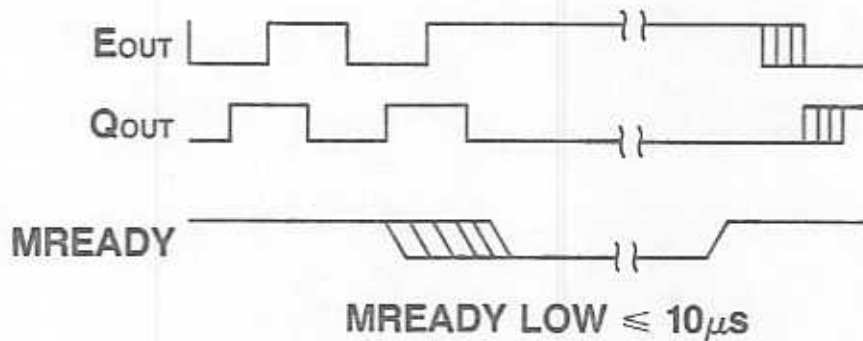
MPU CLOCK WAVE FORM



MPU CLOCK WAVE FORM



MC6809
MREADY
(MEMORY READY)



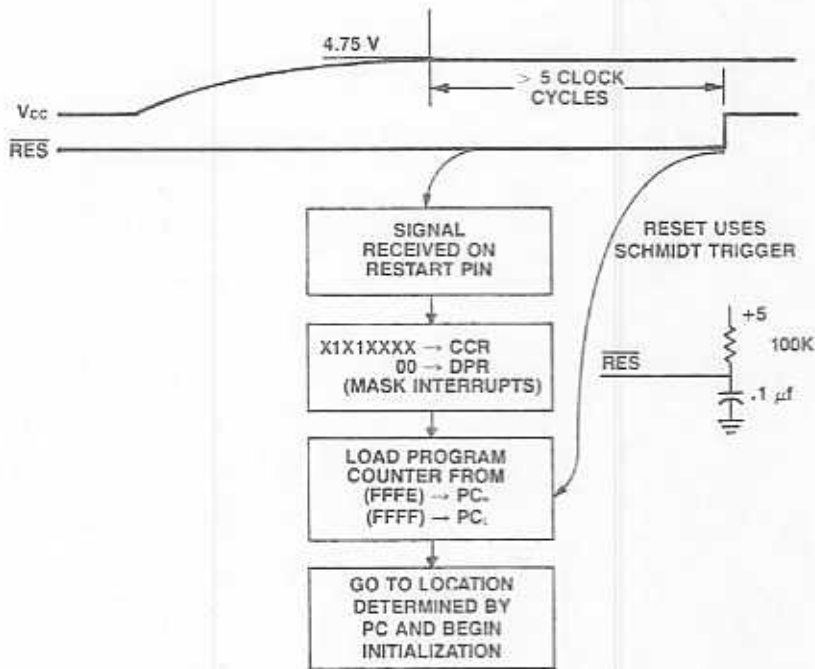
TR0125

MC6809
DMAREQ

- STRETCHES INTERNAL CLOCK
- EOUT AND QOUT FREE RUN
- BA = 1; BS = 1
- ADDRESS BUS, DATA BUS, R/W GO THREE STATE
- EVERY 16 CYCLES 6809 WILL EXECUTE ONE CYCLE
- BA = 0 FOR THIS CYCLE. AUTOMATIC MPU REFRESH
- BS = 0

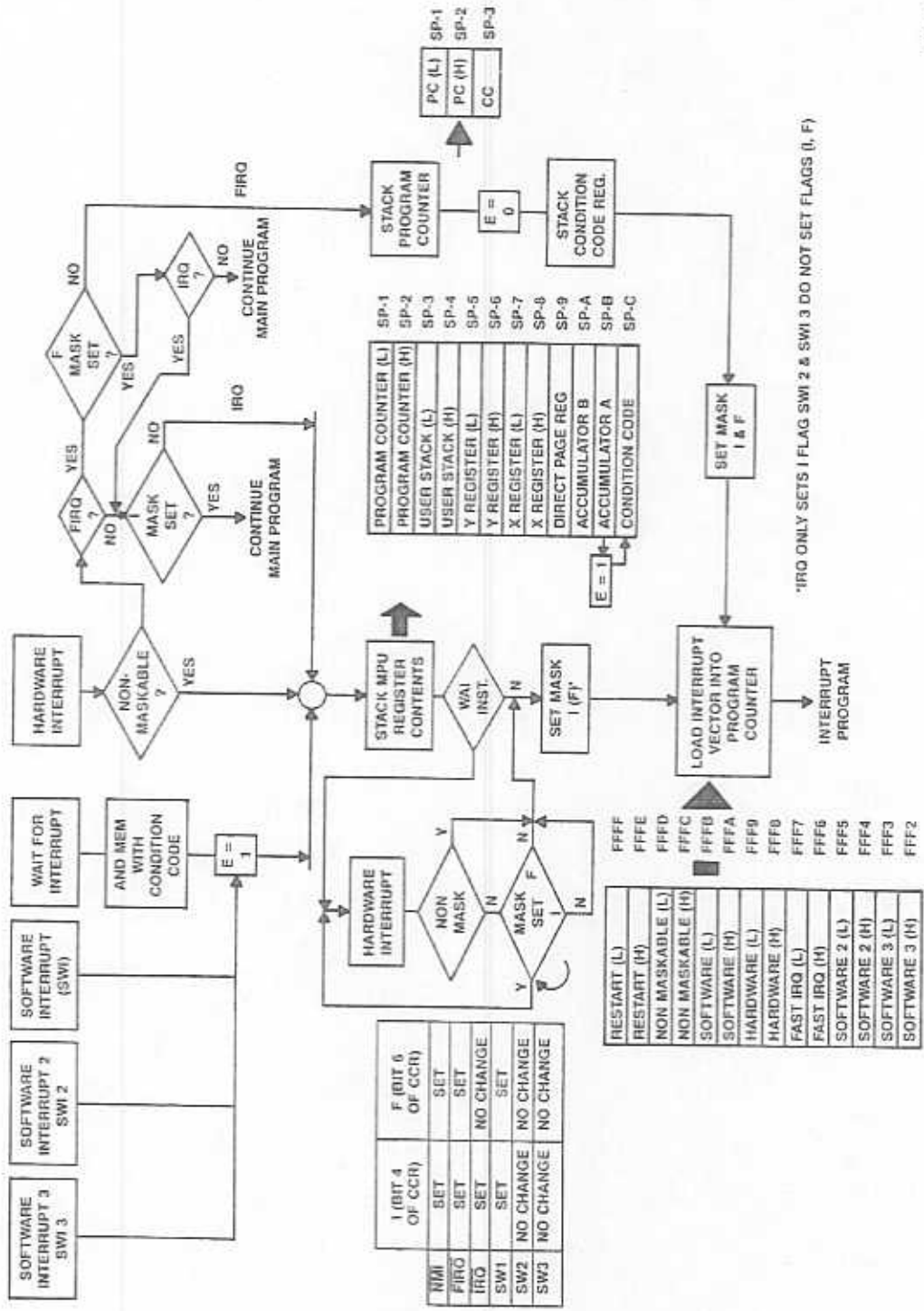
TR0103-2

RESTART SEQUENCE



TRM122-3

INTERRUPT FLOW CHART MC6809

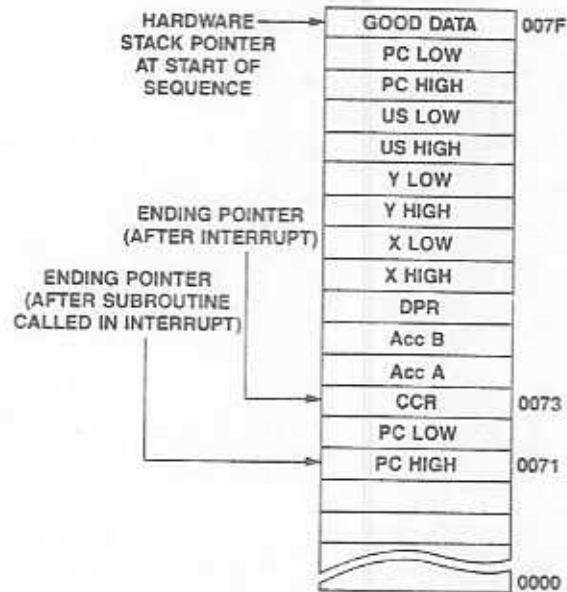


	1 (BIT 4 OF CCR)	F (BIT 6 OF CCR)
WAI	SET	SET
FIRQ	SET	SET
IRQ	SET	NO CHANGE
SW1	SET	SET
SW2	NO CHANGE	NO CHANGE
SW3	NO CHANGE	NO CHANGE

RESTART (L)	FFFF
RESTART (H)	FFFE
NON MASKABLE (L)	FFFD
NON MASKABLE (H)	FFFC
SOFTWARE (L)	FFFA
SOFTWARE (H)	FFF9
HARDWARE (L)	FFF8
HARDWARE (H)	FFF7
FAST IRQ (L)	FFF6
FAST IRQ (H)	FFF5
SOFTWARE 2 (L)	FFF4
SOFTWARE 2 (H)	FFF3
SOFTWARE 3 (L)	FFF2
SOFTWARE 3 (H)	FFF1

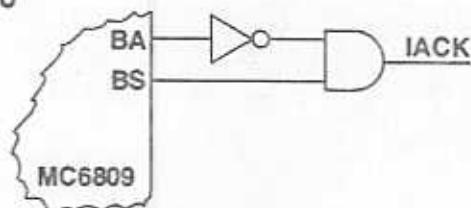
*IRQ ONLY SETS I FLAG SWI 2 & SWI 3 DO NOT SET FLAGS (I, F)

**RAM USED FOR STACK STORAGE
RAM ADDRESS \$0000-\$007F**

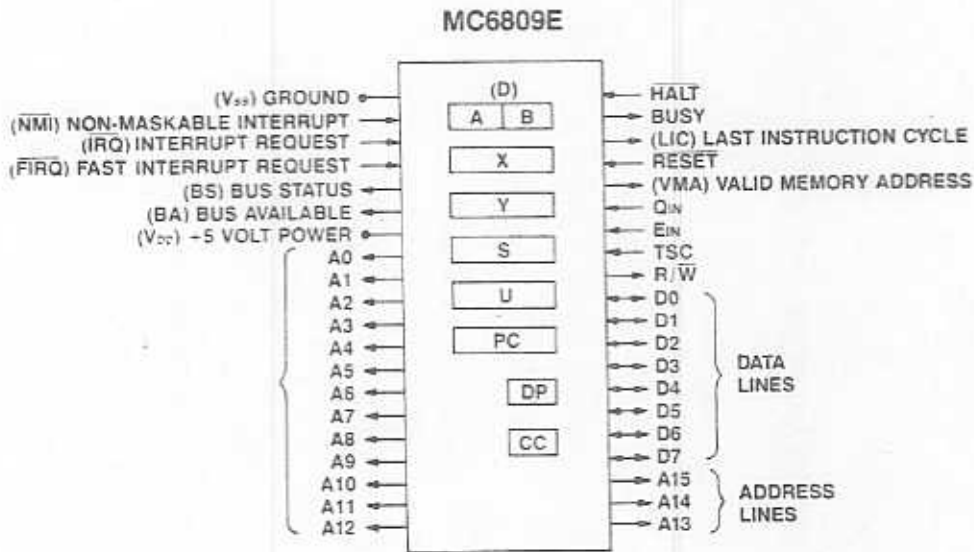


INTERRUPT ACKNOWLEDGE (IACK) FUNCTION

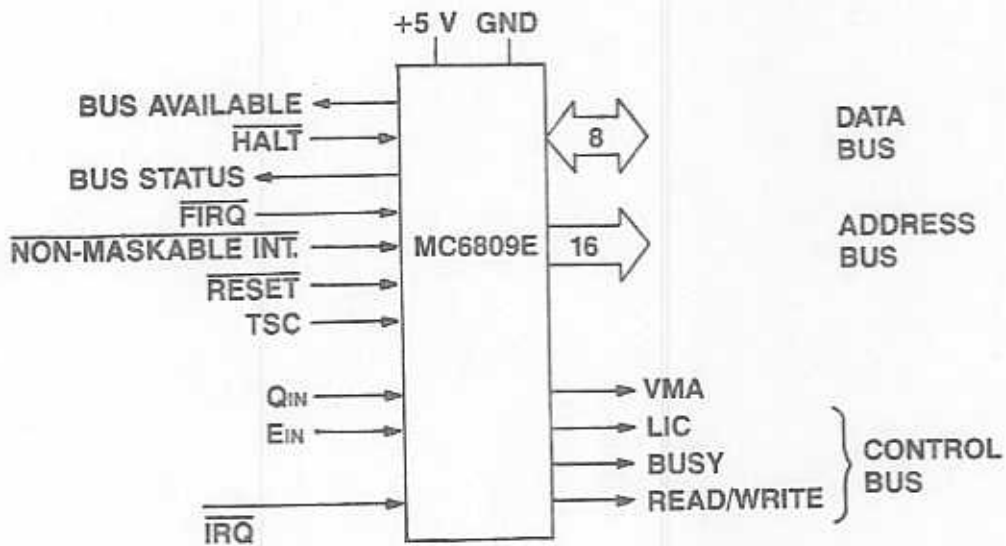
- IACK GOES HIGH TO INDICATE A VECTOR IS BEING FETCHED
- THIS SIGNAL COULD BE USED TO ACTIVATE ADDRESS DECODING LOGIC
- THEREFORE, GENERATING NEW VECTORS
- BS = 1; BA = 0



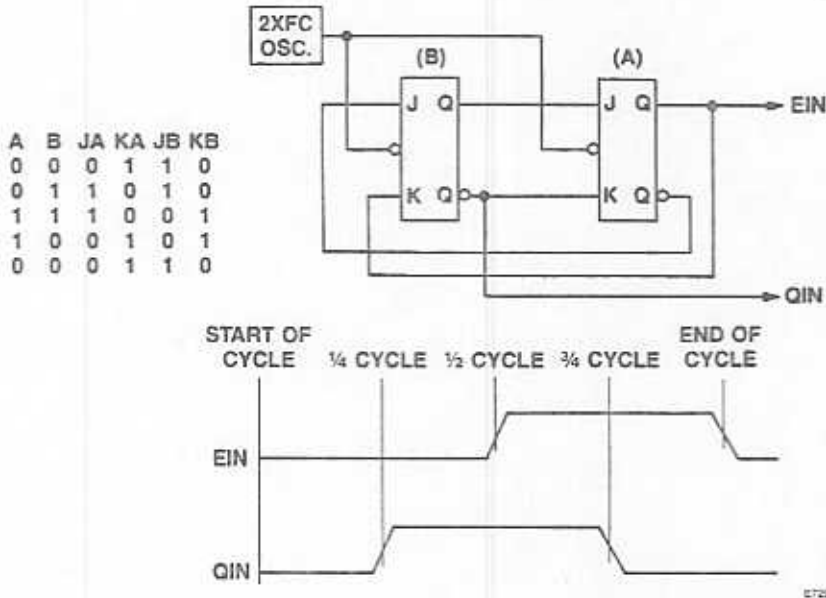
TR9131-1



MC6809E BUS & CONTROL SIGNALS



**BASIC EXTERNAL CLOCK GENERATOR
FOR MC6809E**



**MC6809E
TSC**

- ADDRESS; R/W GO THREE STATE
- DATA BUS GOES THREE STATE
- BA = 0; BS = 0
- CLOCK MUST BE HELD LOW EXTERNALLY.

