

Data Communications Family

Z380 Microprocessor

Product Specification

PS010002-0708

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Revision History

Each instance in Revision History reflects a change to this document from its previous revision. For more details, refer to the corresponding pages and appropriate links in the table below.

Date	Revision Level	Description	Page No
July 2008	02	Updated format to the latest PS template	All
March 2001	01	Original Issue	All

FEATURES

- Static CMOS Design with Low-Power Standby Mode Option
- 32-Bit Internal Data Paths and ALU
- Operating Frequency
  - DC-to-18 MHz at 5V
  - DC-to-10 MHz at 3.3V
- Enhanced Instruction Set that Maintains Object-Code Compatibility with Z80® and Z180 Microprocessors
- 16-Bit (64K) or 32-Bit (4G) Linear Address Space
- 16-Bit Data Bus with Dynamic Sizing
- Two-Clock Cycle Instruction Execution Minimum
- Four Banks of On-Chip Register Files
- Enhanced Interrupt Capabilities, Including 16-Bit Vector
- Undefined Opcode Trap for Z380™ Instruction Set
- On-Chip I/O Functions:
  - Six-Memory Chip Selects with Programmable Waits
  - Programmable I/O Waits
  - DRAM Refresh Controller
- 100-Pin QFP Package

GENERAL DESCRIPTION

The Z380 Microprocessor is an integrated high-performance microprocessor with fast and efficient throughput and increased memory addressing capabilities. The Z380 offers a continuing growth path for present Z80-or Z180-based designs, while maintaining Z80® CPU and Z180 MPU object-code compatibility. The Z380 MPU enhancements include an improved 280 CPU, expanded 4-Gbyte space and flexible bus interface timing.

An enhanced version of the Z80 CPU is key to the Z380 MPU. The basic addressing modes of the Z80 microprocessor have been augmented as follows: Stack Pointer Relative loads and stores, 16-bit and 24-bit indexed offsets, and more flexible Indirect Register addressing, with all of the addressing modes allowing access to the entire 32-bit address space. Additions made to the instruction set, include a full complement of 16-bit arithmetic and logical operations, 16-bit I/O operations, multiply and divide, plus a complete set of register-to-register loads and exchanges.

The expanded basic register file of the Z80 MPU microprocessor includes alternate register versions of the IX and IY registers. There are four sets of this basic Z80 microprocessor register file present in the Z380 MPU, along with the necessary resources to manage switching between the different register sets. All of the register-pairs and index registers in the basic Z80 microprocessor register file are expanded to 32 bits.

The Z380 MPU expands the basic 64 Kbyte Z80 and Z180 address space to a full 4 Gbyte (32-bit) address space. This address space is linear and completely accessible to the user program. The I/O address space is similarly expanded to a full 4 Gbyte (32-bit) range and 16-bit I/O, and both simple and block move are added.

Some features that have traditionally been handled by external peripheral devices have been incorporated in the design of the Z380 microprocessor. The on-chip peripherals reduce system chip count and reduce interconnection on the external bus. The Z380 MPU contains a refresh controller for DRAMs that employs a /CAS-before-/RAS refresh cycle at a programmable rate and burst size.

Six programmable memory-chip selects are available, along with programmable wait-state generators for each chip-select address range.

The Z380 MPU provides flexible bus interface timing, with separate control signals and timing for memory and I/O. The memory bus control signals provide timing references suitable for direct interface to DRAM, static RAM, EPROM, or ROM. Full control of the memory bus timing is possible because the /WAIT signal is sampled three times during a memory transaction, allowing complete user control of edge-to-edge timing between the reference signals provided by the Z380 MPU. The I/O bus control signals allow direct interface to members of the Z80 family of peripherals, the Z8000 family of peripherals, or the Z8500 series of peripherals. Figure 1 shows the Z380 block diagram; Figure 2 shows the pin assignments.

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

Power connections follow conventional descriptions below:

Connection	Circuit	Device
Power	V_{CC}	V_{DD}
Ground	GND	V_{SS}

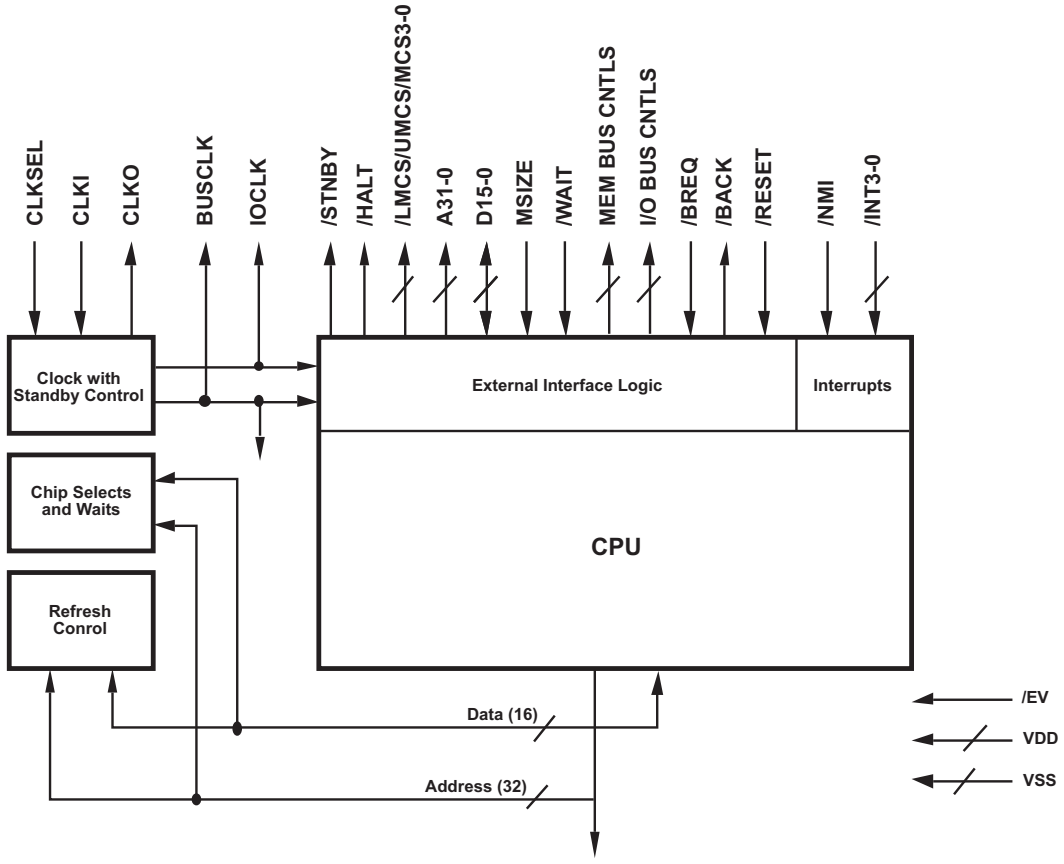


Figure 1. Z380 Functional Block Diagram

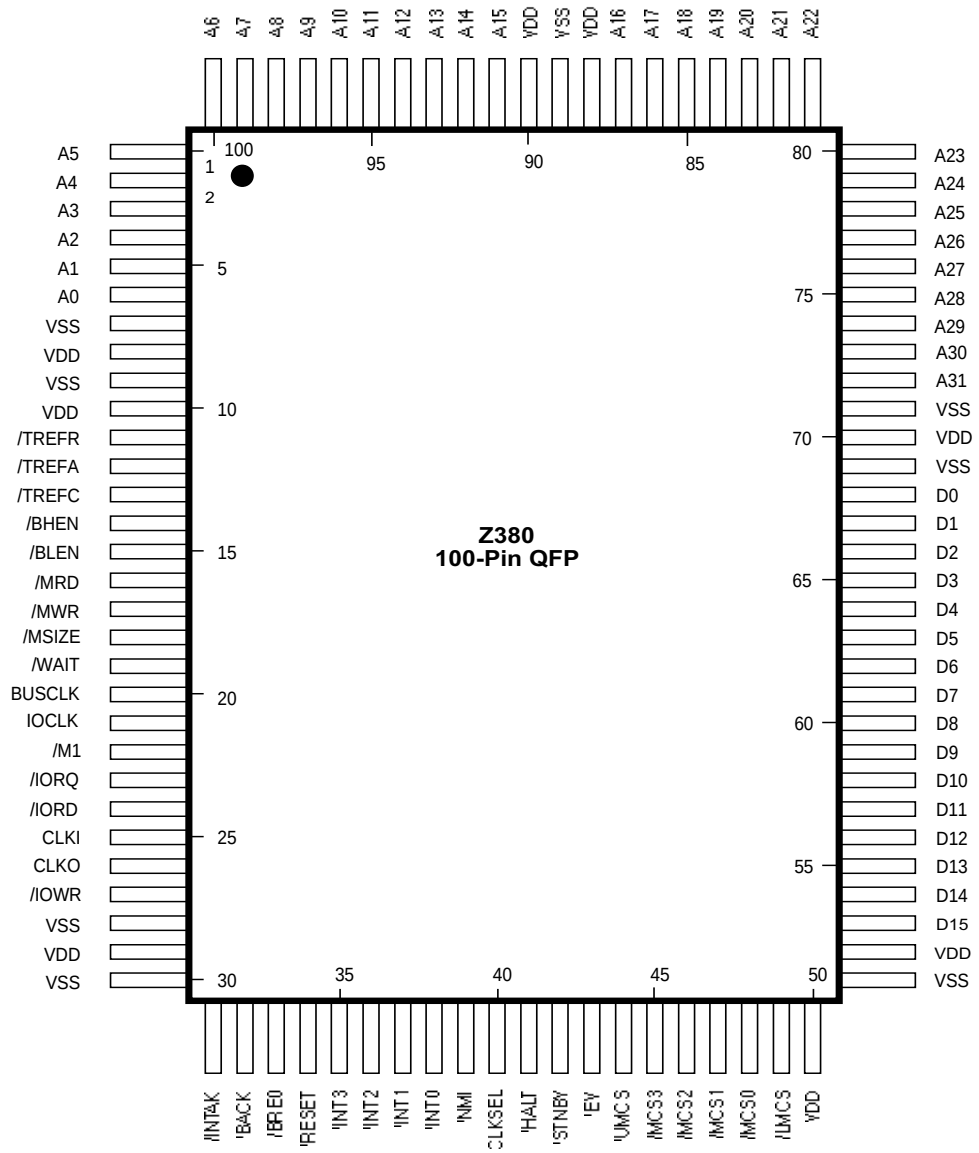


Figure 2. 100-Pin QFP Pin Assignments

PIN DESCRIPTION

A31-A0 Address Bus (outputs, activeHigh, tri-state).These non-multiplexed address signals provide a linear memory address space of four gigabytes. The 32-address signals are also used to access I/O devices.

/BACK Bus Acknowledge (output, active Low, tri-state). This signal, when asserted, indicates that the Z380 MPU has accepted an external bus request and has tri-stated its output drivers for the address bus, data bus and the bus control signals /TREFR, /TREFA, /TREFC, /BHEN, /BLEN, /MRD, /MWR, /IORQ, /IORD, and /IOWR. Note that the Z380 MPU cannot provide any DRAM refresh transactions while it is in the bus acknowledge state.

/BHEN Byte High Enable (output, active Low, tri-state). This signal is asserted at the beginning of a memory, or refresh transaction to indicate that an operation on D15-D8 is requested. For a 16-bit memory transaction, if /MSIZE is asserted, indicating a byte-wide memory, another memory transaction is performed to transfer the data on D15-D8, this time through D15-D8.

/BLEN Byte Low Enable (output, active Low, tri-state). This signal is asserted at the beginning of a memory or refresh transaction to indicate that an operation on D7-D0 is requested. For a 16-bit memory transaction, if /MSIZE is asserted, indicating a byte-wide memory, only the data on D7-D0 will be transferred during this transaction, and another transaction will be performed to transfer the data on D15-D8, this time through D7-D0.

/BREQ Bus Request (input, active Low). When this signal is asserted, an external bus master is requesting control of the bus. /BREQ has higher priority than all nonmaskable and maskable interrupt requests.

BUSCLK Bus Clock (output, active High, tri-state). This signal, output by the Z380 MPU, is the reference edge for the majority of other signals generated by the Z380 MPU. BUSCLK is a delayed version of the CLK input.

CLKI Clock/Crystal (input, active High). An externally generated direct clock can be input at this pin and the Z380 MPU would operate at the CLKI frequency. Alternatively, a crystal up to 20 MHz can be connected across CLKI and CLKO, and the Z380 MPU would operate at half of the crystal frequency. The two clocking options are controlled by the CLKsel input.

CLKO Crystal (output, active High). Crystal oscillator connection. This pin should be left open if an externally generated direct clock is input at the CLKI pin.

CLKsel Clock Option Select (input, active High). This input should be connected to VDD to select the direct clock option and should be connected to V_{SS} for the crystal option.

D15-D0 Data Bus (input/outputs, active High, tri-state). This bi-directional 16-bit data bus is used for data transfer between the Z380 MPU and memory or I/O devices. Note that for a memory word transfer, the even-addressed (A0 = 0) byte is generally transferred on D15-D8, and the odd-addressed (A0 = 1) byte on D7-D0 (see the /MSIZE pin description).

/EV Evaluation Mode (input, active Low). This input should be left unconnected for normal operation. When it is driven to logic 0, the Z380 MPU conditions itself in the reset mode and tri-states all of its output pin drivers.

/HALT Halt Status (output, active Low, tri-state). If the Z380 MPU standby mode option is not selected, a Sleep instruction is executed no different than a Halt instruction, and the one HALT signal goes active to indicate the CPU's HALT state. If the standby mode option is selected, this signal goes active only at the Halt instruction execution.

/STNBY Standby Status (output, active Low, tri-state). If the Z380 MPU standby mode is selected, executing a sleep instruction stops clocking within the Z380 MPU and at BUSCLK and IOCLK after which this signal is asserted. The Z380 MPU is then in the low power standby mode, with all operations suspended.

/INT3-0 Interrupt Requests (inputs, active Low). These signals are four asynchronous maskable interrupt inputs.

IOCLK I/O Clock (output, active High, tri-state). This signal is a program controlled divided-down version of BUSCLK. The division factor can be two, four, six or eight with I/O transactions and interrupt-acknowledge transactions occurring relative to IOCLK.

/INTAK Interrupt Acknowledge Status (output, active Low, tri-state). This signal is used to distinguish between I/O and interrupt acknowledge transactions. This signal is High during I/O read and I/O write transactions and Low during interrupt acknowledge transactions.

/IORQ Input/Output Request (output, active Low, tri-state). This signal is active during all I/O read and write transactions and interrupt acknowledge transactions.

/M1 Machine Cycle One (output, active Low, tri-state). This signal is active during interrupt acknowledge and RETI transactions.

/IORD Input, Output Read Strobe (output, active Low, tri-state). This signal is used strobe data from the peripherals during I/O read transactions. In addition, /IORD is active during the special RETI transaction and the I/O heartbeat cycle in the Z80 protocol case.

/IOWR Input/Output Write Strobe (output, active Low, tri-state). This signal is used to strobe data into the peripherals during I/O write transactions.

/LMCS Low Memory Chip Select (output, active Low, tri-state). This signal is activated during a memory read or memory write transaction when accessing the lower portion of the linear address space within the first 16 Mbytes, but only if this chip select function is enabled.

/MCS3-/MCS0 Mid-range Memory Chip Selects (output, active Low, tri-state). These signals are individually active during memory read or write transactions when accessing the mid-range portions of the linear address space within the first 16 Mbytes. These signals can be individually enabled or disabled.

/MRD Memory Read (output, active Low, tri-state). This signal indicates that the addressed memory location should place its data on the data bus as specified by the /

BHEN and /BLEN control signals. /MRD is active from the end of T1 until the end of T4 during memory read transactions.

/MSIZE Memory Size (input, active Low). This input, from the addressed memory location, indicates if it is word size (logic High) or byte size (logic Low). In the latter case, the addressed memory should be connected to the D15-D8 portion of the data bus, and an additional memory transaction will automatically be generated to complete a word size data transfer.

/MWR Memory Write (output, active Low, tri-state). This signal indicates that the addressed memory location should store the data on the data bus, as specified by the /BHEN and /BLEN control signals. /MWR is active from the end of T2 until the end of T4 during memory write transactions.

/NMI Nonmaskable Interrupt(input, falling edge-triggered). This input has higher priority than the maskable interrupt inputs /INT3-INT0.

/RESET Reset (input, active Low). This input must be active for a minimum of five BUSCLK periods to initialize the Z380 MPU. The effect of /RESET is described in detail in the Reset section.

/TREFA Timing Reference A (output, active Low, tri-state). This timing reference signal goes Low at the end of T2 and returns High at the end of T4 during a memory read, memory write or refresh transaction. It can be used to control the address multiplexer for a DRAM interface or as the /RAS signal at higher processor clock rates.

/TREFC Timing Reference C (output, activeLow, tri-state). This timing reference signal goes Low at the end of T3 and returns High at the end of T4 during a memory read, memory write or refresh transaction. It can be used as the /CAS signal for DRAM accesses.

/TREFR Timing Reference R (output, active Low, tri-state). This timing reference signal goes Low at the end of T1 and returns High at the end of T4 during a memory read, memory write or refresh transaction. It can be used as the /RAS signal for DRAM accesses.

/UMCS Upper Memory ChipSelect (output, active Low, tri-state). This signal is activated during a memory read, memory write, or optionally a refresh transaction when accessing the highest portion of the linear address space within the first 16 Mbytes, but only if this chip select function is enabled.

V_{DD} Power Supply. These eight pins carry power to the device. They must be tied to the same voltage externally.

V_{SS} Ground. These eight pins are the ground references for the device. They must be tied to the same voltage externally.

/WAIT Wait (input, active Low). This input is sampled by BUSCLK or IOCLK, as appropriate, to insert Wait states into the current bus transaction.

The conditioning and characteristics of the Z380 MPU pins under various operation modes are defined in Table 1.

Table 1. Z380 MPU Pin Conditioning Characteristics Operation Mode Conditions

Pin Names	Normal /BREQ=1,/BACK=1, /EV=NC	Bus Relinquish /BREQ=0,/BACK=0, /EV=NC	Evaluation
CLKI	Input	Input	Input
CLKO	Output/No Connection	Output/No Connection	No Connection
CLKSEL	Input	Input	Input
BUSCLK	Output	Output	Tri-state
IOCLK	Output	Output	Tri-state
A31-A0	Output	Tri-state	Tri-state
D15-D0	Input/Output	Tri-state	Tri-state
/TREFR,/TREFA, /TREFC	Output	Tri-state	Tri-state
/MRD,/MWR	Output	Tri-state	Tri-state
/BHEN,/BLEN	Output	Tri-state	Tri-state
/LMCS,/UMCS, /MCS3-MCS0	Output	Tri-state	Tri-state
/MSIZE,/WAIT	Input	Input	Input
/HALT,/STNBY	Output	Output	Tri-state
/M1,/INTAK	Output	Output	Tri-state
/IORQ,/IORD, /IOWR	Output	Tri-state	Tri-state
/BREQ	Input	Input	Input
/BACK	Output	Output	Tri-state
/NMI,/INT3-/INT0	Input	Input	Input
/RESET	Input	Input	Input
/EV	No Connection	No Connection	Input
V_{DD}	Power	Power	Power
V_{SS}	Ground	Ground	Ground

EXTERNAL INTERFACE

Two kinds of operations can occur on the system bus: transactions and requests. At any given time, one device (either the CPU or a bus master) has control of the bus and is known as the bus master.

This section shows all of the transaction and request timing for the device. For the sake of clarity, there are more figures than are actually necessary. This should aid the reader rather than confuse. In all of the timing diagram figures, the row labelled STATUS encompasses /BHEN, /BLEN, and the chip select signals.

Transactions

A transaction is initiated by the bus master and is responded to by some other device on the bus. Only one transaction can proceed at a time; six kinds of transactions can occur: Memory, Refresh, I/O, Interrupt Acknowledge, RETI (Return from Interrupt), and Halt. The Z380 MPU is unique in that memory and I/O bus transactions use separate control signals. This allows the memory interface to be optimized independently of the I/O interface.

Memory Transactions

Memory transactions move instructions or data to or from memory when the Z380 MPU performs a memory access. Thus, they are generated during program execution to fetch instructions from memory and to fetch and store memory data. They are also generated to store old program status and fetch new program status during interrupt and trap handling, and are used by DMA peripherals to transfer information. A memory transaction is two clock cycles long unless extended with wait states. Wait states may be inserted between each of the four T states in a memory transaction and are one BUSCLK cycle long per wait state. The external /WAIT input is sampled only after any internally-generated wait states are inserted. Memory transactions may transfer either bytes or words. If the Z380 MPU attempts to transfer a word to a byte-wide memory, the /MSIZE signal should be asserted Low to force this transaction to be byte-wide dynamically. The Z380 MPU will then perform another memory transaction to transfer the byte that was not transferred during the first transaction.

Read memory transactions are shown without wait states, with wait states between T1 and T2, between T2 and T3, and between T3 and T4 (Figures 3 - 6). The data bus is driven by the memory being addressed, and the memory data is latched immediately before the rising edge of BUSCLK which terminates T4.

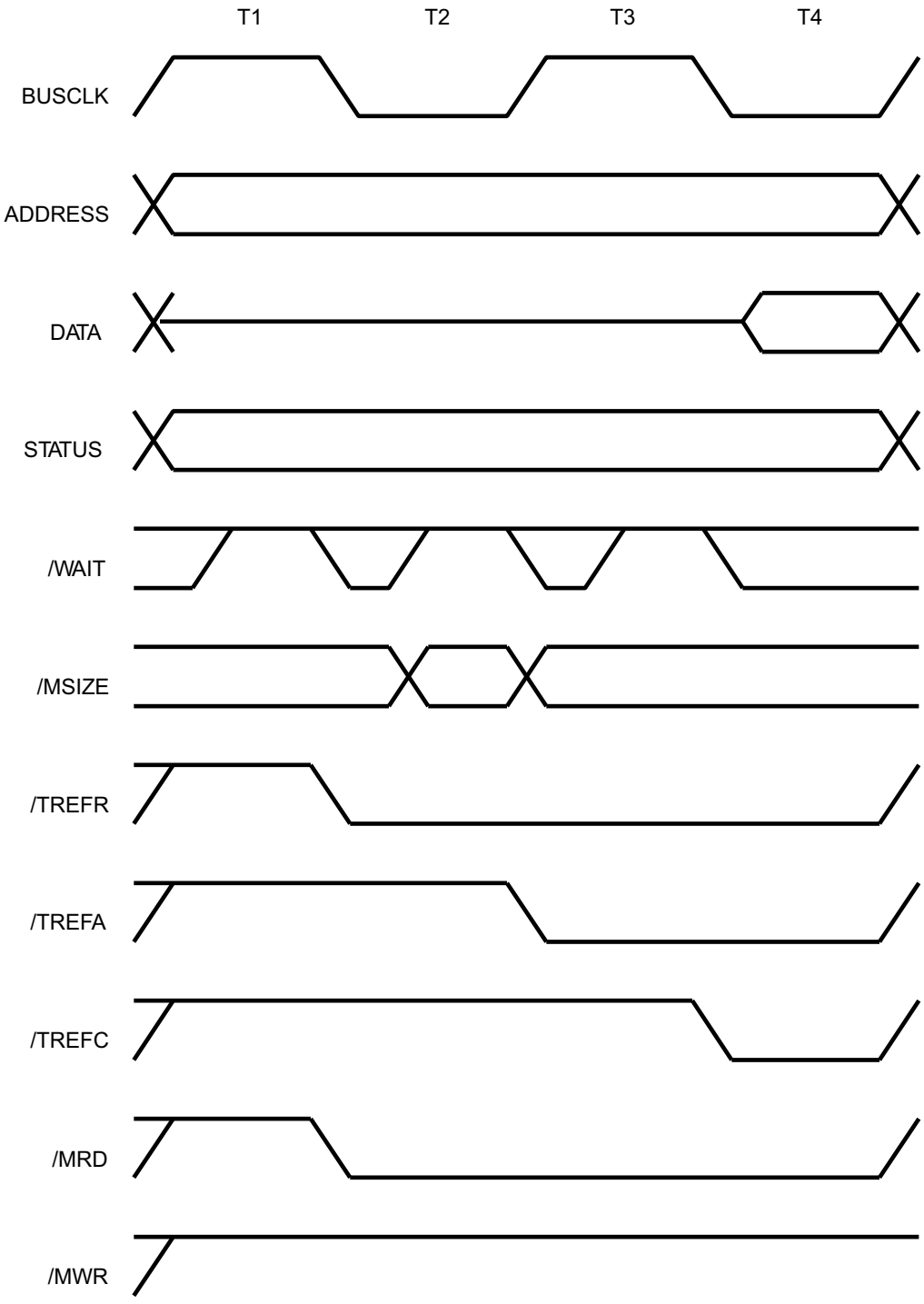


Figure 3. Read Cycle, No Waits

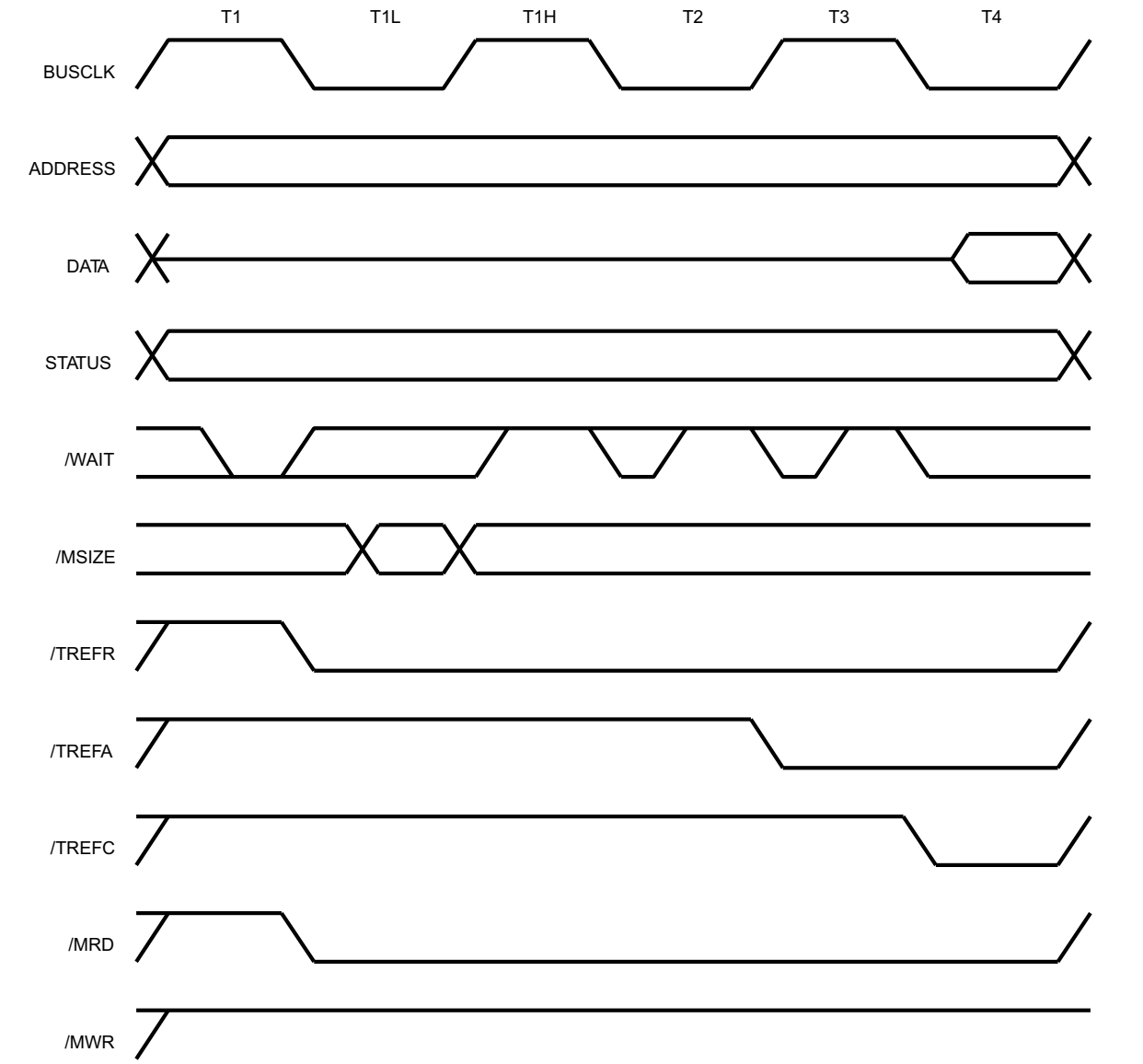


Figure 4. Read Cycle, T1 Wait

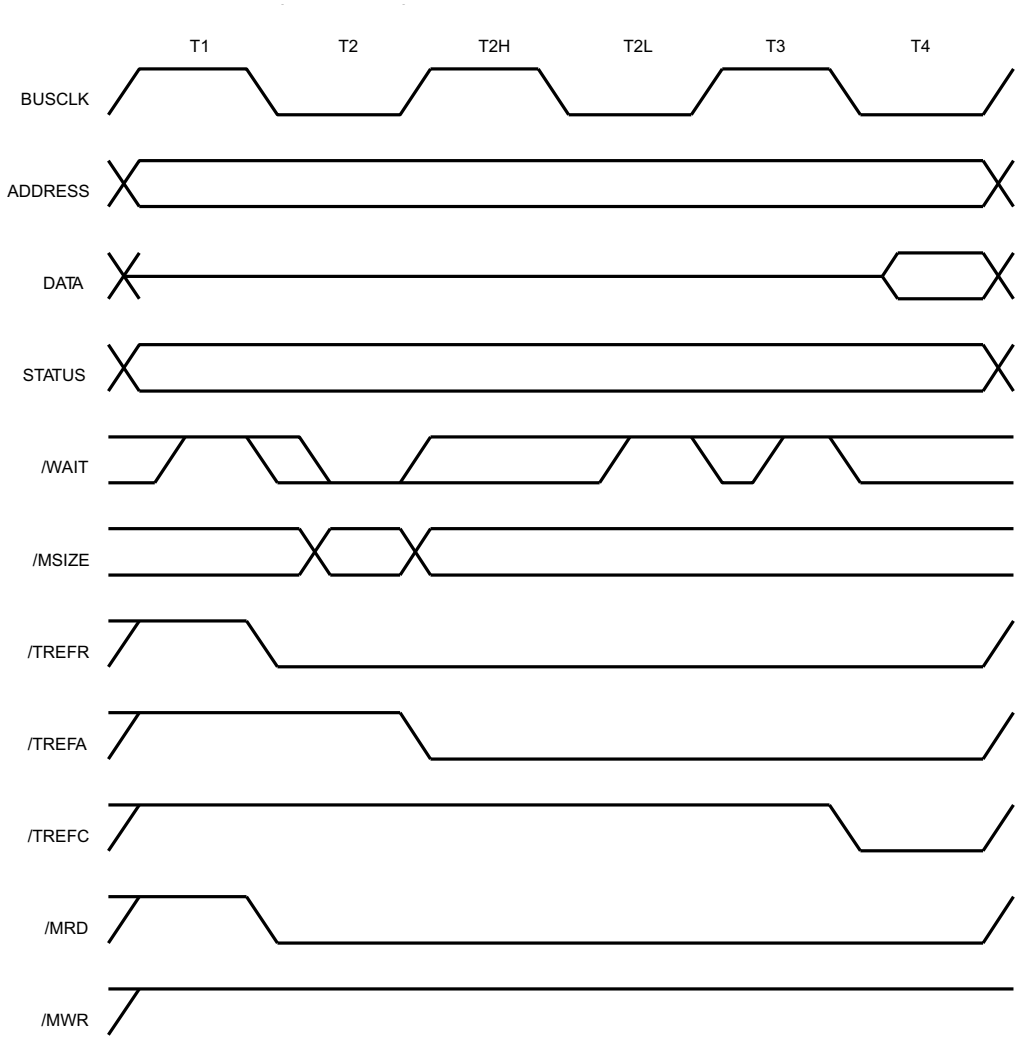


Figure 5. Read Cycle, T2 Wait

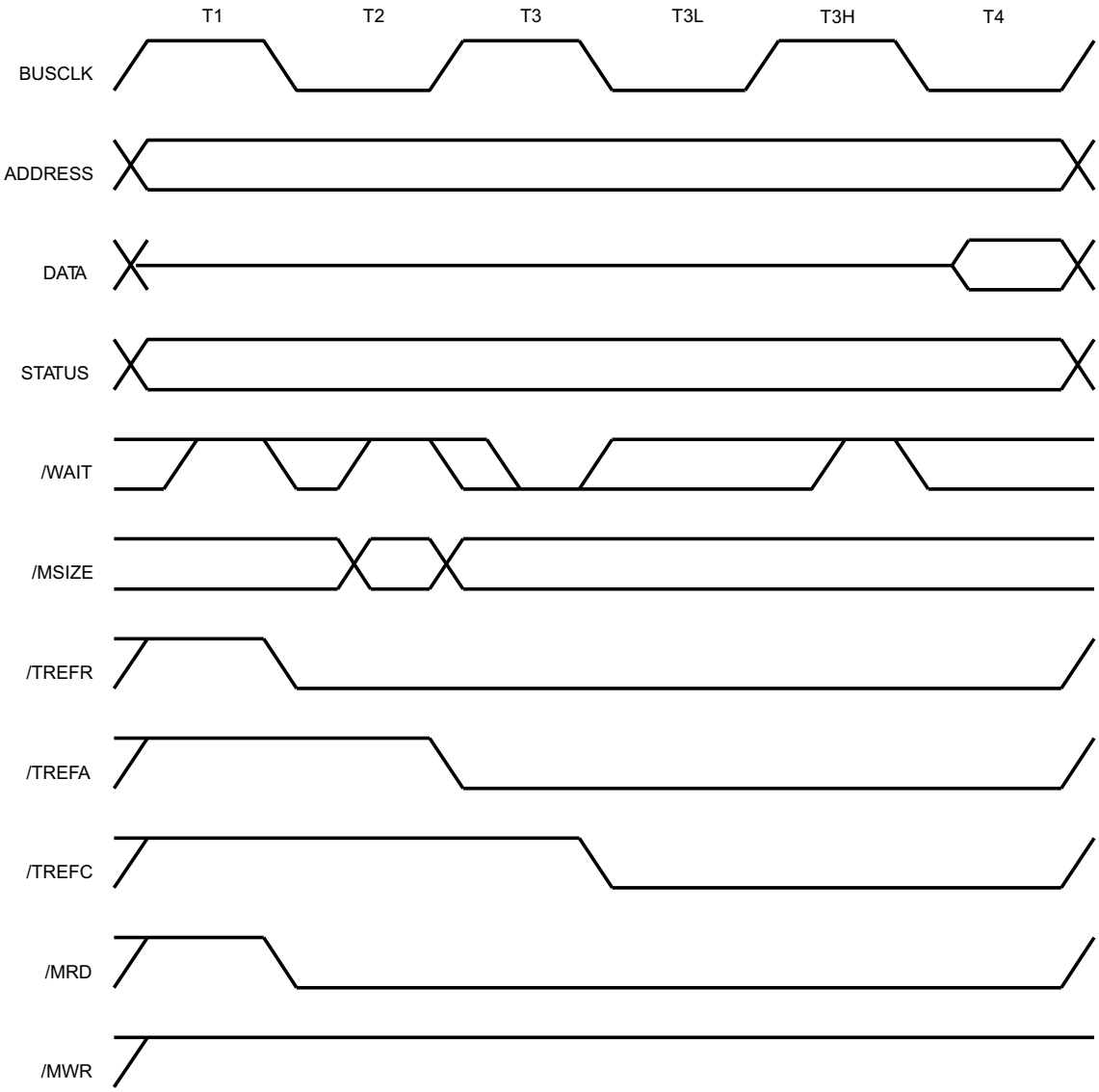


Figure 6. Read Cycle, T3 Wait

EXTERNAL INTERFACE (Continued)

Write memory transactions are shown without wait states, with wait states between T1 and T2, between T2 and T3, and between T3 and T4 (Figures 7-10). The /MWR strobe is activated at the end of T1, to allow write data setup time for the memory since the write data is driven on to the data bus at the beginning of T1.