MC6809E NEW CONTROL LINES

LAST INSTRUCTION CYCLE (LIC)

- LIC GOES HIGH AT THE BEGINNING OF THE LAST INSTRUCTION CYCLE
- NEXT CYCLE WILL BE AN OP CODE FETCH
- USED TO INDICATE WHEN TO READ BUS FOR DIAGNOSTIC PURPOSES

TR9130-2

MC6809E NEW CONTROL LINES BUSY

- GOES HIGH DURING READ-MODIFY-WRITE INSTRUCTIONS
- GOES HIGH DURING DOUBLE BYTE OPERATIONS
- GOES HIGH DURING INDIRECT OPERATIONS
- BUSY = 0 FOR CWA
BUSY = 0 FOR HALT
- BUSY IS A COMMON BUS LOCKOUT SIGNAL

TR9129-1

SUMMARY CONTROL LINE STATES

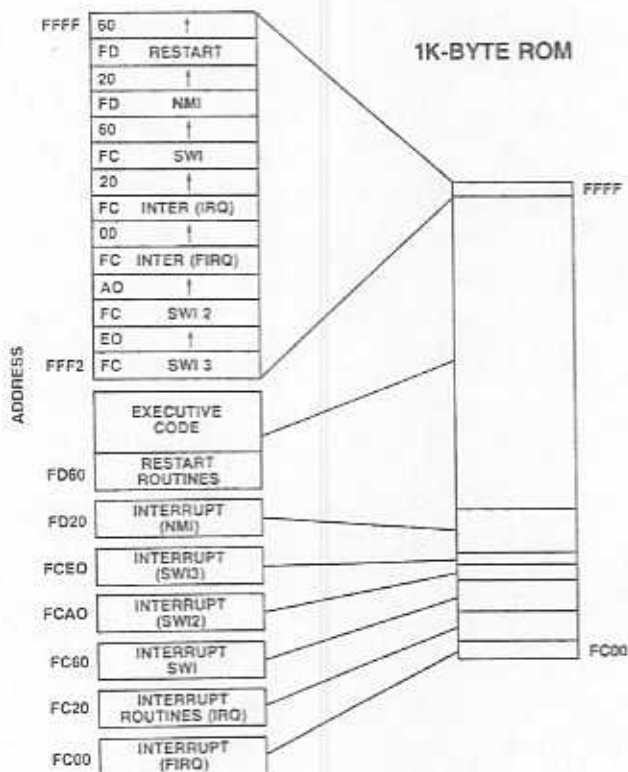
	HALT	DMA REQ*	CWAI	TSC	SYNC	MRDY
BA	1	1	0	0	1	0
LIC	1	NA	1	1/0	1	NA
BS	1	1	0	0	0	0
BUSY	0	NA	0	0	0	NA
ENABLE OUT				NA		1
QUAD OUT				NA		0
VMA	0	NA	0	0	0	NA
DATA BUS	TS	TS	ACTIVE	TS	TS	ACTIVE
ADD BUS R/W	TS	TS	ACTIVE	TS	TS	ACTIVE

* EVERY 16 CYCLES, DMAREQ AUTOMATICALLY REFRESHES 6809, BA = 0

STATUS SIGNALS

BA	BS	FUNCTION
0	0	NORMAL OPERATION
0	1	INTERRUPT ACKNOWLEDGE
1	0	SYNC ACKNOWLEDGE
1	1	DMA GRANT OR HALT ACKNOWLEDGE

TR9158-1



TR9157

M6809

59 INSTRUCTIONS

9 ADDRESSING MODES

TR9036-1

ARITHMETIC INSTRUCTIONS

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
ADD	ADD ACCUMULATOR TO MEMORY	ADDA ADDB	$A + (M) \rightarrow A$ $B + (M) \rightarrow B$
	ADD DOUBLE ACCUMULATOR TO MEMORY	ADDD	$D_0 + (M) \rightarrow D_0$ $D_1 + (M + 1) \rightarrow D_1$
ADC	ADD ACCUMULATOR WITH CARRY TO MEMORY	ADCA ADCB	$A + (M) + C \rightarrow A$ $B + (M) + C \rightarrow B$
ABX	ADD B ACCUMULATOR TO THE X REGISTER	ABX	$B + X_0 \rightarrow X_0$ $D + C + X_0 \rightarrow X_0$
DA	DECIMAL ADDITION ADJUST	DAA	CONVERTS BINARY ADD. OF BCD CHARACTERS INTO BCD FORMAT
SUB	SUBTRACT MEMORY FROM ACCUMULATOR	SUBA SUBB	$A - (M) \rightarrow A$ $B - (M) \rightarrow B$
	SUBTRACT MEMORY FROM DOUBLE ACCUMULATORS	SBBD	$D_0 - (M + 1) \rightarrow D_0$ $D_1 - M \rightarrow D_1$
SBC	SUBTRACT MEMORY FROM ACCUMULATOR WITH CARRY	SBCA SBCB	$A - (M) - C \rightarrow A$ $B - (M) - C \rightarrow B$
SEX	EXTEND THE SIGN OF B INTO A	SEX	Acc B BIT ₇ = 1 A = FF Acc B BIT ₇ = 0 A = 0

TR9037-1

DATA HANDLING INSTRUCTIONS (ALTER DATA)

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
CLR	CLEAR MEMORY CLEAR Acc A CLEAR Acc B	CLR CLRA CLRB	00 → M 00 → A 00 → B
DEC	DECREMENT MEMORY DECREMENT Acc A DECREMENT Acc B	DEC DECA DECB	(M) - 1 → M A - 1 → A B - 1 → B
INC	INCREMENT MEMORY INCREMENT Acc A INCREMENT Acc B	INC INCA DECB	(M) + 1 → M A + 1 → A B + 1 → B
COM	COMPLEMENT MEMORY COMPLEMENT Acc A COMPLEMENT Acc B	COM COMA COMB	\overline{M} → M \overline{A} → A \overline{B} → B
NEG	2'S COMPLEMENT MEMORY 2'S COMPLEMENT Acc A 2'S COMPLEMENT Acc B	NEG NEGA NEGB	00 - (M) → M 00 - A → A 00 - B → B

TR9039-1

DATA HANDLING INSTRUCTIONS (DATA MOVEMENT)

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
LD	LOAD Acc. LOAD 16 BIT REG	LDA LDB LDD LDX LDY LDS LDU	(M) → A (M) → B (M) → R _n (M + 1) → R _L
ST	STORE Acc STORE 16 BIT REG	STA STB STD STX STY STS STU	A → M B → M R _n → M R _L → M + 1

TR9039

DATA HANDLING INSTRUCTIONS (DATA MOVEMENT)

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
PSH	PUSH REGISTER(S) TO HARDWARE STACK PUSH REGISTER(S) TO USER STACK	PSHS	$SP - 1 \rightarrow SP$ $R \rightarrow M_{SP}$
		PSHU	$USP - 1 \rightarrow USP$ $R \rightarrow M_{USP}$
PUL	PULL REGISTER(S) FROM HARDWARE STOCK PULL REGISTER(S) FROM USER STACK	PULS	$(M_{SP}) \rightarrow R$ $SP + 1 \rightarrow SP$
		PULU	$(M_{USP}) \rightarrow R$ $USP + 1 \rightarrow USP$
TFR	TRANSFER REGISTER TO REGISTER	TFR	$R_1 \rightarrow R_2$
EXG	EXCHANGE REGISTERS	EXG	$R_1 \leftrightarrow R_2$

TR9040-1

DATA HANDLING INSTRUCTIONS (SHIFT AND ROTATE)

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
ROL	ROTATE LEFT	ROL ROLA ROLB	
ROR	ROTATE RIGHT	ROR RORA RORB	
LSL (ASL)	LOGICAL SHIFT LEFT	LSL LSLA LSLB	
ASR	ARITHMETIC SHIFT RIGHT	ASR ASRA ASRB	
LSR	LOGICAL SHIFT RIGHT	LSR LSRA LSRB	

TR0041

LOGIC INSTRUCTIONS

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
AND	AND ACCUMULATOR WITH MEMORY	ANDA ANDB	$A \bullet (M) \rightarrow A$ $B \bullet (M) \rightarrow B$
EOR	EXCLUSIVE OR ACCUMULATOR WITH MEMORY	EORA EORB	$A \oplus (M) \rightarrow A$ $B \oplus (M) \rightarrow B$
OR	INCLUSIVE OR ACCUMULATOR WITH MEMORY	ORA ORA	$A + (M) \rightarrow A$ $B + (M) \rightarrow B$

TR9042-1

DATA TEST INSTRUCTIONS

INSTRUCTION	FUNCTION	MNEMONIC	TEST
BIT	BIT TEST (AND) ACCUMULATOR WITH MEMORY	BITA BITB	$A \bullet (M)$ $B \bullet (M)$
CMP	COMPARE (SUBTRACT) MEMORY WITH ACCUMULATOR	CMPA CMPB	$A - (M)$ $B - (M)$
	COMPARE (SUBTRACT) MEMORY WITH 16 BIT REGISTER	CMPD CMPX CMPY CMPU CMPS	$R_L - (M + 1)$ $R_H - (M_n)$
TST	TEST MEMORY FOR ZERO OR MINUS TEST ACCUMULATOR FOR ZERO OR MINUS	TST TSTA TSTB	$(M) - 00$ $A - 00$ $B - 00$

TR9044-2

BRANCH INSTRUCTIONS

INSTRUCTION	FUNCTION	MNEMONIC	BRANCH TEST
BRA	BRANCH ALWAYS	BRA	NONE
BRN	BRANCH NEVER	BRN	NONE
BCC (BHS)	BRANCH IF CARRY CLEAR (HIGHER OR SAME)	BCC	$C = 0$
BCS (BLO)	BRANCH IF CARRY SET (IF LOWER)	BCS	$C = 1$
BEQ	BRANCH IF = ZERO	BEQ	$Z = 1$
BNE	BRANCH IF NOT EQUAL ZERO	BNE	$Z = 0$
BGE	BRANCH IF \geq ZERO*	BGE	$(N \oplus V) = 0$
BLT	BRANCH IF $<$ ZERO*	BLT	$(N \oplus V) = 1$
BGT	BRANCH IF $>$ ZERO*	BGT	$Z + (N \oplus V) = 0$
BLE	BRANCH IF \leq ZERO*	BLE	$Z + (N \oplus V) = 1$
BHI	BRANCH IF HIGHER	BHI	$(C + Z) = 0$
BLS	BRANCH IF LOWER OR SAME	BLS	$(C + Z) = 1$
BMI	BRANCH IF MINUS	BMI	$N = 1$
BPL	BRANCH IF PLUS	BPL	$N = 0$

*SIGNED DATA ONLY!

TR9045

JUMP AND BRANCH INSTRUCTIONS

INSTRUCTION	FUNCTION	MNEMONIC	BRANCH TEST/OPERATION
BVC	BRANCH IF OVERFLOW CLEAR	BVC	$V = 0$
BVS	BRANCH IF OVERFLOW SET	BVS	$V = 1$
BSR	BRANCH TO SUBROUTINE	BSR	NONE
JMP	JUMP TO MEMORY ADDRESS	JMP	$(M) \rightarrow PC; (M + 1) \rightarrow PC;$
JSR	JUMP TO SUBROUTINE MEMORY ADDRESS	JSR	$SP - 1 \rightarrow SP; PC \rightarrow M;$ $SP - 1 \rightarrow SP; PC \rightarrow M;$ $(M) \rightarrow PC; (M + 1) \rightarrow PC;$
RTS	RETURN FROM SUBROUTINE	RTS	$(M) \rightarrow PC; SP + 1 \rightarrow SP$ $(M) \rightarrow PC; SP + 1 \rightarrow SP$

TR9045-1

CONDITION CODE REGISTER INSTRUCTION

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION																																
OR	SET ANY CONDITION CODE FLAG	ORCC	$CC + (M) \rightarrow CC$ <table style="margin-left: 20px;"> <tr><td>E</td><td>F</td><td>H</td><td>I</td><td>N</td><td>Z</td><td>V</td><td>C</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr> </table> + $M = 00001111$ <table style="margin-left: 20px;"> <tr><td>E</td><td>F</td><td>H</td><td>I</td><td>N</td><td>Z</td><td>V</td><td>C</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table>	E	F	H	I	N	Z	V	C	0	0	0	0	0	0	0	0	E	F	H	I	N	Z	V	C	0	0	0	0	1	1	1	1
E	F	H	I	N	Z	V	C																												
0	0	0	0	0	0	0	0																												
E	F	H	I	N	Z	V	C																												
0	0	0	0	1	1	1	1																												
AND	CLEAR ANY CONDITION CODE FLAG	ANDCC	$CC * (M) \rightarrow CC$ <table style="margin-left: 20px;"> <tr><td>E</td><td>F</td><td>H</td><td>I</td><td>N</td><td>Z</td><td>V</td><td>C</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </table> $M = 11110000$ <table style="margin-left: 20px;"> <tr><td>E</td><td>F</td><td>H</td><td>I</td><td>N</td><td>Z</td><td>V</td><td>C</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr> </table>	E	F	H	I	N	Z	V	C	0	0	0	0	1	1	1	1	E	F	H	I	N	Z	V	C	0	0	0	0	0	0	0	0
E	F	H	I	N	Z	V	C																												
0	0	0	0	1	1	1	1																												
E	F	H	I	N	Z	V	C																												
0	0	0	0	0	0	0	0																												

TR9046-1

INTERRUPT HANDLING INSTRUCTION

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
RTI	RETURN FROM INTERRUPT	RTI	$(M_{SP}) \rightarrow CC$ $SP + 1 \rightarrow SP$ IF $E = 1$ $(M_{SP}) \rightarrow REGS$ $SP + B \rightarrow SP$ IF $E = 0$ $(M_{SP}) \rightarrow P_D$ $SP + 1 \rightarrow SP$ $M_{SP} \rightarrow P_C$ $SP + 1 \rightarrow SP$
CWAI	CLEAR AND WAIT FOR INTERRUPT	CWAI	$CC * M$ $E = 1$ $REGS \rightarrow (M_{SP})$ $SP - C \rightarrow SP$
SYNC	SYNCHRONIZE TO INTERRUPT	SYNC	STOPS MPU UNTIL INTERRUPT OCCURS THEN CONTINUES

TR9046-2

INTERRUPT HANDLING INSTRUCTION

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
SWI	SOFTWARE INTERRUPT	SWI	E = 1 REGS → M ₁₇ SP - C → SP I = 1 F = 1 (FFFA) → P ₀₁ (FFFB) → P ₀₂
		SWI2	E = 1 REGS → M ₁₇ SP - C → SP (FFF4) = P ₀₁ (FFF5) = P ₀₂
		SWI3	E = 1 REGS → M ₁₇ SP - C → SP (FFF2) = P ₀₁ (FFF3) = P ₀₂

TR9045-1

POINTER REGISTER INSTRUCTIONS

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
LEA	LOAD POINTER REGISTER WITH EFFECTIVE ADDRESS	LEAX LEAY LEAS LEAU	EA → X EA → Y EA → S EA → U

NOTE ONLY USES INDEXED ADDRESSING MODE

TR9050

MISCELLANEOUS INSTRUCTION

INSTRUCTION	FUNCTION	MNEMONIC	OPERATION
MUL	MULTIPLY ACCUMULATORS	MUL	$A * B \rightarrow D$
NOP	NO OPERATION	NOP	$PC + 1 \rightarrow PC$

TR9051

**INPUT/OUTPUT
INSTRUCTIONS
STILL**

NONE!

TR9052

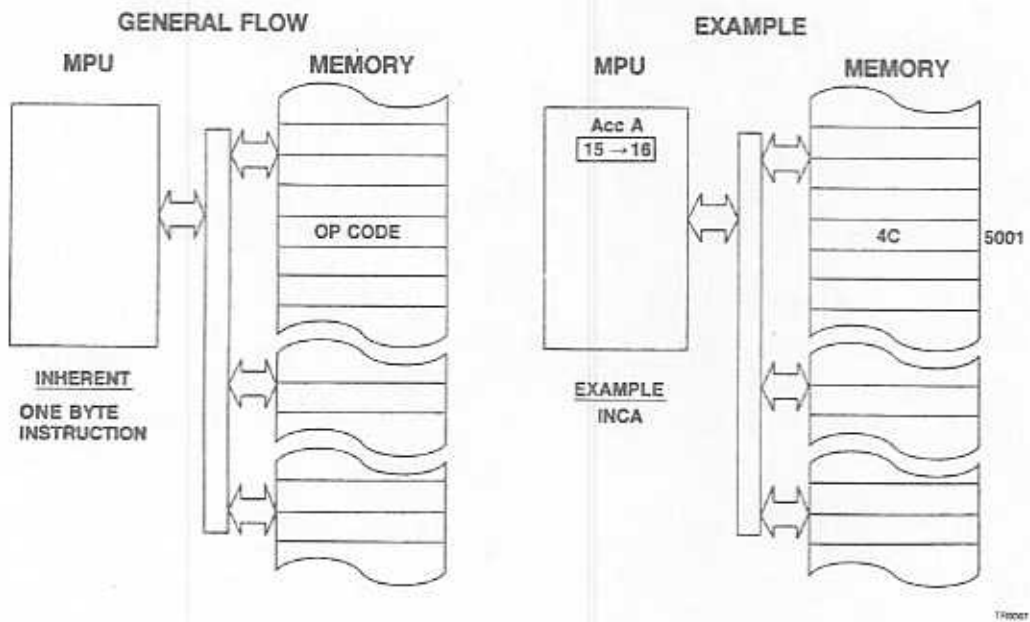
6809
EXECUTABLE INSTRUCTIONS — ALPHABETIC LIST

ABX	ADD ACCB INTO X-REG	JMP	JUMP
ADC	ADD WITH CARRY	JSR	JUMP TO SUBROUTINE
ADD	ADD	LD	LOAD ACCUMULATORS LOAD POINTER REGISTERS LOAD EFFECTIVE ADDRESS
AND	LOGICAL AND	LD	
ASL	ARITHMETIC SHIFT LEFT (LSL)	LEA	
ASR	ARITHMETIC SHIFT RIGHT	LSR	LOGICAL SHIFT RIGHT
BCC	BRANCH IF CARRY CLEAR	MUL	MULTIPLY ACCUMULATORS
BCS	BRANCH IF CARRY SET	NEG	NEGATE
BEQ	BRANCH IF EQUAL TO ZERO	NOP	NO OPERATION
BGE	BRANCH IF GREATER OR EQUAL ZERO	OR	INCLUSIVE OR ACCUMULATOR/CONDITION CODE REGISTER
BGT	BRANCH IF GREATER THAN ZERO	PSH	PUSH DATA TO HARDWARE OR USER STACK
BHI	BRANCH IF HIGHER	PUL	PULL DATA FROM HARDWARE OR USER STACK
BIT	BIT TEST	ROL	ROTATE LEFT
BLE	BRANCH IF LESS OR EQUAL	ROR	ROTATE RIGHT
BLS	BRANCH IF LOWER OR SAME	RTI	RETURN FROM INTERRUPT
BLT	BRANCH IF LESS THAN ZERO	RTS	RETURN FROM SUBROUTINE
BMI	BRANCH IF MINUS	SBC	SUBTRACT WITH CARRY
BNE	BRANCH IF NOT EQUAL TO ZERO	SEX	SIGN EXTENDED
BPL	BRANCH IF PLUS	ST	STORE ACCUMULATORS STORE POINTER REGISTER
BRA	BRANCH ALWAYS	ST	
BRN	BRANCH NEVER	SUB	SUBTRACT
BSR	BRANCH TO SUBROUTINE	SWI	SOFTWARE INTERRUPT
BVC	BRANCH IF OVERFLOW CLEAR	SWI2	SOFTWARE INTERRUPT
BVS	BRANCH IF OVERFLOW SET	SWI3	SOFTWARE INTERRUPT
CLR	CLEAR	SYNC	SYNCHRONIZE TO INTERRUPT
CMP	COMPARE	TFR	TRANSFER REGISTERS
COM	COMPLEMENT	TST	TEST FOR ZERO
CWAI	CLEAR AND WAIT FOR INT.		
DAA	DECIMAL ADJUST		
DEC	DECREMENT		
EOR	EXCLUSIVE OR		
EXG	EXCHANGE REGISTERS		
INC	INCREMENT		

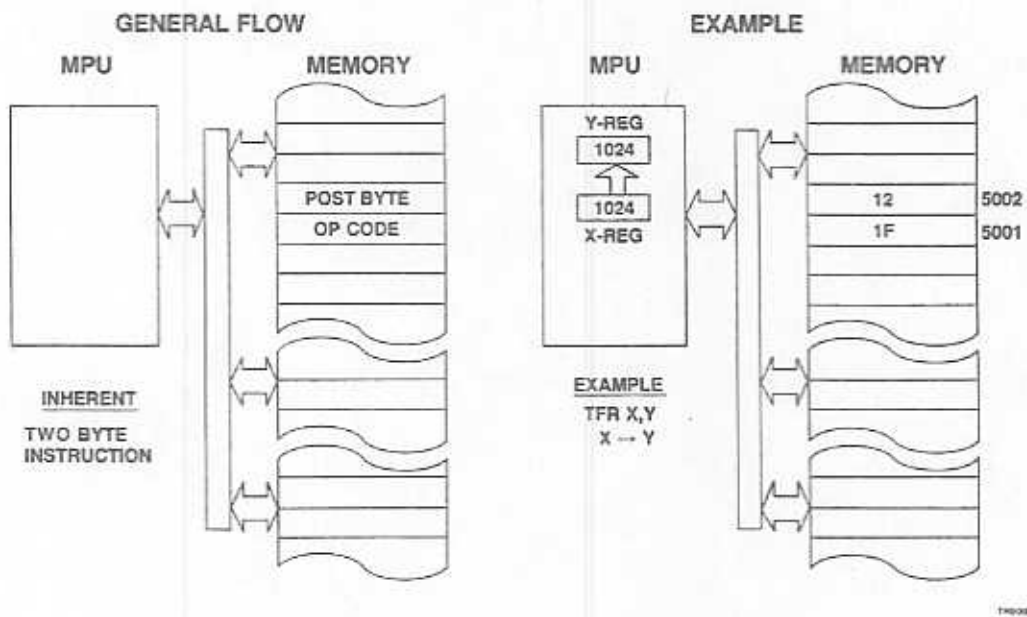
6809 ADDRESSING MODES

- IMMEDIATE
- INHERENT
- DIRECT
- EXTENDED
- INDEXED
- RELATIVE
- EXTENDED INDIRECT
- INDEXED INDIRECT
- LONG RELATIVE

INHERENT ADDRESSING



INHERENT ADDRESSING



SPECIAL CASES OF INHERENT ADDRESSING MODE

TR9116

- **EXCHANGE, TRANSFER REGISTERS**

ExG X,Y

1E 12 (X ↔ Y)

OPCODE REGISTER

POST BYTE

HEX CHAR.	HEX CHAR.
REG.1	REG. 2

HEX CHAR.	REG.
0	D
1	X
2	Y
3	U
4	S
5	PC
8	A
9	B
A	CC
B	DP

TR9114-2

• **PUSH AND PULL**

PULS A, B, X
 35 16 (00010110)

OPCODE REGISTERS

PULS #STACK

POST BYTE

BIT POSITION

B ₇	B ₆	B ₅	B ₄	B ₃	B ₂	B ₁	B ₀
PC	U/S	Y	X	D	B	A	C
				P			C

REGISTERS
 PUSHED OR PULLED

TR0115

• **CWAI**

CWAI #SFF

3C FF
 OPCODE POST BYTE

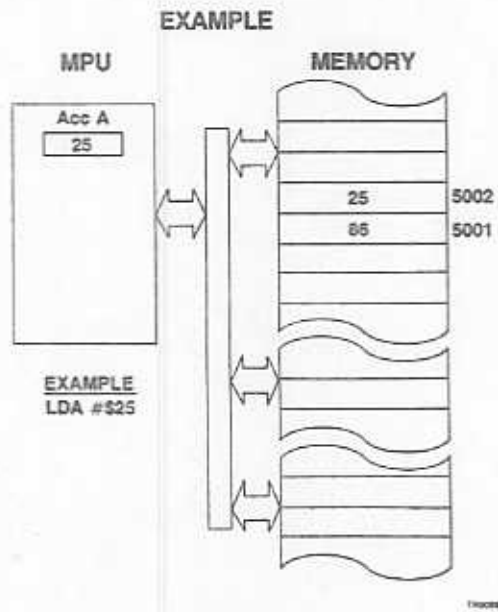
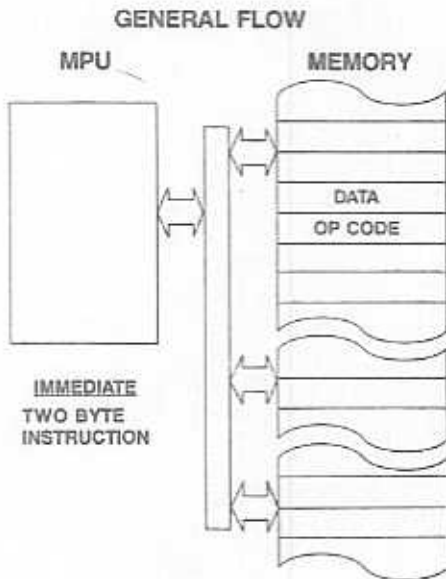
CWAI #MASKI

CONDITION
 CODE REG.

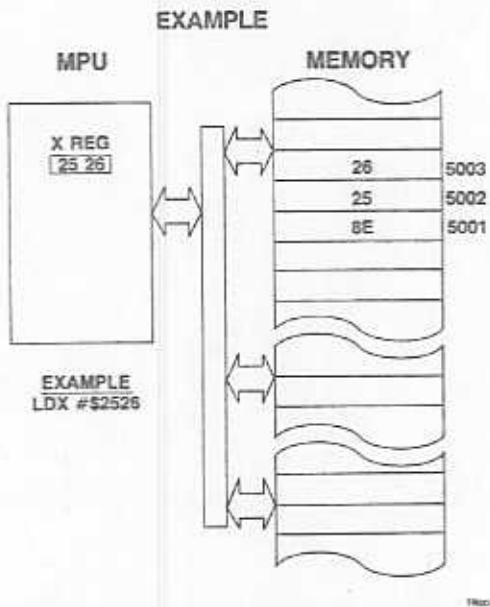
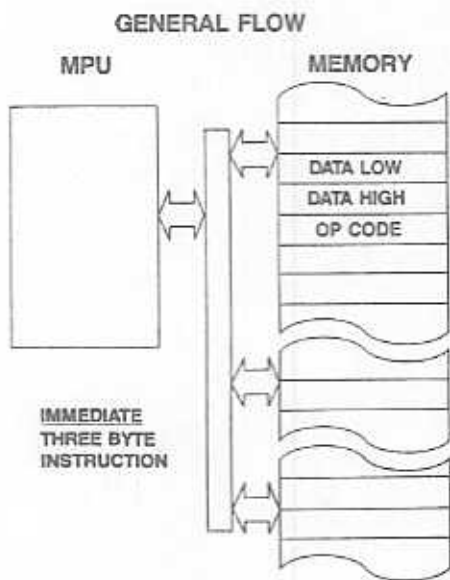
FF • EFHINZVC