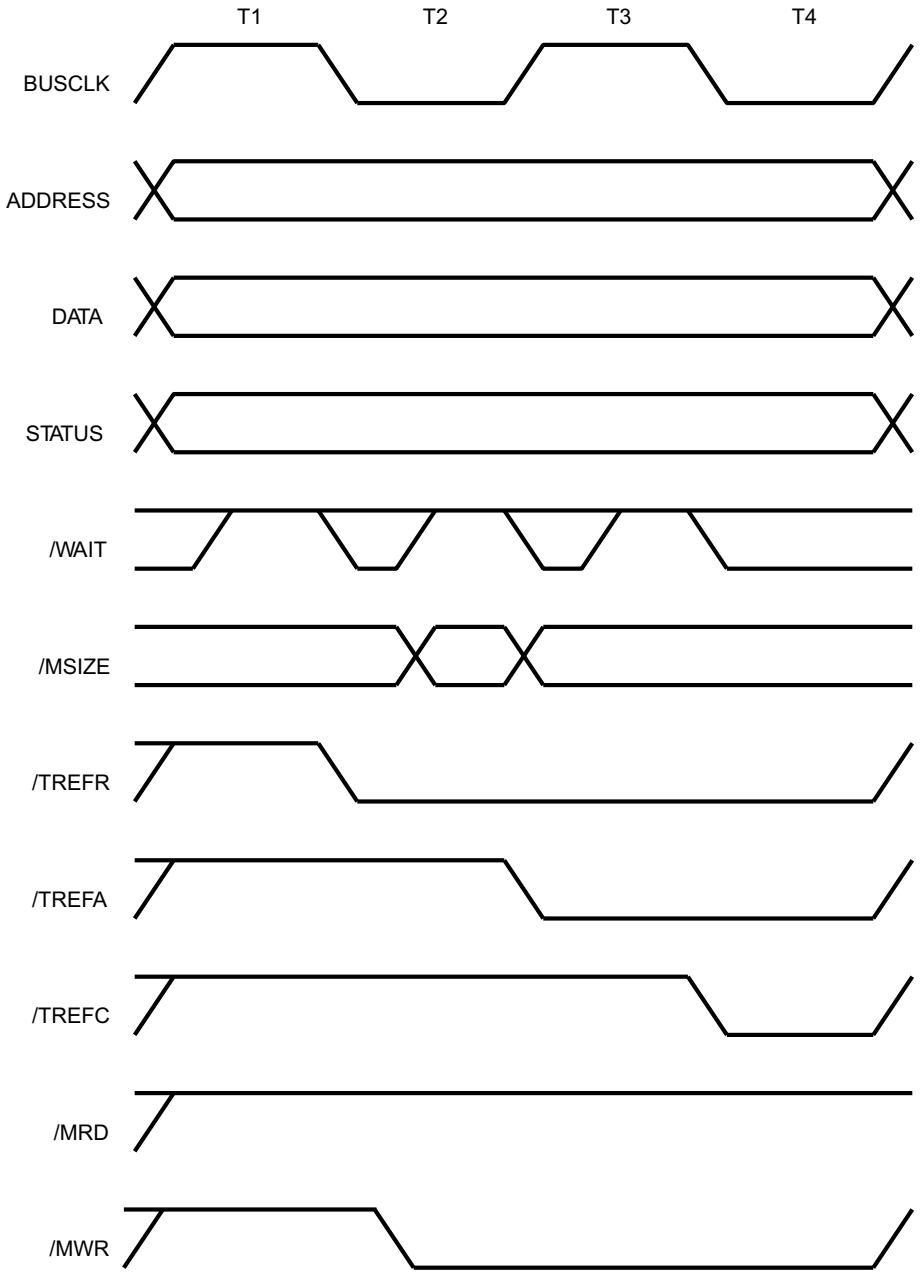


Figure 7. Write Cycle, No Waits

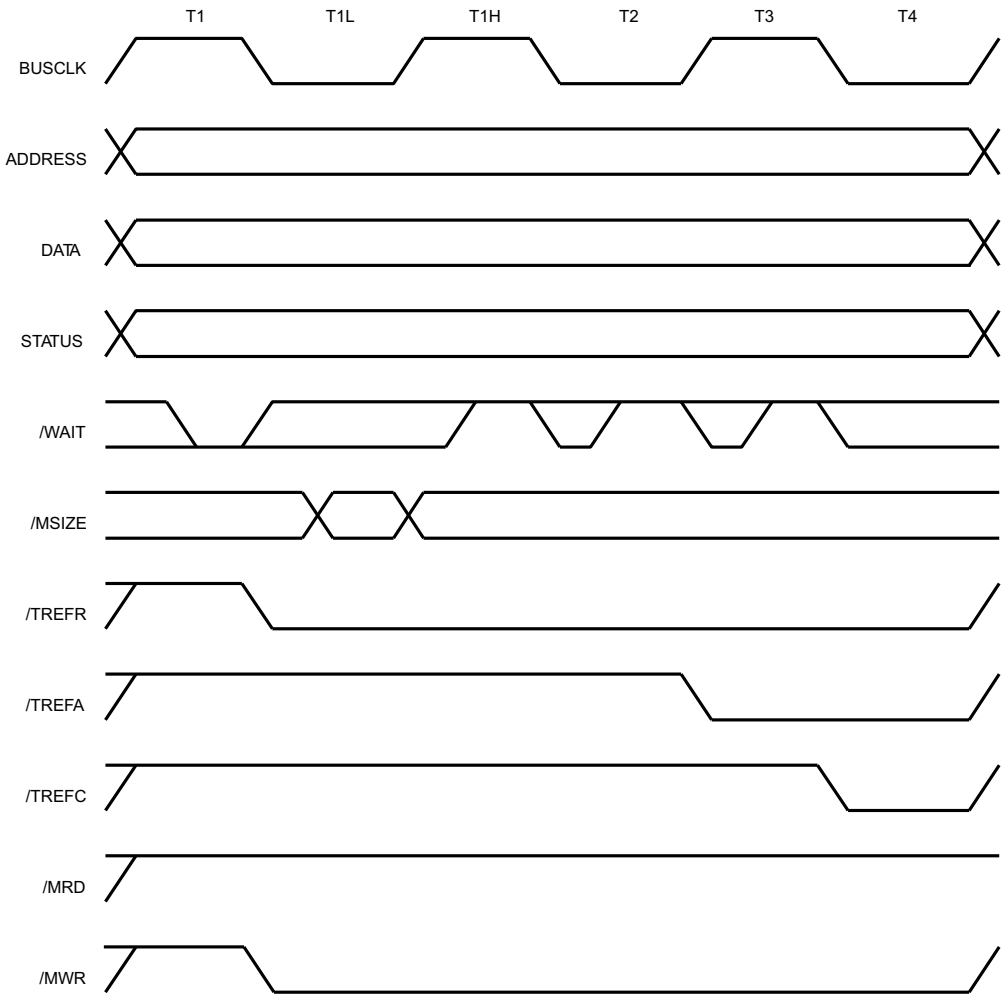


Figure 8. Write Cycle, T1 Wait

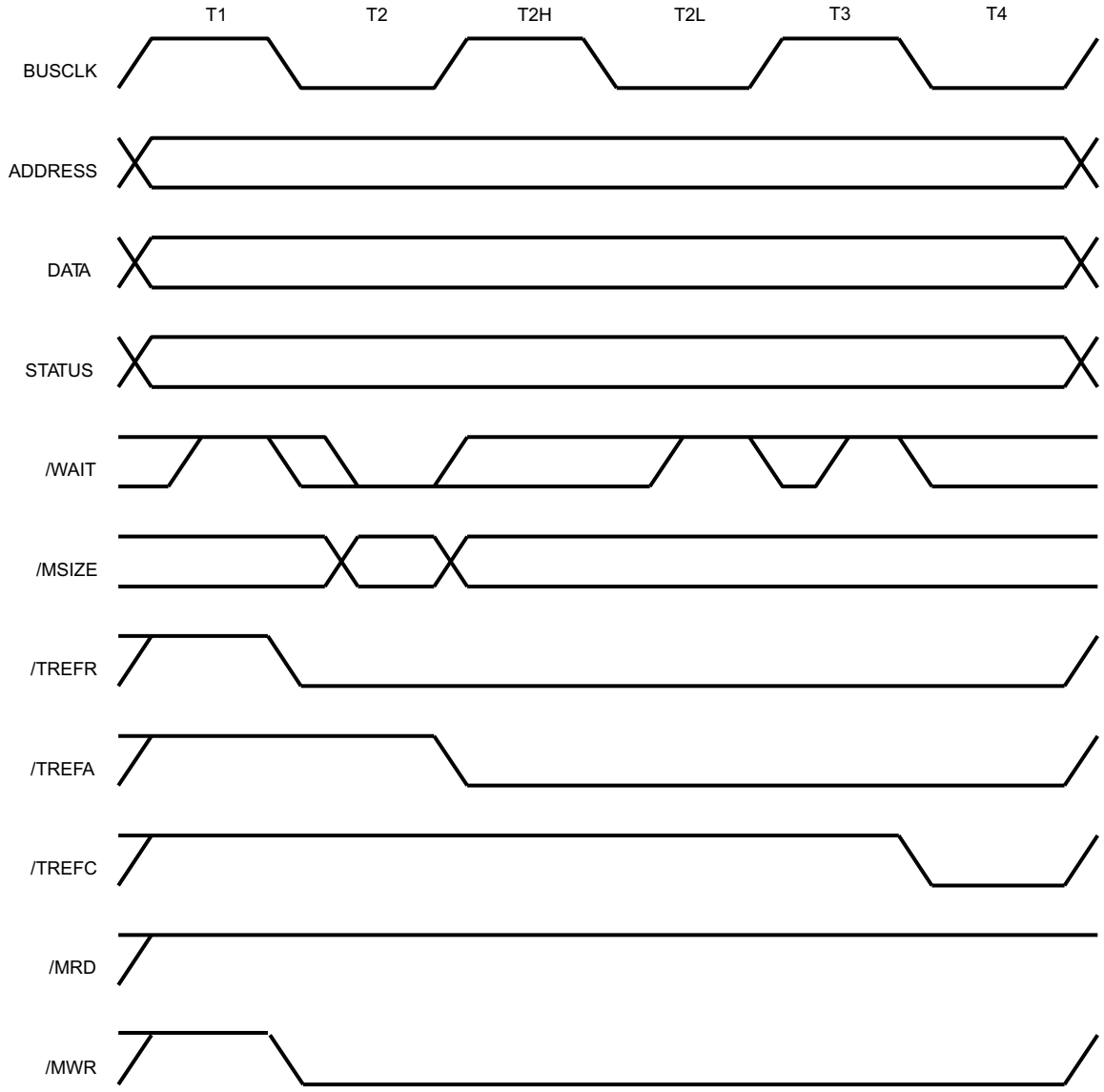


Figure 9. Write Cycle, T2 Wait

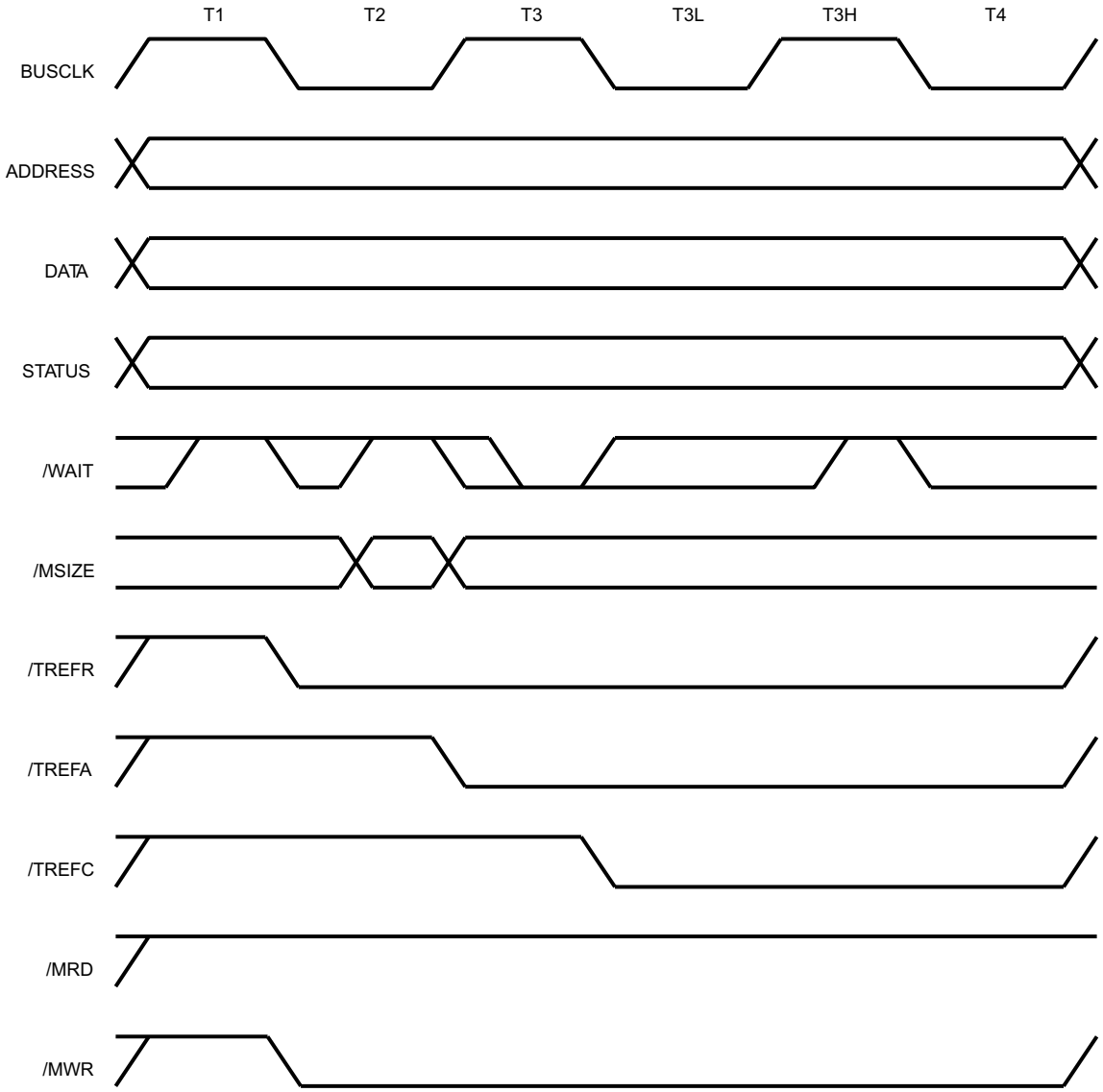


Figure 10. Write Cycle, T3 Wait

EXTERNAL INTERFACE (Continued)

Refresh Transactions

A memory refresh transaction is generated by the Z380 MPU refresh controller and can occur immediately after the final clock cycle of any other transaction. The address during the refresh transaction is not defined as the CAS-before-RASrefresh cycle is assumed, which uses the on-chip refresh address generator present on DRAMs. Prior to the first refresh transaction, a refresh setup cycle is performed to guarantee that the /CAS pre-charge time is met. This refresh setup cycle is present only prior to the first refresh transaction in a burst (Figure 11). Refresh transactions are shown without wait states, with wait states between T1 and T2, between T2 and T3, and between T3 and T4 (Figures 12-15). Note that during the refresh cycle the data bus is continuously driven, /MRD and /MWR remain inactive, /BHEN and /BLEN are active to enable all /CAS signals to the DRAMS, and those Chip Select signals enabled for DRAM refresh transactions are active.

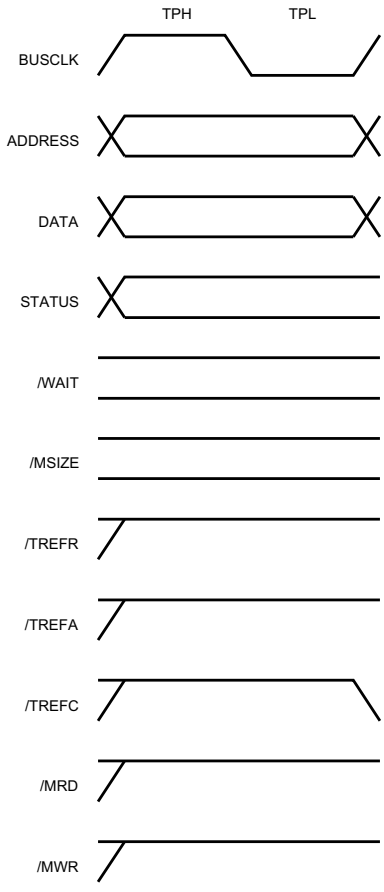


Figure 11. Refresh Setup

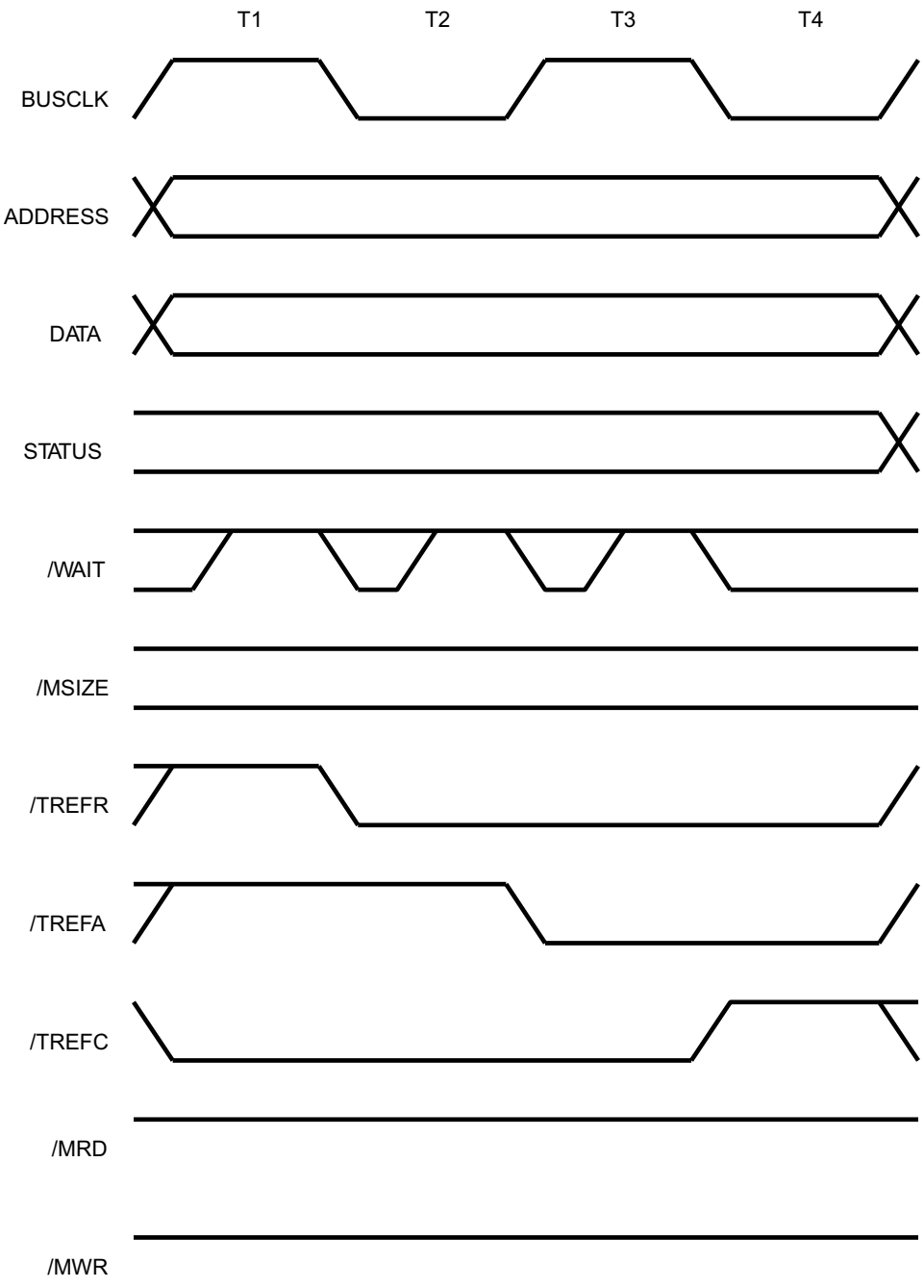


Figure 12. Refresh Cycle, No Waits

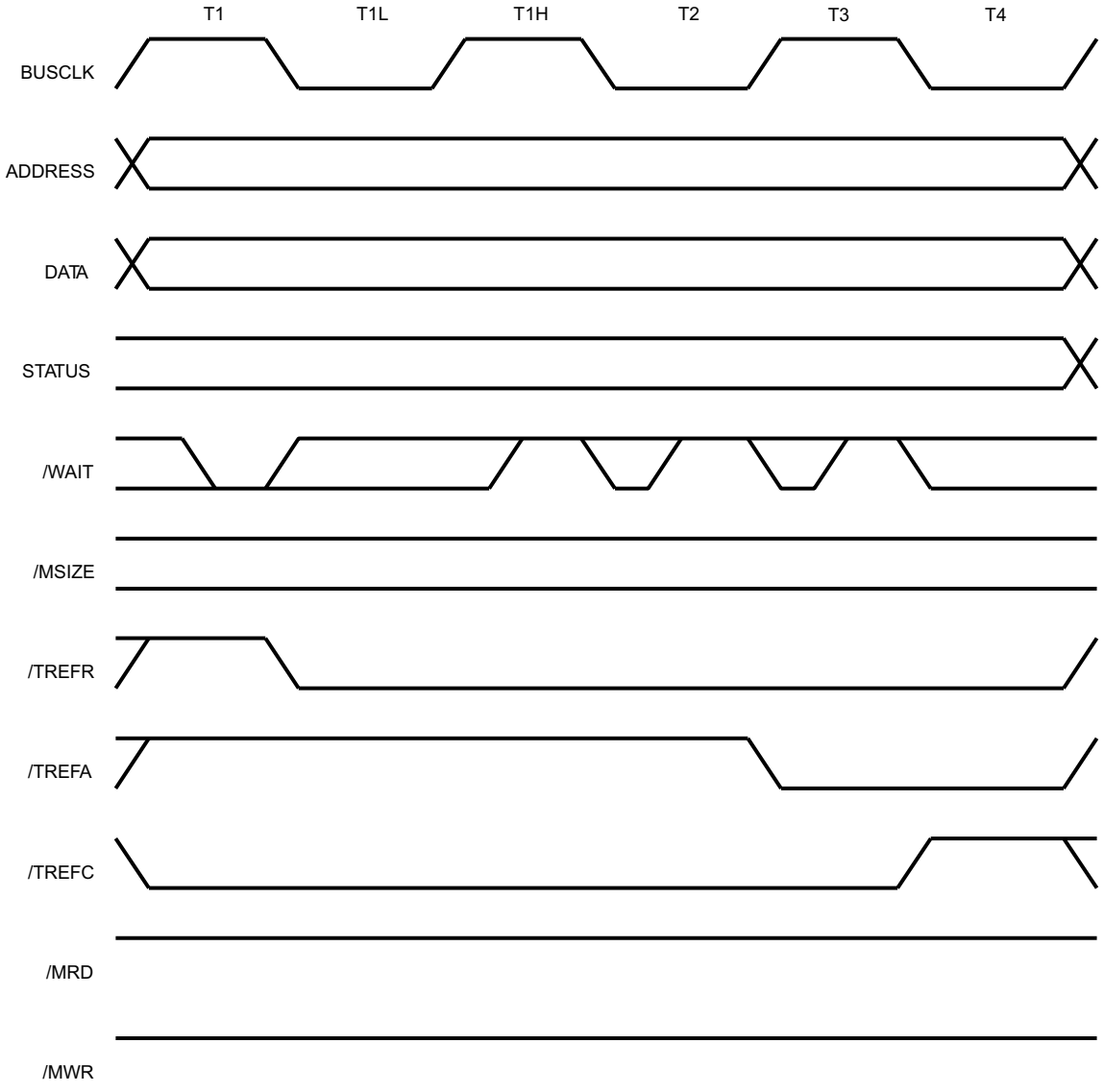


Figure 13. Refresh Cycle, T1 Wait

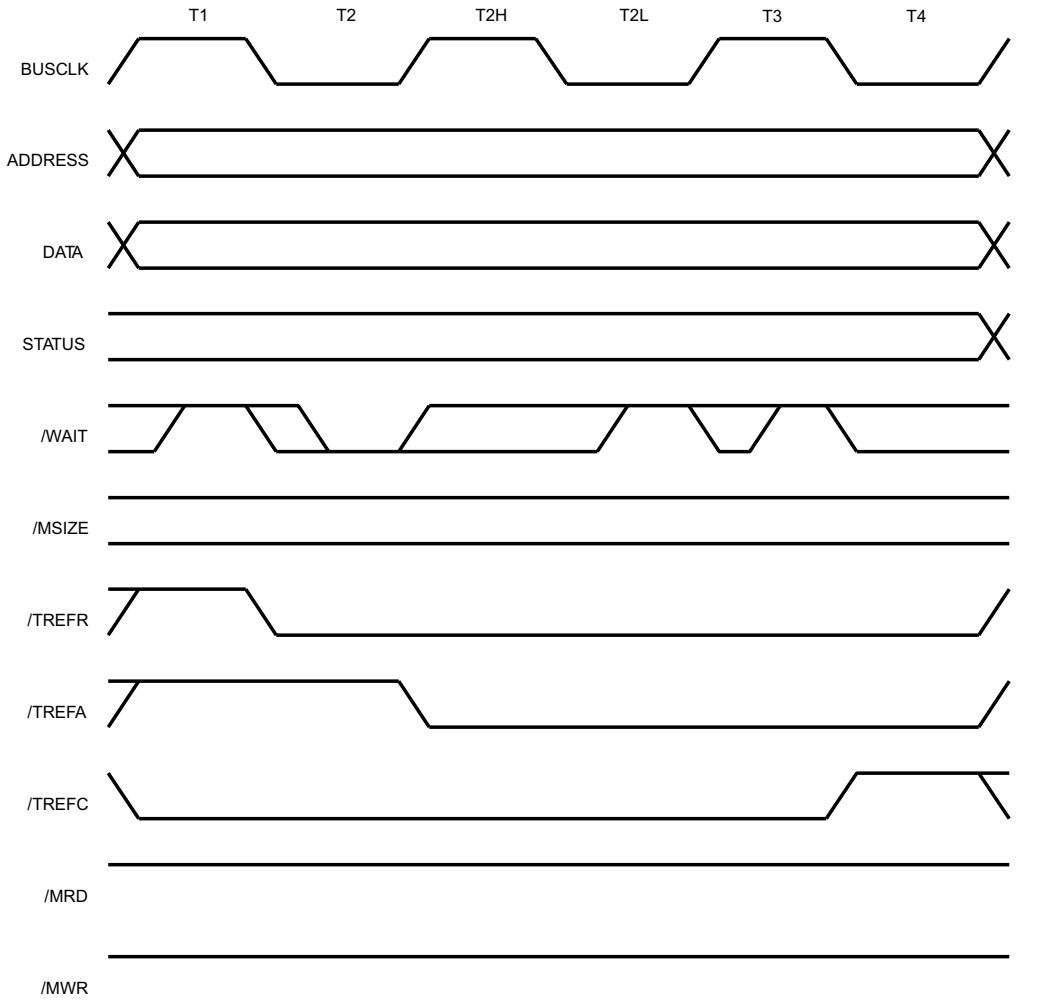


Figure 14. Refresh Cycle, T2 Wait

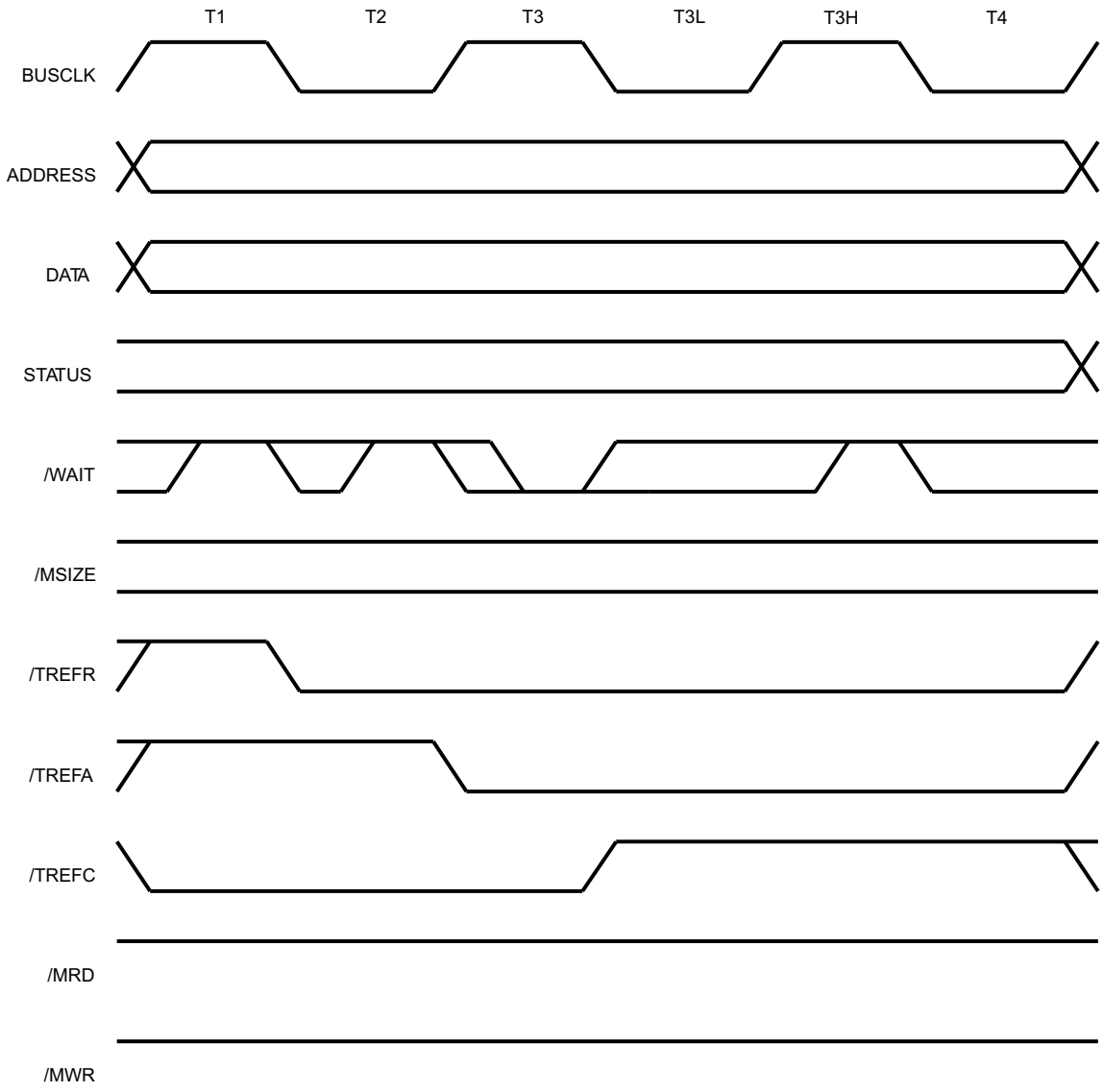


Figure 15. Refresh Cycle, T3 Wait

I/O Transactions

I/O transactions move data to or from an external peripheral when the Z380 MPU performs an I/O access. All I/O transactions occur referenced to the IOCLK signal, when it is a divided-down version of the BUSCLKsignal. BUSCLK may be divided by a factor of from two to eight to form the IOCLK, under program control. An example of this division is shown, for the four possible divisors, in Figure 16. Note that the IOCLK divider is synchronized (i.e., starts with a known timing relationship) at the trailing edge of /RESET. This is discussed in the Reset Section.

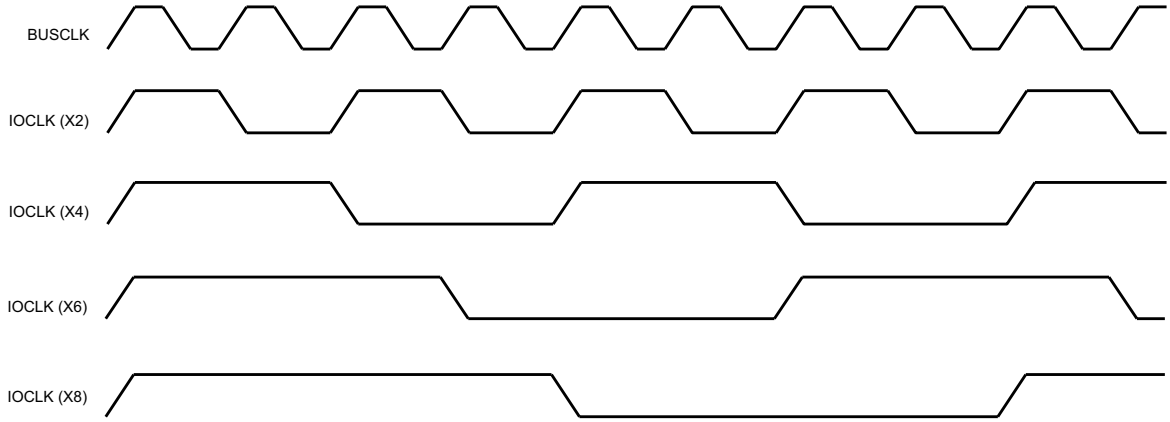


Figure 16. IOCLK Timing

EXTERNAL INTERFACE (Continued)

The Z380 MPU is unique in that it employs separate control signals for accessing the memory and I/O. This allows the two interfaces to be optimized independent of one another. The I/O bus control signals allow direct connection to members of the Z80 family of peripherals or the Z8500 family of peripherals.

Note that because all I/O bus transactions start on a rising edge of IOCLK, there may be up to n BUSCLK cycles of latency between the execution unit request for the transaction and the transaction actually starting, where n is the programmed clock divisor for IOCLK. This implies that the lowest possible divisor should always be used for IOCLK.

All I/O transactions are four IOCLK cycles long unless extended by Wait states. Wait states may be inserted between the third and fourth IOCLK cycles in an I/O transaction and are one IOCLK cycle per wait state. The external /WAIT input is sampled only after internally-generated wait states are inserted.

I/O Read transactions are shown with and without a wait state (Figures 17-18). The contents of the data bus is latched immediately before the falling edge of IOCLK during the last IOCLK cycle of the transaction.

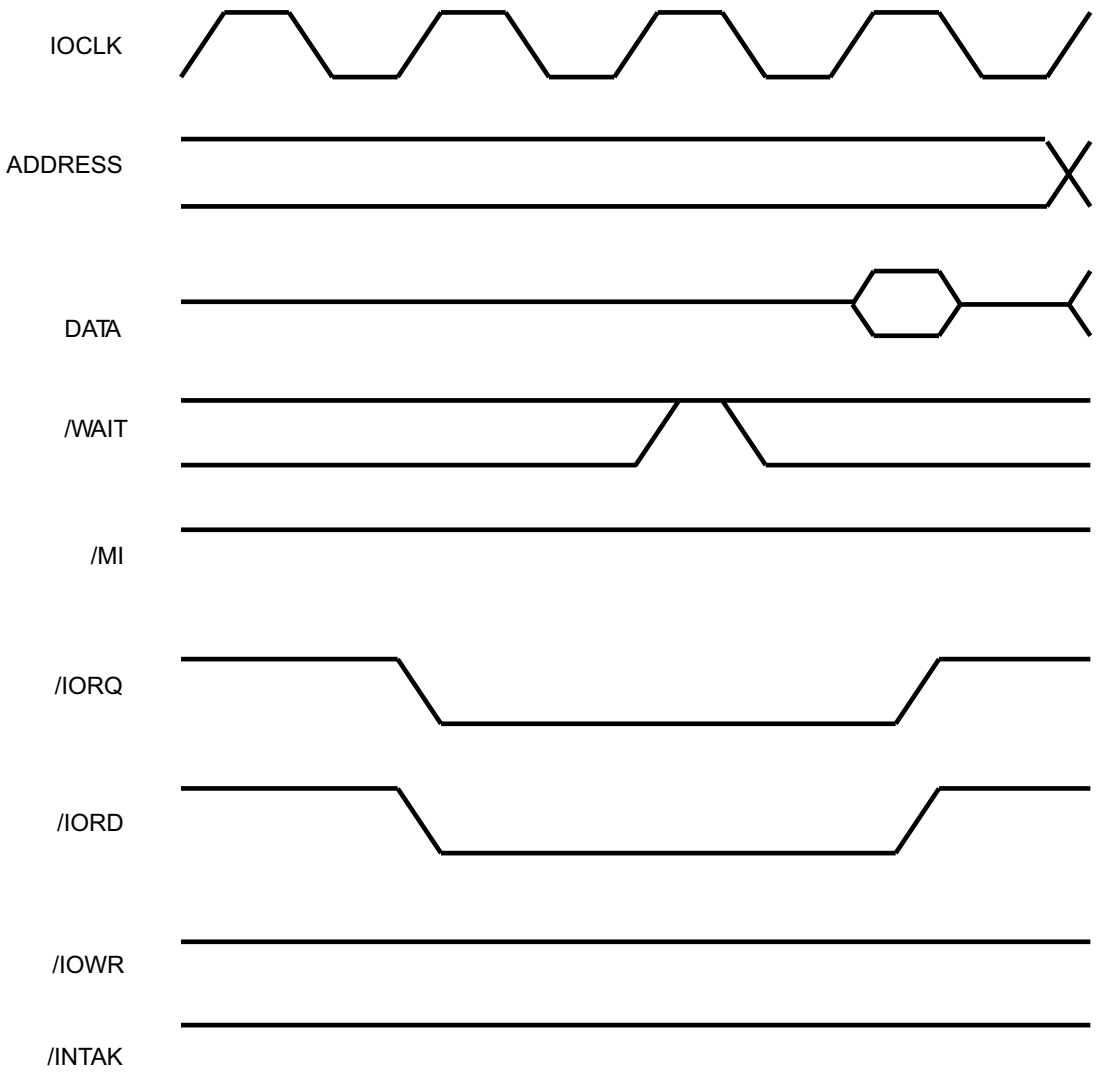


Figure 17. I/0Read Cycle, No Waits

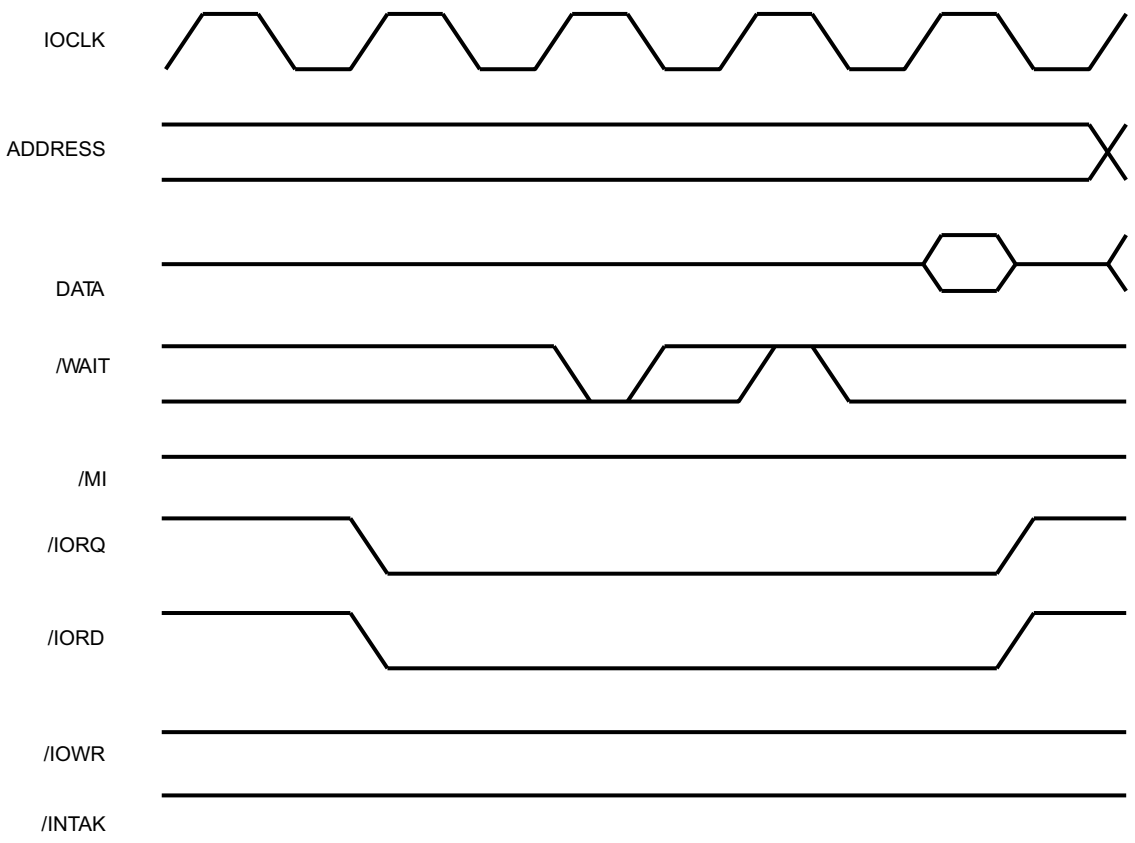


Figure 18. I/O Read Cycle, T1 Wait

EXTERNAL INTERFACE (Continued)

I/O Write transactions are shown with and without a wait state (Figures 19-20). The data bus is driven throughout the transaction.

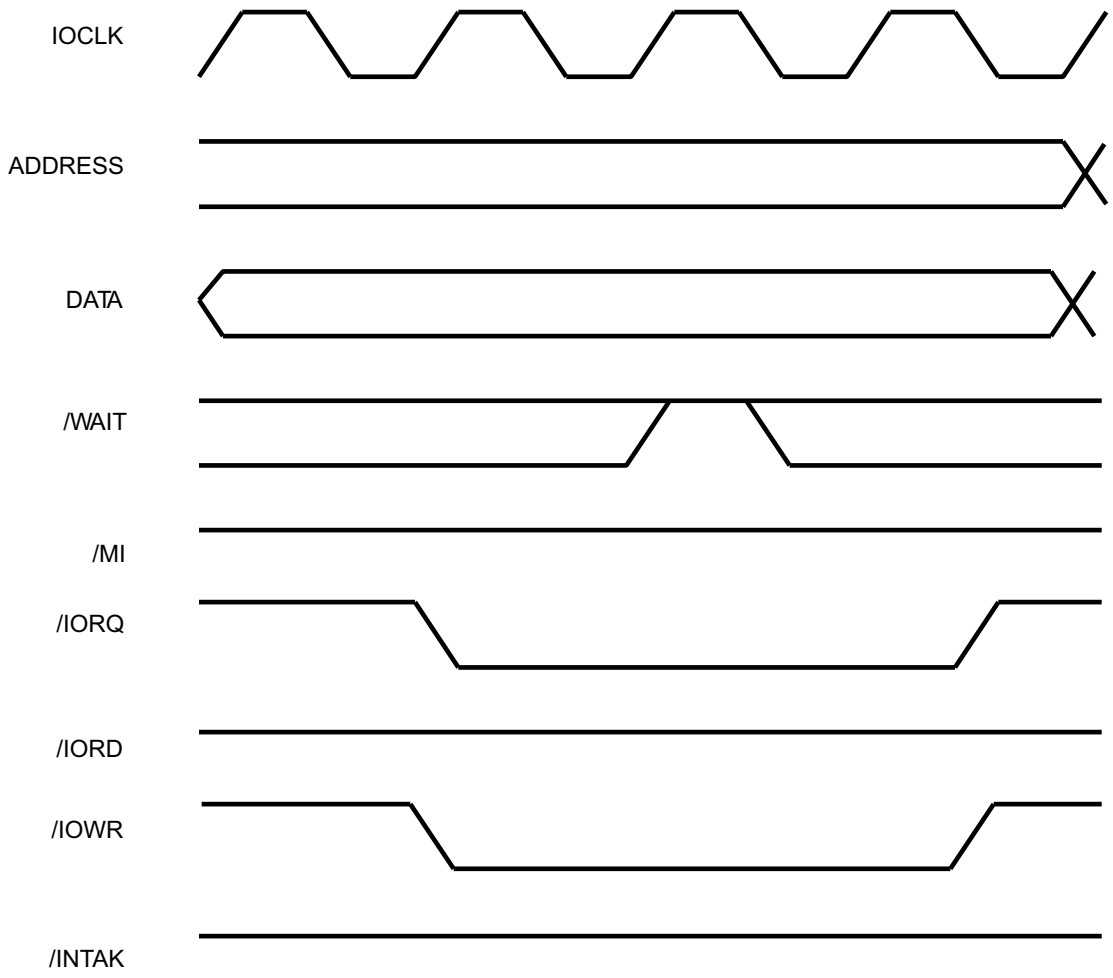


Figure 19. I/O Write Cycle, No Waits

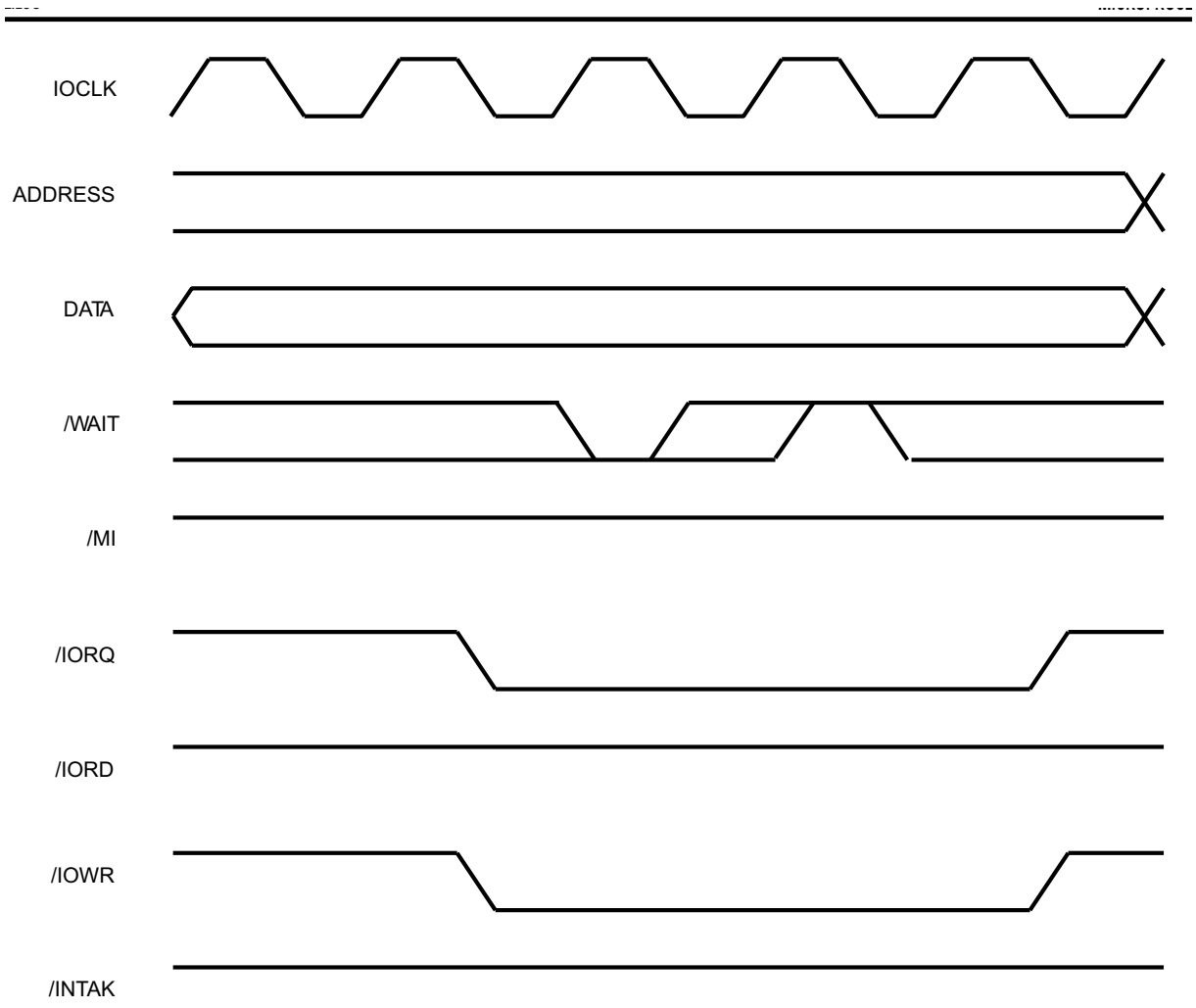


Figure 20. I/O Write Cycle, T1 Wait

EXTERNAL INTERFACE (Continued)

Interrupt Acknowledge Transactions

An interrupt acknowledge transaction is generated by the Z380 MPU in response to an unmasked external interrupt request. Figure 21 shows an interrupt acknowledge transaction in response to /INT0 and Figure 22 shows an interrupt acknowledge transaction in response to either one of /INT-3. Note that because all I/O bus transactions start on a rising edge of IOCLK, there may be up to n BUSCLK cycles of latency between the execution unit request for the transaction and the transaction actually starting (where n is the programmed clock divisor for IOCLK).

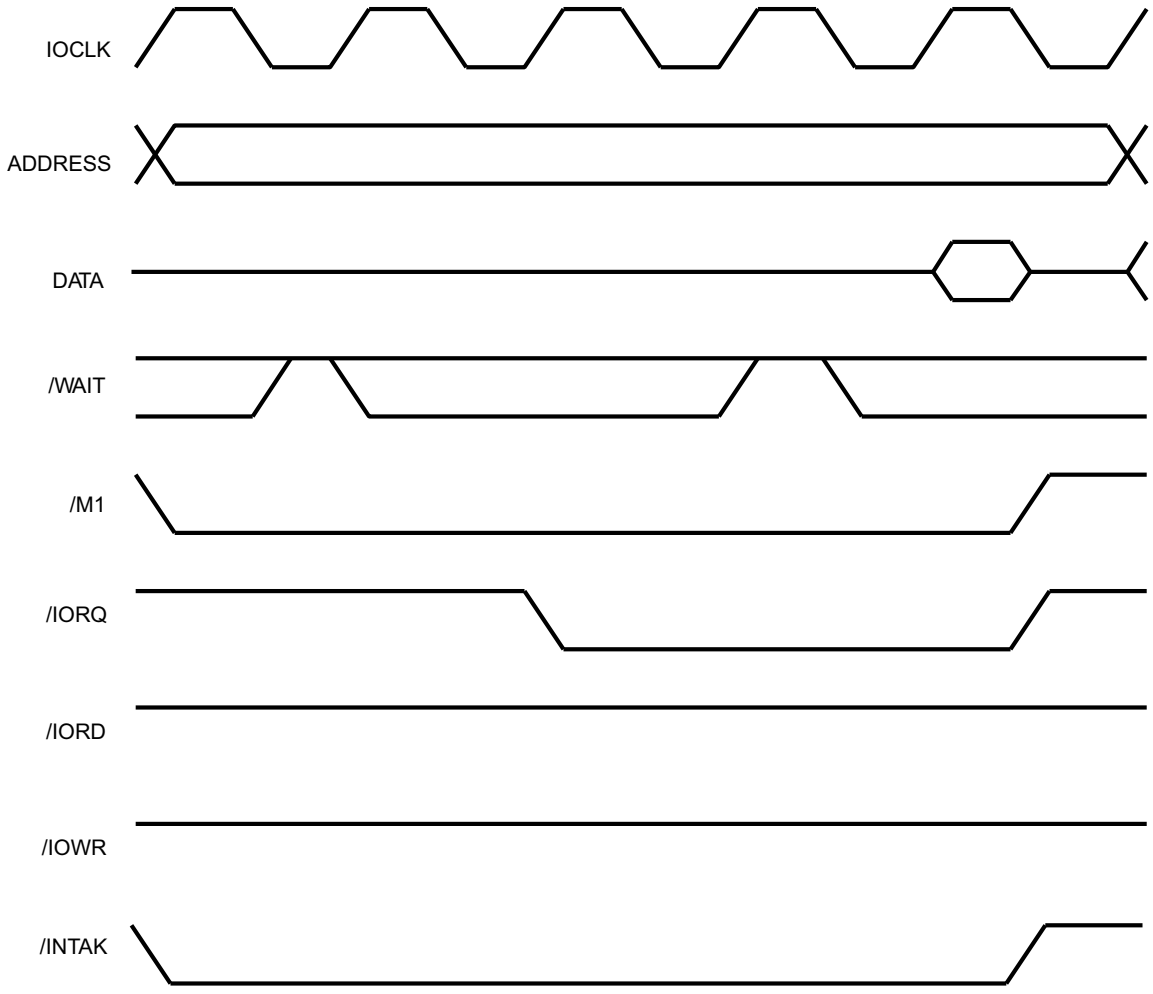


Figure 21. Interrupt Acknowledge Cycle, /INT0

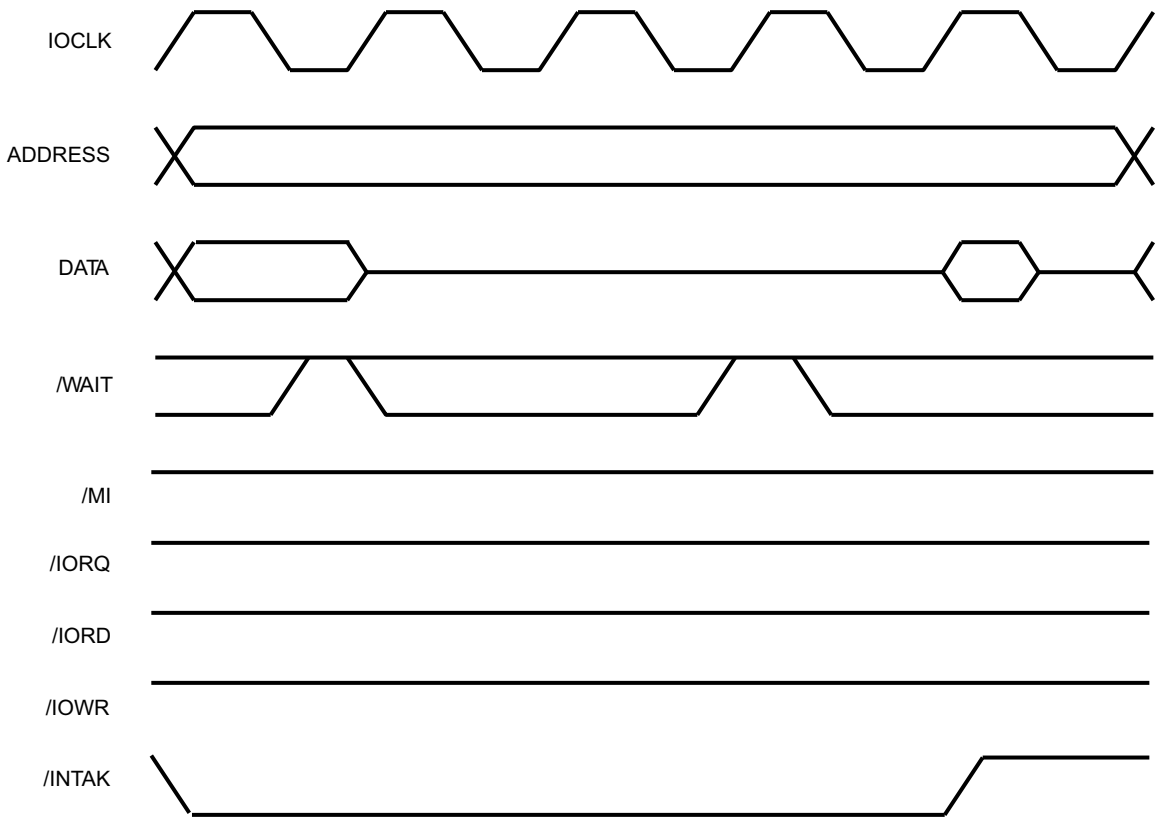


Figure 22. Interrupt Acknowledge Cycle, /INT3-1

An interrupt acknowledge transaction for /INT0 is five IOCLK cycles long unless extended by Wait states. /WAIT is sampled at two separate points during the transaction. /WAIT is first sampled at the end of the first IOCLK cycle during the transaction. Wait states inserted here allow the external daisy-chain between peripherals with a longer time to settle before the interrupt vector is requested. /WAIT is then sampled at the end of the fourth IOCLK cycle to delay the point at which the interrupt vector is read by the Z380 MPU, after it has been requested.

The interrupt vector may be either eight or sixteen bits, under program control, and is latched by the falling edge of IOCLK in the last cycle of the interrupt acknowledge transaction. When using Mode 0 interrupts, where the Z380 MPU fetches an instruction from the interrupting device, these fetches are always eight bits wide and are transferred over D7-D0.

An interrupt acknowledge transaction in response to one of /INT3-/INT1 is also five IOCLK cycles long, unless extended by wait states. The waits are sampled and inserted at similar locations as an interrupt acknowledge transaction is for /INT0. Note, however, only the /INTAK signal is active with /MI, /IORQ, /IORD and /IOWR held inactive.

For either type of INTACK transaction the address bus is driven with a value which indicates the type of interrupt being acknowledged as follows: A31-A6 are all one, and A3-A0 are one except for a single zero corresponding to the maskable interrupt being acknowledged. Thus an /INT3 acknowledge is signaled by A3 being zero during the interrupt acknowledge transaction, /INT2 acknowledge is signalled by A2 being zero, etc.

RETI Transactions

The RETI transaction is generated whenever an RETI instruction is executed by the Z380 MPU. This transaction is necessary because Z80 family peripherals are designed to watch instruction fetches and take special action upon seeing a RETI instruction (this is the only instruction that the Z80 family peripherals watch for). Since the Z380 MPU fetches instructions using the memory control signals, a simulated RETI instruction fetch must be placed on the bus with the appropriate I/O bus control signals. This is shown in Figure 23. Again, note that because all I/O bus transactions start on a rising edge of IOCLK, there may be up to n BUSCLK cycles of latency between the execution unit request for the transaction and the transaction actually starting, where n is the programmed clock divisor for IOCLK.

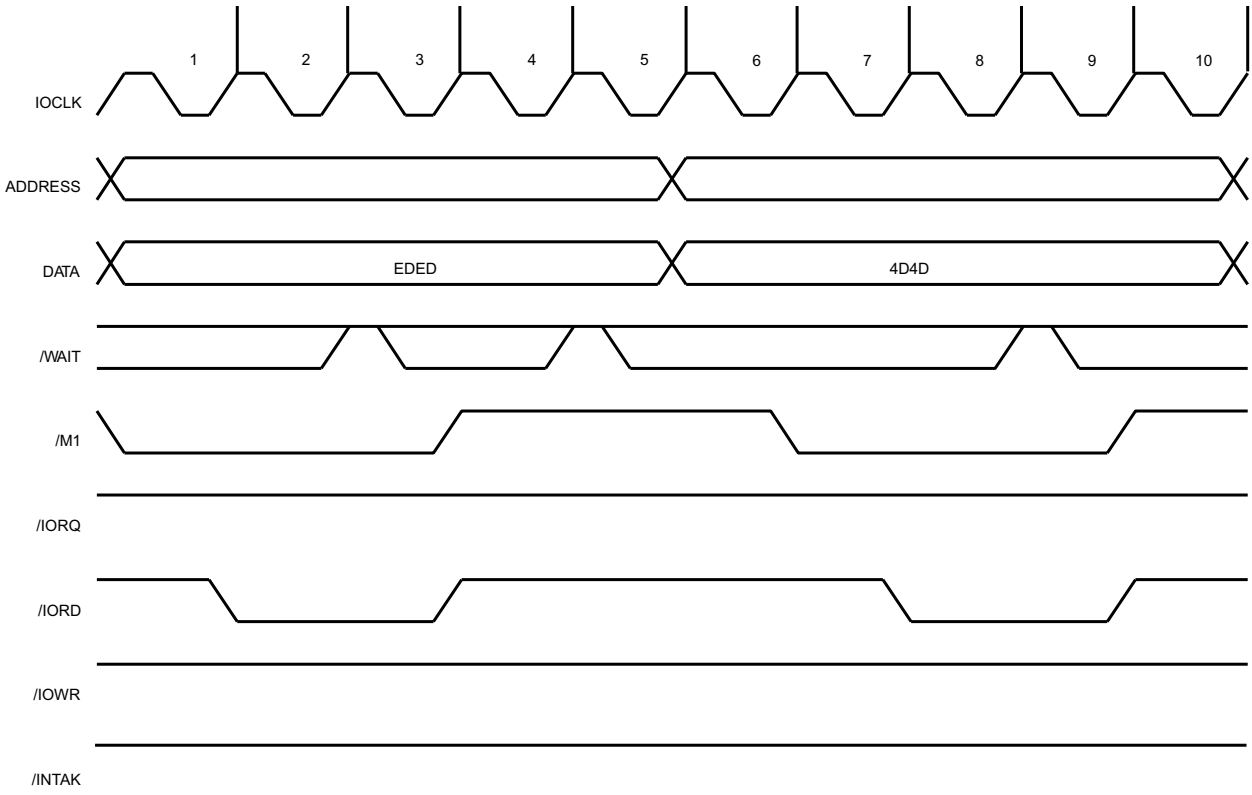


Figure 23. Return From Interrupt Cycle

The RETI transaction is ten IOCLK cycles long unless extended by Wait states, and /WAIT is sampled at three separate points during the transaction. /WAIT is first sampled in the middle of the third IOCLK cycle to allow for longer/IORDLow-time requirements. /WAIT is then sampled again during the middle of the fifth IOCLK cycle to allow for longer internal daisy-chain settling time within the peripheral. Wait states inserted here have the effect of separating what the peripheral sees as two separate instruction fetch cycles. Finally, /WAIT is sampled in the middle of the ninth IOCLK cycle, again to allow for longer /IORD Low-time requirements.

The Z380 MPU drives the data bus throughout the RETI transaction, with EDEDH during the first half of the transaction (the first byte of a RETI instruction is EDH) and with 4D4DH during the second half of the transaction (the second byte of an RETI instruction is 4DH).

HALT Transactions

A HALT transaction occurs whenever the Z380 MPU executes a Halt instruction, with the /HALT signal activated on the falling edge of BUSCLK. If the standby mode is not enabled, executing a Sleep instruction would also cause a Halt transaction to occur. While in the Halt state, the Z380 MPU continues to drive the address and data buses, and the /HALT signal remains active until either an interrupt request is acknowledged or a reset is received. Refresh transactions may occur while in the halt state and the bus can be granted. The timing of entry into the Halt state is shown in Figure 24, while the timing of exiting from Halt state is shown in Figure 25.

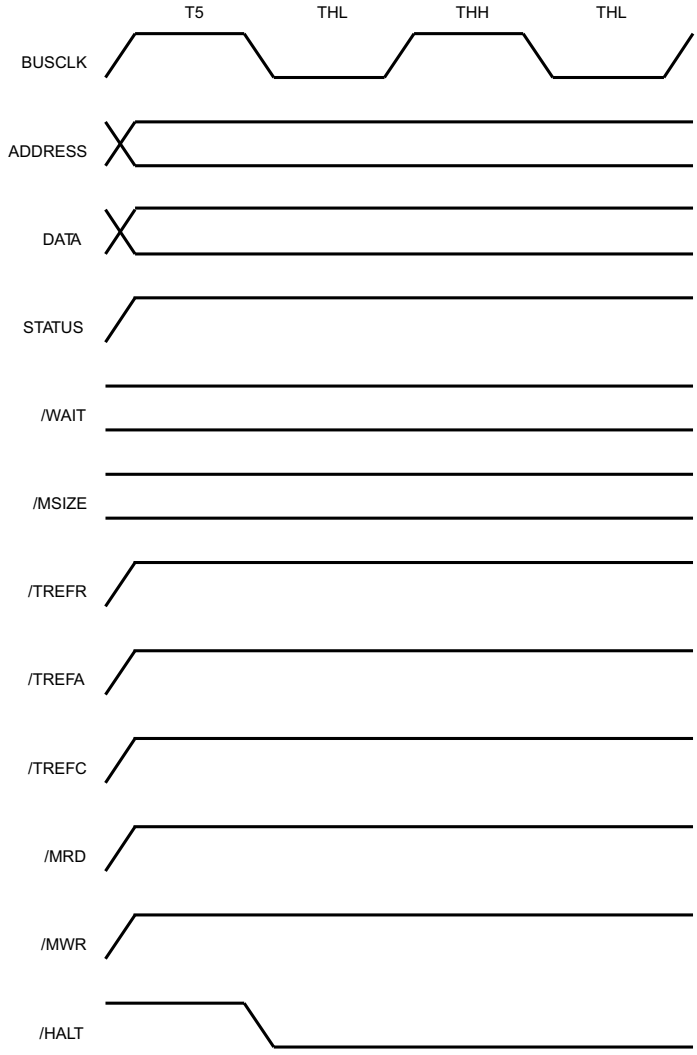


Figure 24. HALT Entry

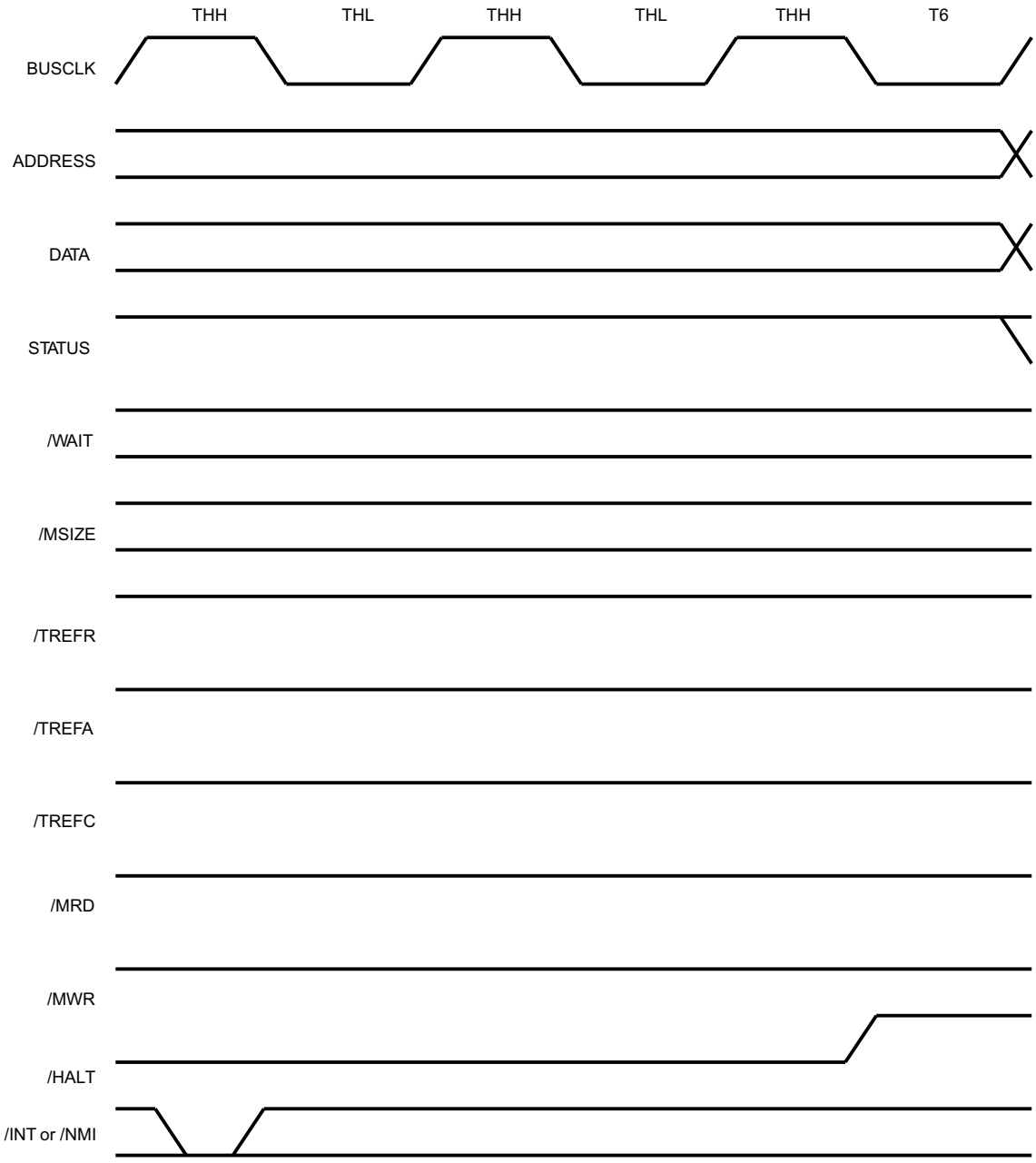


Figure 25. HALT Exit

Requests

A request can be initiated by a device that does not have control of the bus. Two types of request can occur: Bus request and Interrupt request. When an interrupt or bus request is made, it is answered by the CPU according to its type. For an interrupt request, the CPU initiates an interrupt acknowledge transaction and for bus requests, the CPU enters the bus disconnect state, relinquishes the bus, and activates an Acknowledge signal.

BUS Requests

To generate transactions on the bus, a potential bus master (such as a DMA controller) must gain control of the bus by making a bus request. A bus request is initiated by driving /BREQ Low. Several bus requesters may be wired-OR to the /BREQ pin; priorities are resolved externally to the CPU, usually by a priority daisy chain.

The asynchronous /BREQ signal generates an internal /BUSREQ, which is synchronous. If the /BREQ is active at the beginning of any transaction, the internal /BUSREQ causes the /BACK signal to be asserted after the current transaction is completed. The Z380 MPU then enters the Bus Disconnect state and gives up control of the bus. All Z380 MPU control signals, except /BACK, /MI and /INTAK are tri-stated. Note that release of the bus may be inhibited under program control to allow the Z380 MPU exclusive access to a shared resource; this is controlled by the SETC LCK and RESC LCK instructions. Entry into the Bus Disconnect state is shown in Figure 26. The Z380 MPU regains control of the bus after /BREQ is deasserted. This is shown in Figure 27.

Interrupt Requests

The Z380 MPU supports two types of interrupt requests, maskable /INT3-INT0 and nonmaskable (/NMI). The interrupt request line of a device that is capable of generating an interrupt can be tied to either /NMI or one of the maskable interrupt request lines, and several devices can be connected to one interrupt request line with the devices arranged in a priority daisy chain. However, because of the need for Z80 family peripheral devices to see the RETI instruction, only one daisy chain of Z80-family peripherals can be used. The Z380 MPU handles maskable and nonmaskable interrupt requests somewhat differently, as follows:

Any High-to-Low transition on the /NMI input is asynchronously edge-detected, and the internal NMI latch is set. At the beginning of the last clock cycle in the last internal machine cycle of any instruction, the maskable interrupts are sampled along with the state of the NMI latch.

If an enabled maskable interrupt is requested, at the next possible time (the next rising edge of IOCLK) an interrupt acknowledge transaction is generated to fetch the interrupt-vector from the interrupting device.For a nonmaskable interrupt, no interrupt acknowledge transaction is generated; the NMI service routine always starts at address 00000066H.

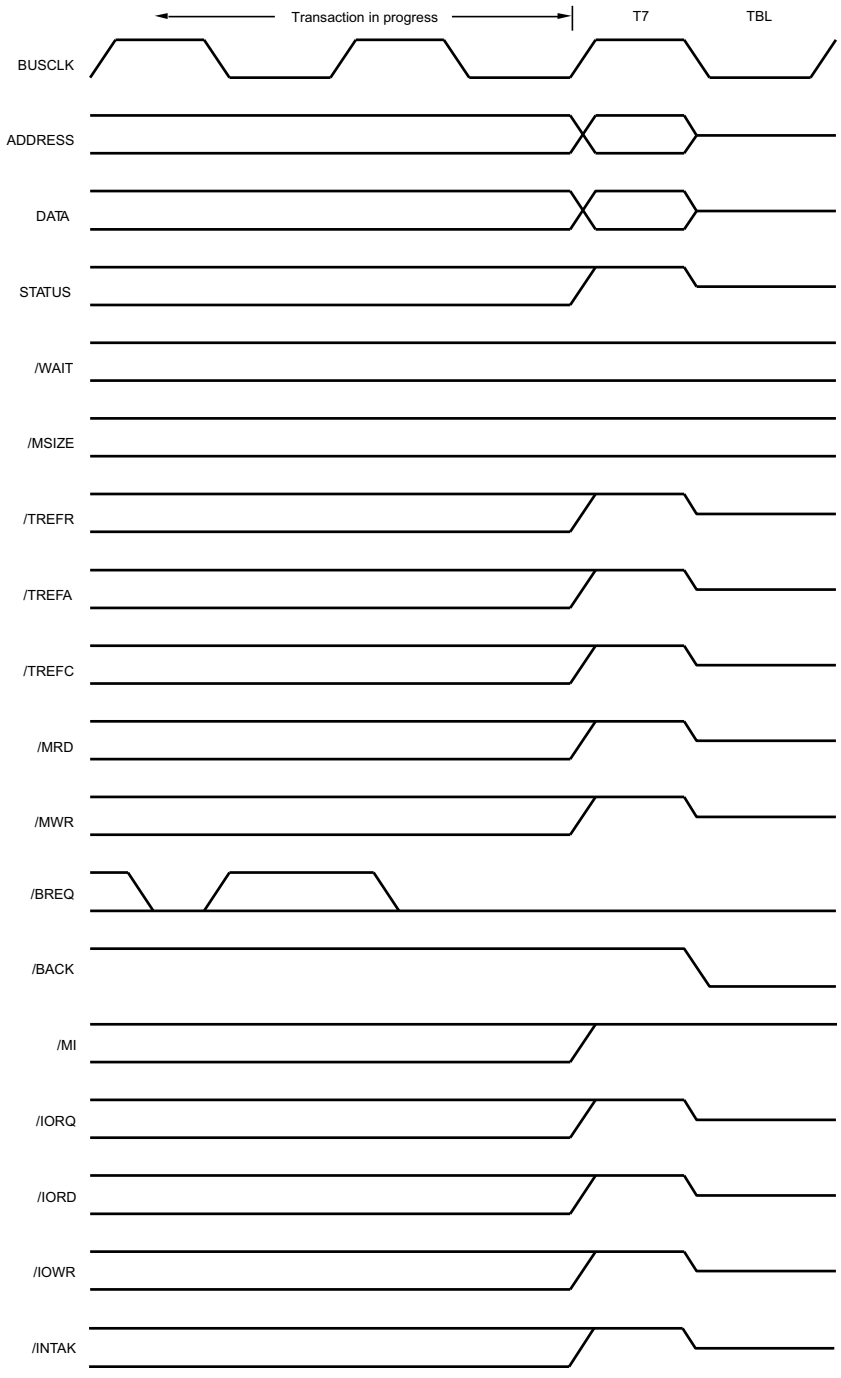


Figure 26. Bus Request/Acknowledge Cycle

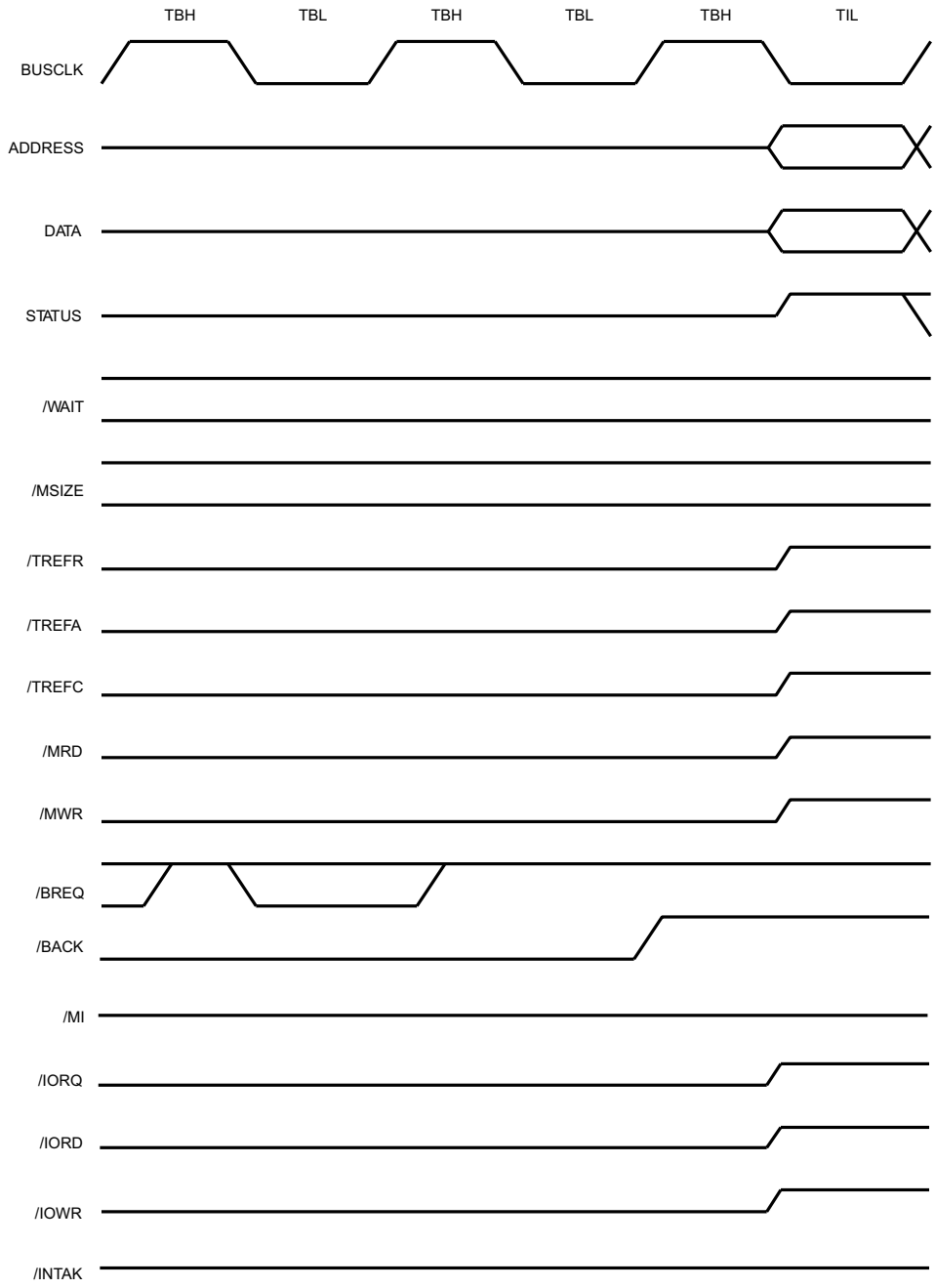


Figure 27. Bus Request/Acknowledge End Cycle

EXTERNAL INTERFACE (Continued)

Miscellaneous Timing

There are two cases where a specific transaction is not taking place on the bus which are illustrated in this section: the bus idle cycle and the I/O heartbeat cycle.