TR0115-1

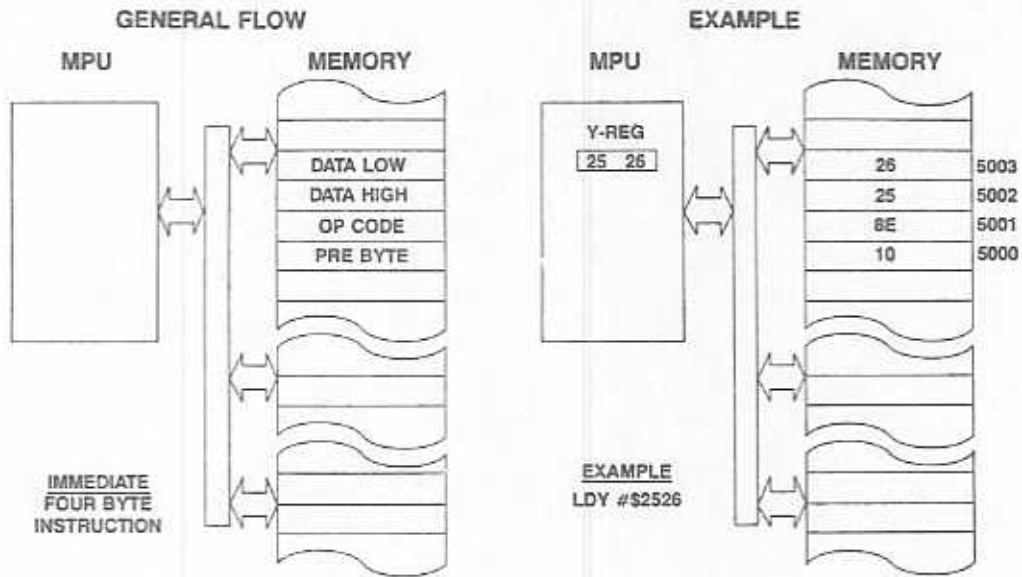
IMMEDIATE ADDRESSING



IMMEDIATE ADDRESSING

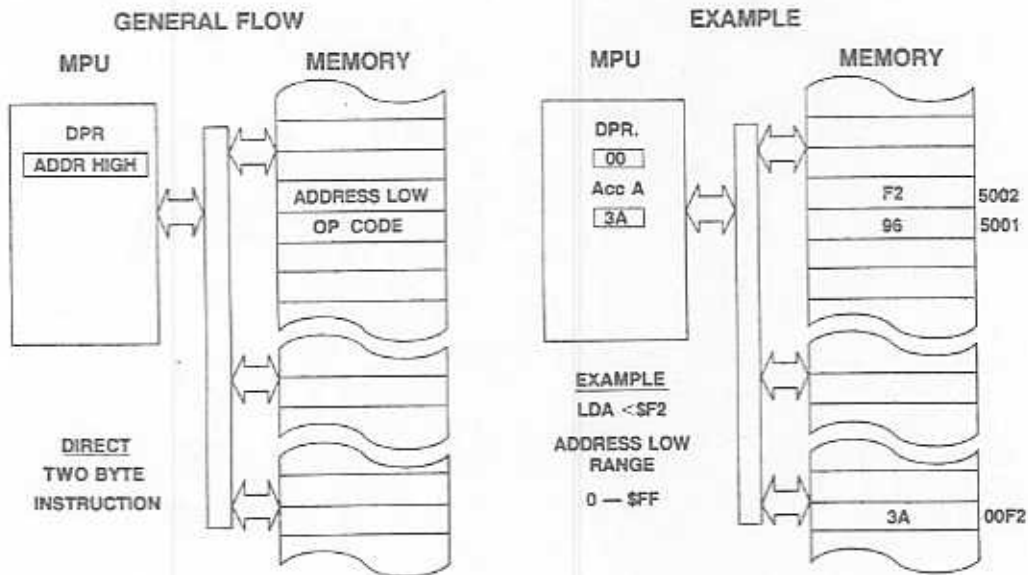


IMMEDIATE ADDRESSING



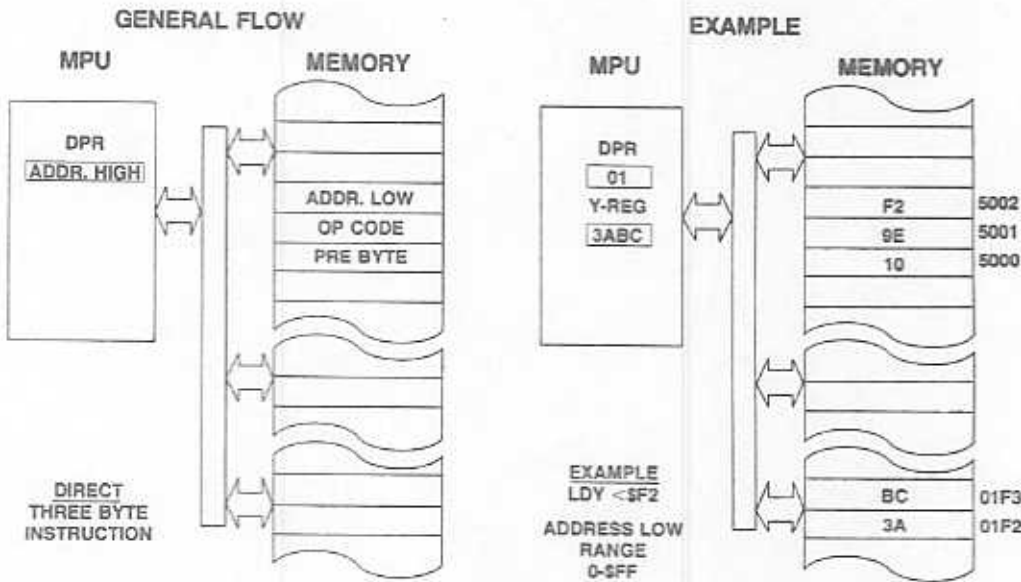
T9971

DIRECT ADDRESSING

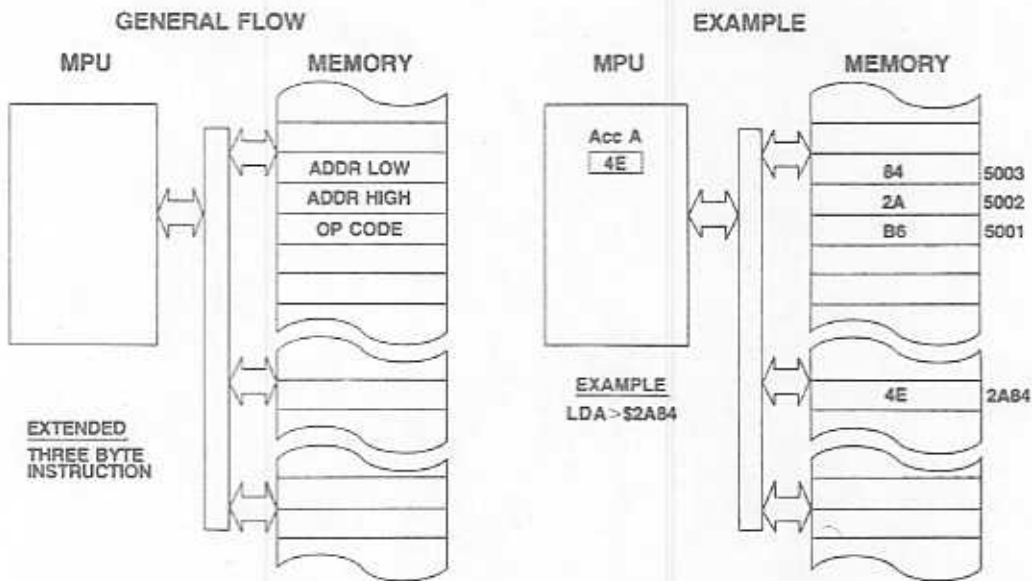


T9972

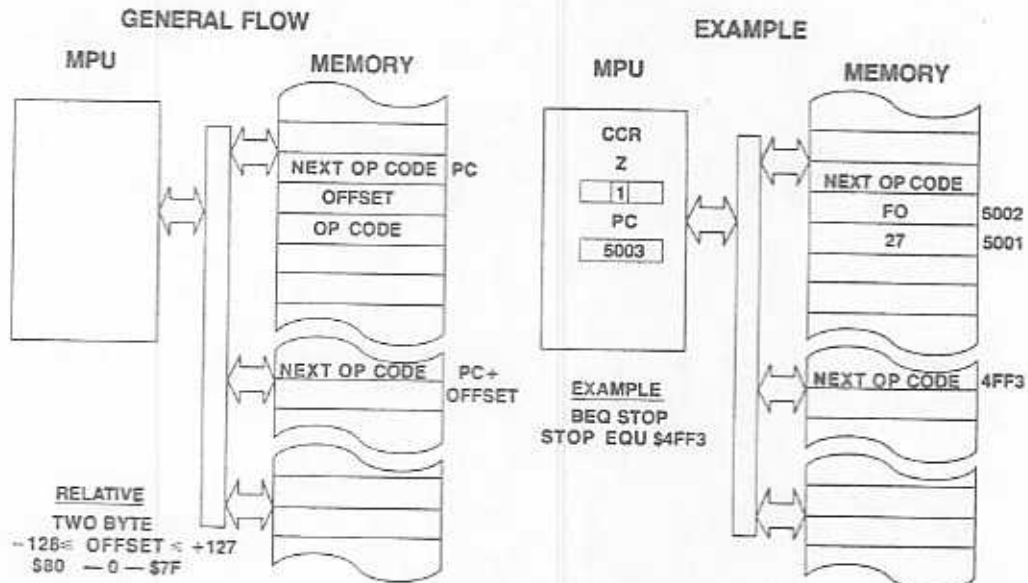
DIRECT ADDRESSING



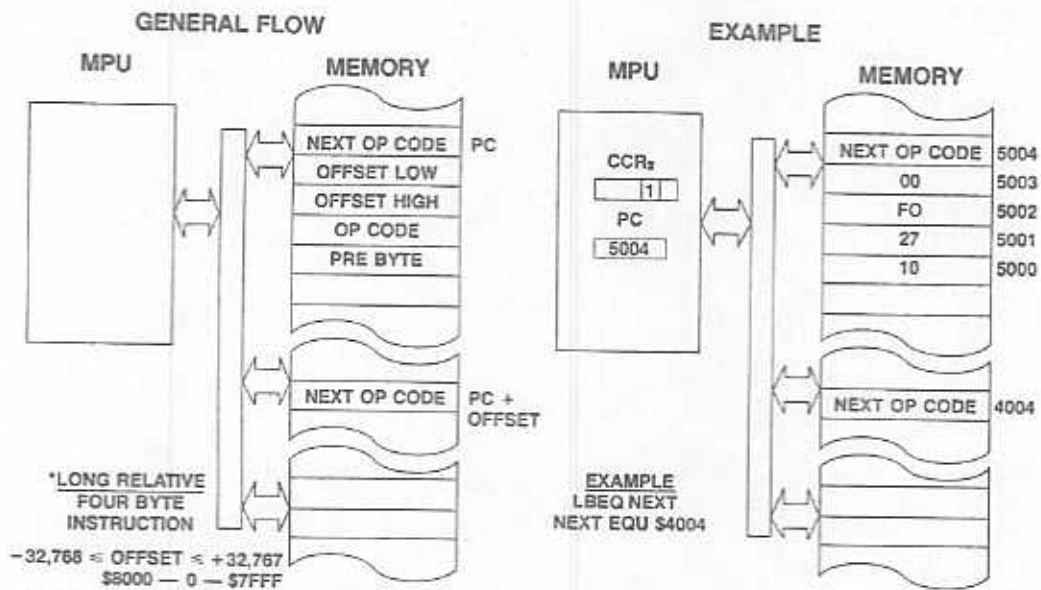
EXTENDED ADDRESSING



RELATIVE ADDRESSING

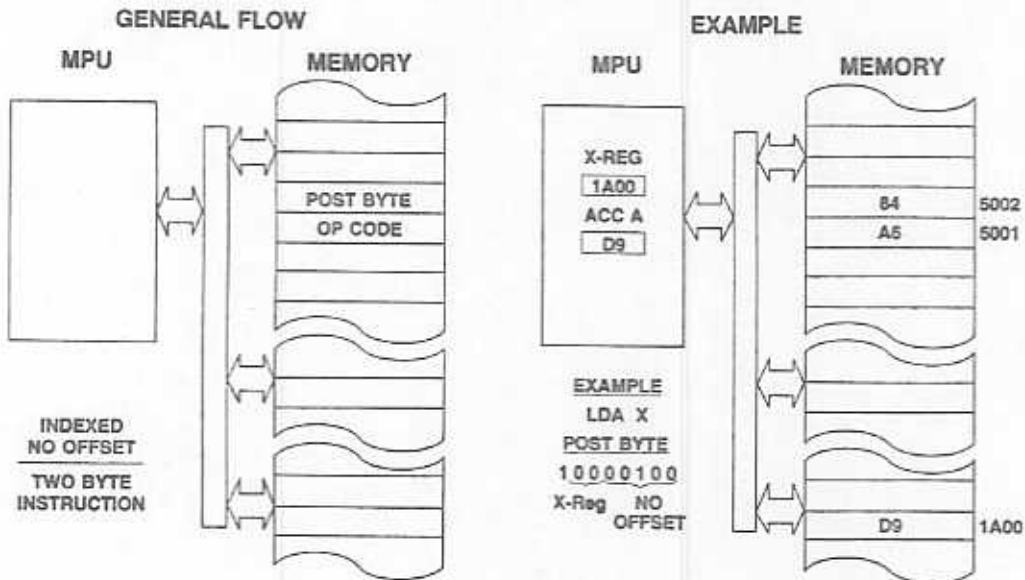


LONG RELATIVE ADDRESSING

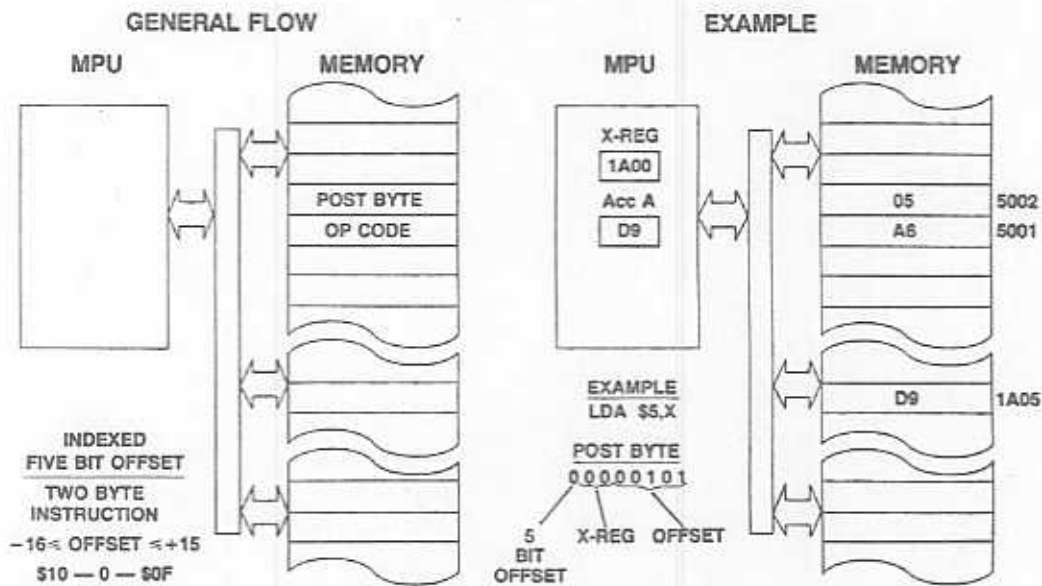


*LBRA and LBSR have their own op code; therefore, these instructions require no pre-byte and are 3 bytes long.

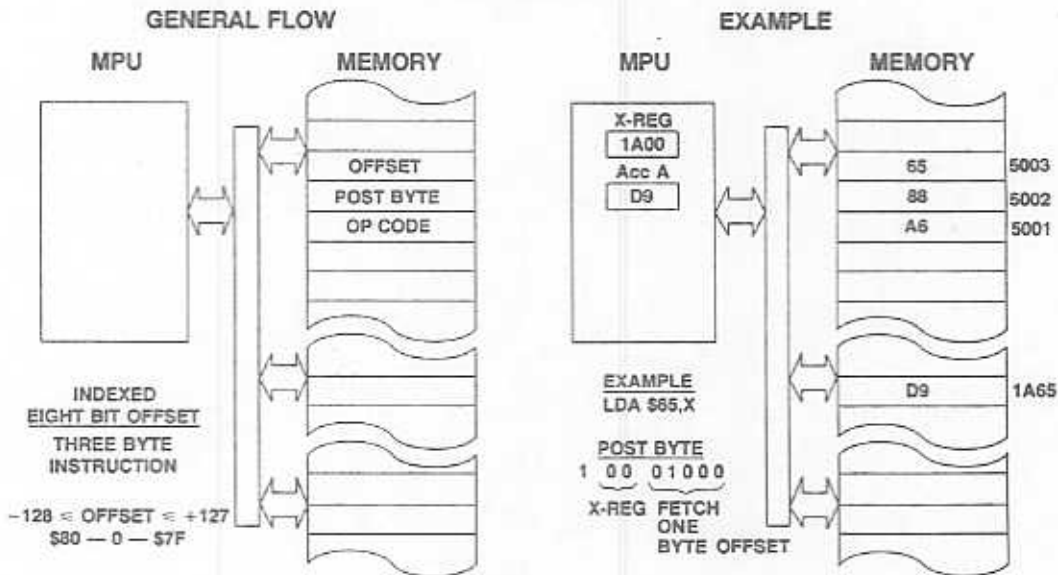
INDEXED ADDRESSING (NO OFFSET)



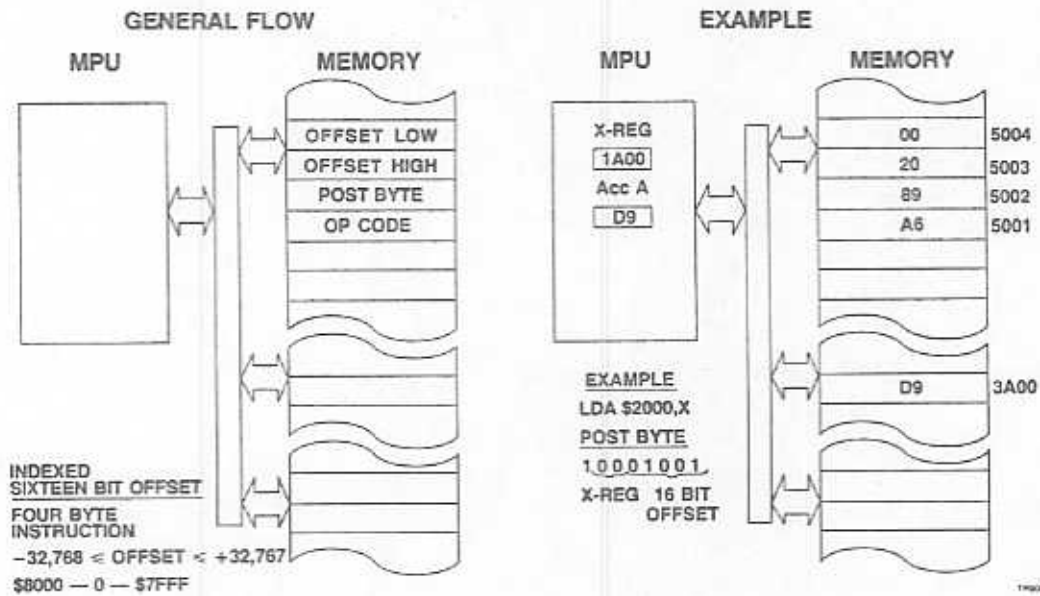
INDEXED ADDRESSING (5 BIT OFFSET)