Idle Cycles

When no transactions are being performed on the bus, an idle cycle occurs (Figure 16). All control signals, for both memory and I/O, are inactive during the Idle cycle.

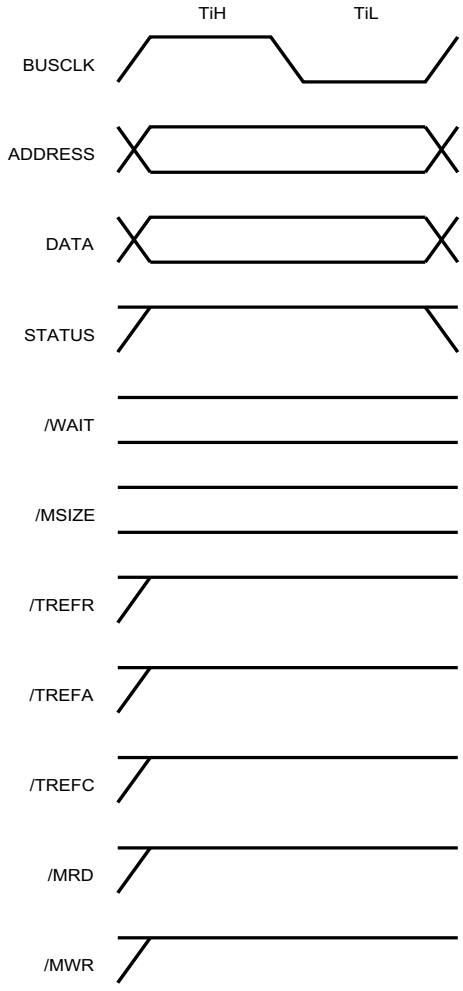


Figure 28. Idle Cycle

I/O Heartbeat Cycle

The Z380 MPU is capable of generating an I/O heartbeat cycle on the I/O bus in response to an I/O write to an on-chip control register. This cycle is most useful with Z80 family peripherals, where some members require a transaction that looks like a Z80 CPU instruction fetch to perform certain interrupt functions (Figure 29).

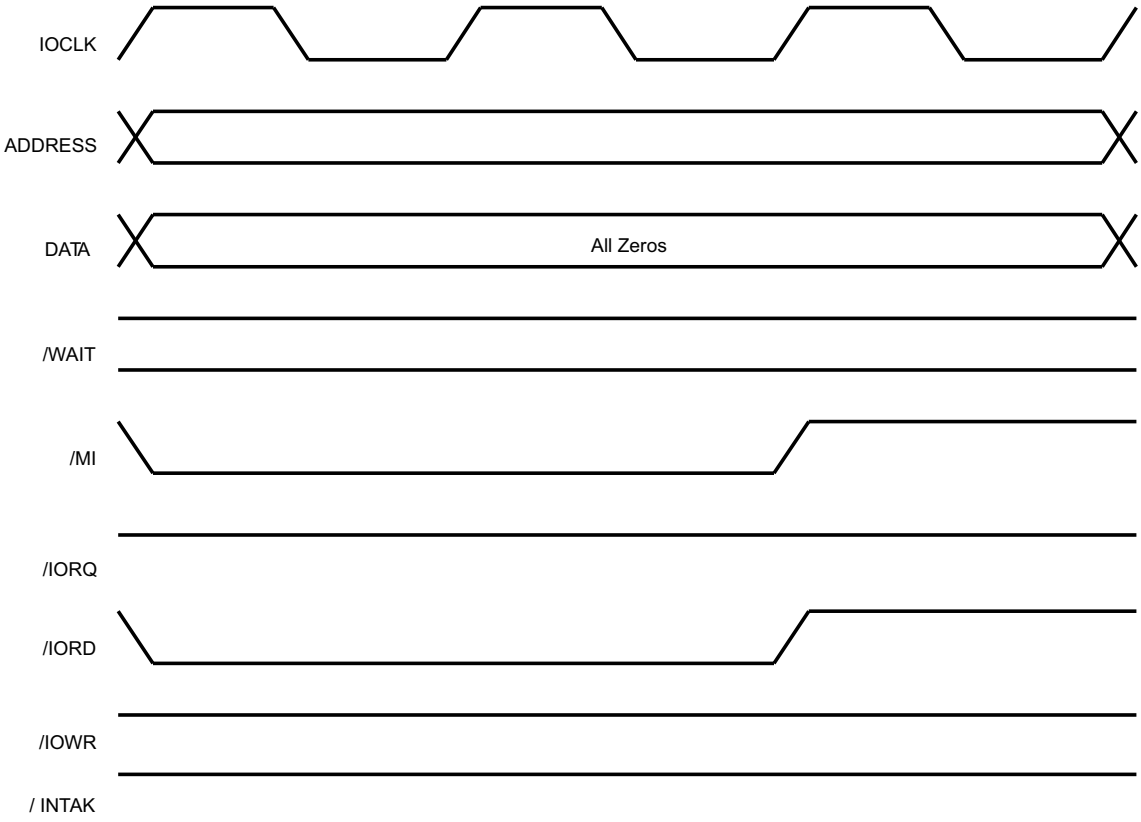


Figure 29. I/O Heartbeat Cycle

EXTERNAL INTERFACE (Continued)

Reset Timing

The timing for entering and exiting the reset state is shown in Figures 30 and 31. The effects of reset on the internal state of the Z380 MPU are detailed in the Reset section.

The synchronization of IOCLK at the end of the reset state is shown in Figure 32. Note that the IOCLK divisor is set to the maximum value (eight) by /RESET and is only synchronized at the end of the reset state.

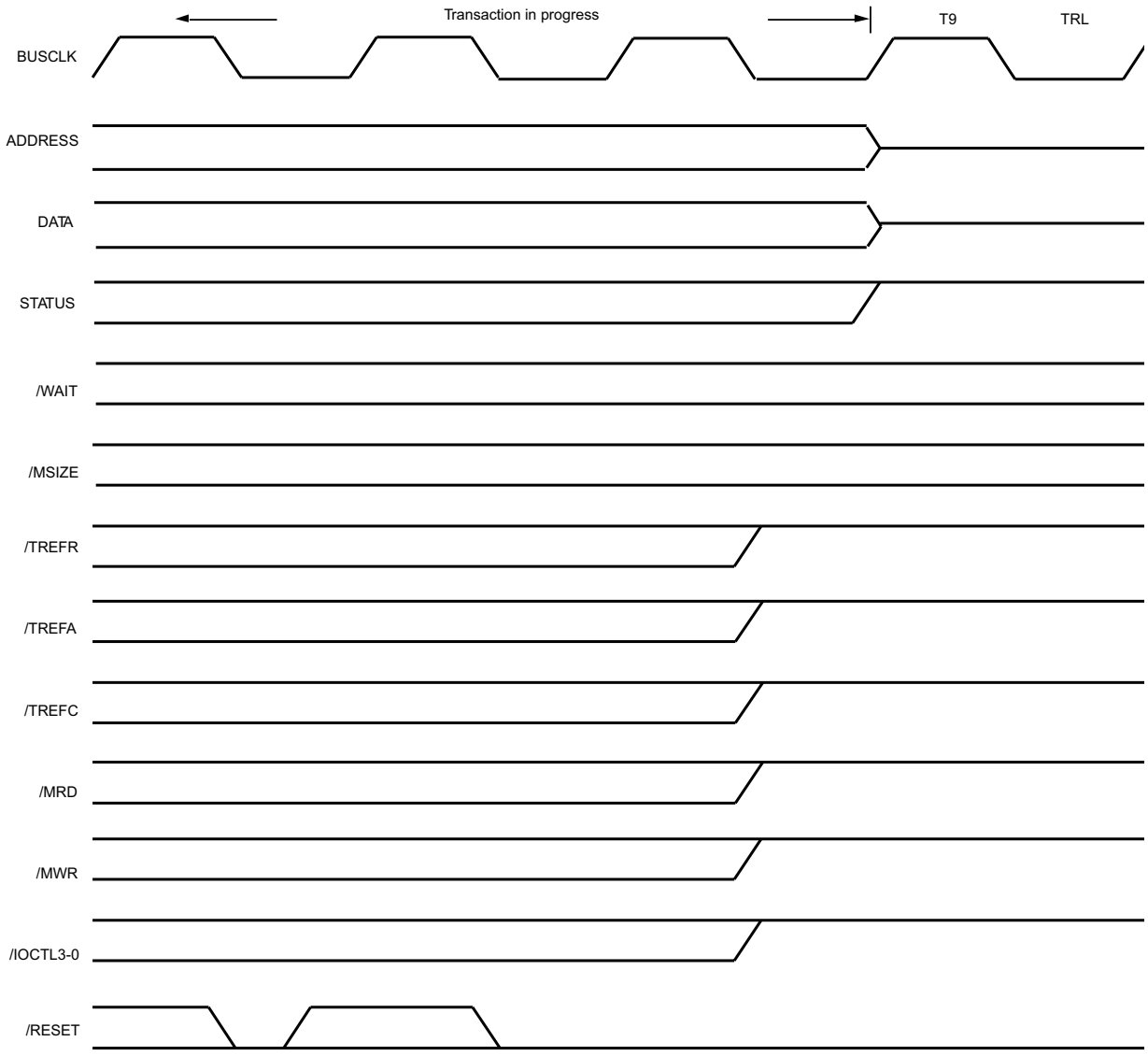


Figure 30. Reset Entry

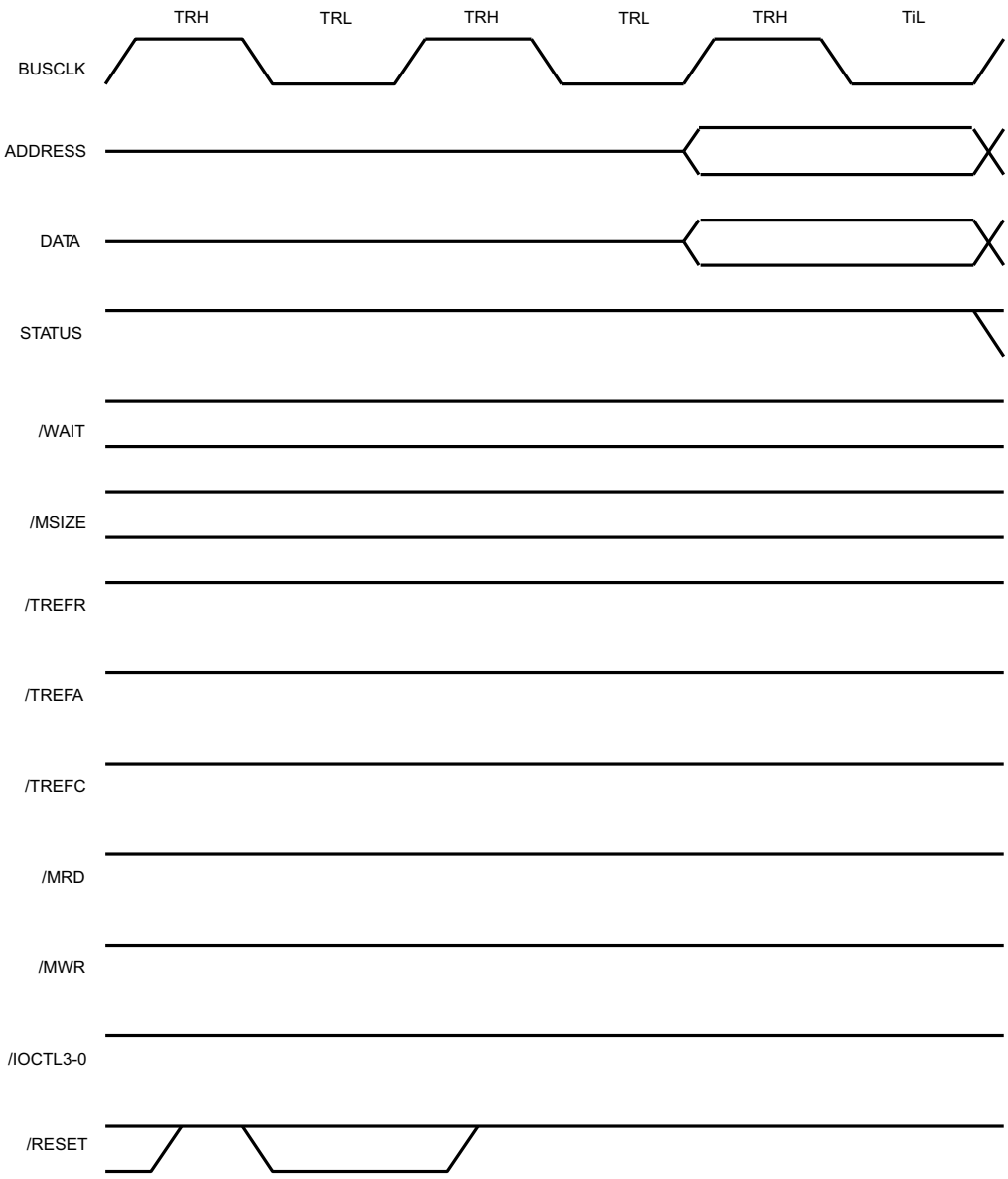


Figure 31. Reset Exit

EXTERNAL INTERFACE (Continued

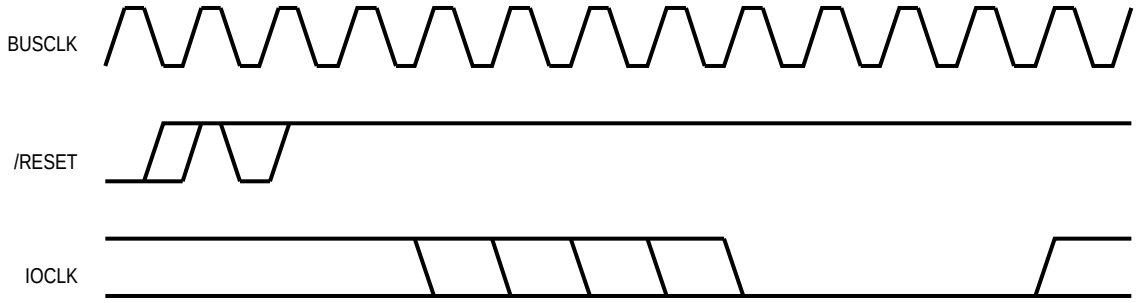


Figure 32. IOCLK Reset Start-up

CPU ARCHITECTURE

The Central Processing Unit (CPU) of the Z380 MPU is a binary-compatible extension of the Z80 CPU and Z180 CPU architectures. High throughput rates for the Z380 CPU are achieved by a high clock rate, high bus bandwidth and instruction fetch/execute overlap. Communicating to the external world through an 8-or 16-bit data bus, the Z380 CPU is a full 32-bit machine internally, with a 32-bit ALU and 32-bit registers.

Modes Of Operation

The Z380 CPU can operate in either Native or Extended mode, as controlled by a bit in the Select Register (SR). In Native mode (the Reset configuration), all address manipulations are performed modulo 65536 (16 bits). In this mode the Program Counter (PC) only increments across 16 bits, all address manipulation instructions (increment, decrement, add, subtract, indexed, stack relative, and PC relative) only operate on 16 bits, and the Stack Pointer (SP) only increments and decrements across 16 bits. The program counter high-order word is left at all zeros, as is the high-order words of the stack pointer and the I register. Thus Native mode is fully compatible with the Z80 CPU's 64 Kbyte address space. It is still possible to address memory outside of the 64 Kbyte address space for data storage and retrieved in Native mode, however, direct addresses, indirect addresses, and the high-order word of the SP, I and the IX and IY registers may be loaded with non-zero values. But executed code and interrupt service routines must reside in the lowest 64 Kbytes of the address space.

In Extended mode, however, all address manipulation instructions operate on 32 bits, allowing access to the entire 4 Gbyte address space of the Z380 MPU. In both Native and Extended modes, the Z380 CPU drives all 32 bits of the address onto the external address bus; only the width of manipulated addresses distinguish Native from Extended mode. The Z380 CPU implements one instruction to allow switching from Native to Extended mode, but once in Extended mode, only Reset returns the Z380 MPU to Native mode. This restriction applies because of the possibility of "misplacing" interrupt service routines or vector tables during the translation from Extended mode back to Native mode.

In addition to Native and Extended mode, which is specific to memory space addressing, the Z380 MPU can operate in either Word or Long Word mode specific to data load and exchange operations. In Word mode (the reset configuration), all word load and exchange operations manipulate 16-bit quantities. For example, only the low-order words of the source and destination are exchanged in an exchange operation, with the high-order words unaffected. In Long Word mode, all 32 bits of the source and destination are directives to allow switching between Word and Long Word mode; SETC LW (Set Control Long Word) and RESC LW (Reset Control Long Word) perform a global switch, while DDIR W, DDIR LW and their variants are decoder directives that select a particular mode only for the instruction that they precede.

Note that all word data arithmetic (as opposed to address manipulation arithmetic), rotate, shift and logical operations are always in 16-bit quantities. They are not controlled by either the Native/Extended or Word/Long Word selections. The exceptions to the 16-bit

quantities are, of course, those multiply and divide operations with 32-bit products or dividends.

Lastly, all word Input/Output operations are performed on 16-bit values.

Address Spaces

The Z380 CPU architecture supports five distinct address spaces corresponding to the different types of locations that can be accessed by the CPU. These five address spaces are: CPU register space, CPU control register space, memory address space, and I/O address space (on-chip and external).

CPU Register Space

The CPU register space is shown in Figure 33 and consists of all of the registers in the CPU register file. These CPU registers are used for data and address manipulation, and are an extension of the Z80 CPU register set, with four sets of this extended Z80 CPU register set present in the Z380 CPU. Access to these registers is specified in the instruction, with the active register set selected by bits in the Select Register (SR) in the CPU control register space.

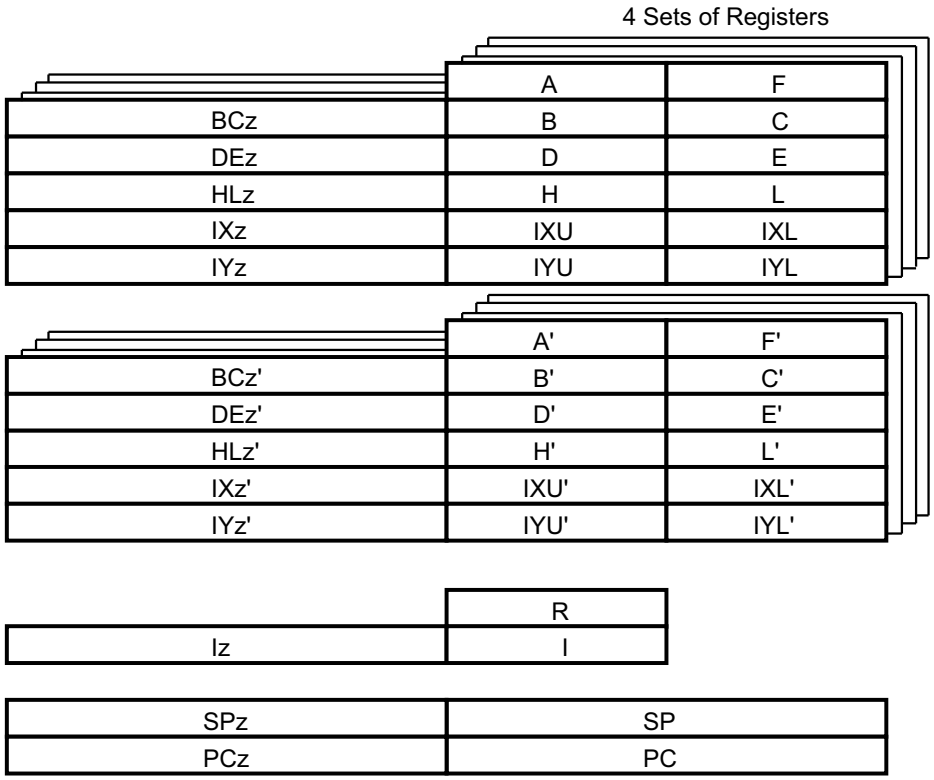


Figure 33. Register Set

Each register set includes the primary registers A, F, B, C, D, E, H, L, IX, and IY, as well as the alternate registers A', F', B', C', D', E', H', L', IX', and IY'. These byte registers can be paired B with C, D with E, H with L, B' with C', D' with E' and H' with L' to form word registers. These word registers are extended to 32 bits with the z extension to the register. This register extension is only accessible when using the register as a 32-bit register (the Long Word mode) or when swapping between the most-significant and least-significant word of a 32-bit register. Whenever an instruction refers to a word register, the implicit size is controlled by the Word or Long Word mode. Also included are the R, I and SP registers, as well as the PC.

CPU Control Register Space

The CPU control register space consists of the 32-bit Select Register (SR), Figure 34. The SR may be accessed as a whole or the upper three bytes of the SR may be accessed individually as the YSR, XSR, and DSR. In addition, these upper three bytes can be loaded with the same byte value. The SR may also be PUSHed and POPed and is cleared to all zeros on Reset.

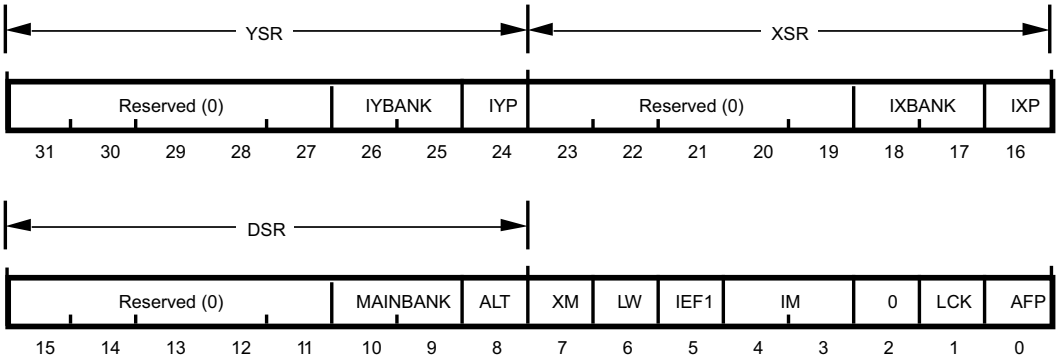


Figure 34. Select Register

IYBANK (IY Bank Select). This 2-bit field selects the register set to be used for the IY and IY' registers. This field can be set independently of the register set selection for the other Z380 CPU registers. Reset selects Bank 0 for IY and IY'.

IYP (IYPrime Register Select). This bit controls and reports whether IY or IY' is the currently active register. IY is selected when this bit is cleared and IY' is selected when this bit is set. Reset clears this bit and selects IY.

IXBANK (IX Bank Select). This 2-bit field selects the register set to be used for the IX and IX' registers. This field can be set independently of the register set selection for the other Z380 CPU registers. Reset selects Bank 0 for IX and IX'.

IXP (IXPrime Register Select). This bit controls and reports whether IX or IX' is the currently active register. IX is selected when this bit is cleared and IX' is selected when this bit is set. Reset clears this bit and selects IX.

MAINBANK (Main Bank Select). This 2-bit field selects the register set to be used for the A, F, BC, DE, HL, A', F', BC', DE' and HL' registers. This field can be set independently of the register set selection for the other Z380 CPU registers. Reset selects Bank 0 for these registers.

ALT (BC/DE/HL or BC'/DE'/HL' Register Select). This bit controls and reports whether BC/DE/HL or BC'/DE'/HL' is the currently active bank of registers. BC/DE/HL are selected when this bit is cleared and BC'/DE'/HL' are selected when this bit is set. Reset clears this bit, selecting BC/DE/HL.

XM (Extended Mode). This bit controls the Extended/ Native mode selection for the Z380 CPU. This bit is set by the SETC XM instruction, and once set, it can be cleared only by a reset on the /RESET pin. When this bit is set, the Z380 CPU is in Extended mode. Reset clears this bit and the Z380 CPU is in Native mode.

LW (Long Word Mode). This bit controls the Long Word/ Word mode selection for the Z380 CPU. This bit is set by the SETC LW instruction and cleared by the RESC LW instruction. When this bit is set, the Z380 CPU is in Long Word mode; when this bit is cleared, the Z380 CPU is in Word mode. Reset clears this bit. Note that individual instructions may be executed in either Word or Long Word load and exchange mode, using the DDIR W and DDIR LW decoder directives.

IEF1 (Interrupt Enable Flag). This bit is the master Interrupt Enable for the Z380 CPU. This bit is set by the EI instruction and cleared by the DI instruction. When this bit is set, interrupts are enabled; when this bit is cleared, interrupts are disabled. Reset clears this bit.

IM (Interrupt Mode). This 2-bit field controls the interrupt mode for the /INT0 interrupt request. These bits are controlled by the IM instructions (00 = IM 0, 01 = IM 1, 10 = IM 2, 11 = IM 3). Reset clears both of these bits, selecting Interrupt Mode 0.

LCK (Lock). This bit controls the Lock/Unlock status of the Z380 CPU. This bit is set by the SETC LCK instruction and cleared by the RESC LCK instruction. When this bit is set, no bus requests are accepted, providing exclusive access to the bus by the Z380 CPU. When this bit is cleared the Z380 CPU will grant bus requests in the normal fashion. Reset clears this bit.

AFP (AF Prime Register Select). This bit controls and reports whether AF or AF' is the currently active pair of registers. AF is selected when this bit is cleared and AF' is selected when this bit is set. Reset clears this bit and selects AF.

Memory Address Space

The memory address space can be viewed as a string of 4 Gbyte numbered consecutively in ascending order. The 8-bit byte is the basic addressable element in the Z380 MPU memory address space. However, there are other addressable data elements; bits, 2-byte words, bytestrings, and 4-byte words.

The size of the data element being addressed depends on the instruction being executed as well as the Word/Long Word mode. A bit can be addressed by specifying a byte, and a bit within that byte. Bits are numbered from right to left, with the least significant bit being bit 0 (Figure 35).

The address of a multiple-byte entity is the same as the address of the byte with the lowest memory address in the entity. Multiple-byte entities can be stored beginning with either even or odd memory addresses. A word (either 2-byte or 4-byte entity) is aligned if its address is even; otherwise, it is unaligned. Multiple bus transactions, which may be required to access multiple-byte entities, can be minimized if alignment is maintained.

The formats of multiple-byte data types are also shown in Figure 35. Note that when a word is stored in memory, the least significant byte precedes the more significant byte of the word, as in the Z80 CPU architecture. Also, the lower-addressed byte is present on the upper byte of the external data bus.

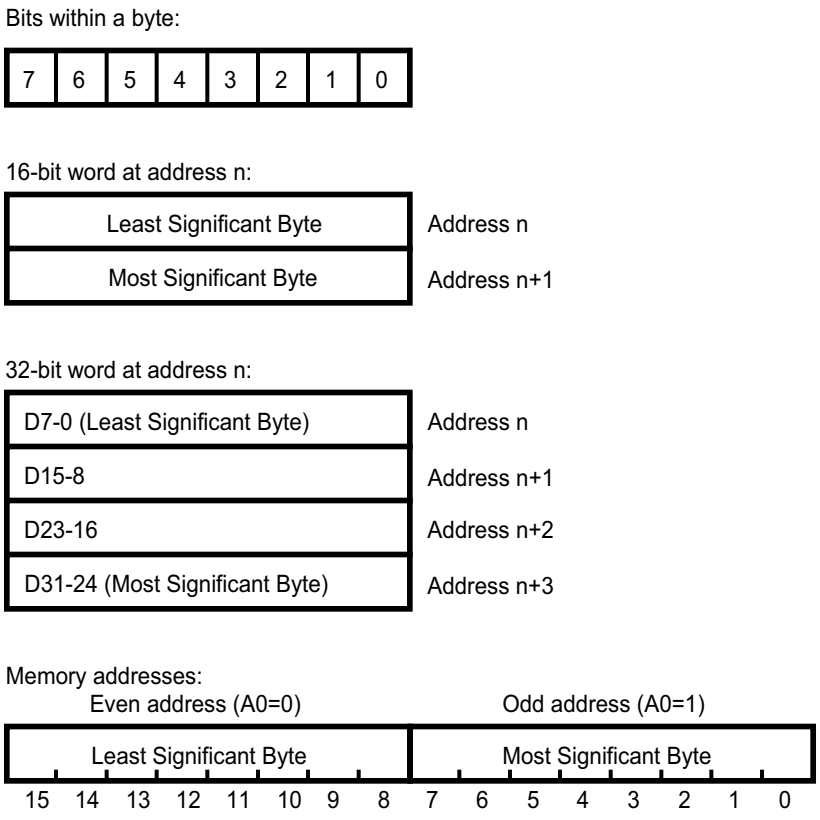


Figure 35. Bit/Byte Ordering Conventions

CPU ARCHITECTURE (Continued)

External I/O Address Space

External I/O addresses are generated by I/O instructions, except those reserved for on-chip I/O address space accesses, and can take a variety of forms (Table 2). An I/O read or write is always one transaction, regardless of the bus size and the type of I/O instruction.

On-chip I/O Address Space

The Z380 MPU's on-chip peripheral functions and a portion of its interrupt functions are controlled by several on-chip registers, which occupy an On-chip I/O Address Space. This on-chip I/O address space can be accessed only with the following reserved on-chip I/O instructions.

IN0	R, (n)	OTIM
IN0	(n)	OTIMR
OUT0	(n), R	OTDM
TSTIO	n	OTDMR

When one of these I/O instructions is executed, the Z380 MPU outputs the register address being accessed in a pseudo transaction of two BUSCLK cycles duration, with the address signals A31-A8 all at zeros. In the pseudo transaction, all bus control signals are at their inactive states.

Table 2. External I/O Addressing Options

	Address Bus			
I/O Instruction	**A31-A24**	**A23-A16**	**A15-A8**	**A7-A0**
IN A, (n)	00000000	00000000	Contents of A reg	n
IN dst,(C)	BC31-BC24	BC23-BC16	BC15-BC8	BC7-BC0
IN0 dst,(n)	00000000	00000000	00000000	n
INA(W) dst,(mn)	00000000	00000000	m	n
DDIR IB INA(W) dst,(lmn)	00000000	l	m	n
DDIR IW INA(W) dst,(klmn)	k	l	m	n
Block Input	BC31-BC24	BC23-BC16	BC15-BC8	BC7-BC0
OUT (n),A	00000000	00000000	Contents of A reg	n
OUT (C),dst	BC31-BC24	BC23-BC16	BC15-BC8	BC7-BC0
OUT0 (n),dst	00000000	00000000	00000000	n
OUTA(W) (mn),dst	00000000	00000000	m	n
DDIR IB OUTA(W) (lmn),dst	00000000	l	m	n
DDIR IW OUTA(W) (klmn),dst	k	l	m	n
Block output	BC31-BC24	BC23-BC16	BC15-BC8	BC7-BC0

DATA TYPES

The Z380 CPU can operate on bits, Binary-Coded Decimal (BCD) digits (4 bits), bytes (8 bits), words (16 bits or 32 bits), byte strings, and word strings. Bits in registers can be set, cleared, and tested. BCD digits, packed two to a byte, can be manipulated with the Decimal Adjust Accumulator instruction (in conjunction with binary addition and subtraction) and the Rotate Digit instructions. Bytes are operated on by 8-bit load, arithmetic, logical, and shift and rotate instructions. Words are operated on in a similar manner by the word load, arithmetic, logical, and shift and rotate instructions. Block move and search operations can manipulate byte strings and word strings up to 64 Kbytes or words long. Block I/O instructions have identical capabilities.

CPU Registers

The Z380 CPU contains abundant register resources (Figure 33). At any given time, the program has immediate access to both the primary and alternate registers in the selected register set. Changing register sets is a simple matter of a LDCTL instruction.

Primary and Working Registers

The working register set is divided into the two register files; the primary file and the alternate (designated by ‘) file. Each file contains an 8-bit Accumulator (A), a Flag register (F), and six general-purpose registers (B, C, D, E, H, and L). Only one file can be active at any given time, although data in the inactive file can still be accessed. Upon reset, the primary register file in register set 0 is active. Exchange instructions allow the programmer to exchange the active file with the inactive file.

The accumulator is the destination register for 8-bit arithmetic and logical operations. The six general-purpose registers can be paired (BC, DE, and HL), and are extended to 32 bits by the z extension to the register, to form three 32-bit general-purpose registers. The HL register serves as the 16-bit or 32-bit accumulator for word operations.

CPU Flag Register

The Flag register contains six flags that are set or reset by various CPU operations. This register is illustrated in Figure 36 and the various flags are described below.

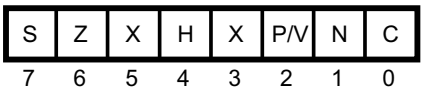


Figure 36. CPU Flag Register

Carry (C). This flag is set when an add instruction generates a carry or a subtract instruction generates a borrow. Certain logical, rotate and shift instructions affect the Carry flag.

Add/Subtract (N). This flag is used by the Decimal Adjust Accumulator instruction to distinguish between add and subtract operations. The flag is set for subtract operations and cleared for add operations.

Parity/Overflow (P/V). During arithmetic operations this flag is set to indicate a two's complement overflow. During logical and rotate operations, this flag is set to indicate even parity of the result or cleared to indicate odd parity.

Half Carry (H). This flag is set if an 8-bit arithmetic operation generates a carry or borrow between bits 3 and 4, or if a 16-bit operation generates a carry or borrow between bits 11 and 12, or if a 32-bit operation generates a carry or borrow between bits 27 and 28. This bit is used to correct the result of a packed BCD addition or subtract operation.

Zero (Z). This flag is set if the result of an arithmetic or logical operation is a zero.

Sign (S). This flag stores the state of the most significant bit of the accumulator.

Index Registers

The four index registers, IX, IX', IY and IY', each hold a 32-bit base address that is used in the Indexed addressing mode. The Index registers can also function as general-purpose registers with the upper and lower byte of the lower 16 bits being accessed individually. These byte registers are called IXU, IXU', IXL and IXL' for the IX and IX' registers, and IYU, IYU', IYL and IYL' for the IY and IY' registers.

Interrupt Register

The Interrupt register (I) is used in interrupt modes 2 and 3 for /INT0 to generate a 32-bit indirect address to an interrupt service routine. The I register supplies the upper twenty-four or sixteen bits of the indirect address and the interrupting peripheral supplies the lower eight or sixteen bits. In the Assigned Vectors mode for /INT1-3 the upper sixteen bits of the vector are supplied by the I register; bits 15-9 are the assigned vector base and bits 8-0 are the assigned vector unique to each of /INT1-3.

Program Counter

The Program Counter (PC) is used to sequence through instructions in the currently executing program and to generate relative addresses. The PC contains the 32-bit address of the current instruction being fetched from memory. In the Native mode, the PC is effectively only 16 bits long, as carries from bit 15 to bit 16 are inhibited in this mode. In Extended mode, the PC is allowed to increment across all 32 bits.

R Register

The R register can be used as a general-purpose 8-bit read/write register. The R register is not associated with the refresh controller and its contents are changed only by the user.

Stack Pointer

The Stack Pointer (SP) is used for saving information when an interrupt or trap occurs and for supporting subroutine calls and returns. Stack Pointer relative addressing allows parameter passing using the SP.

Select Register

The Select Register (SR) controls the register set selection and the operating modes of the Z380 CPU. The reserved bits in the SR are for future expansion; they will always read as zeros and should be written with zeros for future compatibility. The SR is shown in Figure 34.

Addressing Modes

Addressing modes are used by the Z380 CPU to calculate the effective address of an operand needed for execution of an instruction. Seven addressing modes are supported by the Z380 CPU. Of these seven, one is an addition to the Z80 CPU addressing modes (Stack Pointer Relative) and the remaining six modes are either existing or extensions to the Z80 CPU addressing modes.

Register. The operand is one of the 8-bit registers (A, B, C, D, E, H, L, IXU, IXL, IYU, IYL, A', B', C', D', E', H' or L'); or is one of the 16-bit or 32-bit registers (BC, DE, HL, IX, IY, BC', DE', HL', IX', IY' or SP) or one of the special registers (I or R).

Immediate. The operand is in the instruction itself and has no effective address. The DDIR IB and DDIR IW decoder directives allow specification of 24-bit and 32-bit immediate operands, respectively.

Indirect Register. The contents of a register specify the effective address of an operand. The HL register is the primary register used for memory accesses, but BC and DE can also be used. (For the JP instruction, IX and IY can also be used for indirection.) The BC register is used for I/O space accesses.

Direct Address. The effective address of the operand is the location whose address is contained in the instruction. Depending on the instruction, the operand is either in the I/O or memory address space. Sixteen bits of direct address is the norm, but the DDIR IB and-DDIR IW decoder directives allow 24-bit and 32-bit direct addresses, respectively.

Indexed. The effective address of the operand is the location computed by adding the two's-complement signed displacement contained in the instruction to the contents of the IX or IY register. Eight bits of index is the norm, but the DDIR IB and DDIR IW decoder directives allow 16-bit and 24-bit indexes, respectively.

Program Counter Relative. An 8-, 16-or 24-bit displacement contained in the instruction is added to the Program Counter to generate the effective address. This mode is available only for Jump and Call instructions.

Stack Pointer Relative. The effective address of the operand is the location computed by adding the two's-complement signed displacement contained in the instruction to the contents of the Stack Pointer. Eight bits of index is the norm, but the DDIR IB and DDIR IW decoder directives allow 16-and 24-bit indexes, respectively.

INSTRUCTION SET

The Z380 CPU's instruction set is a superset of the Z80 CPU's; the Z380 CPU is opcode compatible with the Z80 CPU. Thus a Z80 program can be executed on a Z380 MPU without modification. The instruction set is divided into seventeen groups by function:

The instructions are divided into the following categories.

- 8-bit load group
- 16/32 bit load group
- Push/Pop group
- Exchanges, block transfers, and searches
- 8-bit arithmetic and logic operations
- General purpose arithmetic and CPU control
- Decoder Directive Instructions
- 16/32 bit arithmetic operations
- Multiply/Divide Instruction group
- 8-bit Rotates and shifts
- 16-bit Rotates and shifts
- 8-bit bit set, reset, and test operations
- Jumps
- Calls, returns, and restarts
- 8-bit input and output operations for External I/O address space
- 8-bit input and output operations for Internal I/O address space
- 16-bit input and output operations

Instruction Set

The following is a summary of the Z380 instruction set which shows the assembly language mnemonic, the operation, the flag status, and gives comments on each instructions.

Note: Mnemonic and object code assignment for newly added instructions (instructions in ***Italic*** face) are preliminary and subject to change without notice.

The Z380 Technical Manual will contain significantly more details for programming use. A list of instructions, as well as encoding is included in Appendix A of this document.

Instruction Set Notation Symbols.

The following symbols are used to describe the instruction set.

n	An 8-bit constant
nn	A 16-bit constant
d	An 8-bit offset. (2's complement)
r	Any one of the CPU register A, B, C, D, E, H, L
s	Any 8-bit location for all the addressing modes allowed for the particular instruction.
dd,qq,ss,tt,uu	Any 16-bit location for all the addressing modes allowed for the particular instruction.
xxh	MS Byte of the specified 16-bit location
xxl	LS Byte of the specified 16-bit location
SR	Select Register
XY	Index register (IX or IY)
XYz	Index Register Extend (IXz or IYz)
XYU	MS Byte of index register (IXU or IYU)
XYL	LS Byte of index register (IXL or IYL)
SP	Current Stack Pointer
(C)	I/O Port pointed by C register
cc	Condition Code
[ ]	Optional field
( )	Indirect Address Pointer or Direct Address

INSTRUCTION SET (Continued)

Assignment of a value is indicated by the symbol ⟶

For example,

dst ⟵ dst + src

indicates that the source data is added to the destination data and the result is stored in the destination location. The notation "dst (b)" is used to refer bit "b" of a given location, "dst(m-n) is used to refer bit location m to n of the destination. For example,

HL(7) specifies bit 7 of the destination, and

HL(23-16) specifies bit location 23 to 16 of the HL register.

Flags. The F register contains the following flags followed by symbols.

S	Sign flag
Z	Zero flag
H	Half carry flag
P/V	Parity/Overflow flag
N	Add/Subtract flag
C	Carry Flag
↕	The flag is affected according to the result of the operation.
•	The flag is unchanged by the operation.
0	The flag is reset to 0 by operation.
1	The flag is set to 1 by operation.
V	P/V flag affected according to the overflow result of the operation.
P	P/V flag affected according to the parity result of the operation.

Condition Codes. The following symbols describe the condition codes.

Z	Zero*
NZ	Not Zero*
C	Carry*
NC	No carry*
S	Sign
NS	No Sign
NV	No overflow
V	Overflow
PE	Parity even
PO	Parity odd
P	Positive
M	Minus

*Abbreviated set



Field Encoding

The convention for opcode binary format is shown in the following Tables. For example, to get the opcode format on the instruction LD (IX+12h), C; first find out the entry for LD (XY+d),r. That entry has an opcode format of:

11 y11 101

01 110 r

← d →

At the bottom of each Table (between Table and Notes), the binary format is the following:

r,r'	Reg	s	Regs	y	XY
000	B	000	B	0	IX
001	C	001	C	1	1Y
010	D	010	D		
011	E	011	E		
100	H	100	IXU (x = 0),IYU(x = 1)		
101	L	101	IXL (x = 0),IYL(x = 1)		
111	A	111	A		

To form the opcode first look for the y field value for the IX register, which is 0. Then find r field value for the C register, which is 001. Replace the y and r fields with the value from the table; replace d value with the real number. The results are:

76 543 210	Hex
11 011 101	DD
01 110 001	71
00 010 010	12

8-BIT LOAD GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
LD r,r'	r ← r'	•	•	x	•	x	•	•	•	01	r	r'		1	2	
LD r,n	r ← n	•	•	x	•	x	•	•	•	00	r	110		2	2	
										⟵ n ⟶						
LD XYU,n	XYU ← n	•	•	x	•	x	•	•	•	11	y11	101		3	2	
										00	100	110	26			
										⟵ n ⟶						
LD XYL,n	XYL ← n	•	•	x	•	x	•	•	•	11	y11	101		3	2	
										00	101	110	2E			
										⟵ n ⟶						
LD r,(HL)	r ← (HL)	•	•	x	•	x	•	•	•	01	r	110		1	2+r	
LD r,(XY+d)	r ← (XY+d)	•	•	x	•	x	•	•	•	11	y11	101		3	4+r	I
										01	r	110				
										⟵ d ⟶						
LD (HL),r	(HL) ← r	•	•	x	•	x	•	•	•	01	110	r		1	3+w	
LD (XY+d),r	(XY+d) ← r	•	•	x	•	x	•	•	•	11	y11	101		3	5+w	I
										01	110	r				
										⟵ d ⟶						
LD (HL),n	(HL) ← n	•	•	x	•	x	•	•	•	00	110	110	36	2	3+w	
										⟵ n ⟶						
LD (XY+d),n	(XY+d) ← n	•	•	x	•	x	•	•	•	11	y11	101		4	5+w	I
										00	110	110	36			
										⟵ d ⟶						
										⟵ n ⟶						
LD A,(BC)	A ← (BC)	•	•	x	•	x	•	•	•	00	001	010	0A	1	2+r	
LD A,(DE)	A ← (DE)	•	•	x	•	x	•	•	•	00	011	010	1A	1	2+r	
LD A,(nn)	A ← (nn)	•	•	x	•	x	•	•	•	00	111	010	3A	3	3+r	I
										⟵ n ⟶						
										⟵ n ⟶						
LD (BC),A	(BC) ← A	•	•	x	•	x	•	•	•	00	000	010	02	1	3+w	
LD (DE),A	(DE) ← A	•	•	x	•	x	•	•	•	00	010	010	12	1	3+w	
LD (nn),A	(nn) ← A	•	•	x	•	x	•	•	•	00	110	010	32	3	4+w	I
										⟵ n ⟶						
										⟵ n ⟶						

8-BIT LOAD GROUP (Continued)

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
LD XYU,s	XYU ← s	•	•	x	•	x	•	•	•	11	y11	101		2	2	
										01	100	s				
LD XYL,s	XYL ← s	•	•	x	•	x	•	•	•	11	y11	101		2	2	
										01	101	s				
LD s,XYU	s ← XYU	•	•	x	•	x	•	•	•	11	y11	101		2	2	
										01	s	100				
LD s,XYL	s ← XYL	•	•	x	•	x	•	•	•	11	y11	101		2	2	
										01	s	101				
LD A,I	A ← I	↕	↕	x	0	x	IEF	0	•	11	101	101	ED	2	2	
										01	010	111	57			
LD A,R	A ← R	↕	↕	x	0	x	IEF	0	•	11	101	101	ED	2	2	
										01	011	111	5F			
LD I,A	I ← A	•	•	x	•	x	•	•	•	11	101	101	ED	2	2	
										01	000	111	47			
LD R,A	R ← A	•	•	x	•	x	•	•	•	11	101	101	ED	2	2	
										01	001	111	4F			

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

s	Regs
000	B
001	C
010	D
011	E
100	IXU (x = 0),IYU(x = 1)
101	IXL (x = 0),IYL(x = 1)
111	A

y	XY
0	IX
1	IY

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with underline are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76 543 210	HEX	# of Bytes	Execute Time	Notes
LD dd,nn	dd ← nn	•	•	x	•	x	•	•	•	00 dd0 001 ⟵ n ⟶ ⟵ n ⟶		3	2	L1,I
LD XY,nn	XY ← nn	•	•	x	•	x	•	•	•	11 y11 101 00 100 001 ⟵ n ⟶ ⟵ n ⟶	21	4	2	L1,I
LD HL,(nn)	H ← (nn+1) L ← (nn)	•	•	x	•	x	•	•	•	00 101 010 ⟵ n ⟶ ⟵ n ⟶	2A	3	3+r	L1,I
LD dd,(nn)	ddh ← (nn+1) ddl ← (nn)	•	•	x	•	x	•	•	•	11 101 101 01 dd1 011 ⟵ n ⟶ ⟵ n ⟶	ED	4	3+r	L1,I
LD XY,(nn)	XYU ← (nn+1) XYL ← (nn)	•	•	x	•	x	•	•	•	11 y11 101 00 101 010 ⟵ n ⟶ ⟵ n ⟶	2A	4	3+r	L1,I
LD (nn),HL	(nn+1) ← H (nn) ← L	•	•	x	•	x	•	•	•	00 100 010 ⟵ n ⟶ ⟵ n ⟶	22	3	4+w	L1,I
LD (nn),dd	(nn+1) ← ddh (nn) ← ddl	•	•	x	•	x	•	•	•	11 101 101 01 dd0 011 ⟵ n ⟶ ⟵ n ⟶	ED	4	4+w	L1,I
LD (nn),XY	(nn+1) ← XYU (nn) ← XYL	•	•	x	•	x	•	•	•	11 y11 101 00 100 010 ⟵ n ⟶ ⟵ n ⟶	22	4	4+w	L1,I
LD W(pp),nn	(pp+1) ← nh (pp) ← nl	•	•	x	•	x	•	•	•	11 101 101 00 pp0 110 ⟵ n ⟶ ⟵ n ⟶	ED	4	3+w	L1,I
LD pp,(uu)	pph ← (uu+1) ppl ← (uu)	•	•	x	•	x	•	•	•	11 011 101 00 pp1 1uu	DD	2	2+r	L1
LD (pp),uu	(pp+1) ← uuh (pp) ← uul	•	•	x	•	x	•	•	•	11 111 101 00 pp1 1uu	FD	2	3+w	L1
LD SP,HL	SP ← HL	•	•	x	•	x	•	•	•	11 111 001	F9	1	2	L1
LD SP,XY	SP ← XY	•	•	x	•	x	•	•	•	11 y11 101 11 111 001	F9	2	2	L1
LD pp,UU	pp ← UU	•	•	x	•	x	•	•	•	11 UU1 101 00 pp0 010		2	2	L1
LD XY,pp	XY ← pp	•	•	x	•	x	•	•	•	11 y11 101 00 pp0 111		2	2	L1
LD IX,IY	IX ← IY	•	•	x	•	x	•	•	•	11 011 101 00 100 111	DD 27	2	2	L1

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
LD IY,IX	IY ← IX	•	•	x	•	x	•	•	•	11	111	101	FD	2	2	L1
										00	100	111	27			
LD pp,XY	pp ← XY	•	•	x	•	x	•	•	•	11	y11	101		2	2	L1
										00	pp1	011				
LD (pp),XY	(pp+1) ← XYU	•	•	x	•	x	•	•	•	11	y11	101		2	3+w	L1
	(pp) ← XYL									00	pp0	001				
LD XY,(pp)	XYU ← (pp+1)	•	•	x	•	x	•	•	•	11	y11	101		2	2+r	L1
	XYL ← (pp)									00	pp0	011				
LD pp,(XY+d)	pph ← (XY+d)h	•	•	x	•	x	•	•	•	11	y11	101		4	4+r	L1,I
	ppl ← (XY+d)l									11	001	011	CB			
										←— d —→						
										00	pp0	011				
LD IX,(IY+d)	IXU ← (IY+d)h	•	•	x	•	x	•	•	•	11	111	101	FD	4	4+r	L1,I
	IXL ← (IY+d)l									11	001	011	CB			
										←— d —→						
										00	100	011	23			
LD IY,(IX+d)	IYU ← (IX+d)h	•	•	x	•	x	•	•	•	11	011	101	DD	4	4+r	L1,I
	IYL ← (IX+d)l									11	001	011	CB			
										←— d —→						
										00	100	011	23			
LD pp,(SP+d)	pph ← (SP+d)h	•	•	x	•	x	•	•	•	11	011	101	DD	4	4+r	L1,I
	ppl ← (SP+d)l									11	001	011	CB			
										←— d —→						
										00	pp0	001				
LD XY,(SP+d)	XYU ← (SP+d)h	•	•	x	•	x	•	•	•	11	y11	101		4	4+r	L1, I
	XYL ← (SP+d)l									11	001	011	CB			
										←— d —→						
										00	100	001	21			
LD (XY+d),pp	(XY+d)h ← pph	•	•	x	•	x	•	•	•	11	y11	101		4	5+w	L1, I
	(XY+d)l ← ppl									11	001	011	CB			
										←— d —→						
										00	pp1	011				
LD (IX+d),IY	(IX+d)h ← IYU	•	•	x	•	x	•	•	•	11	011	101	DD	4	5+w	L1, I
	(IX+d)l ← IYL									11	001	011	CB			
										←— d —→						
										00	101	011	2B			
LD (IY+d),IX	(IY+d)h ← IXU	•	•	x	•	x	•	•	•	11	111	101	FD	4	5+w	L1, I
	(IY+d)l ← IXL									11	001	011	CB			
										←— d —→						
										00	101	011	2B			

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
LD (SP+d),pp	(SP+d)h ← pph (SP+d)l ← ppl	•	•	x	•	x	•	•	•	11 11 ←— d —→ 00	011 001 pp1	101 011 001	DD CB 	4	5+w	L1, I
LD (SP+d),XY	(SP+d)h ← XYU (SP+d)l ← XYL	•	•	x	•	x	•	•	•	11 11 ←— d —→ 00	y11 001 101	101 011 001	 CB 29	4	5+w	L1, I
LD [W] I,HL	I ← HL	•	•	x	•	x	•	•	•	11 01	011 000	101 111	DD 47	2	2	L1
LD [W] HL,I	HL ← I	•	•	x	•	x	•	•	•	11 01	011 010	101 111	DD 57	2	2	L1

dd	Pair
00	BC
01	DE
10	HL
11	SP

qq	Pair
00	BC
01	DE
10	HL
11	AF

pp,uu	Pair
00	BC
01	DE
11	HL

y	XY
0	IX
1	IY

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.
L1: In Long Word mode, this instruction loads in 32 bits; dst(31-0) ← src(31-0)

PUSH/POP INSTRUCTIONS

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
PUSH qq	(SP-2) ← qql (SP-1) ← qqh SP ← SP-2	•	•	x	•	x	•	•	•	11	qq0	101		1	3+w	N,L2,L4
PUSH XY	(SP-2) ← XYL (SP-1) ← XYU SP ← SP-2	•	•	x	•	x	•	•	•	11 11	y11 100	101 101	 E5	2	3+w	N, L2
PUSH nn	(SP-2) ← nnl (SP-1) ← nnh SP ← SP-2	•	•	x	•	x	•	•	•	11 11 ←— n —→ ←— n —→	111 110	101 101	FD F5	4	3+w	N, L4,I
PUSH SR	(SP-2) ← SR(7-0) (SP-1) ← SR(15-8) SP ← SP-2	•	•	x	•	x	•	•	•	11 11	101 000	101 101	ED C5	2	3+w	N, L2
POP qq	qqh ← (SP+1) qql ← (SP) SP ← SP+2	•	•	x	•	x	•	•	•	11	qq0	001		1	2+r	N, L3, L5
POP XY	XYU ← (SP+1) XYL ← (SP) SP ← SP+2	•	•	x	•	x	•	•	•	11 11	y11 100	101 001	 E1	2	1+r	N, L3
POP SR	SR(6-0) ← (SP) SR(15-8) ← (SP+1) SR(23-16) ← (SP+1) SR(31-24) ← (SP+1) SP ← SP+2	•	•	x	•	x	•	•	•	11 11	101 000	101 001	ED C1	2	3+r	N, L6

qq	Pair
00	BC
01	DE
10	HL
11	AF

y	XY
0	IX
1	IY

Notes:

Instructions in ***Italic*** face are Z380 new instructions, instructions with underline are Z180 original instructions.

I: This instruction may be used with DDIR Immediate instructions.

L2: In Long Word mode, this instruction PUSHes the register's extended portion (register with "z" suffix) before pushing the contents of the register to the stack.

L3: In Long Word mode, this instruction POPs the register's extended portion (register with "z" suffix) after popping the contents of the register to the stack.

L4: In Long Word mode, PUSH AF and PUSH nn instructions push 0000h onto stack in the place of the extended register portion.

L5: In Long Word mode, POP AF instruction increments SP by two after POPing 1 word of data from stack.

L6: In Long Word mode, this instruction POPs one more word from stack and loads into SR(31-16), instead of duplicating (SP+1) location into SR(31-16).

N: In Native mode, this instruction uses addresses modulo 65536.

(10): In case of AF register pair, execute time is one clock less.

EXCHANGE, BLOCK TRANSFER, BLOCK SEARCH GROUPS

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
EX AF, AF'	SR(0) ← NOT SR(0)	↕	↕	x	↕	x	↕	↕	↕	00	001	000	08	1	3	
EX DE,HL	DE(15-0) ↔ HL(15-0)	•	•	x	•	x	•	•	•	11	101	011	EB	1	3	L7
EX BC,DE	BC(15-0) ↔ DE(15-0)	•	•	x	•	x	•	•	•	11	101	101	ED	2	3	L7
										00	000	101	05			
EX BC,HL	BC(15-0) ↔ HL(15-0)	•	•	x	•	x	•	•	•	11	101	101	ED	2	3	L7
										00	001	101	0D			
EXX	SR(8) ← NOT SR(8)	•	•	x	•	x	•	•	•	11	011	001	D9	1	3	
EX (SP),HL	H ↔ (SP+1) L ↔ (SP)	•	•	x	•	x	•	•	•	11	100	011	E3	1	3+r+w	N ,L7
EX (SP),XY	XYU ↔ (SP+1) XYL ↔ (SP)	•	•	x	•	x	•	•	•	11 11	y11 100	101 011	E3	2	3+r+w	N ,L7
EX A,r	A ↔ r	•	•	x	•	x	•	•	•	11	101	101	ED	2	3	
										00	r	111				
EX A,(HL)	A ↔ (HL)	•	•	x	•	x	•	•	•	11	101	101	ED	2	3+r+w	
										00	110	111	37			
EX r,r'	r ↔ r'	•	•	x	•	x	•	•	•	11	001	011	CB	2	3	
										00	110	r				
EX pp,pp'	pp(15-0) ↔ pp'(15-0)	•	•	x	•	x	•	•	•	11	101	101	ED	3	3	L7
										11	001	011	CB			
										00	110	0pp				
EX XY,XY'	XY(15-0) ↔ XY'(15-0)	•	•	x	•	x	•	•	•	11	101	101	ED	3	3	L7
										11	001	011	CB			
										00	110	10y				
EX pp,XY	pp(15-0) ↔ XY(15-0)	•	•	x	•	x	•	•	•	11	101	101	ED	2	3	L7
										00	ppy	011				
EX IX,IY	IX(15-0) ↔ IY(15-0)	•	•	x	•	x	•	•	•	11	101	101	ED	2	3	L7
										00	101	011	2B			
EXALL	SR(24) ← NOT SR(24) SR(16) ← NOT SR(16) SR(8) ← NOT SR(8)	•	•	x	•	x	•	•	•	11 11	101 011	101 001	ED D9	2	3	
EXXX	SR(16) ← NOT SR(16)	•	•	x	•	x	•	•	•	11	011	101	DD	2	3	
										11	011	001	D9			
EXXY	SR(24) ← NOT SR(24)	•	•	x	•	x	•	•	•	11	111	101	FD	2	3	
										11	011	001	D9			
SWAP pp	pp(31-16) ↔ pp(15-0)	•	•	x	•	x	•	•	•	11	101	101	ED	2	2	
										00	pp1	110				
SWAP XY	XY(31-16) ↔ XY(15-0)	•	•	x	•	x	•	•	•	11	y11	101		2	2	
										00	111	110	3E			
LDI	(DE) ← (HL) DE ← DE+1 HL ← HL+1 BC(15-0) ← BC(15-0)-1	•	•	x	0	x	V (1)	0	•	11 10	111 100	101 000	FD A0	2	3+r+w	N
LDIR	(DE) ← (HL) DE ← DE+1 HL ← HL+1 BC(15-0) ← BC(15-0)-1 Repeat until BC = 0	•	•	x	0	x	0 (2)	0	•	11 10	101 110	101 000	ED B0	2	(3+r+w)n	N
LDD	(DE) ← (HL) DE ← DE-1 HL ← HL-1 BC(15-0) ← BC(15-0)-1	•	•	x	0	x	V (1)	0	•	11 10	101 101	101 000	ED A8	2	3+r+w	N

EXCHANGE, BLOCK TRANSFER, BLOCK SEARCH GROUPS (Continued)

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76 543 210	HEX	# of Bytes	Execute Time	Notes
LDDR	(DE) ← (HL) DE ← DE-1 HL ← HL-1 BC(15-0) ← BC(15-0)-1 Repeat until BC = 0	•	•	x	0	x	0 (2)	0	•	11 101 101 10 111 000	ED B8	2	(3+r+w)n	N
CPI	A-(HL) HL ← HL+1 BC(15-0) ← BC(15-0)-1	↕	↕ (3)	x	↕	x	V (1)	1	•	11 101 101 10 100 001	ED A1	2	3+r	N
CPIR	A-(HL) HL ← HL+1 BC(15-0) ← BC(15-0)-1 Repeat until A = (HL) or BC = 0	↕	↕ (3)	x	↕	x	0 (2)	1	•	11 101 101 10 110 001	ED B1	2	(3+r)n	N
CPD	A-(HL) HL ← HL-1 BC(15-0) ← BC(15-0)-1	↕	↕ (3)	x	↕	x	V (1)	1	•	11 101 101 10 101 001	ED A9	2	3+r	N
CPDR	A-(HL) HL ← HL-1 BC(15-0) ← BC(15-0)-1 Repeat until A = (HL) or BC = 0	↕	↕ (3)	x	↕	x	0 (2)	1	•	11 101 101 10 111 001	ED B9	2	(3+r)n	N
LDIW	(DE) ← (HL) (DE+1) ← (HL+1) DE ← DE+2 HL ← HL+2 BC(15-0) ← BC(15-0)-2	•	•	x	0	x	V (1)	0	•	11 101 101 11 100 000	ED E0	2	(3+r+w)n	N,L8(4)
LDIRW	(DE) ← (HL) (DE+1) ← (HL+1) DE ← DE+2 HL ← HL+2 BC(15-0) ← BC(15-0)-2 Repeat until BC = 0	•	•	x	0	x	0 (2)	0	•	11 101 101 11 110 000	ED F0	2	(3+r+w)n	N,L8(4)

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
LDDW	(DE) ← (HL) (DE+1) ← (HL+1) DE ← DE-2 HL ← HL-2 BC(15-0) ← BC(15-0)-2	•	•	x	0	x	V (1)	0	•	11 11	101 101	101 000	ED E8	1	3+r+w	N,L8(4)
LDDRW	(DE) ← (HL) (DE+1) ← (HL+1) DE ← DE-2 HL ← HL-2 BC(15-0) ← BC(15-0)-2 Repeat until BC = 0	•	•	x	0	x	0 (2)	0	•	11 11	101 111	101 000	ED F8	1	(3+r+w)n	N,L8(4)

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

pp	Regs
00	BC
00	DE
11	HL

y	XY
0	IX
1	IY

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
L7: In Long Word mode, this instruction exchanges in 32-bits;
src(31-0) ↔ dst(31-0)
L8: In Long Word mode, this instruction transfers in 2 words and BC modified by 4 instead of 2
N: In Native mode, this instruction uses addresses modulo 65536.

(1): P/V flag is 0 if the result of BC-1 = 0, otherwise P/V = 1.
(2): P/V flag is 0 only at completion of instruction.
(3): Z Flag is 1 if A = (HL), otherwise Z = 0
(4): Source, Destination address, count value must be even numbers.

8-BIT ARITHMETIC AND LOGICAL GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76 543 210	HEX	# of Bytes	Execute Time	Notes
ADD A,r	A ← A + r	↕	↕	x	↕	x	V	0	↕	10 (000) r		1	2	
ADD A,n	A ← A + n	↕	↕	x	↕	x	V	0	↕	11 (000) 110 ⟵ n ⟶		2	2	
ADD A,(HL)	A ← A + (HL)	↕	↕	x	↕	x	V	0	↕	10 (000) 110		1	2+r	
ADD A,(XY+d)	A ← A + (XY + d)	↕	↕	x	↕	x	V	0	↕	11 y11 101 10 (000) 110 ⟵ d ⟶		3	4+r	I
ADD A,XYU	A ← A + XYU	↕	↕	x	↕	x	V	0	↕	11 y11 101 10 (000) 100		2	2	
ADD A,XYL	A ← A + XYL	↕	↕	x	↕	x	V	0	↕	11 y11 101 10 (000) 101		2	2	
ADC A,s	A ← A + s + CY	↕	↕	x	↕	x	V	0	↕	(001)				
SUB s	A ← A - s	↕	↕	x	↕	x	V	1	↕	(010)				
SBC A,s	A ← A - s - CY	↕	↕	x	↕	x	V	1	↕	(011)				
AND s	A ← A AND s	↕	↕	x	1	x	P	0	0	(100)				
OR s	A ← A OR s	↕	↕	x	0	x	P	0	0	(110)				
XOR s	A ← A XOR s	↕	↕	x	0	x	P	0	0	(101)				
CP s	A - s	↕	↕	x	↕	x	V	1	↕	(111)				

s is any of r, n, XYU, XYL, (HL), (IX+d), (IY+d) as shown for ADD instruction. The indicated bits replace the (000) in the ADD set above.

INCr	r ← r + 1	↕	↕	x	↕	x	V	0	•	00 r (100)		1	2/3	(5)
INC (HL)	(HL) ← (HL) + 1	↕	↕	x	↕	x	V	0	•	00 110 (100)		1	2+r+w	
INC (XY+d)	(XY + d) ← (XY + d) + 1	↕	↕	x	↕	x	V	0	•	11 y11 101 00 110 (100) ⟵ d ⟶		3	4+r+w	I
INC XYU	XYU ← XYU + 1	↕	↕	x	↕	x	V	0	•	11 y11 101 00 100 (100)		2	2	
INC XYL	XYL ← XYL + 1	↕	↕	x	↕	x	V	0	•	11 y11 101 00 101 (100)		2	2	
DEC m	m ← m - 1	↕	↕	x	↕	x	V	1	•	(101)				

m is any of r, XYU, XYL, (HL), (IX+d), (IY+d) as shown for INC instructions. The indicated bits replace (100) with (101) in operand.

Mnemonic	Symbolic Operation	S	Z	x	H	x	V	N	C	Opcode 76 543 210	HEX	# of Bytes	Execute Time	Notes
TST r	A AND r	↕	↕	x	1	x	P	0	0	11 101 101 00 r 100	ED	2	2	
TST n	A AND n	↕	↕	x	1	x	P	0	0	11 101 101 01 100 100 ←— n —→	ED 64	3	2	
TST (HL)	A AND (HL)	↕	↕	x	1	x	P	0	0	11 101 101 00 110 100	ED 34	2	2+r	

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

y	XY
0	IX
1	IY

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.
(5): Two cycles to execute for Accumulator, three cycles to execute for any other registers.

GENERAL PURPOSE ARITHMETIC AND CPU CONTROL GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
DAA	@	↕	↕	x	↕	x	P	•	↕	00	100	111	27	1	3	
CPL[A]	A ← NOT A	•	•	x	1	x	•	1	•	00	101	111	2F	1	2	
	One's complement															
CPLW[HL]	HL ← NOT HL	•	•	x	1	x	•	1	•	11	011	101	DD	2	2	
	One's complement									00	101	111	2F			
NEG[A]	A ← 0-A	↕	↕	x	↕	x	V	1	↕	11	101	101	ED	1	2	
	Two's complement									01	000	100	44			
NEGW[HL]	HL ← 0-HL	↕	↕	x	↕	x	V	1	↕	11	101	101	ED	1	2	
	Two's complement									01	010	100	54			
EXTS [A]	L ← A	•	•	x	•	x	•	•	•	11	101	101	ED	2	3	L9
	H ← 00 if D7 = 0									01	100	101	65			
	H ← FF if D7 = 1															
EXTSW [HL]	HLz ← 0000 if H[7] = 0	•	•	x	•	x	•	•	•	11	101	101	ED		3	
	HLz ← FFFF if H[7] = 1									01	110	101	75			
CCF	CY ← NOT CY	•	•	x	↕	x	•	0	↕	00	111	111	3F	1	2	
	Complement carry flag															
SCF	CY ← 1	•	•	x	0	x	•	0	1	00	110	111	37	1	2	
NOP	No operation	•	•	x	•	x	•	•	•	00	000	000	00	1	2	
HALT	CPU halted	•	•	x	•	x	•	•	•	01	110	110	76	1	2	
SLP	Sleep	•	•	x	•	x	•	•	•	11	101	101	ED	2	2	
										01	110	110	76			
DI #	SR(5) ← 0	•	•	x	•	x	•	•	•	11	110	011	F3	1	2	
DI n #	IER(i) ← 0 if n(i) = 1	•	•	x	•	x	•	•	•	11	011	101	DD	3	2	
	SR(5) ← 0 if n(0) = 1									11	110	011	F3			
										⟵ n ⟶						
EI #	SR(5) ← 1	•	•	x	•	x	•	•	•	11	111	011	FB	1	2	
EI n #	IER(i) ← 1 if n(i) = 1	•	•	x	•	x	•	•	•	11	011	101	DD	3	2	
	SR(5) ← 1 if n(0) = 1									11	111	011	FB			
										⟵ n ⟶						
IM 0	Set INT mode 0	•	•	x	•	x	•	•	•	11	101	101	ED	2	4	
										01	000	110	46			
IM 1	Set INT mode 1	•	•	x	•	x	•	•	•	11	101	100	ED	2	4	
										01	010	101	56			
IM 2	Set INT mode 2	•	•	x	•	x	•	•	•	11	101	101	ED	2	4	
										01	011	110	5E			
IM 3	Set INT mode 3	•	•	x	•	x	•	•	•	11	101	101	ED	2	4	
										01	001	110	4E			
LDCTL SR,A	SR(31-24) ← A	•	•	x	•	x	•	•	•	11	011	101	DD	2	4	
	SR(23-16) ← A									11	001	000	C8			
	SR(15-8) ← A															
LDCTL SR,n	SR(31-24) ← n	•	•	x	•	x	•	•	•	11	011	101	DD	3	4	
	SR(23-16) ← n									11	001	010	CA			
	SR(15-8) ← n									⟵ n ⟶						
LDCTL HL,SR	HL(15-0) ← SR(15-0)	•	•	x	•	x	•	•	•	11	101	101	ED	2	2	L1
										11	000	000	C0			

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
LDCTL SR,HL	SR(15-8) ← HL(15-8) SR(0) ← HL(0) if (LW) SR(31-16) ← HL(31-16) else SR(31-24) ← HL(15-8) SR(23-16) ← HL(15-8)	•	•	x	•	x	•	•	•	11 11	101 001	101 000	ED C8	2	4	L1
LDCTL A,v	v ← A	•	•	x	•	x	•	•	•	11 11	vv1 010	101 000	 D0	2	2	
LDCTL v,A	A ← v	•	•	x	•	x	•	•	•	11 11	vv1 011	101 000	 D8	2	4	
LDCTL v,n	v ← n	•	•	x	•	x	•	•	•	11 11 ⟵ n ⟶	vv1 011	101 010	 DA	3	4	
SETC LCK	SR(1) ← 1 Set Lock mode	•	•	x	•	x	•	•	•	11 11	101 110	101 111	ED F7	2	4	
SETC LW	SR(6) ← 1 Set Long word mode	•	•	x	•	x	•	•	•	11 11	011 110	101 111	DD F7	2	4	
SETC XM	SR(7) ← 1 Set Extend mode	•	•	x	•	x	•	•	•	11 11	111 110	101 111	FD F7	2	4	
RESC LCK	SR(1) ← 0 Reset Lock mode	•	•	x	•	x	•	•	•	11 11	101 111	101 111	ED FF	2	4	
RESC LW	SR(6) ← 0 Reset Long word mode	•	•	x	•	x	•	•	•	11 11	011 111	101 111	DD FF	2	4	
BTEST	Bank Test S ← SR(16) Z ← SR(24) V ← SR(0) C ← SR(8)	↕	↕	x	•	x	↕	•	↕	11 11	101 001	01 111	ED CF	2	2	
MTEST	Mode test S ← SR(7) Z ← SR(6) C ← SR(1)	↕	↕	x	•	x	•	•	↕	11 11	011 001	101 111	DD CF	2	2	

vv	Control Regs
01	XSR
10	DSR
11	YSR

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.

L1: In Long Word mode, this instruction loads in 32 bits; dst(31-0) ← src(31-0)
L9: In Long Word mode, this instruction operates in 32-bits; If A(7) = 0 then HL(31-16) = 0000h else FFFFh
@: Converts accumulator content into packed BCD following add or subtract with packed BCD operands.
#: Interrupts are not sampled at the end of EI and DI.