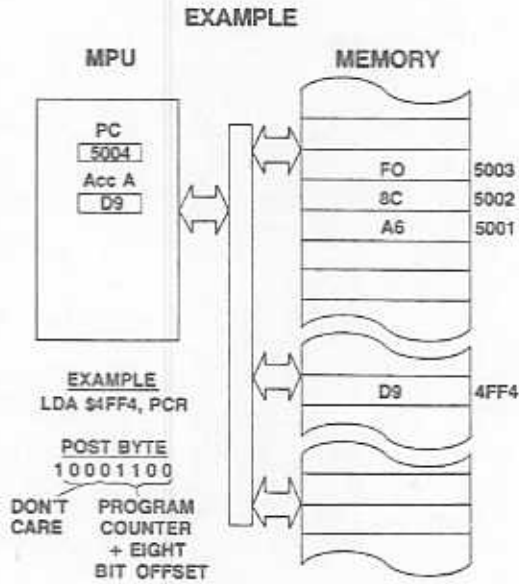
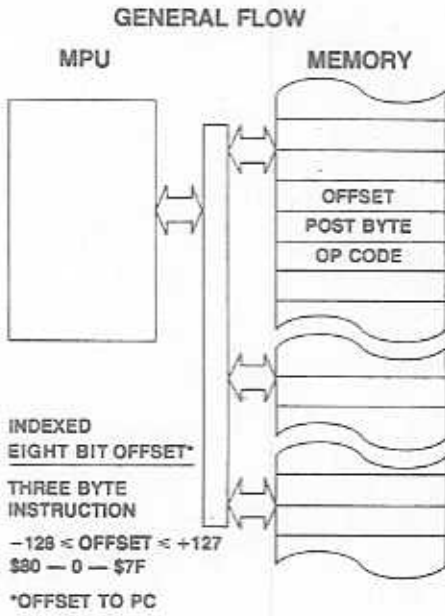
INDEXED ADDRESSING (8-BIT OFFSET)



INDEXED ADDRESSING (16-BIT OFFSET)

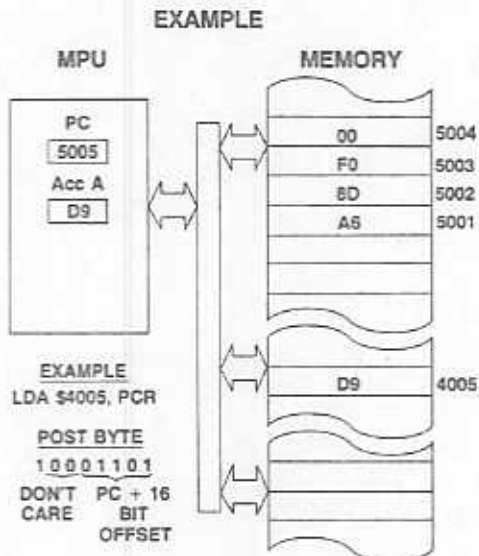
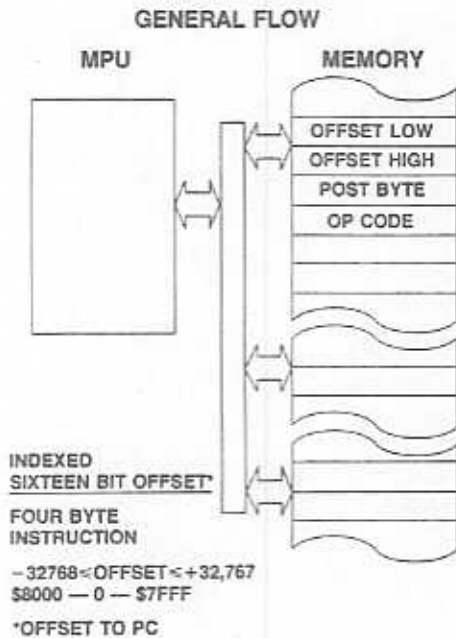


INDEXED ADDRESSING (8-BIT OFFSET TO PC)



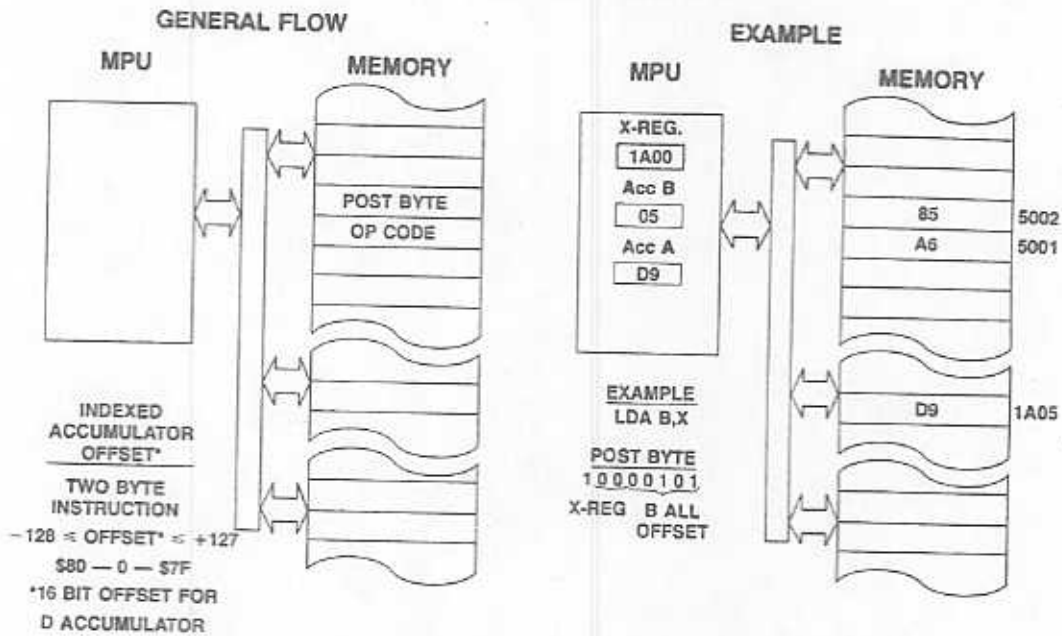
17026-1

INDEXED ADDRESSING (16-BIT OFFSET TO PC)



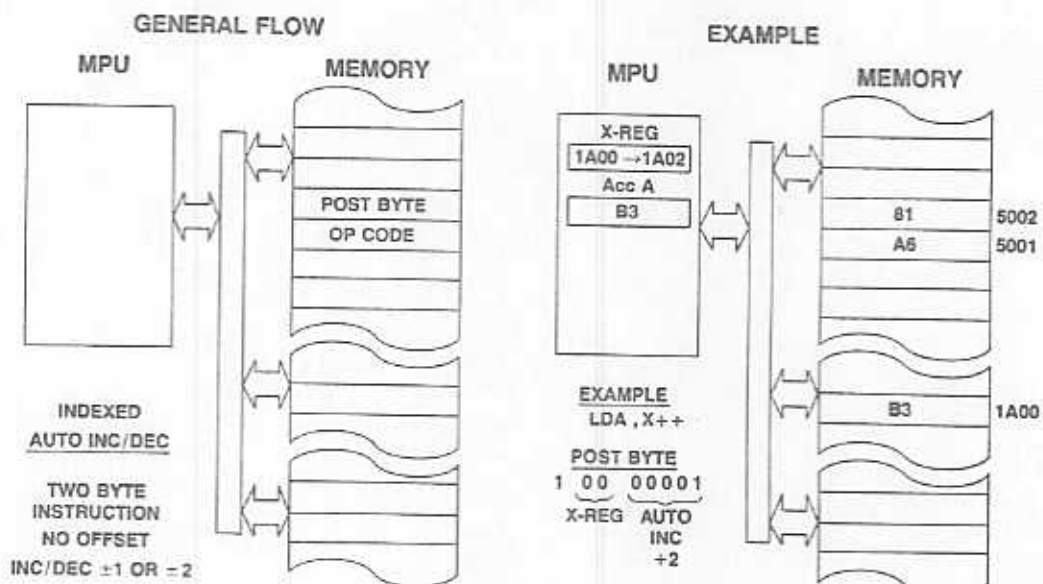
17026-1

INDEXED ADDRESSING (ACCUMULATOR OFFSET A, B OR D)



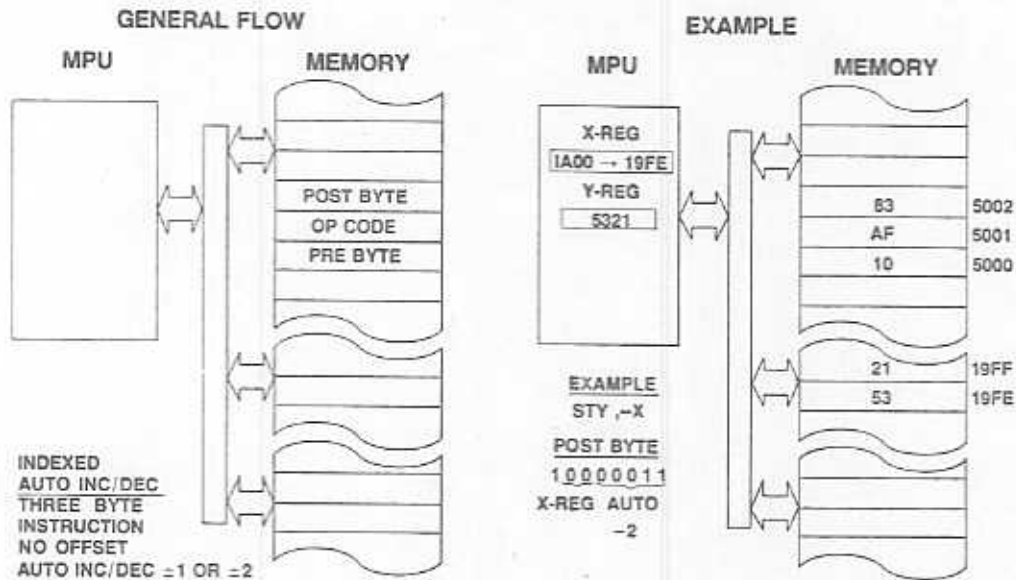
TH000

INDEXED ADDRESSING (AUTO INC/DEC)



TH000

INDEXED ADDRESSING (AUTO INC/DEC)



TR0004

VALID INDEX MODE COMBINATIONS

OPERAND REGISTER	X	Y	S	U	PCR	--X -X X+ X++	--Y -Y Y+ Y++	--S -S S+ S++	--U -U U+ U++
	OFFSET								
O									
CONSTANT + OR - UP TO 16 BITS					SEE NOTE 3				
A									
B									
D									

1. OPERATION REGISTER MAY BE A, B, D, X, Y, S, OR U.
2. SHADED AREAS ARE INVALID COMBINATIONS.
3. WHEN PCR IS THE OPERAND REGISTER, THE NUMBER IN THE OFFSET POSITION OF THE ASSEMBLY LANGUAGE STATEMENT IS THE MEMORY LOCATION ADDRESS OR LABEL. THE ASSEMBLER CALCULATES THE OFFSET.

TR0004

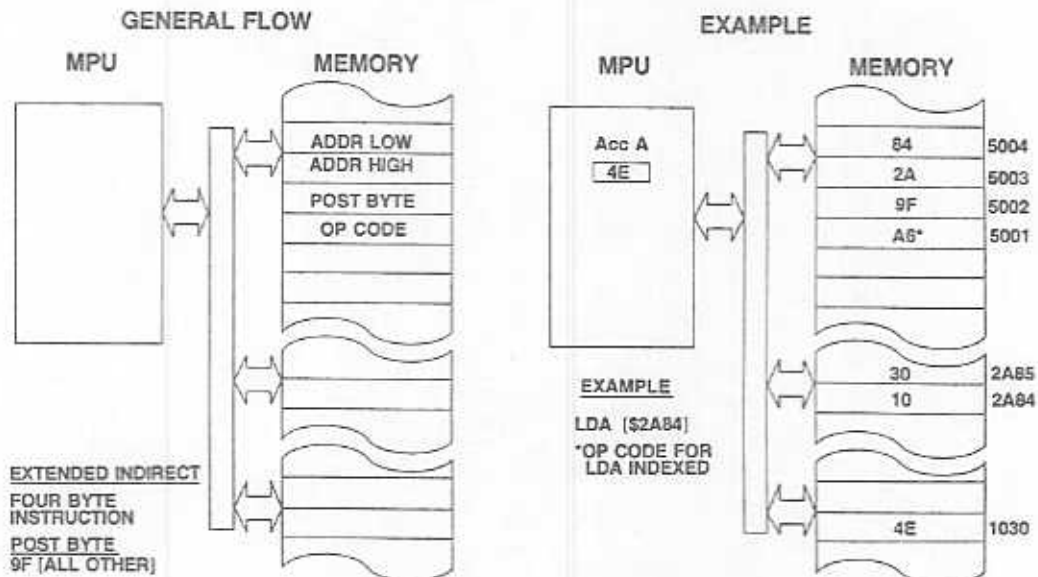
6809 INDEXED ADDRESSING MODES

TYPE	FORMS	NON INDIRECT				INDIRECT			
		ASSEMBLER FORM	POST-BYTE OPCODE	+	+	ASSEMBLER FORM	POST-BYTE OPCODE	+	+
CONSTANT OFFSET FROM R	NO OFFSET	,R	1RR00100	0	0	[R]	1RR10100	3	0
	5 BIT OFFSET	n, R	0RRNNNNN	1	0	DEFAULTS TO 8-BIT			
	8 BIT OFFSET	n, R	1RR01000	1	1	[n, R]	1RR11000	4	1
	16 BIT OFFSET	n, R	1RR01001	4	2	[n, R]	1RR11001	7	2
ACCUMULATOR OFFSET FROM R	A-REGISTER OFFSET	A, R	1RR00110	1	0	[A, R]	1RR10110	4	0
	B-REGISTER OFFSET	B, R	1RR00101	1	0	[B, R]	1RR10101	4	0
	D-REGISTER OFFSET	D, R	1RR01011	4	0	[D, R]	1RR11011	7	0
AUTO INCREMENT/DECREMENT R	INCREMENT BY 1	R+	1RR00000	2	0	NOT ALLOWED			
	INCREMENT BY 2	R++	1RR00001	3	0	[R++]	1RR10001	6	0
	DECREMENT BY 1	-R	1RR00010	2	0	NOT ALLOWED			
	DECREMENT BY 2	--R	1RR00011	3	0	[--R]	1RR10011	6	0
CONSTANT OFFSET FROM PC	8 BIT OFFSET	n, PCR	1XX01100	3	1	[n, PCR]	1XX11100	4	1
	16 BIT OFFSET	n, PCR	1XX01101	5	2	[n, PCR]	1XX11101	8	2
EXTENDED INDIRECT	16 BIT ADDRESS	-	-	-	-	[R]	1XX11111	5	2