DECODER DIRECTIVE INSTRUCTIONS

Mnemonic	Operation	Opcode 76	543	210	# of HEX	Bytes	Execute Time	Notes
DDIR W	Operate following inst in word mode.	11	011	101	DD	+2	0	
		11	000	000	C0			
DDIR IB,W	Operate following inst in word mode.	11	011	101	DD	+3	0	
	Fetching additional byte data.	11	000	001	C1			
DDIR IW,W	Operate following inst in word mode.	11	011	101	DD	+4	0	
	Fetching additional word data.	11	000	010	C2			
DDIR IB	Fetching additional byte data.	11	011	101	DD	+3	0	
		11	000	011	C3			
DDIR LW	Operate following inst in Long Word mode.	11	111	101	FD	+2	0	
		11	000	000	C0			
DDIR IB,LW	Operate following inst in Long Word mode.	11	111	101	FD	+3	0	
	Fetching additional byte data.	11	000	001	C1			
DDIR IW,LW	Operate following inst in word mode.	11	111	101	FD	+4	0	
	Fetching additional word data.	11	000	010	C2			
DDIR IW	Fetching additional word data.	11	111	101	FD	+4	0	
		11	000	011	C3			

16/32 BIT ARITHMETIC AND LOGICAL GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
ADD HL,dd	HL ← HL+ dd	•	•	x	↕	x	•	0	↕	00	dd1	001		1	2	X1
ADC HL, dd	HL ← HL+ dd + CY	↕	↕	x	↕	x	V	0	↕	11	101	101	ED	2	2	
										01	dd1	010				
SBC HL,dd	HL ← HL - dd - CY	↕	↕	x	↕	x	V	1	↕	11	101	101	ED	2	2	
										01	dd0	010				
ADD XY,qq	XY ← XY + qq	•	•	x	↕	x	•	0	↕	11	y11	101		2	2	X1
										00	qq1	001				
ADD XY,XY	XY ← XY + XY	•	•	x	↕	x	•	0	↕	11	y11	101		2	X1	
										00	101	001	29			
INC[W] dd	dd ← dd + 1	•	•	x	•	x	•	•	•	00	dd0	011		1	2	X1
INC[W] XY	XY ← XY + 1	•	•	x	•	x	•	•	•	11	y11	101		2	2	X1
										00	100	011	23			
DEC[W] dd	dd ← dd - 1	•	•	x	•	x	•	•	•	00	dd1	011		1	2	X1
DEC[W] XY	XY ← XY - 1	•	•	x	•	x	•	•	•	11	y11	101		2	2	X1
										00	101	011	2B			
ADD SP,nn	SP ← SP + nn	•	•	x	↕	x	•	0	↕	11	101	101	ED	4	2	X1, I
										10	000	010	82			
										⟵ n ⟶						
										⟵ n ⟶						
SUB SP,nn	SP ← SP - nn	•	•	x	↕	x	•	1	↕	11	101	101	ED	4	2	X1, I
										10	010	010	92			
										⟵ n ⟶						
										⟵ n ⟶						
ADDW [HL,]pp	HL← HL + pp	↕	↕	x	↕	x	V	0	↕	11	101	101	ED	2	2	
										10	(000)	1pp				

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
ADDW [HL,]nn	HL← HL + nn	↕	↕	x	↕	x	V	0	↕	11	101	101	ED	4	2	I
										10	(000)	110	86			
										⟵ n ⟶						
										⟵ n ⟶						
ADDW [HL,]XY	HL ← HL+XY	↕	↕	x	↕	x	V	0	↕	11	y11	101		2	2	I
										10	(000)	111	87			
ADDW [HL,](XY+d)	HL ← HL+(XY+d)	↕	↕	x	↕	x	V	0	↕	11	y11	101		4	4+r	I
										11	(000)	110	C6			
ADCW [HL,]uu	HL ← HL+uu+CY	↕	↕	x	↕	x	V	0	↕		(001)					
SUBW [HL,]uu	HL ← HL-uu	↕	↕	x	↕	x	V	1	↕		(010)					
SBCW [HL,]uu	HL ← HL - uu - CY	↕	↕	x	↕	x	V	1	↕		(011)					
ANDW [HL,]uu	HL ← HL AND uu	↕	↕	x	1	x	P	0	0		(100)					
ORW [HL,]uu	HL ← HL OR uu	↕	↕	x	0	x	P	0	0		(110)					
XORW [HL,]uu	HL ← HL XOR uu	↕	↕	x	0	x	P	0	0		(101)					
CPW [HL,]uu	HL - uu	↕	↕	x	↕	x	V	1	↕		(111)					
ADD HL, (nn)	HL ← HL+(nn)	•	•	x	↕	x	•	0	↕	11	101	101	ED	4	2+r	I, X1
										11	010	110	C6			
										⟵ n ⟶						
										⟵ n ⟶						
SUB HL, (nn)	HL ← HL- (nn)	•	•	x	↕	x	•	0	↕	11	101	101	ED	4	2+r	I, X1
										11	010	110	D6			
										⟵ n ⟶						
										⟵ n ⟶						

uu is any of rr, nn, t, (IX+d), (IY+d) as shown for ADDW instruction. The indicated bits replace the (000) is the ADD set above.

dd	Pair
00	BC
01	DE
10	HL
11	SP

pp	Pair
00	BC
01	DE
11	HL

qq	Pair
00	BC
01	DE
11	SP

y	XY
0	IX
1	IY

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.
X1: In Extend mode, this instruction operates in 32-bits;
src(31-0) ← src(31-0) opr dst(31-0)

MULTIPLY/DIVIDE INSTRUCTION GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
MLT dd	dd ← ddH * ddL	•	•	x	•	x	•	•	•	11 01	101 dd1	101 100	ED	2	7	
MULTW [HL,]pp	HL(31-0) ← HL(15-0) * pp(15-0)	↕	↕	x	•	x	0	•	↕	11 11 10	101 001 (010)	101 011 0pp	ED CB	3	10	
MULTW [HL,]XY	HL(31-0) ← HL(15-0) * XY(15-0)	↕	↕	x	•	x	0	•	↕	11 11 10	101 001 (010)	101 011 10y	ED CB	3	10	
MULTW [HL,]nn	HL(31-0) ← HL(15-0) * nn	↕	↕	x	•	x	0	•	↕	11 11 10 ⟵ n ⟶ ⟵ n ⟶	101 001 (010)	101 011 111	ED CB 97	5	10	I
MULTW (XY+d)	HL(31-0) ← HL(15-0) * (XY+d)	↕	↕	x	•	x	0	•	↕	11 11 ⟵ d ⟶ 10	y11 001 (010)	101 011 010	 CB 92	4	12+r	I
MULTUW uu	HL(31-0) ← HL(15-0) * uu	↕	↕	x	•	x	0	•	↕		(011)					

MULTUW uu instructions, uu is any of pp, nn, XY, (nn), (XY+d) as shown for MULTW instruction with replacing (010) by (010). Execute time is time required for MUTW with one more clock.

MULTIPLY/DIVIDE INSTRUCTION GROUP (Continued)

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76 543 210	HEX	# of Bytes	Execute Time	Notes
DIVUW [HL,]pp	HL(15-0) ← HL(31-0)/pp HL(31-16) ← remainder	0	↕	x	•	x	V	•	•	11 101 101 11 001 011 10 111 0pp ⟵ d ⟶	ED CB	3	20	I
DIVUW [HL,]XY	HL(15-0) ← HL(31-0)/XY HL(31-16) ← remainder	0	↕	x	•	x	V	•	•	11 101 101 11 001 011 10 111 10y	ED CB	3	20	
DIVUW [HL,]nn	HL(15-0) ← HL(31-0)/nn HL(31-16) ← remainder	0	↕	x	•	x	V	•	•	11 101 101 11 001 011 10 111 111 ⟵ n ⟶ ⟵ n ⟶	ED CB BF	5	20	
DIVUW [HL,](XY+d)	HL(15-0) ← HL(31-0)/(XY+d) HL(31-16) ← remainder	0	↕	x	•	x	V	•	•	11 y11 101 11 001 011 ⟵ d ⟶ 10 111 010	 CB BA	4	22+r	I

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

pp	Regs
00	BC
00	DE
11	HL

y	XY
0	IX
1	IY

dd	Regs
00	BC
01	DE
10	HL
11	SP

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.

8-BIT ROTATE AND SHIFT GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
RLCA	Rotate Left Circular Accumulator	•	•	x	0	x	•	0	↕	00	000	111	07	1	2	
RLA	Rotate Left Accumulator	•	•	x	0	x	•	0	↕	00	010	111	17	1	2	
RRCA	Rotate Right Circular Accumulator	•	•	x	0	x	•	0	↕	00	001	111	0F	1	2	
RRA	Rotate Right Accumulator	•	•	x	0	x	•	0	↕	00	011	111	1F	1	2	
RLC r	Rotate Left Circular register r	↕	↕	x	0	x	P	0	↕	11 00	001 (000)	011 r	CB	2	2	
RLC (HL)	Rotate Left Circular	↕	↕	x	0	x	P	0	↕	11 00	001 (000)	011 110	CB 06	2	2+r	
RLC (XY+d)	Rotate Left Circular	↕	↕	x	0	x	P	0	↕	11 11 ←— d —→ 00	y11 001 (000)	101 011 110	 CB	4	4+r	I
RL m	Rotate Left	↕	↕	x	0	x	P	0	↕		(010)					
RRC m	Rotate Right Circular	↕	↕	x	0	x	P	0	↕		(001)					
RR m	Rotate Right	↕	↕	x	0	x	P	0	↕		(011)					
SLA m	Shift Left Arithmetic	↕	↕	x	0	x	P	0	↕		(100)					
SRA m	Shift Right Arithmetic	↕	↕	x	0	x	P	0	↕		(101)					
SRL m	Shift Right Logical	0	↕	x	0	x	P	0	↕		(111)					
Above instruction's format and states are as shown for RLC's. To form new opcode replace (000) of RLCs with shown code.																
RLD	Rotate Left Digit between the accumulator and location (HL)	↕	↕	x	0	x	P	0	•	11 01	101 101	101 111	ED 6F	2	3+r	(6)
RRD	Rotate Right Digit between the accumulator and location (HL)	↕	↕	x	0	x	P	0	•	11 01	101 100	101 111	ED 67	2	3+r	(6)

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

pp	Regs
00	BC
00	DE
11	HL

y	XY
0	IX
1	IY

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.
(6): The contents of the upper half of the accumulator is unaffected.

16/32 BIT ROTATE AND SHIFT GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
RLCW pp	Rotate Left Circular	↕	↕	x	0	x	P	0	↕	11	101	101	ED	3	2	
										11	001	011	CB			
										00	(000)	0pp				
RLCW XY	Rotate Left Circular	↕	↕	x	0	x	P	0	↕	11	101	101	ED	3	2	
										11	001	011	CB			
										00	(000)	10y				
RLCW (HL)	Rotate Left Circular	↕	↕	x	0	x	P	0	↕	11	101	101	ED	3	2+r	
										11	001	011	CB			
										00	(000)	010				
RLCW (XY+d)	Rotate Left Circular	↕	↕	x	0	x	P	0	↕	11	y11	101		4	4+r	I
										11	001	011	CB			
										⟵ d ⟶						
										00	(000)	010				
RLW m	Rotate Left	↕	↕	x	0	x	P	0	↕		(010)					
RRCW m	Rotate Right Circular	↕	↕	x	0	x	P	0	↕		(001)					
RRW m	Rotate Right	↕	↕	x	0	x	P	0	↕		(011)					
SLAW m	Shift Left Arithmetic	↕	↕	x	0	x	P	0	↕		(100)					
SRAW m	Shift Right Arithmetic	↕	↕	x	0	x	P	0	↕		(101)					
SRLW m	Shift Right Logical	0	↕	x	0	x	P	0	↕		(111)					

Instruction format and states are as shown for RLCW. To form new opcode replace (000) or RLCW with shown code.

pp	Regs
00	BC
00	DE
11	HL

y	XY
0	IX
1	IY

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.

8-BIT BIT SET, RESET, AND TEST GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
BIT b,r	Z ← rb	•	↕	x	1	x	•	0	•	11	001	011	CB	2		
										01	b	r				
BIT b,(HL)	Z ← (HL)b	•	↕	x	1	x	•	0	•	11	001	011	CB	2		
										01	b	110				
BIT b,(XY+d)	Z ← (XY+d)b	•	↕	x	1	x	•	0	•	11	y11	101		4		I
										11	001	011	CB			
										⟵	d	⟶				
										01	b	110				
SET b,r	rb ← 1	•	•	x	•	x	•	•	•	11	001	011	CB	2		
										(11)	b	r				
SET b,(HL)	(HL)b ← 1	•	•	x	•	x	•	•	•	11	001	011	CB	2		
										(11)	b	110				
SET b,(XY+d)	(XY+d)b ← 1	•	•	x	•	x	•	•	•	11	y11	101		4		I
										11	001	011	CB			
										⟵	d	⟶				
										(11)	b	110				
RES b,m	mb ← 0									(10)						

To form new opcode replace (11) of SET b,s with (10). s is any of r,(HL), (XY+d).
The notation mb indicates location m, bit b(0~7)

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

y	XY
0	IX
1	IY

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be operate with DDIR Immediate instructions.

JUMP GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76 543 210	HEX	# of Bytes	Execute Time	Notes
JP nn	PC(15-0) ← nn	•	•	x	•	x	•	•	•	11 000 011 ⟵ n ⟶ ⟵ n ⟶	C3	3	2	X2, I
JP (HL)	PC(15-0) ← HL(15-0)	•	•	x	•	x	•	•	•	11 101 001	E9	1	2	X2
JP (XY)	PC(15-0) ← XY(15-0)	•	•	x	•	x	•	•	•	11 y11 101 11 101 001	E9	2	2	X2
JP cc,nn	If condition cc is true then PC ← nn otherwise continue	•	•	x	•	x	•	•	•	11 cc 010 ⟵ n ⟶ ⟵ n ⟶		3	2	X2, I
JR e	PC ← PC + e	•	•	x	•	x	•	•	•	00 011 000 ⟵ e-2 ⟶	18	2	2	N, (7)
JR C,e	If C = 0 continue If C = 1, PC ← PC + e	•	•	x	•	x	•	•	•	00 111 000 ⟵ e-2 ⟶	38	2	2	N, (7)
JR NC,e	If C = 1 continue If C = 0, PC ← PC + e	•	•	x	•	x	•	•	•	00 110 000 ⟵ e-2 ⟶	30	2	2	N, (7)
JR Z,e	If Z = 0 continue If Z = 1, PC ← PC + e	•	•	x	•	x	•	•	•	00 101 000 ⟵ e-2 ⟶	28	2	2	N, (7)
JR NZ,e	If Z = 1 continue If Z = 0, PC ← PC + e	•	•	x	•	x	•	•	•	00 100 000 ⟵ e-2 ⟶	20	2	2	N, (7)
JR ee	PC ← PC + ee	•	•	x	•	x	•	•	•	11 011 101 00 011 000 ← (ee-4)L → ← (ee-4)H →	DD 18	4	2	N, (8)
JR C,ee	If C = 0 continue If C = 1, PC ← PC + ee	•	•	x	•	x	•	•	•	11 011 101 00 111 000 ← (ee-4)L → ← (ee-4)H →	DD 38	4	2	N, (8)
JR NC,ee	If C = 1 continue If C = 0, PC ← PC + ee	•	•	x	•	x	•	•	•	11 011 101 00 110 000 ← (ee-4)L → ← (ee-4)H →	DD 30	4	2	N, (8)
JR Z,ee	If Z = 0 continue If Z = 1, PC ← PC + ee	•	•	x	•	x	•	•	•	11 011 101 00 101 000 ← (ee-4)L → ← (ee-4)H →	DD 28	4	2	N, (8)
JR NZ,ee	If Z = 1 continue If Z = 0, PC ← PC + ee	•	•	x	•	x	•	•	•	11 011 101 00 100 000 ← (ee-4)L → ← (ee-4)H →	DD 20	4	2	N, (8)
JR eee	PC ← PC + eee	•	•	x	•	x	•	•	•	11 111 101 00 011 000 ←(eee-5)L→ ←(eee-5)M→ ←(eee-5)H→	FD 18	5	2	N, (9)
JR C,eee	If C = 0 continue If C = 1, PC ← PC + eee	•	•	x	•	x	•	•	•	11 111 101 00 111 000 ←(eee-5)L→ ←(eee-5)M→ ←(eee-5)H→	FD 38	5	2	N, (9)

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76 543 210	HEX	# of Bytes	Execute Time	Notes
JR NC,eee	If C = 1 continue If C = 0, PC ← PC + eee	•	•	x	•	x	•	•	•	11 111 101 00 110 000 ←(eee-5)L→ ←(eee-5)M→ ←(eee-5)H→	FD 30	5	2	N, (9)
JR Z,eee	If Z = 0 continue If Z = 1, PC ← PC + eee	•	•	x	•	x	•	•	•	11 111 101 00 101 000 ←(eee-5)L→ ←(eee-5)M→ ←(eee-5)H→	FD 28	5	2	N, (9)
JR NZ,eee	If Z = 1 continue If Z = 0, PC ← PC + eee	•	•	x	•	x	•	•	•	11 111 101 00 100 000 ←(eee-5)L→ ←(eee-5)M→ ←(eee-5)H→	FD 20	5	2	N, (9)
DJNZ e	B ← B - 1 If B = 0 continue If B↔0, PC ← PC + e	•	•	x	•	x	•	•	•	00 010 000 ← e-2 →	10	2	3/4	N, (7)
DJNZ ee	B ← B - 1 If B = 0 continue If B ≠ 0, PC ← PC + ee	•	•	x	•	x	•	•	•	11 011 101 00 010 000 ←(ee-4)L→ ←(ee-4)H→	DD 10	4	3/4	N, (8)
DJNZ eee	B ← B - 1 If B = 0 continue If B ≠ 0, PC ← PC + eee	•	•	x	•	x	•	•	•	11 111 101 00 010 000 ←(eee-5)L→ ←(eee-5)M → ←(eee-5)H →	FD 10	5	3/4	N, (9)

cc	Condition
000	NZ (Non-zero)
001	Z (Zero)
010	NC (Non-carry)
011	C (Carry)
100	PO (Parity Odd), or NV (Non-Overflow)
101	PE (Parity Even), or V (Overflow)
110	P (Sign positive), or NS (No sign)
111	M (Sign negative), or S (Sign)

Notes:

Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.

I: This instruction may be used with DDIR Immediate instructions.

N: In Native mode, this instruction uses addresses modulo 65536.

X2: In Extend mode, this instruction loads bit 31-16 portion of the operand into PC(31-16).

(7): e is a signed two's complement number in the range [-126, 129], e-2 in the opcode provides an effective address of pc+e as PC is incremented by 2 prior to the addition of e.

(8): ee is a signed two's complement number in the range [-32765, 32770], ee-4 in the opcode provides an effective address of pc+e as PC is incremented by 4 prior to the addition of e.

(9): eee is a signed two's complement number in the range [-8388604, 8388611], eee-5 in the opcode provides an effective address of pc+e as PC is incremented by 5 prior to the addition of e.

CALL AND RETURN GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
CALL nn	(SP-1) ← PCh (SP-2) ← PCl SP ← SP-2 PC ← nn	•	•	x	•	x	•	•	•	11 ←— n —→ ←— n —→	001	101	CD	3	4+w	X3, I
CALL cc,nn	If condition cc is false continue otherwise same as CALL nn	•	•	x	•	x	•	•	•	11 ←— n —→ ←— n —→	cc	100		3	2/4+w	X3, I
CALR e	(SP-1) ← PCh (SP-2) ← PCl SP ← SP-2 PC ← PC + e	•	•	x	•	x	•	•	•	11 11 ←— e-3 —→	101 001	101 101	ED CD	3	4+w	N,X3,(11)
CALR cc,e	If condition cc is false continue otherwise same as CALR e	•	•	x	•	x	•	•	•	11 11 ←— e-3 —→	101 cc	101 100	ED	3	2/4+w	N,X3,(11)
CALR ee	(SP-1) ← PCh (SP-2) ← PCl SP ← SP-2 PC ← PC + ee	•	•	x	•	x	•	•	•	11 11 ← (ee-4)L → ← (ee-4)H →	011 001	101 101	DD CD	4	4+w	N,X3,(8)
CALR cc,ee	If condition cc is false continue otherwise same as CALR ee	•	•	x	•	x	•	•	•	11 11 ← (ee-4)L → ← (ee-4)H →	011 cc	101 100	DD	4	2/4+w	N,X3,(8)
CALR eee	(SP-1) ← PCh (SP-2) ← PCl SP ← SP-2 PC ← PC + eee	•	•	x	•	x	•	•	•	11 11 ← (eee-5)L → ← (eee-5)M → ← (eee-5)H →	111 001	101 101	FD CD	5	4+w	N,X3,(9)
CALR cc,eee	If condition cc is false continue otherwise same as CALR eee	•	•	x	•	x	•	•	•	11 11 ← (eee-5)L → ← (eee-5)M → ← (eee-5)H →	111 cc	101 100	FD	5	2/4+w	N,X3,(9)
RET	PCL ← (SP) PCH ← (SP + 1) SP ← SP+2	•	•	x	•	x	•	•	•	11	001	001	C9	1	2+r	N, X4
RET cc	If condition cc is false continue otherwise same as RET	•	•	x	•	x	•	•	•	11	cc	000		1	2/2+r	N, X4
RETI	Return from Interrupt	•	•	x	•	x	•	•	•	11 01	101 001	101 101	ED 4D	2	2+r	N, X4

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
RETN	Return from NMI	•	•	x	•	x	•	•	•	11 01	101 000	101 101	ED 45	2	2+r	N,X4,(10)
RST p	(SP-1) ← PCh (SP-2) ← PCl SP ← SP-2 PCh ← 0 PCl ← p	•	•	x	•	x	•	•	•	11	t	111		1	4+w	N,X3,X5

cc	Condition
000	NZ (Non-zero)
001	Z (Zero)
010	NC (Non-carry)
011	C (Carry)
100	PO (Parity Odd), or NV (Non-Overflow)
101	PE (Parity Even), or V (Overflow)
110	P (Sign positive), or NS (No sign)
111	M (Sign negative), or S (Sign)

t	p
000	00H
001	08H
010	10H
011	18H
100	20H
101	28H
110	30H
111	38H

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.

I: This instruction may be used with DDIR Immediate instructions.
N: In Native mode, this instruction uses addresses modulo 65536.
X3: In Extended mode, this instruction pushes PC(31-16) into the stack before pushing PC(15-0) into the stack.
X4: In Extended mode, this instruction pops PC(31-16) from the stack after poping PC(15-0) from the stack.
X5: In Extended mode, this instruction loads 00h into PC(31-16).
(2) In Extended mode, all return instructions pops PCz from the stack after poping PC from the stack.
(8): ee is a signed two's complement number in the range [-32765, 32770], ee-4 in the opcode provides an effective address of pc+e as PC is incremented by 4 prior to the addition of e.
(9): eee is a signed two's complement number in the range [-8388604, 8388611], eee-5 in the opcode provides an effective address of pc+e as PC is incremented by 5 prior to the addition of e.
(10) RETN loads IFF2 to IFF1.
(11): e is a signed two's complement number in the range [-127, 128], e-3 in the opcode provides an effective address of pc+e as PC is incremented by 3 prior to the addition of e.

8-BIT INPUT AND OUTPUT GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
IN A,(n)	A ← (n)	•	•	x	•	x	•	•	•	11	011	011	DB	2	3+i	
										⟵ n ⟶						
IN r,(C)	r ← (C)	↕	↕	x	0	x	P	0	•	11	101	101	ED	2		
										01	r	000				
INA A,(nn)	A ← (nn)	•	•	x	•	x	•	•	•	11	101	101	ED	2	3+i	I
										11	011	011	DB			
										⟵ n ⟶						
										⟵ n ⟶						
INI	(HL) ← (C) B ← B - 1 HL ← HL + 1	•	↕ (1)	x	•	x	•	1	•	11 10	101 100	101 010	ED A2	2	2+i+w	
INIR	(HL) ← (C) B ← B-1 HL ← HL + 1 Repeat until B = 0	•	1 (2)	x	•	x	•	1	•	11 10	101 110	101 010	ED B2	2	(2+i+w)	
IND	(HL) ← (C) B ← B - 1 HL ← HL - 1	•	↕ (1)	x	•	x	•	1	•	11 10	101 101	101 010	ED AA	2	2+i+w	
INDR	(HL) ← (C) B ← B-1 HL ← HL - 1 Repeat until B = 0	•	1 (2)	x	•	x	•	1	•	11 10	101 111	101 010	ED BA	2	(2+i+w)n	
OUT (n),A	(n) ← A	•	•	x	•	x	•	•	•	11	010	011	D3	2	3+o	
										⟵ n ⟶						
OUT (C),r	(C) ← r	•	•	x	•	x	•	•	•	11	101	101	ED	2	3+o	
										01	r	001				
OUT (C),n	(C) ← r	•	•	x	•	x	•	•	•	11	101	101	ED	3	3+o	
										01	110	001	71			
										⟵ n ⟶						
OUTA (nn),A	(nn) ← A	•	•	x	•	x	•	•	•	11	101	101	ED	4	2+o	I
										11	010	011	D3			
										⟵ n ⟶						
										⟵ n ⟶						

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
OUTI	B ¨ B-1 (C) ← (HL) HL ← HL + 1	•	◊ (1)	x	•	x	•	1	•	11 10	101 100	101 011	ED A3	2	2+r+o	N
OTIR	**B ← B-1** **(C) ← (HL)** **HL ¨ HL + 1** **Repeat until B = 0**	•	**1** **(2)**	**x**	•	**x**	•	**1**	•	**11** **10**	**101** **110**	**101** **011**	**ED** **B3**	**2**	**2+r+o**	**N**
OUTD	**B ← B-1** **(C) ← (HL)** **HL ¨ HL - 1** Repeat until B = 0	•	**1** **(2)**	**x**	•	**x**	•	**1**	•	**11** **10**	**101** **111**	**101** **011**	**ED** **BB**	**2**	**2+r+o**	**N**
OTDR	**B ← B-1** **(C) ← (HL)** **HL ¨ HL - 1** Repeat until B = 0	•	**1** **(2)**	**x**	•	**x**	•	**1**	•	**11** **10**	**101** **111**	**101** **011**	**ED** **BB**	**2**	**2+r+o**	**N**

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

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.
N: In Native mode, this instruction address modulo 65536.
(1): P/V flag is 0 if the result of BC-1 = 0, otherwise P/V = 1/.
(2): P/V flag is 0 only at completion of instruction.

INPUT AND OUTPUT INSTRUCTIONS FOR ON-CHIP I/O SPACE

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
INO r,(n)	r ← (n)	↕	↕	x	0	x	P	0	•	11	101	101	ED	3	3+i	(3)
										00	r	000				
										←— n —→						
INO (n)	r ← (n)	↕	↕	x	0	x	P	0	•	11	101	101	ED	3	3+i	(3)
	Changes Flag only.									00	r	000	30			
										←— n —→						
OUT0 (n),r	(n) ← r	•	•	x	•	x	•	•	•	11	101	101	ED	3	3+o	(3)
										00	r	001				
										←— n —→						
TSTIO n	(C) AND n	↕	↕	x	1	x	P	0	0	11	101	101	ED	3	3+i	(3)
										01	110	100	74			
										←— n —→						
OTIIM	(C) ← (HL)	↕	↕	x	↕	x	P	↕	↕	11	101	101	ED	3	2+r+o	(3),N
	HL ← HL + 1									10	000	011	83			
	C ← C+1															
	B ← B - 1															
OTIIMR	(C) ← (HL)	0	1	x	0	x	1	↕	0	11	101	101	ED	3	2+r+o	(3),N
	HL ← HL + 1		(2)							10	010	011	93			
	C ← C + 1															
	B ← B -1															
	Repeat until B = 0															
OTDM	(C) ← (HL)	↕	↕	x	↕	x	P	↕	↕	11	101	101	ED	3	2+r+o	(3),N
	HL ← HL - 1									10	001	011	8B			
	C ← C - 1															
	B ← B - 1															
OTDMR	(C) ← (HL)	0	1	x	0	x	1	↕	0	11	101	101	ED	3	2+r+o	(3),N
	HL ← HL - 1		(2)							10	011	011	9B			
	C ← C - 1															
	B ← B - 1															
	Repeat until B = 0															

r	Reg
010	D
011	E
100	H
101	L
111	A

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.
N: In Native mode, this instruction address modulo 65536.
(1): P/V flag is 0 if the result of BC-1 = 0, otherwise P/V = 1/.
(2): P/V flag is 0 only at completion of instruction.

16-BIT INPUT AND OUTPUT GROUP

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
INW pp,(C)	pp ← (C)	↕	↕	x	0	x	P	0	•	11	011	101	DD	2		
										01	ppp	000				
INAW HL,(nn)	HL(15-0) ← (nn)	•	•	x	•	x	•	•	•	11	111	101	FD	4	3+i	I
										11	011	011	DB			
										←— n —→						
										←— n —→						
INIW	(HL) ← (DE) BC(15-0) ← BC(15-0) - 1 HL ← HL+2	•	↕ (1)	x	•	x	•	1	•	11	101	101	ED	2	2+i+w	N
										11	100	010	E2			
INIRW	(HL) ← (DE) BC(15-0) ← BC(15-0) - 1 HL ← HL+2 Repeat until BC = 0	•	1 (2)	x	•	x	•	1	•	11	101	101	ED	2	(2+i+w)n	N
										11	110	010	F2			
INDW	(HL) ← (DE) BC(15-0) ← BC(15-0) - 1 HL ← HL - 2	•	↕ (1)	x	•	x	•	1	•	11	101	101	ED	2	2+i+w	N
										11	101	010	EA			
INDRW	(HL) ← (DE) BC(15-0) ← BC(15-0) - 1 HL ← HL - 2 Repeat until BC = 0	•	1 (2)	x	•	x	•	1	•	11	101	101	ED	2	(2+i+w)n	N
										11	111	010	FA			
OUTW (C),pp	(C) ← pp	•	•	x	•	x	•	•	•	11	011	101	DD	2	2+o	
										01	ppp	001				
OUTW (C),nn	(C) ← nn	•	•	x	•	x	•	•	•	11	111	101	FD	4	2+o	
										01	111	001	79			
										←— n —→						
										←— n —→						
OUTAW (nn),HL	(nn) ← HL(15-0)	•	•	x	•	x	•	•	•	11	111	101	FD	4	2+o	I
										11	010	011	D3			
										←— n —→						
										←— n —→						
OUTIW	(DE) ← (HL) BC(15-0) ← BC(15-0) - 1 HL ← HL + 2	•	↕ (1)	x	•	x	•	1	•	11	101	101	ED	2	2+o	N
										11	100	011	E3			
OTIRW	BC(15-0) ← BC(15-0) - 1 (DE) ← (HL) HL ← HL + 2 Repeat until B = 0	•	1 (2)	x	•	x	•	1	•	11	101	101	ED	2	2+o	N
										11	110	011	F3			

Mnemonic	Symbolic Operation	Flags S	Z	x	H	x	P/V	N	C	Opcode 76	543	210	HEX	# of Bytes	Execute Time	Notes
OUTDW	BC(15-0) ← BC(15-0) - 1 (DE) ← (HL) HL ← HL - 2	•	↕ (1)	x	•	x	•	1	•	11 11	101 101	101 011	ED EB	2	2+r+o	
OTDRW	BC(15-0) ← BC(15-0) - 1 (DE) ← (HL) HL ← HL - 2 Repeat until B = 0	•	1 (2)	x	•	x	•	1	•	11 11	101 111	101 011	ED FB	2	2+r+o	

ppp	Reg
000	BC
010	DE
111	HL

Notes:
Instructions in ***Italic*** face are Z380 new instructions, instructions with **underline** are Z180 original instructions.
I: This instruction may be used with DDIR Immediate instructions.
N: In Native mode, this instruction uses addresses modulo 65536.
(1) If the result of B-1 is zero, the Z flag is set; otherwise it is reset.
(2) Z flag is set upon instruction completion only.

I/O Instruction	Address Bus A31-A24	A23-A16	A15-A8	A7-A0
IN A, (n)	00000000	00000000	Contents of A reg	n
IN dst,(C)	BC31-BC24	BC23-BC16	BC15-BC8	BC7-BC0
INA(W) dst,(mn)	00000000	00000000	m	n
DDIR IB INA(W) dst,(lmn)	00000000	l	m	n
DDIR IW INA(W) dst,(klmn)	k	l	m	n
Block Input	BBC31-BC24	BC23-BC16	BC15-BC8	BC7-BC0
OUT (n),A	00000000	00000000	Contents of A reg	n
OUT (C),dst	BC31-BC24	BC23-BC16	BC15-BC8	BC7-BC0
OUTA(W) (mn),dst	00000000	00000000	m	n
DDIR IB OUTA(W) (lmn),dst	00000000	l	m	n
DDIR IW OUTA(W) (klmn),dst	k	l	m	n
Block output	BC31-BC24	BC23-BC16	BC15-BC8	BC7-BC0

The Z380 MPU's interrupt structure provides compatibility with the existing Z80 and Z180 MPUs with the following exception: The undefined opcode trap's occurrence is with respect to the Z380 instruction set, and its response is improved (vs the Z180) to make trap handling easier. The Z380 MPU also offers additional features to enhance flexibility in system design.

Of the five external interrupt inputs provided, the /NMI is a nonmaskable interrupt. The remaining inputs, /INT3-/INT0, are four asynchronous maskable interrupt requests.

In an Interrupt Acknowledge transaction, address outputs A31-A0 are driven to logic 1's. One output among A3-A0 is driven to logic 0 to indicate the maskable interrupt request being acknowledged. If /INT0 is being acknowledged, A3-A1, is at logic 1's and A0 is at logic 0.

Interrupt modes 0 through 3 are supported for the external maskable interrupt request /INT0. Modes 0, 1 and 2 have the same schemes as those in the Z80 and Z180 MPUs. Mode 3 is similar to mode 2, except that 16-bit interrupt vectors are expected from the I/O devices. Note that 8-bit and 16-bit I/O devices can be intermixed in this mode by having external pull up resistors at the data bus signals D15-D8, for example.

The external maskable interrupt requests /INT3-/INT1 are handled in an assigned interrupt vectors mode.

As discussed in the CPU Architecture section, the Z380 MPU can operate in either the Native or Extended Mode. In Native Mode, PUSHing and POPing of the stack to save and retrieve interrupted PC values in interrupt handling are done in 16-bit sizes, and the stack pointer rolls over at the 64 Kbyte boundary. In Extended Mode, the PC PUSHes and POPs are done in 32-bit sizes, and the stack pointer rolls over at the 4 Gbyte memory space boundary. The Z380 MPU provides an Interrupt Register Extension, whose contents are always outputted as the address bus signals A31-A16 when fetching the starting addresses of service routines from memory in interrupt modes 2, 3 and the assigned vectors mode. In Native Mode, such fetches are automatically done in 16-bit sizes and in Extended Mode, in 32-bit sizes. These starting addresses should be even-aligned in memory locations. That is, their least significant bytes should have addresses with A0 = 0.

Interrupt Priority Ranking

The Z380 MPU assigns a fixed priority ranking to handle its interrupt sources, as shown in Table 2.

Table 2. Interrupt Priority Ranking

Priority	Interrupt Sources
Highest	Trap (undefined opcode)
	/NMI
↓	/INT0
	/INT1
	/INT2
Lowest	/INT3

Interrupt Control

The Z380 MPU's flags and registers associated with interrupt processing are listed in Table 4. As discussed in the CPU Architecture section, some of the registers reside in the on-chip I/O address space and can be accessed only with reserved on-chip I/O instructions.

Table 3. Interrupt Flags and Registers

Names	Mnemonics	Access Methods
Interrupt Enable Flags	IEF1, IEF2	EI and DI instructions
Interrupt Register	I	LD I,A and LD A,I instructions
Interrupt Register Extension	Iz	LD I,HL and LD HL,I instructions (accessing both Iz and I)
Interrupt Enable Register	IER	On-chip I/O instructions, addr 00000017H, EI and DI instructions
Assigned Vectors Base Register	AVBR	On-chip I/O instructions, addr 00000018H
Trap and Break Register	TRPBK	On-chip I/O instructions, addr 00000019H

IEF1, IEF2

IEF1 controls the overall enabling and disabling of all on-chip peripheral and external maskable interrupt requests. If IEF1 is at logic 0, all such interrupts are disabled. The purpose of IEF2 is to correctly manage the occurrence of /NMI. When /NMI is acknowledged, the state of IEF1 is copied to IEF2 and then IEF1 is cleared to logic 0. At the end of the /NMI interrupt service routine, execution of the Return From Nonmaskable Interrupt instruction, RETN, automatically copies the state of IEF2 back to IEF1. This is a means to restore the interrupt enable condition existing before the occurrence of /NMI. Table 5 summarizes the states of IEF1 and IEF2 resulting from various operations.

Table 4. Operation Effects on IEF1 and IEF2

Operation	IEF1	IEF2	Comments
/RESET	0	0	Inhibits all interrupts except Trap and /NMI.
Trap	0	0	Disables interrupt nesting.
/NMI	0	IEF1	IEF1 value copied to IEF2, then IEF1 is cleared.
RETN	IEF2	NC	Returns from /NMI service routine.
/INT3-/INT0	0	0	Disables interrupt nesting.
RETI	NC	NC	Returns from service routine, Z80 I/O device.
RET	NC	NC	Returns from service routine, non-Z80 I/O device.
EI	1	1	
DI	0	0	
LD A,I or LD R,I	NC	NC	IEF2 value is copied to P/V Flag.
LD HL,I	NC	NC	

Note:
NC = No Change

I, I Extend

The 8-bit Interrupt Register and the 16-bit Interrupt Register Extension are cleared during reset.

Interrupt Enable Register

IE3-IE0 *(Interrupt Request Enable Flags).* These flags individually indicate F /INT3, /INT2, /INT1 or /INT0 is enabled. Note that these flags are conditioned with enable and disable interrupt instructions (with arguments).

Reserved bits 7-4. Read as 0s, should write to as 0s.

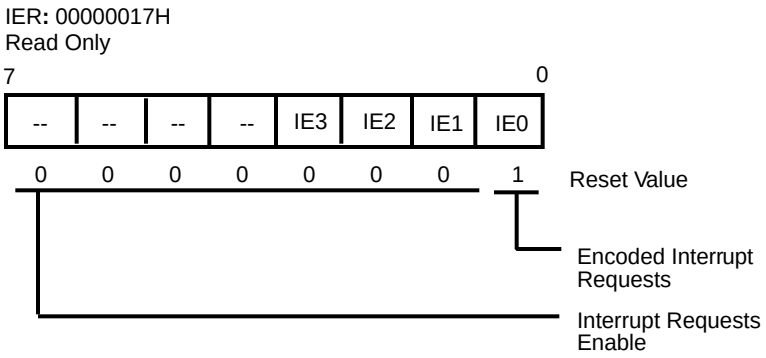


Figure 25. Interrupt Enable Register

Assigned Vectors Base Register

AB15-AB9 *(Assigned Vectors Base).* The Interrupt Register Extension, Iz, together with AB15-AB9, define the base address of the assigned interrupt vectors table in memory space (Figure 26).

Reserved Bit 0. Read as 0, should write to as 0.

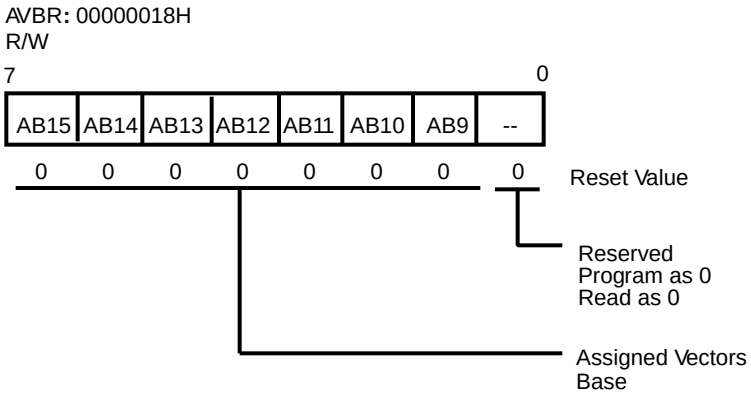


Figure 26. Assigned Vectors Base Register

Trap and Break Register

Reserved bits 7-2. Some of these bits are reserved for breakpoint functions, including a Break-on-Halt feature. Refer to the Z380 ICE specifications for details. Read as 0s, should write to as 0s.

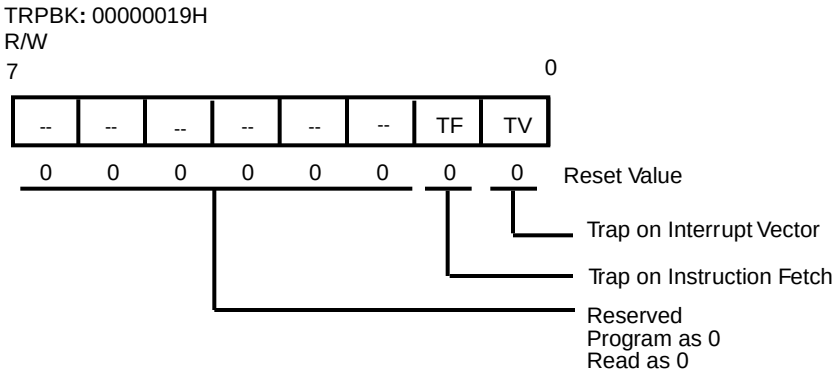


Figure 27. Trap and Break Register

TF *(Trap on Instruction Fetch).* TF goes active to logic 1 when an undefined opcode fetched in the instruction stream is detected. TF can be reset under program control by writing it with a logic 0. However, it cannot be written with a logic 1.

TV *(Trap on Interrupt Vector).* TV goes active to logic 1 when an undefined opcode is returned as a vector in an interrupt acknowledge transaction in mode 0. TV can be reset under program control by writing it with a logic 0. However, it cannot be written with a logic 1.

Trap Interrupt

The Z380 MPU generates a trap when an undefined opcode is encountered. The trap is enabled immediately after reset, and it is not maskable. This feature can be used to increase software reliability or to implement extended instructions. An undefined opcode can be fetched from the instruction stream, or it can be returned as a vector in an interrupt acknowledge transaction in interrupt mode 0. When a trap occurs, the Z380 MPU operates as follows.

1. The TF or TV bit in the Assigned Vectors Base and Trap Register goes active, to indicate the source of the undefined opcode.

2. If the undefined opcode was fetched from instruction stream, the starting address of the trap causing instruction is pushed onto the stack. (Note that the starting address of a decoder directive preceding an instruction encoding is considered the starting address of the instruction.)

   If the undefined opcode was a returned interrupt vector (in interrupt mode 0), the interrupted PC value is pushed onto the stack.

3. The states of IEF1 and IEF2 are cleared.

4. The Z380 MPU commences to fetch and execute instructions from address 00000000H.

Note that instruction execution resumes at address 0, similar to the occurrence of a reset. Testing the TF and TV bits in the Assigned Vectors Base and Trap Register will distinguish the two events. Even if trap handling is not in place, repeated restarts from address 0 is an indicator of possible illegal instructions at system debugging.

Nonmaskable Interrupt

The nonmaskable interrupt input /NMI is edge sensitive, with the Z380 MPU internally latching the occurrence of its falling edge. When the latched version of /NMI is recognized, the following operations are performed.

1. The interrupted PC (Program Counter) value is pushed onto the stack.

2. The state of IEF1 is copied to IEF2, then IEF1 is cleared.

3. The Z380 MPU commences to fetch and execute instructions from address 00000066H.

Interrupt Mode 0 Response For Maskable Interrupt /INT0

During the interrupt acknowledge transaction, the external I/O device being acknowledged is expected to output a vector onto the lower portion of the data bus, D7-D0. The Z380 MPU interprets the vector as an instruction opcode, which is usually one of the single-byte Restart (RST) instructions that pushes the interrupted PC (Program Counter) value onto the stack and resumes execution at a fixed memory location. However, the Z380 MPU will generate multiple transactions to capture vectors that form a multi-byte instruction. IEF1 and IEF2 are reset to logic 0's, disabling all further maskable interrupt requests. Note that unlike the other interrupt responses, the PC is not automatically PUSHed onto the stack. Note also that a trap occurs if an undefined opcode is supplied by the I/O device as a vector.

Interrupt Mode 1 Response For Maskable Interrupt /INT0

An interrupt acknowledge transaction is generated, during which the data bus contents are ignored by the Z380 MPU. The interrupted PC value is PUSHed onto the stack. IEF1 and IEF2 are reset to logic 0's so as to disable further maskable interrupt requests. Instruction fetching and execution restarts at memory location 00000038H.

Interrupt Mode 2 Response For Maskable interrupt /INT0

During the interrupt acknowledge transaction, the external I/O device being acknowledged is expected to output a vector onto the lower portion of the data bus, D7-D0. The interrupted PC value is PUSHed onto the stack and IEF1 and IEF2 are reset to logic 0's so as to disable further maskable interrupt requests. The Z380 MPU then reads an entry from a table residing in memory and loads it into the PC to resume execution. The address of the table entry is composed of the I Extend contents as A31-A16, the I Register contents as A15-A8 and the vector supplied by the I/O device as A7-A0. Note that the table entry is effectively the starting address of the interrupt service routine designed for the I/O device being acknowledged. The table, composed of starting addresses for all the interrupt mode 2 service routines, can be referred to as the interrupt mode two vector table. Each table entry should be word-sized if the Z380 MPU is in the Native Mode and longword-sized if in the Extended Mode, in either case it is even-aligned (least significant byte with address A0 = 0).

Interrupt Mode 3 Response For Maskable Interrupt /INT0

Interrupt mode 3 is similar to mode 2 except that a 16-bit vector is expected to be placed on the data bus D15-D0 by the I/O device during the interrupt acknowledge transaction. The interrupted PC is PUSHed onto the stack. IEF1 and IEF2 are reset to logic 0's so as to disable further maskable interrupt requests. The starting address of the service routine is fetched and loaded into the PC to resume execution from the memory location with an address composed of the I Extend contents as A31-A16 and the vector supplied by the I/O device as A15-A0. Again the starting address of the service routine is word-sized if the Z380 MPU is in the Native Mode and longword-sized if in the Extend Mode, in either case even-aligned.

Assigned Interrupt Vectors Mode For Maskable interrupt INT3-/INT1

When the Z380 MPU recognizes one of the external maskable interrupts it generates an Interrupt Acknowledge transaction which is different than that for /INT0. The Interrupt Acknowledge transaction for /INT3-/INT1 has the I/O bus signal /INTAK active, with /MI, /IORQ, /IORD and/ IOWR inactive. The interrupted PC value is PUSHed onto the stack. IEF1 and IEF2 are reset to logic 0s, disabling further maskable interrupt requests. The starting address of an interrupt service routine is fetched from a table entry and loaded into the PC to resume execution. The address of the table entry is composed of the I Extend contents as A31-A16, the AB bits of the Assigned Vectors Base Register as A15-A9 and an assigned interrupt vector specific to the request being recognized as A8-A0. The assigned vectors are defined in Table 5.

Table 5. Assigned Interrupt Vectors

Interrupt Source	Assigned Interrupt Vector
/INT1	00H
/INT2	04H
/INT3	08H

RETI Instruction

The Z80 family I/O devices are designed to monitor the Return from Interrupt opcodes in the instruction stream (RETI-EDH, 4DH), signifying the end of the current interrupt service routine. When detected, the daisy chain within and among the device(s) resolves and the appropriate interrupt-under-service condition clears. The Z380 MPU reproduces the opcode fetch transactions on the I/O bus when the RETI instruction is executed. Note that the Z380 MPU outputs the RETI opcodes onto both portions of the data bus (D15-D8 and D7-D0) in the transactions.

The Z380 MPU incorporates a number of functions to ease its interface with external I/O devices and with various types of memories. The Z380 MPU's I/O bus can be programmed to run at a slower rate than its memory bus. In addition, a heartbeat transaction can be generated on the I/O bus that emulates a Z80 CPU instruction fetch cycle. Such a transaction is useful for a particular Z80 family I/O device to perform its interrupt functions. Memory chip select signals can be activated to access the lowest 16 Mbytes of the Z380 MPU's memory address space, with wait state insertions. Lastly, a DRAM refresh function is incorporated, with programmable refresh transaction burst size. The above functions are controlled by several on-chip registers. As described in the CPU Architecture section, these registers together with several other registers that control a portion of the interrupt functions, occupy an on-chip I/O address space. This on-chip I/O address can be accessed only by the following reserved on-chip I/O instructions.

Some on-chip peripherals are capable of generating interrupt requests, which are always handled in the assigned interrupt vectors mode.

I/O Bus Control

The Z380 MPU is designed to interface easily with external I/O devices that can be of either the Z80 or Z8500 product family by supplying five I/O bus control signals: /M1, /IORQ, /IORD, /IOWR and /INTAK. In addition, the Z380 MPU is supplying an IOCLK that is a divided down version of its BUSCLK. Programmable wait states can be inserted in the various I/O transactions. The External Interface section details all the I/O transactions.

IN0	R, (n)	OTIM
IN0	(n)	OTIMR
OUT0	(n), R	OTDM
TSTIO	n	OTDMR

When one of the above instructions is executed, the Z380 MPU outputs the register address being accessed in a pseudo transaction of two BUSCLK cycles duration, with the address signals A31-A8 at logic 0s. In the pseudo transaction, all bus control signals are at their inactive states. It is to be emphasized that the Z380 MPU adopts an instruction specific scheme to access on-chip I/O registers, with their unique address space. This is in contrast to mapping such registers with external peripherals in a common I/O address space, as is done in the Z180 MPU.

I/O Bus Control Register 0

CR2-CR0 *(I/O Clock Rate).* BUSCLK is divided down to produce IOCLK as defined in the following.

000	divided-by-8	001	divided-by-1
010	divided-by-2	011	divided-by-1
100	divided-by-4	101	divided-by-1
110	divided-by-6	111	divided-by-1

Note that if a clock divide rate of 1 is specified, BUSCLK should be used to connect to I/O devices that require a clock input, since the Z380 MPU outputs a constant logic 1 at IOCLK.

Reserved bits 7-3. Read as 0s, should write to as 0s.

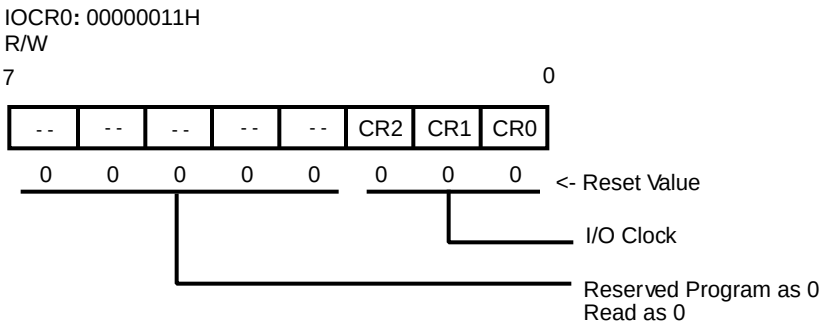


Figure 28. I/O Bus Control Register 0

I/O Bus Control Register 1

When this phantom register IOCR1 with address 00000012H is accessed with one of the on-chip I/O write instructions, a heartbeat transaction that emulates a Z80 CPU instruction fetch is performed on the I/O bus. This transaction provides a /M1 pulse which is necessary as part of an interrupt enable sequence for a Z80 PIO product. In the on-chip I/O write instruction, the data being "written" can be of any value. In case of an on-chip I/O read with the IOCR1 address, the data returned is unpredictable.

I/O Waits Register

OW2-IOW0 *(I/O Waits).* This binary field defines up to seven wait states to be inserted in external I/O read and write transactions, and at the latter portions of interrupt transactions to capture interrupt vectors. The defined wait states are also inserted in each of the opcode fetch transactions of the Return from Interrupt (RETI) instruction reproduced on the I/O bus. When programmed with 0s, the I/O waits are disabled.

RTW1-RTW0 *(RETI Waits).* This binary field defines up to three wait states to be inserted between opcode fetch transactions of the Return from Interrupt instruction reproduced on the I/O bus.

DCW2-DCW0 *(Interrupt Daisy Chain Waits).* This binary field defines up to seven wait states to be inserted at the early portions of interrupt acknowledge transactions, for the interrupt daisy chain through the external I/O devices to settle.

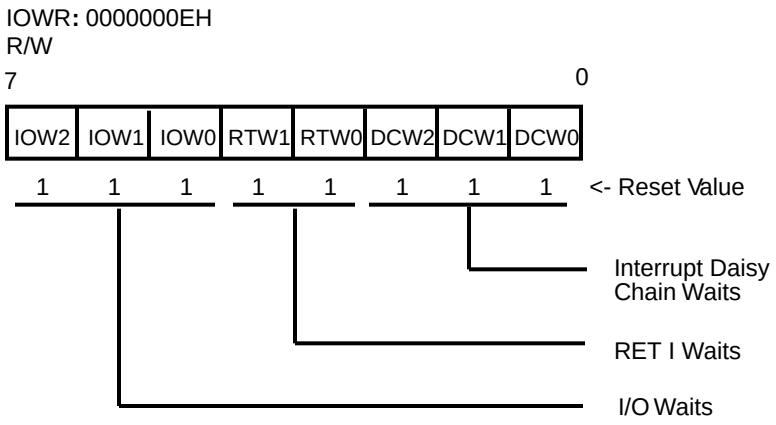
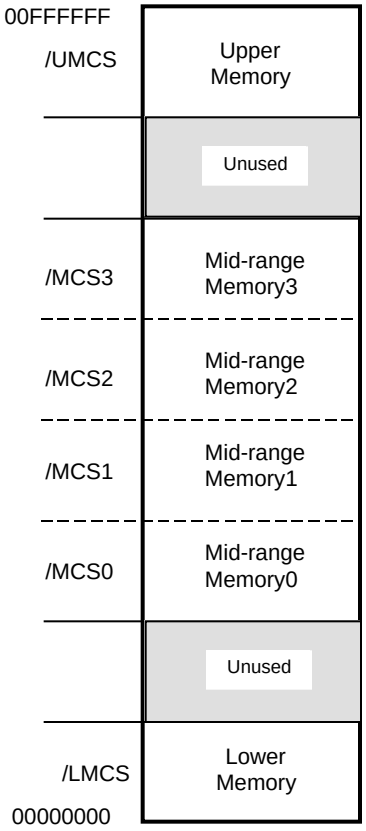


Figure 29. I/O Waits Register

MEMORY CHIP SELECTS AND WAITS

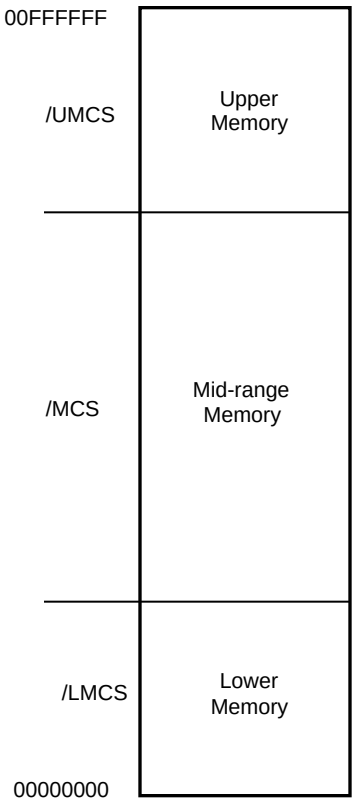
The Z380 MPU offers two schemes to generate chip select signals to access the lowest 16 Mbytes of its memory address space. The first scheme provides six chip select signals, with the address space partitioned as shown in Figure 30. The second scheme provides three chip select signals, and the address space partitioning is shown in Figure 31. Note that the /MCS0 signal is used to indicate accesses to the entire mid-range memory in the second scheme.



Memory Chip Select Scheme 1

Figure 30. Chip Select Address Space

A flexible wait state insertion scheme is incorporated in the chip select logic. A user can program T1, T2 and T3 waits separately for accesses to the lower, upper and mid-range memory areas. If chip select scheme one is in effect, different wait states can be defined for each of the mid-range memory areas 3 through 0.



Memory Chip Select Scheme 2

Figure 31. Chip Select Address Space

Lower Memory Chip Select Control

This memory area has its lower boundary at address 000000000H. A user can define the size to be an integer power of two, starting at 4 Kbytes. For example, the lower memory area can be either 4 Kbytes, 8 Kbytes, 16 Kbytes, etc., starting from address 0. The /LMCS signal can be enabled to go active during refresh transactions.

Lower Memory Chip Select Register 0

MA15-MA12 *(Match Address Bits 15-12).* If a match address bit is at logic 1, the corresponding address signal of a memory transaction is compared for a logic 0, as a condition for /LMCS to become active. If the match address bit is at logic 0, the corresponding address signal is not compared (don't care). For example, MA12 determines if A12 should be tested for a logic 0 in memory transactions.

Reserved bits 3-1. Read as 0s, should write to as 0s.

ERF *(Enable for Refresh transactions).* If this bit is programmed to a logic one, /LMCS goes active during refresh transactions.

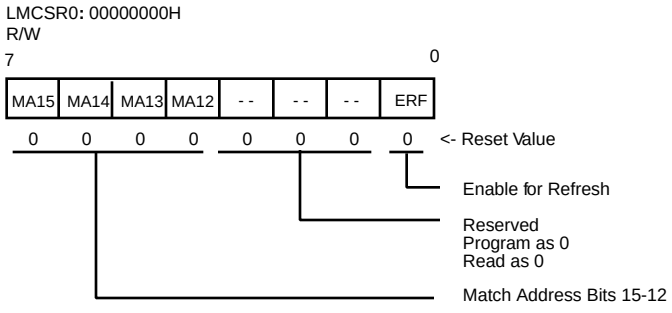


Figure 32. Lower Memory Chip Select Register 0

Lower Memory Chip Select Register 1

MA23-MA16 *(Match Address Bits 23-16).* If a match address bit is at logic 1, the corresponding address signal of a memory transaction is compared for a logic 0, as a condition for /LMCS to become active. If the match address bit is at logic 0, the corresponding address signal is not compared (don't care). For example, MA23 determines if A23 should be tested for a logic 0 in memory transactions. Note that in order for /LMCS to go active in a memory transaction, the /LMCS function has to be enabled in the Memory Selects Master Enable Register (described later), all the address signals A31-A24 at logic 0s, and all the address signals A23-A12 programmed for address matching in the above registers have to be at logic 0s. To define the lower memory area as 4 Kbytes, MA23-MA12 should be programmed with 1s. For an area larger than 4 Kbytes, MA23-MA12 (in that order) should be programmed with contiguous 1s followed by contiguous 0s. This is the intended usage to maintain the lower memory area as a single block. Note also that /LMCS can be enabled for refresh transactions independent of the value programmed into the Memory Selects Master Enable Register.

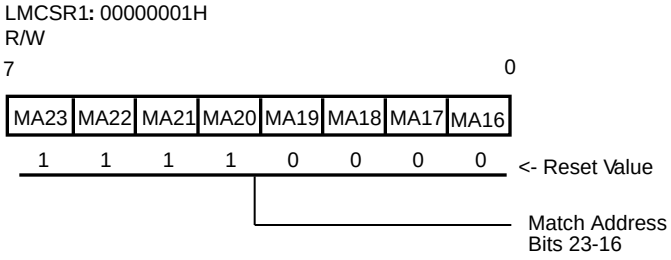


Figure 33. Lower Memory Chip Select Register 1

Upper Memory Chip Select Control

The upper boundary for this memory area is address 00FFFFFFH. A user can define the area immediately below this boundary with a size that is an integer power of two, starting at 4 Kbytes. That is, the upper memory area can be either 4 Kbytes, 8 Kbytes, 16 Kbytes and so on. The /UMCS signal can be enabled to go active during refresh transactions.

Upper Memory Chip Select Register 0

MA15-MA12 *(Match Address Bits 15-12).* If a match address bit is at logic 1, the corresponding address signal of a memory transaction is compared for a logic 1, as a condition for /UMCS to become active. If the match address bit is at logic 0, the corresponding address signal is not compared (don't care). For example, MA12 determines if A12 should be tested for a logic 1 in memory transactions.

Reserved bits 3-1. Read as 0s, should write to as 0s.

ERF *(Enable for Refresh Transactions).* If this bit is programmed to a logic 1, /UMCS goes active during refresh transactions.

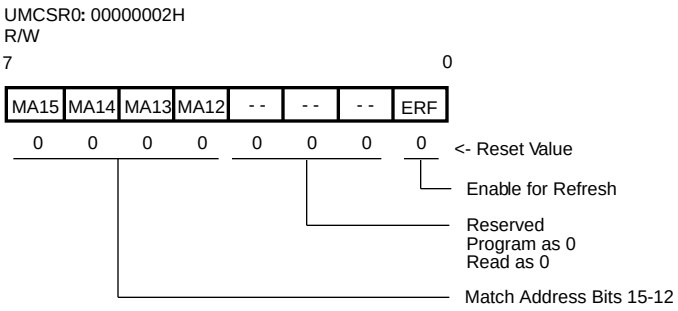


Figure 34. Upper Memory Chip Select Register 0

Upper Memory Chip Select Register 1

MA23-MA16 *(Match Address Bits 23-16).* If a match address bit is at logic 1, the corresponding address signal of a memory transaction is compared for a logic 1, as a condition for /UMCS to become active. If the mask address bit is at logic 0, the corresponding address signal is not compared (don't care). For example, MA23 determines if A23 should be tested for a logic 1 in memory transactions. Note that in order for/UMCS to go active in a memory transaction, the /UMCS function has to be enabled in the Memory Selects Master Enable Register (described later), all the address signals A31-A24 at logic 0s, and all the address signals A23-A12 programmed for address matching in the above registers have to be at logic 1s. To define the upper memory area as 4 Kbytes, MA23-MA12 should be programmed with 1s. For an area larger than 4 Kbytes, MA23-MA12 (in that order) should be programmed with contiguous 1s followed by contiguous 0s. This is the intended usage to maintain the upper memory area as a single block. Note also that /UMCS can be enabled for refresh transactions independent of the value programmed into the Memory Selects Master Enable Register.

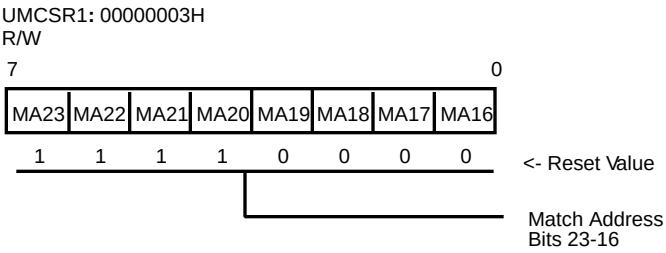


Figure 35. Upper Memory Chip Select Register 1

Mid-range Memory Chip Select(s) Control

In chip select scheme 1, a user can define the base address and the total size of the mid-range memory area. The /MCS0 signal would be active for the lowest quarter portion of the area defined, starting from the base address. Each of the /MCS1-/MCS3 signals would be active, corresponding to the successively higher quarter portions of the total mid-range memory area. In chip select scheme 2, the mid-range memory area is between the lower and upper memory areas. The /MCS3-/MCS0 signals can be individually enabled to go active in refresh transactions.

Mid-range Memory Chip Select Register 0

MA15-MA14 *(Match Address Bits 15-14).* In chip select scheme 1, if a match address bit is at logic 1, the corresponding address signal of a memory transaction is compared with the corresponding base address bit for a match, as a condition for one of /MCS3-/MCS0 to become active. If the match address bit is at logic 0, the corresponding address signal and base address bit are not compared (don't care). For example, MA14 determines if A14 should be compared for a match with BA14. The values of MA15-MA14 have no effects in chip select scheme 2.

Reserved bits 5-4. Read as 0s, should write to as 0s.

ERF3-ERF0 *(Enable for Refresh Transactions).* The mid-range memory chip select signals can be individually enabled to go active during refresh transactions. As an example, /MCS0 goes active in refresh transactions if ERF0 is programmed at logic 1.

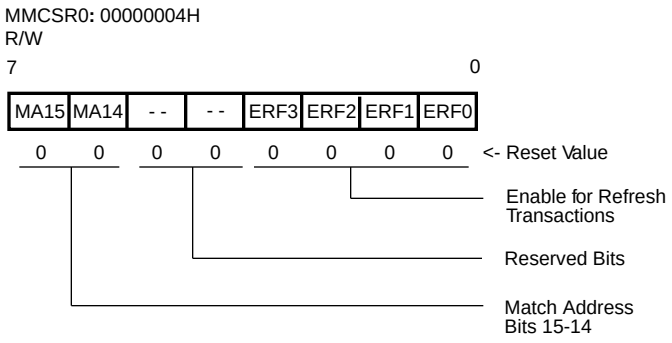


Figure 36. Mid-range Memory Chip Select Register 0

Mid-range Memory Chip Select Register 1

MA23-MA16 *(Match Address bits).* In chip select scheme 1, if a match address bit is at logic 1, the corresponding address signal of a memory transaction is compared with the corresponding base address bit for a match, as a condition for one of /MCS3-/MCS0 to become active. If the match address bit is at logic 0, the corresponding address signal and base address bit are not compared (don't care). For example, MA23 determines if A23 should be compared for a match with BA23. The contents of this register have no effects in chip select scheme 2.

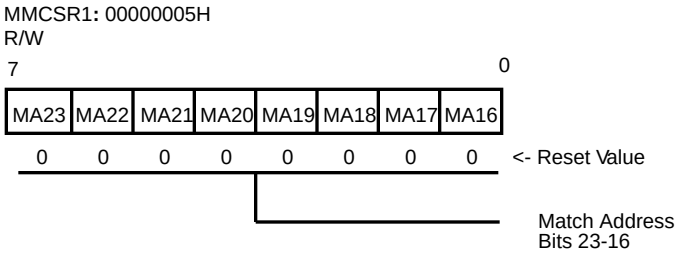


Figure 37. Mid-range Memory Chip Select Register 1

Mid-range Memory Chip Select Register 2 & 3

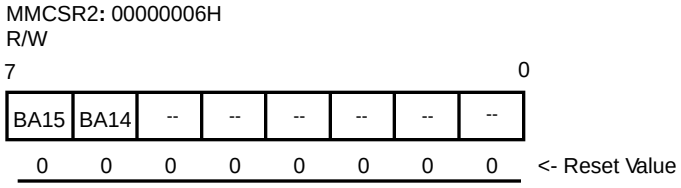


Figure 38. Mid-range Memory Chip Select Register 2

BA23-BA14 *(Base Address 23-14).* In chip select scheme 1, the address signals A23-A16 of a memory transaction are compared with BA23-BA16 for a match, for those bits programmed for address matching in the Mid-range Memory Chip Select Register 1. The contents of this register have no effects in chip select scheme 2. Note that in order for one of /MCS3-/MCS0 to go active in a memory transaction in chip select scheme 1, the ENM1 bit in the Memory Selects Master Enable Register (described later) has to be at logic 1, all the address signals A31-A24 at logic 0s, and for those bits programmed for address matching, A23-A14 matching BA23-BA14. For the intended usage to maintain the mid-range memory area as a single block, MA23-MA14 (in that order) should be programmed for address matching with contiguous 1s followed by contiguous 0s. Note also that /MCS3-/MCS0 can be individually enabled to go active during refresh transactions, independent of the value programmed into the Memory Selects Master Enable Register.

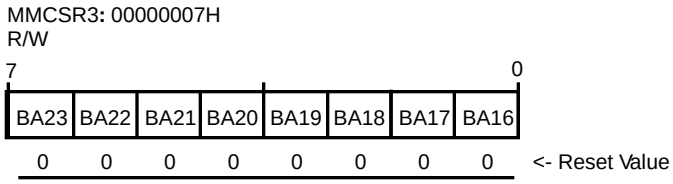


Figure 39. Mid-range Memory Chip Select Register 3

Lower Memory Wait Register

T1W2-T1W0 *(T1 Waits).* This binary field defines up to seven T1 wait states to be inserted in transactions accessing the lower memory area.

T2W1-T2W0 *(T2 Wait States).* This binary field defines up to three T2 wait states to be inserted in transactions accessing the lower memory area.

T3W2-T3W0 *(T3 Waits).* This binary field defines up to seven T3 wait states to be inserted in transactions accessing the lower memory area.

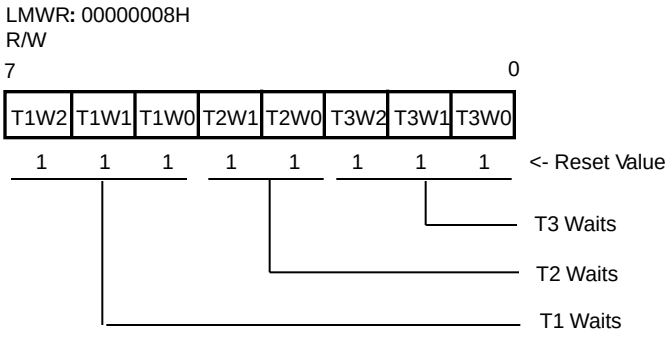


Figure 40. Lower Memory Waits Register

Upper Memory Wait Register

T1W2-T1W0 *(T1 Waits).* This binary field defines up to seven T1 wait states to be inserted in transactions accessing the upper memory area.

T2W1-T2W0 *(T2 Waits).* This binary field defines up to three T2 wait states to be inserted in transactions accessing the upper memory area.

T3W2-T3W0 *(T3 Waits).* This binary field defines up to seven T3 wait states to be inserted in transactions accessing the upper memory area.

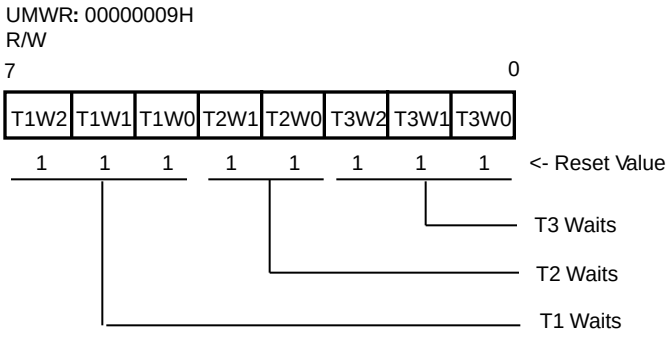


Figure 41. Upper Memory Waits Register

Mid-range Memory Wait Register 0

T1W2-T1W0 *(T1 Waits).* This binary field defines up to seven T1 wait states to be inserted in transactions accessing the mid-range memory area 0 in chip select scheme 1, or the entire mid-range memory area in chip select scheme 2.

T2W1-T2W0 *(T2 Waits).* This binary field defines up to three T2 wait states to be inserted in transactions accessing the mid-range memory area 0 in chip select scheme 1, or the entire mid-range memory area in chip select scheme 2.

T3W2-T3W0 *(T3 Waits).* This binary field defines up to seven T3 wait states to be inserted in transactions accessing the mid-range memory area 0 in chip select scheme 1, or the entire mid-range memory area in chip select scheme 2.

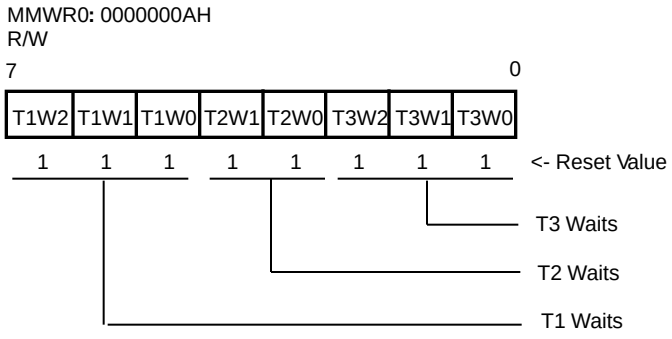


Figure 42. Mid-range Memory Waits Register 0

Mid-Range Memory Wait Register 1

T1W2-T1W0 *(T1 Waits).* This binary field defines up to seven T1 wait states to be inserted in transactions accessing the mid-range memory area 1 in chip select scheme 1.

T2W1-T2W0 *(T2 Waits).* This binary field defines up to three T2 wait states to be inserted in transactions accessing the mid-range memory area 1 in chip select scheme 1.

T3W2-T3W0 *(T3 Waits).* This binary field defines up to seven T3 wait states to be inserted in transactions accessing the mid-range memory area 1 in chip select scheme 1. The contents of this register have no effects in chip select scheme 2.

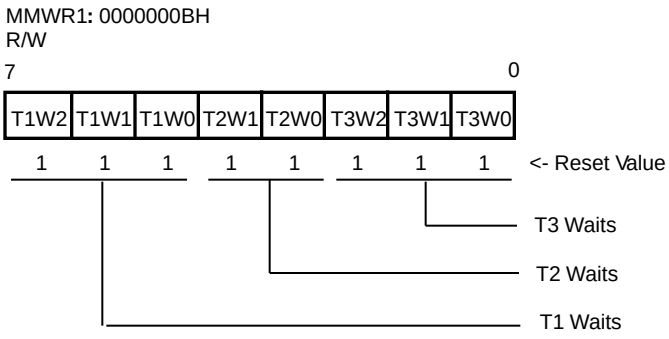


Figure 43. Mid-range Memory Waits Register 1

Mid-Range Memory Wait Register 2

T1W2-T1W0 *(T1 Waits).* This binary field defines up to seven T1 wait states to be inserted in transactions accessing the mid-range memory area 2 in chip select scheme 1.

T2W1-T2W0 *(T2 Waits).* This binary field defines up to three T2 wait states to be inserted in transactions accessing the mid-range memory area 2 in chip select scheme 1.

T3W2-T3W0 *(T3 Waits).* This binary field defines up to seven T3 wait states to be inserted in transactions accessing the mid-range memory area 2 in chip select scheme 1. The contents of this register have no effects in chip select scheme 2.

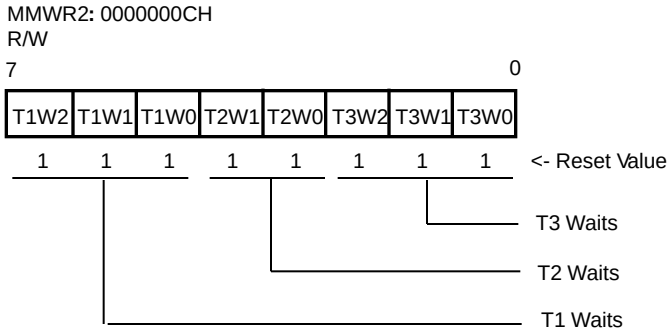


Figure 44. Mid-Range Memory Waits Register 2

Mid-range Memory Waits Register 3

T1W2-T1W0 *(T1 Waits).* This binary field defines up to seven T1 wait states to be inserted in transactions accessing the mid-range memory area 3 in chip select scheme 1.