RR — 00 = X
 01 = Y
 10 = U
 11 = S

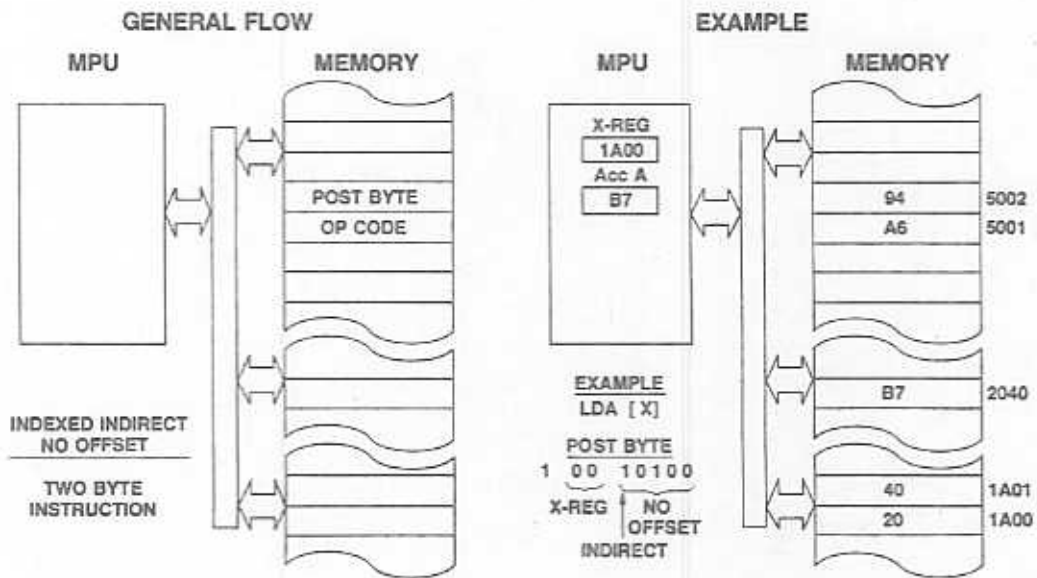
TR9112:1

EXTENDED INDIRECT ADDRESSING



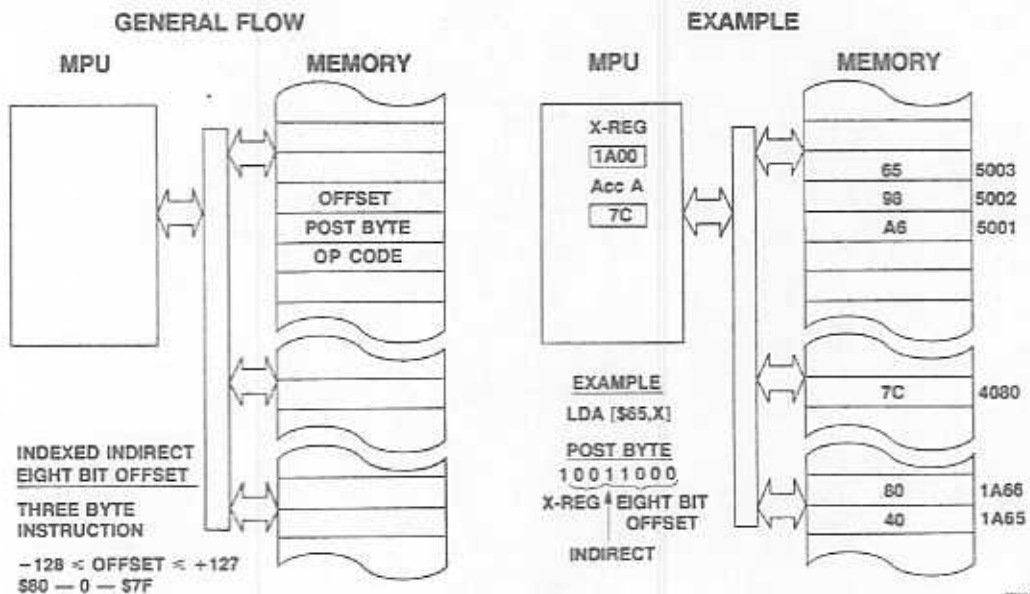
TR9112:1

INDEXED INDIRECT ADDRESSING (NO OFFSET)



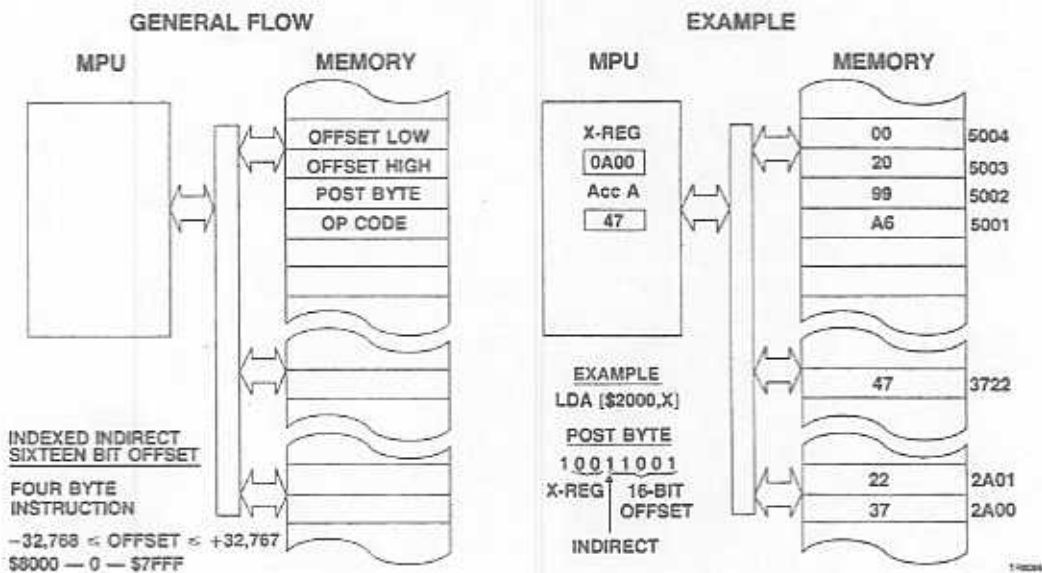
TR604

INDEXED INDIRECT ADDRESSING (8-BIT OFFSET)

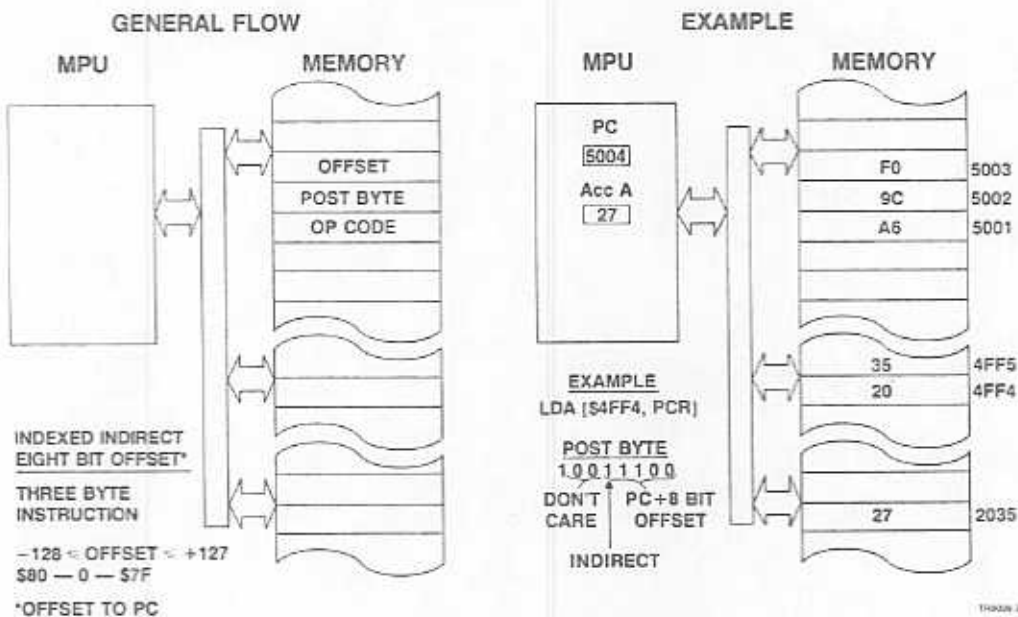


TR605

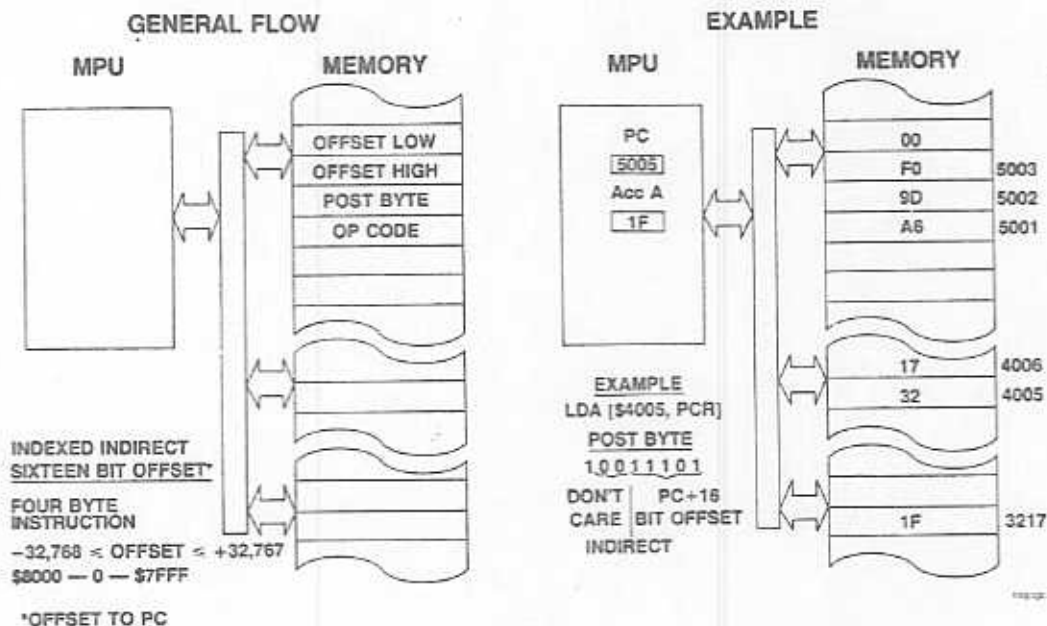
INDEXED INDIRECT ADDRESSING (16-BIT OFFSET)



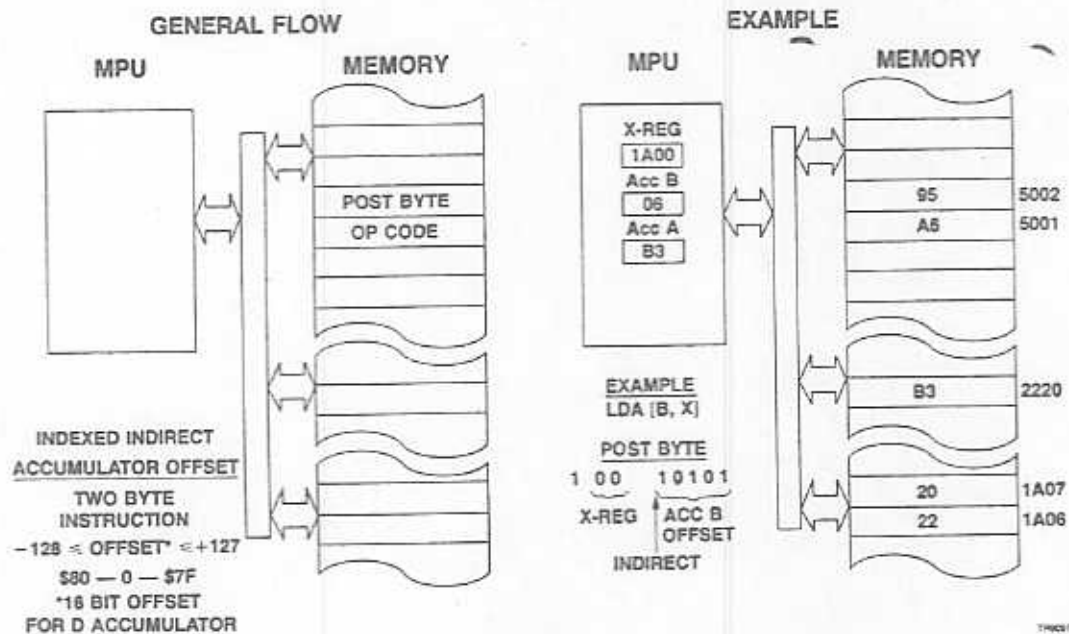
INDEXED INDIRECT ADDRESSING (8-BIT OFFSET TO PC)



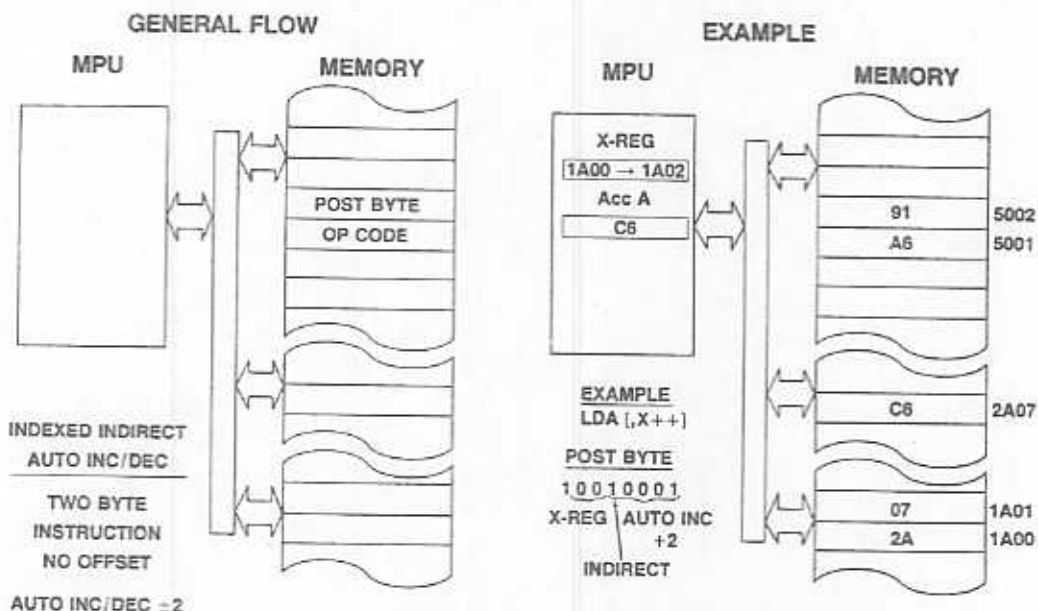
INDEXED INDIRECT ADDRESSING (16-BIT OFFSET TO PC)



INDEXED INDIRECT ADDRESSING (ACCUMULATOR OFFSET A, B OR D)



INDEXED INDIRECT ADDRESSING (AUTO INC/DEC ±2)



BYTES	INHERENT	IMMEDIATE	DIRECT	EXTENDED	RELATIVE	INDEXED	EXTENDED INDIRECT	INDEXED INDIRECT
1	OP CODE	OP CODE*	OP CODE*	OP CODE*	OP CODE*	OP CODE*	OP CODE*	OP CODE*
2		DATA	ADDR L	ADDR H	OFFSET	POST BYTE	POST BYTE	POST BYTE
3				ADDR L			ADDR H	
4							ADDR L	
1		8 BIT				NO OFFSET		NO OFFSET
2	OP CODE*	OP CODE*			OP CODE*	OP CODE*		
3	POST BYTE	DATA H			OFFST H	POST BYTE		
4		DATA L			OFFST L			
	TFR, EXG, PSH, PUL	16 BIT			LONG	5 BIT OFFSET		
1						OP CODE*		OP CODE*
2						POST BYTE		POST BYTE
3						OFFSET		OFFSET
4								
						8 BIT OFFSET		8 BIT OFFSET-PC
1						OP CODE*		OP CODE*
2						POST BYTE		POST BYTE
3						OFFSET		OFFSET
4								
						8 BIT OFFSET-PC		8 BIT OFFSET-PC
1						OP CODE*		OP CODE*
2						POST BYTE		POST BYTE
3						OFFSET HIGH		OFFSET H
4						OFFSET LOW		OFFSET L
						16 BIT OFFSET		16 BIT OFFSET
1						OP CODE*		OP CODE*
2						POST BYTE		POST BYTE
3						OFFSET HIGH		OFFSET HIGH
4						OFFSET LOW		OFFSET LOW
						16 BIT OFFSET-PC		16 BIT OFFSET-PC
1						OP CODE*		OP CODE*
2						POST BYTE		POST BYTE
3								
4						ACC. OFFSET		ACC. OFFSET
1						OP CODE*		OP CODE*
2						POST BYTE		POST BYTE
3								
4								
						AUTO INC/DEC		AUTO INC/DEC

*AN ADDITIONAL PRE-BYTE
WILL BE REQUIRED FOR SOME
INSTRUCTIONS

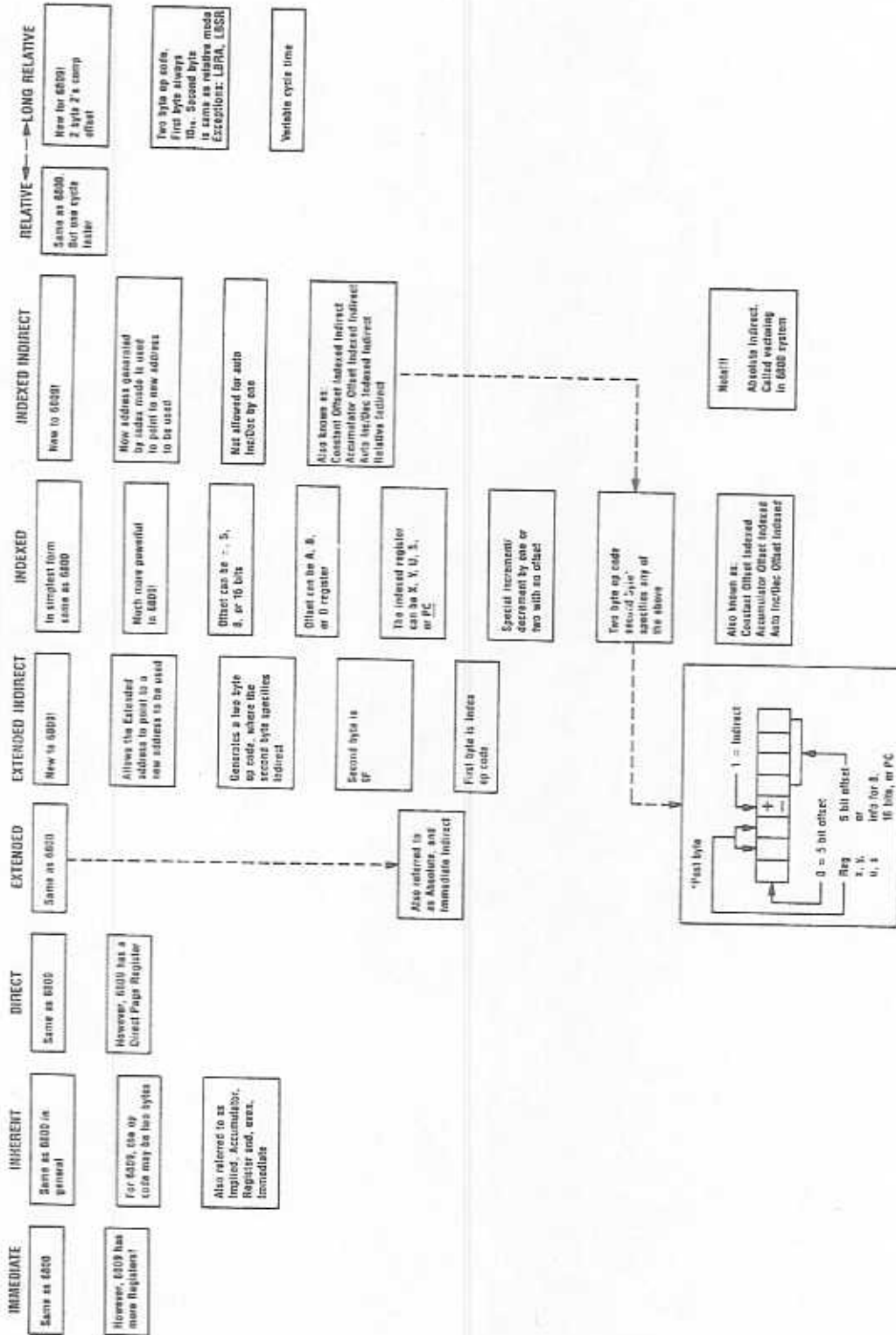
SUMMARY OF PRE-BYTE RELATED INSTRUCTIONS

<u>NO PRE-BYTE</u>	<u>10 PRE-BYTE</u>	<u>11 PRE-BYTE</u>
SWI	SWI2	SWI3
SUBD	CMPD	CMPU
CMPX	CMPY	CMPS
LDX	LDY	—
STX	STY	—
LDU	LDS	—
STU	STS	—
BRANCH	*LONGBRANCH	

*EXCEPT FOR BRA, LBRA, BSR, AND LBSR

E9072-1

6809 ADDRESSING MODES



MC6800/01/02/09 COMPARISONS

		SLOW MEMORIES										
6800	VMA	DELAY CLOCK	FL. 02	STACK POINTER OPERATIONS	INTERRUPT STACKING	CONDITION CODE REGISTER	INTERRUPT VECTORS	INSTRUCTION SET	16 BIT COMPARE X REGISTER	CONDITION CODE BITS FOR TEST	CONDITION CODE BITS FOR ASX LSR,ROR	ASLA ASLB LSLA LSR
6802	SAME AS 6800	MEMORY READY INPUT	CRYSTAL INPUT - 4	SAME AS 6800	SAME AS 6800	SAME AS 6800	SAME AS 6800	SAME AS 6800	SAME AS 6800	SAME AS 6800	SAME AS 6800	SAME AS 6800
6801	ADDRESS BUS AND RW GO TO ALL 1'S	DELAY CLOCK	-6801- CRYSTAL INPUT - 4 -6801-5- ENABLE INPUT	SAME AS 6800	SAME AS 6800	SAME AS 6800	FFF6-7 IS INPUT CAPTURE FFF4-5 IS OUTPUT COMPARE FFF2-3 IS TIMER OVERFLOW FFF0-1 IS SART	UPWARD COMPATIBLE IN MACHINE CODE FEWER MACHINE CYCLES	C,V, & N AS WELL AS Z AFFECTED X REGISTER	SAME AS 6800	SAME AS 6800	ASLD LSRD
6809	ADDRESS BUS AND RW GO TO ALL 1'S -6809- SAME AS 6800	-6809- MEMORY READY INPUT -6809- DELAY CLOCK	-6809- CRYSTAL INPUT (OUT. COUNT ENH. ON)	PUSH-COMMITMENT & STORE FULL-LOAD & INCREMENT	-5 MORE BYTES A & S ARE SWAPPED -ONLY PC AND CCR	BIT 5- F MASK BIT SET 1- (NWRITE)	FFF6-7 IS IRQ FFF4-5 IS SWI2 FFF2-3 IS SWI1 FFF0-1 IS RESERVED	UPWARD COMPATIBLE IN ASSEMBLY LANGUAGE FEWER MACHINE CYCLES	C,V, & N AS WELL AS Z AFFECTED X,Y,U, & Z REGISTERS	C IS NOT AFFECTED	V IS NOT AFFECTED	SAME AS 6800

TR6104

PROGRAMS WRITTEN FOR THE 6800/01 HAVE AN INCREASED CHANCE OF RUNNING ON THE 6809 IF THE FOLLOWING CONDITIONS ARE MET:

- PROGRAM MUST BE REASSEMBLED (ALL OP CODES ARE NOT THE SAME)
- ONLY STANDARD USE OF THE STACK (I.E. NOTHING OTHER THAN SIMPLE INTERRUPTS AND SUBROUTINE CALLS)
- ADDRESS FFF0 → FFF7 NOT USED
- SOFTWARE TIMING LOOPS NOT CRITICAL (DIFFERENT CYCLE TIMES)
- DATA WRITTEN TO/FROM CCR CAN NOT ASSUME HIGHER ORDER BITS EQUAL TO ONES

TR9065-1

PAGE 001 DIRPGE .SA:0 DIRPGE

```
00001 * SET DIRECT PAGE DIRECTIVE
00002 *THIS PROGRAM SHOWS THE EFFECT OF
00003 *THE DIRECT PAGE DIRECTIVE IN ASSEMBLY
00004 *OF A PROGRAM.
00005 NAM DIRPGE
00006 SETDP $1A
00007A 0000 96 00 A LDA $1A00
00008A 0002 B6 1B00 A LDA $1B00
00009A 0005 96 00 A LDA <$1A00
***WARNING 002--00000
00010A 0007 96 00 A LDA <$1B00
00011A 0009 B6 1A00 A LDA >$1A00
00012A 000C B6 1B00 A LDA >$1B00
00013A 000F 9E FF A LDX <$1AFF
00014 SETDP $1B
00015A 0011 96 00 A LDA $1B00
00016 END
TOTAL ERRORS 00000--00000
TOTAL WARNINGS 00001--00010
```

E3246

PAGE 001 DBEINH .SA:0 DBEINH

```
00001 * LABELS FOR PSH, PUL, EXG, TFR, CHAI
00002 *THIS PROGRAM SHOWS HOW LABELS
00003 *AFFECT THE ASSEMBLY OF THE
00004 *DOUBLE-BYTE INHERENT MODE INSTRUCTIONS.
00005 NAM DBEINH
00006 ACCB EQU A,B
00007 0005 A ACCB EQU A,B
00008 000F A CLEAR EQU $0F
00009 01BF A CLEAR1 EQU $1BF
00010A 0000 34 06 A PSHS #ACCB
00011A 0002 27 06 A PULU #ACCB
****ERROR 170--00000
00012A 0004 34 00 A PSHS ACCB
****ERROR 177--00012
00013A 0006 34 50 A PSHS U,S,X
00015A 0008 1E 89 A EXG A,B
00016A 000A 1F 89 A TFR A,B
****ERROR 179--00013
00017A 000C 1E 00 A EXG X,A
****ERROR 179--00017
00018A 000E 1F 00 A TFR A,X
****WARNING 006--00000
00019A 0010 1F 18 A TFR X,A
****ERROR 170--00018
00020A 0012 1E 00 A EXG #ACCB
****ERROR 170--00020
00021A 0014 1F 00 A TFR #ACCB
00023A 0016 3C 0F A CHAI #CLEAR
****ERROR 209--00021
00024A 0018 3C 00 A CHAI CLEAR
****ERROR 216--00024
****ERROR 209--00025
00025A 001A 3C 00 A CHAI
****ERROR 210--00025
00026A 001C 3C 0F A CHAI #CLEAR1
00027 END
TOTAL ERRORS 00010--00026
TOTAL WARNINGS 00001--00019
```

E3248

MOVE 100 BYTES
0 → \$1000; \$FF → \$10FF

LC LDU #0
LDX #S1000
PULU A
STA X+
CMPX #S1100
BNE LC

LD LDX #S100
LDY #S1100
LDA -X
STA -Y
CMPX #S0
BNE LD

LA LDX #0
LDY #S1000
LDA 0,X
STA 0,Y
LEAX +1,X
LEAY +1,Y
CMPX #S100
BNE LA

* MOVE 5100 BYTES FROM \$0 TO \$1000

00053 2070 BE 0000 A LDX #0
00054 2070 10BE 1000 A LDY #S1000
00055 207F A5 0A A LA LDA 0,X
00056 2031 A7 A4 A LA LDA 0,Y
00057 2033 30 01 A STA 0,Y
00058 2035 31 21 A LEAX 1,X
00059 2037 BC 0100 A LEAY 1,Y
00060 203A 26 F3 207F A CMPX #S100
00061 203A 26 F3 207F A BNE LA

00062 20A1 CE 0100 A LDU #0
00063 20A4 BE 1000 A LDX #S1000
00064 20A7 37 02 A LC PULU A
00065 20A9 A7 00 A STA X+
00066 20AA 20 F7 20A7 A CMPX #S1100
00067 20AA 20 F7 20A7 A BNE LC

00068 20B0 BE 0100 A LDX #S100
00069 20B3 10BE 1100 A LDY #S1100
00070 20B7 A5 02 A LD LDA -X
00071 20B9 A7 A2 A STA -Y
00072 20BA 20 F7 20B7 A CMPX #S0
00073 20BA 20 F7 20B7 A BNE LD

ODD — EVEN

LOOP LDX
LDA
COM
ROR
BCS
CLR
LEAX
BNE
ODD LDX
LDA
ROR
BCC
CLR
CMPX
BNE
LOOP 1 LDX
COM
LDA
ROR
BCC
CLR
+1,X
#S7F
LOOP 1
ODD 1
X
-X
A
ODD 1
+1,X
#S7F
LOOP 1

TR0024

MOVE 100 BYTES
0 → \$1000; \$FF → \$10FF

LC LDU #0
LDX #S1000
PULU A
STA X+
CMPX #S1100
BNE LC

LD LDX #S100
LDY #S1100
LDA -X
STA -Y
CMPX #S0
BNE LD

LA LDX #0
LDY #S1000
LDA 0,X
STA 0,Y
LEAX +1,X
LEAY +1,Y
CMPX #S100
BNE LA

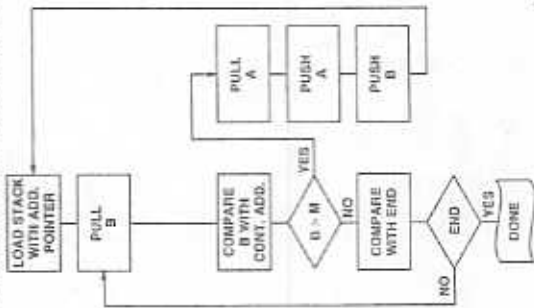
* MOVE 5100 BYTES FROM \$0 TO \$1000

00053 2070 BE 0000 A LDX #0
00054 2070 10BE 1000 A LDY #S1000
00055 207F A5 0A A LA LDA 0,X
00056 2031 A7 A4 A LA LDA 0,Y
00057 2033 30 01 A STA 0,Y
00058 2035 31 21 A LEAX 1,X
00059 2037 BC 0100 A LEAY 1,Y
00060 203A 26 F3 207F A CMPX #S100
00061 203A 26 F3 207F A BNE LA

00062 20A1 CE 0100 A LDU #0
00063 20A4 BE 1000 A LDX #S1000
00064 20A7 37 02 A LC PULU A
00065 20A9 A7 00 A STA X+
00066 20AA 20 F7 20A7 A CMPX #S1100
00067 20AA 20 F7 20A7 A BNE LC

00068 20B0 BE 0100 A LDX #S100
00069 20B3 10BE 1100 A LDY #S1100
00070 20B7 A5 02 A LD LDA -X
00071 20B9 A7 A2 A STA -Y
00072 20BA 20 F7 20B7 A CMPX #S0
00073 20BA 20 F7 20B7 A BNE LD

SEQUENCE A GROUP OF NUMBERS IN ASCENDING ORDER.



PAGE 001 TWOSMULT BA# TWOSMU

```

00001
00002A 2000 6F C2 200E 2013 COM1
00003A 2000 4D 09 200E 2013 COM2
00004A 2002 2B 09 200E 2013 COM1
00005A 2005 5D 0B 2013 COM2
00007A 2006 3D 0B 2013 COM1
00008A 2008 3D 0B 2013 COM2
00009A 2009 5D 0B 2013 COM1
00010A 200B 2B 0B 2013 COM2
00011A 200D 39 0B 2013 COM1
00012A 200E 4D 0B 2013 COM2
00013A 2011 2D F2 2005 COM1
00014A 2013 5D C4 2005 COM2
00015A 2014 6D C4 2005 COM1
00016A 2016 2D F0 2008 COM2
00017A 2018 4D 0B 2008 COM1
00018A 2019 5D 0B 2008 COM2
00019A 201A C3 0001 COM1
00020A 201D 39 0001 COM2
00021A
00022
  
```

TOTAL ERRORS 00000-00000
TOTAL WARNINGS 00000-00000

TR8172-1

PAGE 001 SEQUX BA# SEQUX

```

00001
00002
00003
00004
00005
00006
00007
00008
00009
00010
00011A
00012A
00013A
00014A
00015A
00016A
00017A
00018A
00019A
00020A
00021A
00022A
00023A
00024
  
```

```

NAM SEQUX
ORG $2000
A PSHS U X
A L1 LLDU 2 5
A L3 PULU 0
A CMPB U
2010 BCC L3
A PULU A
2002 PSHU A B
2002 BRA L1
2010 L3CMBU 5
2013 M EI
2015 22 04
2017 3B
  
```

TOTAL ERRORS 00000-00000
TOTAL WARNINGS 00000-00000

```

FILE 001 BUFFER 001H BUFFER
00001 1000 1 0001 000 000000
00002 1000 1 0001 000 000000
00003 1000 1 0001 000 000000
00004 1000 1 0001 000 000000
00005 1000 1 0001 000 000000
00006 1000 1 0001 000 000000
00007 1000 1 0001 000 000000
00008 1000 1 0001 000 000000
00009 1000 1 0001 000 000000
00010 1000 1 0001 000 000000
00011 1000 1 0001 000 000000
00012 1000 1 0001 000 000000
00013 1000 1 0001 000 000000
00014 1000 1 0001 000 000000
00015 1000 1 0001 000 000000
00016 1000 1 0001 000 000000
00017 1000 1 0001 000 000000
00018 1000 1 0001 000 000000
00019 1000 1 0001 000 000000
00020 1000 1 0001 000 000000
00021 1000 1 0001 000 000000
00022 1000 1 0001 000 000000
00023 1000 1 0001 000 000000
00024 1000 1 0001 000 000000
  
```

16 X 16 MULTIPLY ROUTINE

```

3344      3344
1122      1122
6688      6688
-----
6688      00      = 44 X 22 = 908
3344      66      = 33 X 22 = 666
3344      44      = 44 X 11 = 484
-----
036E5300      33      = 33 X 11 = 363
036E5300      33      = 036E5308

```

```

V1H V1L
  /  \
V1 = 3344
  \  /
V2H V2L
  /  \
V2 = 1122

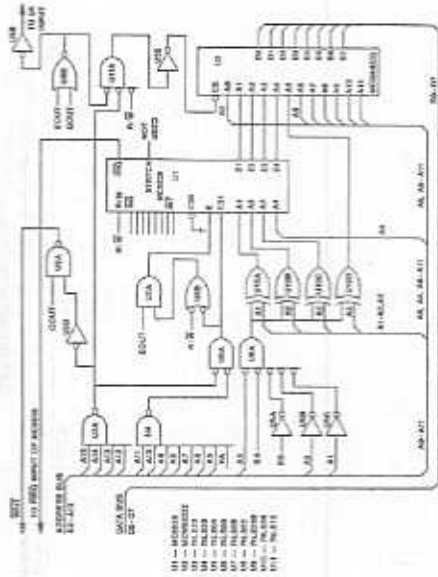
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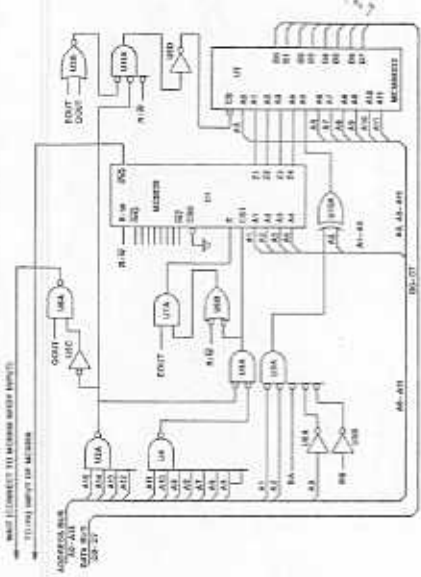
PAGE 001  HULLA  SRD
* 16X16 MULTIPLY--ABSOLUTE MACHINE CODE
* MULTIPLY TWO 16-BIT POSITIVE VALUES
* TO GENERATE A 32-BIT PRODUCT. AT TERMINATION,
  BOTH INPUT VALUES AND THE RESULT WILL BE IN MEMORY.
* (V1H,VAL1)(V2H,VAL2) =
  * HP(V1H X VAL2),LP(V1H X VAL2)
  * HP(V1L X VAL2),LP(V1L X VAL2)
  * HP(V2H X VAL1),LP(V2H X VAL1)
  * HP(V2L X VAL1),LP(V2L X VAL1)
  * 32-BIT PRODUCT
* V1=16-BIT FIRST VARIABLE
* V2=16-BIT SECOND VARIABLE
* HIGH BYTE
* LOW BYTE
* PRODUCT
* HULLA
* OFG #2000
* V1 FDB #1234
* V2 FDB #1122
* HZSP FDB 0,0
* SETUP LIX #V1
* LIX #V2
* LIX #HZSP
* SPC
* CLR 0
* CLR 1,0
* LDR 1,X
* LDR 1,Y
* MUL
* STS 2,0
* LDR 2,X
* LDR 2,Y
* MUL
* ADDO 1,0
* STD 1,0
* SCC NEXT1
* INC 0
* NEXT1 LIR 1,X
* LDR Y
* MUL
* ADDO 1,0
* STD 1,0
* SCC NEXT2
* INC 0
* NEXT2 LDR 1,X
* LDR Y
* MUL
* ADDO 0
* STD 0
* RTS
* END

```


PRIORITIZED INTERRUPTS VIA IRO

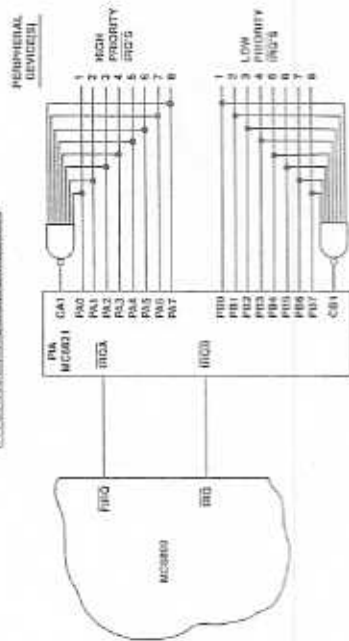


PRIORITIZED INTERRUPTS VIA IRO



PHAGE	001	MULP	5A:0	IULLP
00001				
00002				
00003				
00004				
00005				
00006				
00007				
00008				
00009				
00010				
00011				
00012				
00013				
00014				
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00016				
00017				
00018	2000			
00019	2000			
00020	2002			
00021	2004			
00022	2008			
00023	2008			
00024	200E			
00025	2011			
00026	2011			
00027	2015			
00028	2015			
00029	2017			
00030	2019			
00031	201A			
00032	201C			
00033	201E			
00034	2020			
00035	2021			
00036	2022			
00037				
00038	2025			
00039	2027			
00040	2029			
00041	202E			
00042	202E			
00043	2032			
00044	2032			
00045	2034			
00046	2036			
00047	2038			
00048	203A			
00049	203D			
00050	203D			
00051	203E			
00052	203E			
00053	203F			
00054	203F			
00055				
00056	00000			
00057	00000			
00058	00000			
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00068	00000			
00069	00000			
00070	00000			
00071	00000			
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INTERRUPT POLLING VIA PIA

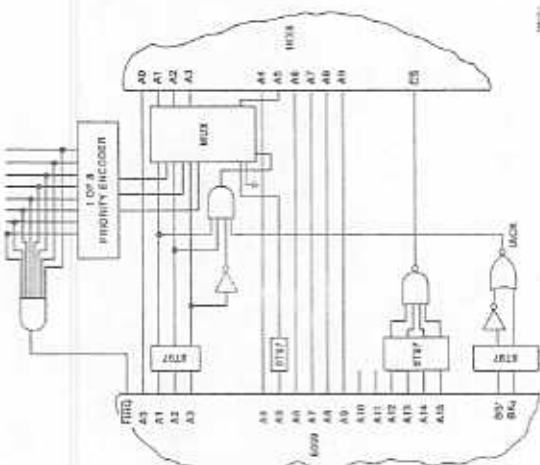


PAGE 001 POLLI -SA:0 POLLI

00001	00002	00003	00004	00005	00006	00007	00008	00009	00010	00011	00012	00013	00014	00015	00016	00017	00018	00019	00020	00021	00022	00023	00024	00025	00026	00027	00028	00029	00030	00031	00032	00033
0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	
0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	
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TOTAL ERRORS 00000-00000
TOTAL WARNINGS 00000-00000

MC6800 VECTORED INTERRUPTS



PAGE 001 POLLI -SA:0 POLLI

00001	00002	00003	00004	00005	00006	00007	00008	00009	00010	00011	00012	00013	00014	00015	00016	00017	00018	00019	00020	00021	00022	00023	00024	00025	00026	00027	00028	00029	00030	00031	00032	00033
0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000		
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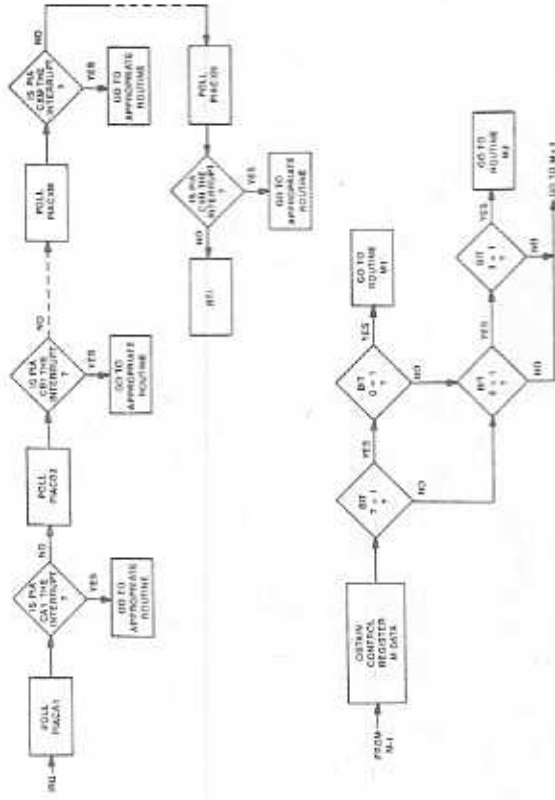
TOTAL ERRORS 00000-00000
TOTAL WARNINGS 00000-00000

PERIPHERAL POLLING

- STRAIGHT-LINE METHOD RESULTS IN FASTEST POLLING ROUTINE; ALSO NORMALLY USES THE MOST MEMORY.
- MINIMUM INSTRUCTION ROUTINE MEANS MORE TIME REQUIRED FOR POLLING
- DEPENDING UPON USER CONSTRAINTS SUCH AS NUMBER OF PERIPHERALS, INTERRUPT RESPONSE TIME, AVAILABLE MEMORY, ETC., EITHER TYPE OF ROUTINE CAN BE USED, OR PERHAPS A COMBINATION OF THE TWO WILL BE OPTIMUM.

6609

PIA POLLING — METHOD 1



BYTES

POLLM LDA PIA#XM
 BPL CHECK 2
 BIT A #1
 BNE ROUTM1
 CHECK2 ROLA
 BPL POLLM1
 AND A #10
 BNE ROUTM2
 POLLM1
 RTI

3

2

2

1

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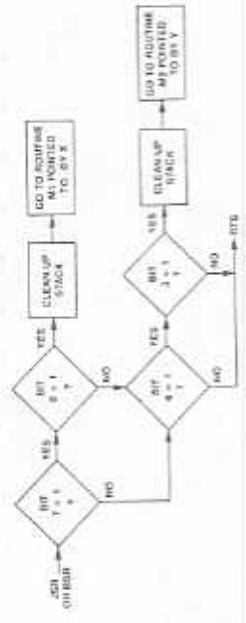
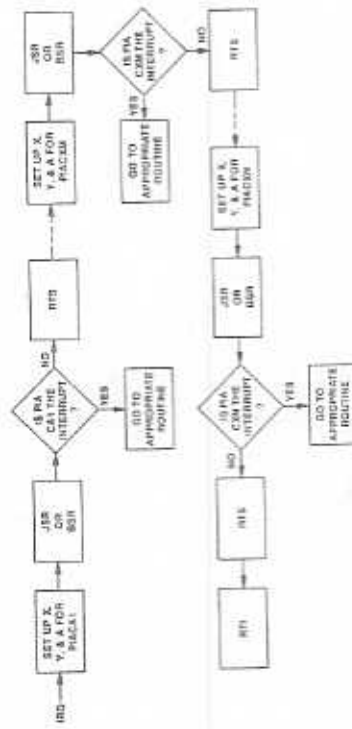
2

1
 23N + 15
 TOTAL # BYTES = 16N + 1

WHERE
 N = # CONTROL REGISTERS
 2N = # SERVICE ROUTINES
 1 = # OF PIA'S

6608

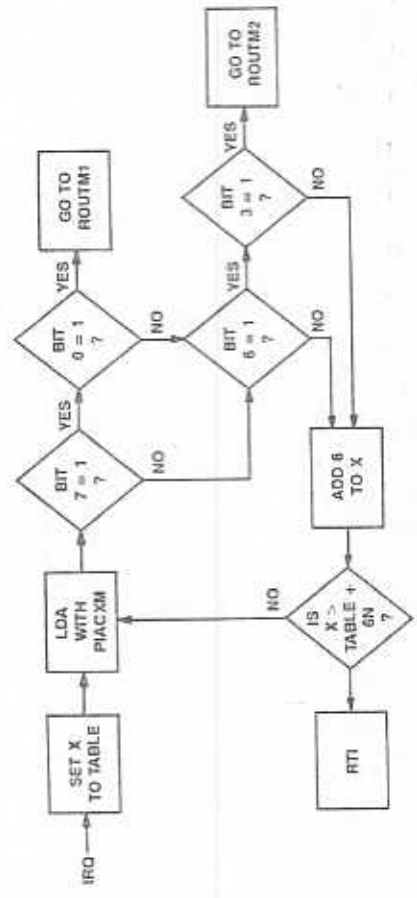
PIA POLLING — METHOD ②



POLL M LDX #ROUTM1	# BYTES
LDY #ROUTM2	3
LDA PIA CX	4
JBR CHECK	3
...	...
RTI	1
TOTAL	22

TOTAL # BYTES = 22 + 1 + 12N
 METHOD 2 IS MORE BYTE EFFICIENT THAN METHOD 1 WHEN
 $22 + 1 + 12N < 16N + 1$
 $22 < 3N$
 $7 < N$

PIA POLLING — METHOD ③



POLL M LDX # TABLE	# BYTES
LDA (4,X)	3
BPL CHECK2	2
BIT A # 1	2
BEG CHECK2	2
JMP (0,X)	2
CHECK2 ROLA	1
BPL NEXT	2
ANDA # \$10	2
BEG NEXT	2
JMP (2,X)	2
NEXT LEAX 5,X	5
CMPX # TABLE + 6N	3
BNE POLLM + 3	2
RTI	1
TOTAL	30

TABLE ADDRESS OF
ROUT 11
ADDRESS OF
ROUT 12
ADDRESS OF
PIA CA1

TOTAL # BYTES = 6N + 30
 METHOD 3 IS MORE BYTE EFFICIENT THAN METHOD 1 WHEN
 $6N + 30 < 16N + 1$
 $29 < 10N$
 $2 < N$