T2W1-T2W0 *(T2 Waits).* This binary field defines up to three T2 wait states to be inserted in transactions accessing the mid-range memory area 3 in chip select scheme 1.

T3W2-T3W0 *(T3 Waits).* This binary field defines up to seven T3 wait states to be inserted in transactions accessing the mid-range memory area 3 in chip select scheme 1. The contents of this register have no effects in chip select scheme 2.

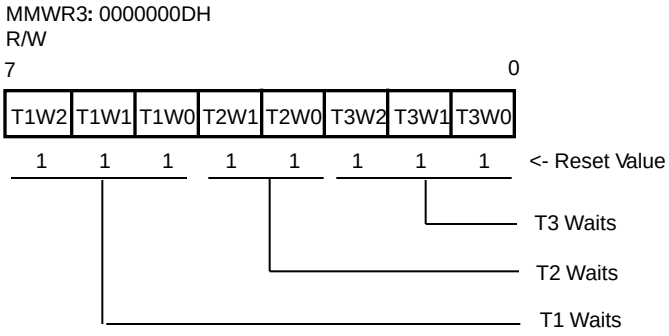


Figure 45. Mid-range Memory Waits Register 3

Memory Chip Selects and Waits Master Control

The memory chip selects and their associated waits are enabled or disabled by writing to a single register described in the following:

Memory Selects Master Enable Register

A user can set or reset the desired bits 7-4 in this register without modifying the states of the remaining bits, with the SR bit defining the set or reset function.

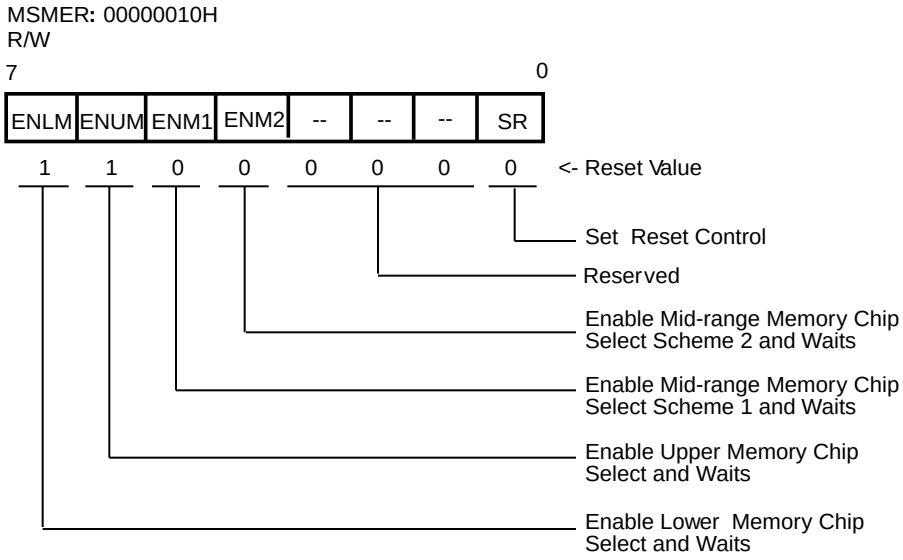


Figure 46. Memory Selects Master Enable Register

ENLM *(Enable Lower Memory Chip Select and Waits).* This bit at logic 1 enables the /LMCS signal to go active starting at T1 cycle time of a memory transaction accessing the lower memory area. The associated programmed wait states are automatically inserted in the transaction.

ENUM *(Enable Upper Memory Chip Select and Waits).* This bit at logic 1 enables the /UMCS signal to go active starting at T1 cycle time of a memory transaction accessing the upper memory area. The associated programmed wait states are automatically inserted in the transaction.

ENM1 *(Enable Mid-range Memory Chip Select Scheme 1 and Waits).* This bit at logic 1 enables one of /MCS3-/MCS0 to go active starting at T1 cycle time of a memory transaction, depending on which of the mid-range memory areas 3-0 is being accessed. The corresponding programmed wait states are automatically inserted in the transaction.

ENM2 *(Enable Mid-range Memory Chip Select Scheme 2 and Waits).* This bit at logic 1 enables the /MCS0 to go active starting at T1 cycle time of a memory transaction accessing the mid-range memory area. The corresponding programmed wait states are automatically inserted in the transaction.

Reserved bits 3-1. Read as 0s, should write to as 0s.

SR *(Set Reset Control).* When writing to the Memory Selects Master Enable Register with SR = 1, bits 7-4 that are selected with logic 1s are set. When writing with SR = 0, bits 7-4 that are selected with logic 1s are cleared. In either case, the bits not selected are not modified. The SR bit is always read as a logic 0.

Additional Comments. In either chip select scheme, if the chip select and waits functions are enabled, or their memory areas are defined to cause overlaps, the precedence of conflict resolution is /LMCS, then /UMCS, then /MCS3-/MCS0. As an example, consider the case where both the lower and mid-range memory area 0 are defined to occupy the same address space. With ENLM = 1 in the Memory Selects Master Enable Register (ENM1 can be either 0 or 1), /LMCS goes active in the memory transaction that accesses the overlapped address space. With ENLM = 0 and ENM1 = 1, /MCS0 would go active in the transaction instead. Regardless of the state of the address bus, the chip select signals are at their inactive logic 1s when the corresponding enable bits in the Memory Selects Master Enable Register (MSMER) are at logic 0s, except during DRAM refresh transactions if so enabled, or the Z380 MPUs CPU is in its halt state, except during DRAM refresh transactions if so enabled, or the Z380 MPU relinquishes the system bus with its /BREQ input active, or the Z380 MPU is in the low power standby mode.

DRAM Refresh

The Z380 MPU is capable of providing refresh transactions to dynamic memories that have internal refresh address counters. A user can select how often refresh requests should be made to the Z80 MPU's External Interface Logic, as well as the burst size (number of refresh transactions) for each request iteration. The External Interface Logic grants these requests by performing refresh transactions with CAS-before-RAS timing on the /TREFR, /TREFA and /TREFC bus control signals. In these transactions, /BHEN, /BLEN and the user specified chip select signal(s) are driven active to facilitate refreshing all the DRAM modules at the same time. A user can also specify the T1, T2 and T3 waits to be inserted. Note that the Z380 MPU cannot provide refresh transactions when it relinquishes the system bus, with its /BREQ input active. In that situation, the number of missed refresh requests are accumulated in a counter, and when the Z80 MPU regains the system bus, the missed refresh transactions will be performed.

Refresh Register 0

RI7-RI0 *(Request Interval).* RI7-RI0 defines the interval between refresh requests to the Z380 MPU's External Interface Logic. A value n specified in this field denotes the request interval to be (4 x n) BUSCLK periods. If RI7-RI0 are programmed as 0s, the request interval is 1024 BUSCLK periods.

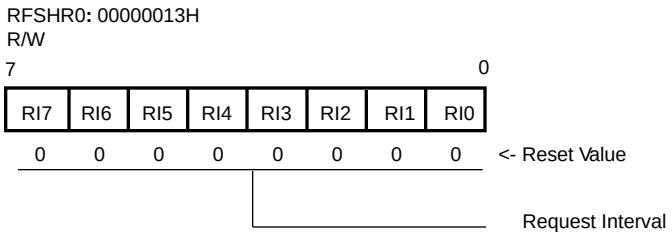


Figure 47. Refresh Register 0

Refresh Register 1

MR7-MR0 *(Missed Requests Count).* This count increments by 1 when a refresh request is made, to a maximum value of 255. Refresh requests over the maximum value would be lost. When the Z380 MPU's External Interface Logic completes each burst of refresh transactions, the count decrements by 1. A user can read the count status, and if necessary, take corrective actions such as adjusting the burst size. When refresh function is disabled, this count is held at 0.

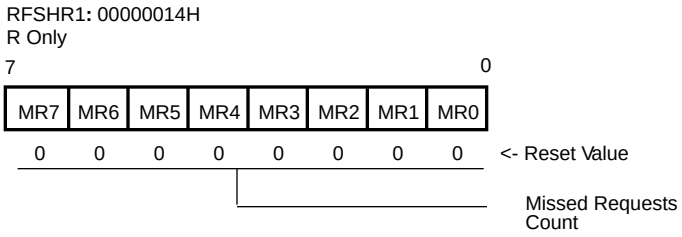


Figure 48. Refresh Register 1

Refresh Register 2

RFEN *(Refresh Enable).* Enables the refresh function when programmed to logic 1.

Reserved bit 6. Read as 0, should write to as 0.

BS5-BS0 *(Burst Size).* This field defines the number of refresh transactions per refresh request made to the Z380 MPU's External Interface Logic. The burst size ranges from 1 to 64, with the highest size specified with BS5-BS0 equal to 0s.

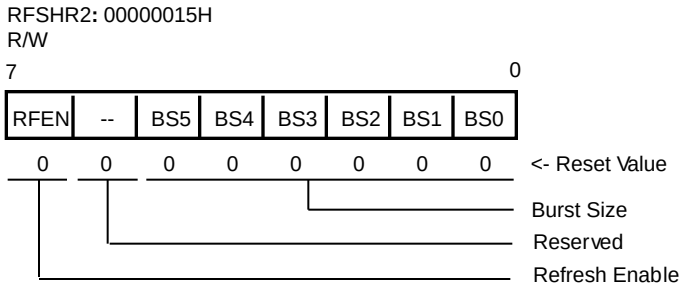


Figure 49. Refresh Register 2

Refresh Wait Register

T1W2-T1W0 *(T1 Waits).* This binary field defines up to seven T1 wait states to be inserted in refresh transactions.

T1W1-T2W0 *(T2 Waits).* This binary field defines up to three T2 wait states to be inserted in refresh transactions.

T3W2-T3W0 *(T3 Waits).* This binary field defines up to seven T3 wait states to be inserted in refresh transactions. Note that care should be exercised in defining refresh burst size and request intervals to avoid over-burdening the system bus with refresh transactions. The memory chip select signals can be selectively enabled to go active during refresh transactions, such enabling is described in the Memory Chip Selects and Waits section.

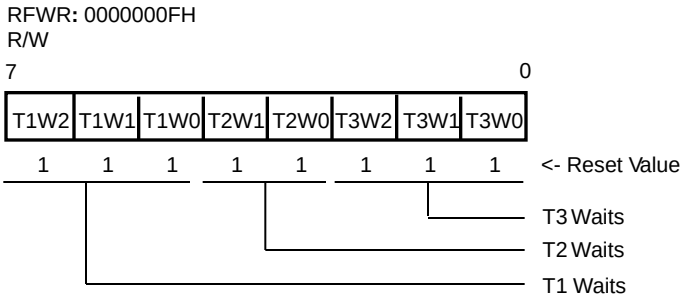


Figure 50. Refresh Waits Register

LOW POWER STANDBY MODE

The Z380 MPU provides an optional standby mode to minimize power consumption during system idle time. If this option is enabled, executing the Sleep instruction would stop clocking internal to the Z380 MPU, as well as at the BUSCLK and IOCLK outputs. The /STNBY signal goes to active logic 0, indicating the Z380 MPU is entering the standby mode. All Z380 MPU operations are suspended, the bus control signals are driven inactive and the address bus is driven to logic 1s. Note that if an external crystal oscillator is used to drive the Z380 MPU's CLKI input, /STNBY can be used to stop its operation. This is a means to further reduce power dissipation for the overall system. The standby mode can be exited by asserting any of the /RESET, /NMI, /INT3-/INT0 (if enabled), or optionally, /BREQ inputs.

If the standby mode option is not enabled, the Sleep instruction is interpreted and executed no different than the HALT instruction, stopping the Z30 MPU from further instruction execution. In this case, /HALT goes to active logic 0 to indicate the Z380 MPU's halt status.

Standby Mode Control and Entering

STBY *(Enable Standby Mode Option).* Enables the Z380 MPU to go into low power standby mode when the Sleep instruction is executed.

BRXT *(Bus Request to Exit Standby Mode).* If BRXT is at logic 1, standby mode can be exited by asserting /BREQ.

Reserved Bits 5-3. Read as 0s, should write to as 0s.

WM2-WM0 *(Warm-up Time Selection).* WM2-WM0 determines the approximate running duration of a warm-up counter that provides a delay before the Z380 MPU resumes its clocking and operations, from the time an interrupt or bus request (if so enabled) is asserted to exit standby mode. In a system where an external crystal oscillator is used to drive the Z380 MPU's CLK input, an appropriate warm-up time can be selected for the oscillator to stabilize.

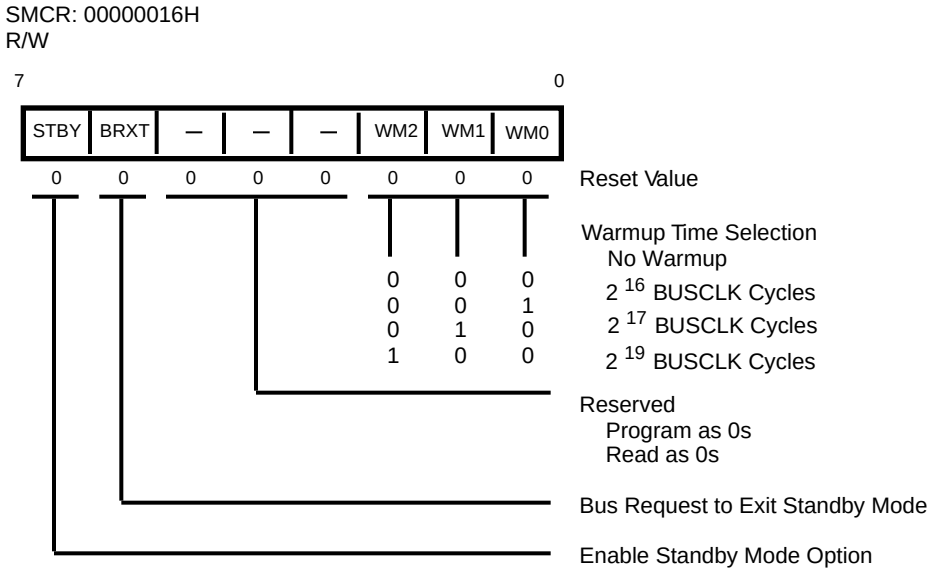


Figure 51. Standby Mode Control Register

Standby Mode Exit With Bus Request

Optionally, if the BRXT bit of the Standby Mode Control Register (SMCR) was previously set, /STNBY goes to logic 1 when the /BREQ input is asserted, allowing the external crystal oscillator that drives the Z380 MPU's CLK input to restart. A warm-up counter internal to the Z380 MPU proceeds to count, for a duration long enough for the oscillator to stabilize, which was selected with the WM bits in the SMCR. When the counter reaches its end-count, clocking resumes within the Z380 MPU and at the BUSCLK and IOCLK outputs.

The Z380 MPU relinquishes the system bus after clocking resumes, with the normal /BREQ, /BACK handshake procedure. The Z380 MPU regains the system bus when /BREQ goes inactive, again going through a normal handshake procedure.

Note that clocking continues, and the Z380 MPU is at the halt state.

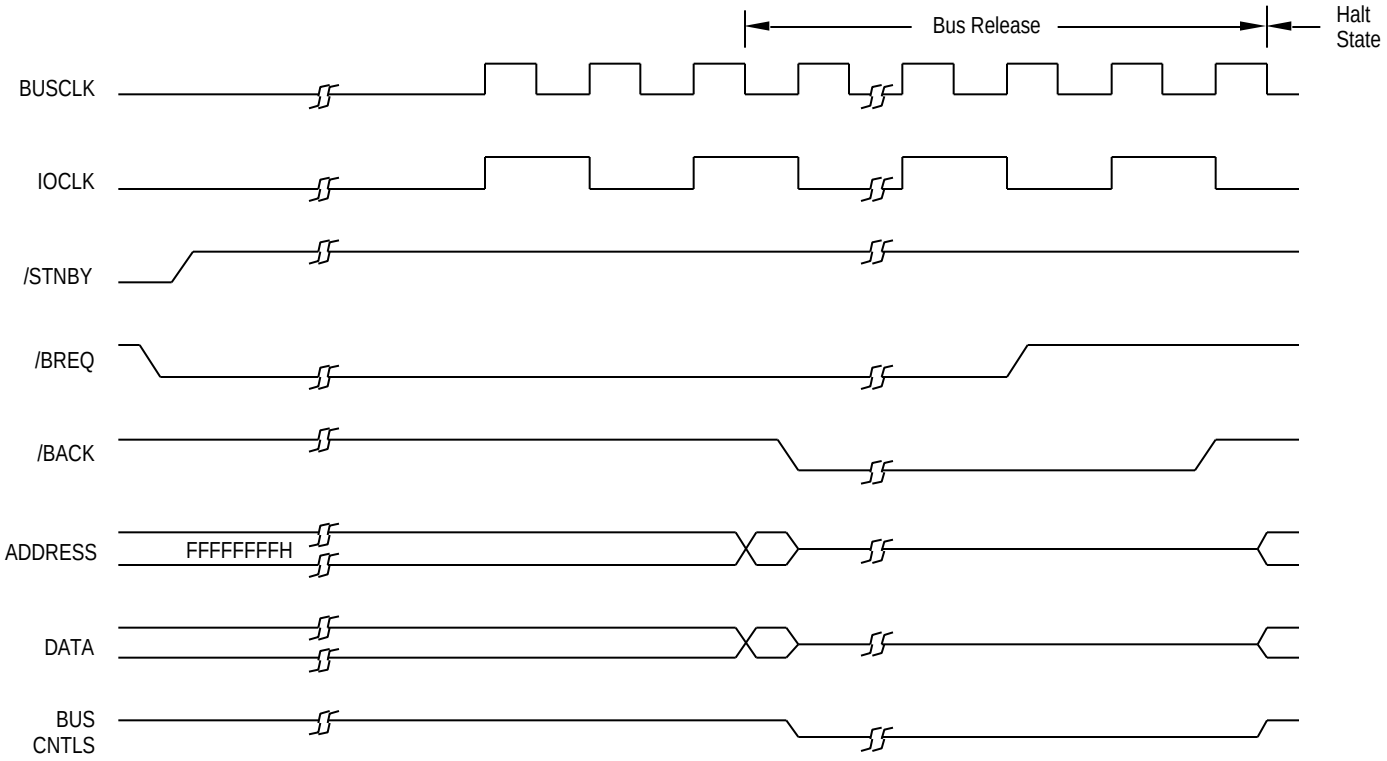


Figure 52. Standby Mode Exit with Bus Request Timing

Standby Mode Entering Timing

Figure 53 shows standby mode entering timing in an example where IOCLK was programmed to be BUSCLK divided-by-2. Note that clocking stops only after IOCLK has changed to logic 0.

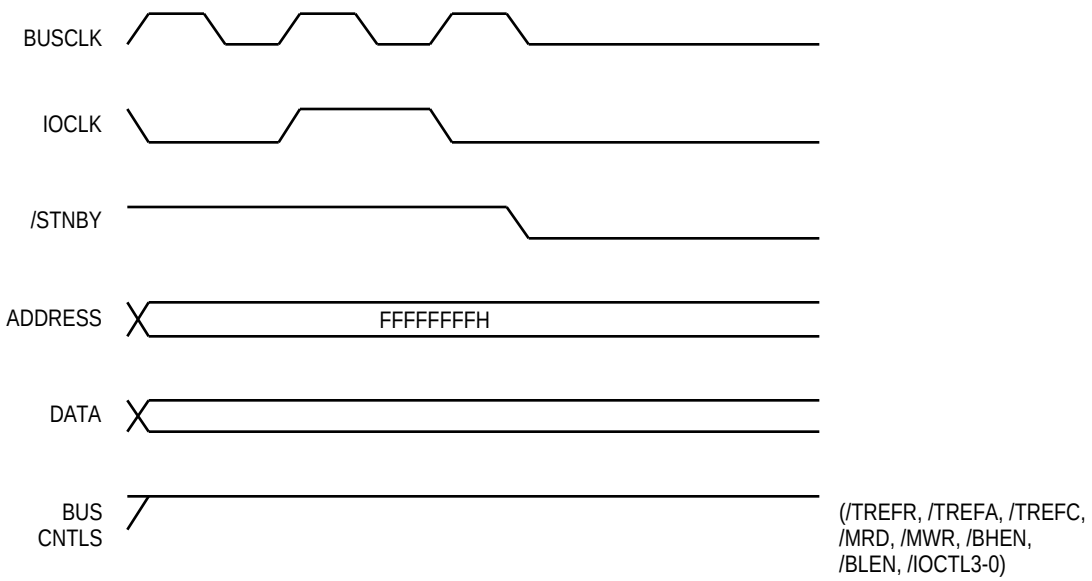


Figure 53. Standby Mode Entering Timing

Standby Mode Exit With Reset

When /RESET is asserted, /STNBY goes to logic 1, allowing the external crystal oscillator that drives the Z380 MPU's CLKI input to restart. The /RESET pulse provided should be of a duration long enough for oscillator stabilization. The Z380 MPU exits standby mode, and when /RESET is deasserted, it goes through the normal reset timing to start instruction execution at address 00000000H. Note that clocking resumes within the Z380 MPU and at the BUSCLK and IOCLK outputs soon after /RESET is asserted, when the crystal oscillator is not yet stabilized.

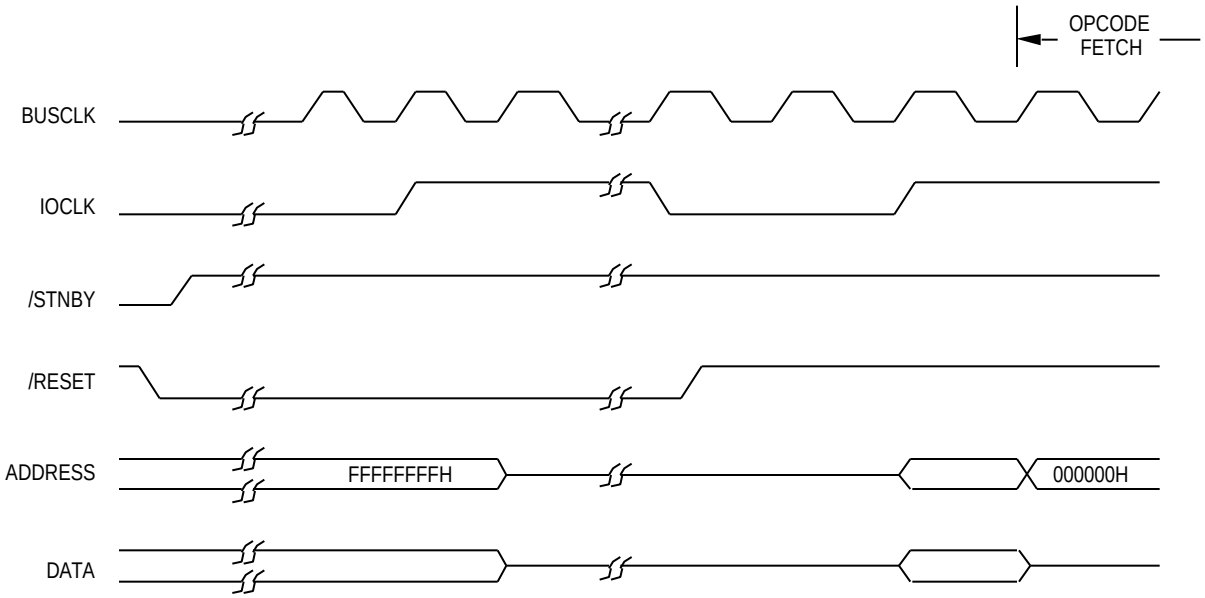


Figure 54. Standby Mode Exit with Reset Timing

Standby Mode Exit With External Interrupts

Standby mode can be exited by asserting input /NMI. Asserting the maskable interrupt inputs /INT3-/INT0 may also exit standby mode, if the global interrupt flag IEF1 was previously enabled at logic 1, and for those requests individually enabled, as indicated in the Interrupt Enable Register.

When exit conditions are met, /STNBY goes to logic 1, allowing the external crystal oscillator that drives the Z380 MPU's CLK input to restart.

The Z380 MPU's internal warm-up counter proceeds to count, for a duration long enough for the oscillator to stabilize, as selected by the WM bits in the Standby Mode Control Register. When the counter reaches its end-count, clocking resumes within the Z380 MPU, as well as at the BUSCLK and IOCLK outputs. The Z380 MPU performs an interrupt acknowledge procedure appropriate to the interrupt request that initiated the standby mode exit.

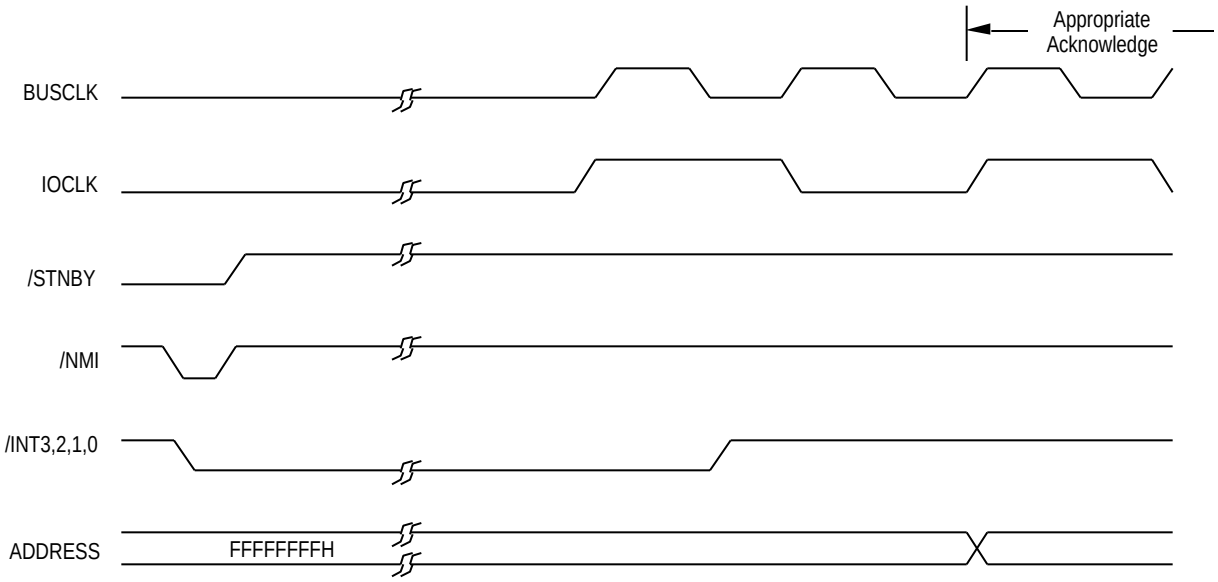


Figure 55. Standby Mode Exit with External Interrupts Timing

Standby Mode for On-chip Crystal Oscillator

The previous discussions have been focused on situations where a direct clock is supplied to the Z380 MPU's CLKI input. Such a clock may be sourced by an external crystal with its oscillation circuit. In the case where a crystal is connected to the Z380 MPU's on-chip oscillator, all standby functions described earlier apply. Items worth noting are as follows.

1. When standby mode is entered, the feedback path for the on-chip oscillator is disabled, reducing power consumption.

2. A user can select a warm-up time appropriate for the crystal being used, by programming the WM2-WM0 bits in the Standby Mode Control Register (SMCR).

Table 6. Z380 MPU On-chip I/O Registers

Register	Mnemonic	On-Chip I/O Address
Lower Memory Chip Select Register 0	LMCS0	00000000H
Lower Memory Chip Select Register 1	LMCS1	00000001H
Upper Memory Chip Select Register 0	UMCS0	00000002H
Upper Memory Chip Select Register 1	UMCS1	00000003H
Midrange Memory Chip Select Register 0	MMCS0	00000004H
Midrange Memory Chip Select Register 1	MMCS1	00000005H
Midrange Memory Chip Select Register 2	MMCS2	00000006H
Midrange Memory Chip Select Register 3	MMCS3	00000007H
Lower Memory Waits Register	LMWR	00000008H
Upper Memory Waits Register	UMWR	00000009H
Midrange Memory Waits Register 0	MMWR0	0000000AH
Midrange Memory Waits Register 1	MMWR1	0000000BH
Midrange Memory Waits Register 2	MMWR2	0000000CH
Midrange Memory Waits Register 3	MMWR3	0000000DH
I/O Waits Register	IOWR	0000000EH
Refresh Waits Register	RFWR	0000000FH
Memory Selects Master Enable Register	MSMER	00000010H
I/O Bus Control Register 0	IOCR0	00000011H
I/O Bus Control Register 1	IOCR1	00000012H
Refresh Register 0	RFSHR 0	00000013H
Refresh Register 1	RFSHR1	00000014H
Refresh Register 2	RFSHR2	00000015H
Standby Mode Control Register	SMCR	00000016H
Interrupt Enable Register	IER	00000017H
Assigned Vectors Base Register	AVBR	00000018H
Trap and Break Register	TRPBK	00000019H

RESET

The Z380 MPU is placed in a dormant state when the /RESET input is asserted. All its operations are terminated, including any interrupt, bus request or bus transaction that may be in progress. Its IOCLK goes Low on the next BUSCLK rising edge, and enters into the BUSCLK divided-down-by-eight mode. The address and data buses are tri-stated, and the bus control signals are driven to their inactive states. The effect of a reset on the Z380 CPU and related I/O registers is depicted in Table 6, and the effect on the on-chip peripheral functions is summarized in Table 8.

The /RESET input may be asynchronous to BUSCLK, though it is sampled internally at BUSCLK's falling edges. For proper initialization of the Z380 MPU, V_{DD} must be within operating specification and its BUSCLK must be stable for more than five cycles with /RESET held Low. The /RESET input has a built-in Schmitt trigger buffer to facilitate power-on reset generation through an RC network.

Note that if a user system has devices external to the Z380 MPU that are clocked by IOCLK, these devices may require a /RESET pulse width that spans over a number of IOCLK cycles (now at BUSCLK/8) for proper initialization.

The Z380 MPU proceeds to fetch its first instruction 3.5 BUSCLK cycles after /RESET is deasserted, provided such deassertion meets the proper setup and hold times with reference to the falling edge of BUSCLK, as depicted in Figure 20 in the External Interface Section. Figure 19 in the same section indicates a synchronization of IOCLK when /RESET is deasserted. Again with the proper setup and hold times being met, IOCLK's first rising edge is 11.5 BUSCLK cycles after the /RESET deassertion, preceded by a minimum of 4 BUSCLK cycles where IOCLK is at Low.

Note that if /BREQ is active when /RESET is deasserted, the Z380 MPU would relinquish the bus instead of fetching its first instruction. IOCLK synchronization would still take place as described before.

Table 7. Effect of a Reset on Z380 CPU and Related I/O Registers

Register	Reset Value	Comments
Program Counter	00000000	PCz, PC
Stack Pointer	00000000	SPz, SP
I R	000000 00	Iz, I
Select Register	00000000	Register Bank 0 Selected: AF, Main Bank, IX, IY Native Mode Maskable Interrupts Disabled, in Mode 0 Bus Request Lock-Off
A and F Registers		Register Banks 3-0: A, F, A', F' Unaffected
Register Extensions	0000	Register Bank 0: BCz, DEz, HLz, IYz, BCz', DEz', HLz', IYz' (All "non-extended" portions unaffected.) Register Bank 3-1 Unaffected.
I/O Bus Control Register 0	00	IOCLK = BUSCLK/8
Interrupt Enable Register	01	/INT0 Enabled
Assigned Vector Base Register	00	
Trap and Break Register	00	

Table 8. Effect of a Reset on On-chip Peripheral Functions

Peripheral Functions	Reset Conditions
Memory Chip Selects and Waits	Lower Memory Chip Select Signal enabled for lowest 1 MBytes (00000000H-000FFFFFH), with 7 T1, 3 T2, and 7 T3 waits. Upper Memory Chip Select Signal enabled for highest 16th MBytes (00F00000H - 00FFFFFFH), with 7 T1, 3 T2, and 7 T3 waits. Midrange Memory Chip Select Signal and waits disabled.
I/O Waits	External I/O read, write -- 7 waits. RETI -- 3 waits. Interrupt daisy chain -- 7 waits.
DRAM Refresh Controller	Disabled
Standby Mode	Disabled

ABSOLUTE MAXIMUM RATINGS

Voltage on V_{DD} with respect to V_{SS} ..... –0.3V to +7.0V
Voltage on all pins,
with respect to V_{SS} .....–0.3V to (V_{DD} + 0.3)V
Operating Ambient Temperature: ..... 0 to +70°C
Storage Temperature: .....–55°C to +150°C

Stresses 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 extended periods may affect device reliability.

STANDARD TEST CONDITIONS

The AC and DC Characteristics sections below apply for the following standard test conditions, unless otherwise noted. All voltages are referenced to V_{SS} (0V). Positive current flows into the referenced pin.

Standard conditions are as follows:

$4.75V < V_{DD} < 5.25V$
Low Voltage 3.15 <3.3 <3.45
$V_{SS} = 0V$

Standard test load on all outputs.

DC CHARACTERISTICS

Z380™ Version

Symbol	Parameter	Min	Max	Unit	Note
V_{IH}	Input High Voltage	3.0	V_{DD} + 0.3	V	
V_{IL}	Input Low Voltage	-0.3	0.8	V	
V_{OH1}	Output High Voltage (-4 mA I_{OH})	2.4	–	V	
V_{OH2}	Output High Voltage (-250 µA I_{OH})	V_{DD} – 0.8 V	–	V	
V_{OL}	Output Low Voltage (4 mA I_{OL})	–	0.5	V	
I_{IL}	Input Leakage Current	-10	10	µA	1
I_{TL}	Tri-State Leakage Current	-10	10	µA	2
I_{DD1}	Power Supply Current (@ 18 MHz)		TBS	mA	3
I_{DD3}	Standby Power Supply Current		TBS	µA	4
C_{IN}	Input Capacitance (f =1 MHz)		15	pF	5
C_{OUT}	Output Capacitance (f =1 MHz)		15	pF	5
C_{IO}	I/O Capacitance (f =1 MHz)		15	pF	5
C_L	Output Load Capacitance		100	pF	
C_{LD}	AC Output Derating (Above 100 pF)		50	pS/pF	

Notes:
1. $0.4 V < V_{IN} < 2.4 V$
2. $0.4 V < V_{OUT} < 2.4 V$
3. $V_{DD} = 5.0 V$, $V_{IH} = 4.8 V$, $V_{IL} = 0.2 V$
4. $V_{DD} = 5.0 V$, $V_{IH} = 4.8 V$, $V_{IL} = 0.2 V$
5. Unmeasured pins returned to V_{SS}.

No.	Symbol	Parameter	Z8038018 Min	Z8038018 Max	Note
1	TcC	CLK Cycle Time	55		
2	TwCh	CLK Width High	24.5		
3	TwCl	CLK Width Low	24.5		
4	TrC	CLK Rise Time		3	
5	TfC	CLK Fall Time		3	
6	TdCf(BCr)	CLK Fall to BUSCLK Rise Delay		30	
7	TdCr(BCf)	CLK Rise to BUSCLK Fall Delay		27	
8	TdBCr(OUT)	BUSCLK Rise to Output Valid Delay		6.5	
9	TdBCf(OUT)	BUSCLK Fall to Output Valid Delay		6.5	
10	TsIN(BCr)	Input to BUSCLK Rise Setup Time	16		1
11	ThIN(BCr)	Input to BUSCLK Rise Hold Time	0		1
12	TsBR(BCf)	/BREQ to BUSCLK Fall Setup Time	16		2
13	ThBR(BCf)	/BREQ to BUSCLK Fall Hold Time	0		2
14	TsMW(BCr)	Mem Wait to BUSCLK Rise Setup Time	16		3
15	ThMW(BCr)	Mem Wait to BUSCLK Rise Hold Time	0		3
16	TsMW(BCf)	Mem Wait to BUSCLK Fall Setup Time	24		3
17	ThMW(BCf)	Mem Wait to BUSCLK Fall Hold Time	0		3
18	TsIOW(BCr)	IO Wait to BUSCLK Rise Setup Time	24		3
19	ThIOW(BCr)	IO Wait to BUSCLK Rise Hold Time	0		3
20	TsIOW(BCf)	IO Wait to BUSCLK Fall Setup Time	24		3
21	ThIOW(BCf)	IO Wait to BUSCLK Fall Hold Time	0		3
22	TwNMI1	/NMI Low Width	25		
23	TwRES1	Reset Low Width	10		
24	Tx01(02)	Output Skew (Same Clock Edge)	–2	+2	4
25	Tx01(03)	Output Skew (Opposite Clock Edge)	–3	+3	5

Notes:
1. Applicable for Data Bus and /MSIZE inputs
2. /BREQ can also be asserted/deasserted asynchronously
3. External waits asserted at /WAIT input
4. Tx01(02) = [Output 1] TdBCr(OUT) - [Output 2] TdBCr(OUT)
   or [Output 1] TdBCf(OUT) - [Output 2] TdBCf(OUT)
5. Tx01(03) = [Output 1] TdBCr(OUT) - [Output 3] TdBCf(OUT)
   or [Output 1] TdBCf(OUT) - [Output 3] TdBCr(OUT)

DC CHARACTERISTICS
Low Voltage Z380™ Version

Symbol	Parameter	Min	Max	Unit	Note
V_{IH}	Input High Voltage	2.0	V_{DD} + 0.5	V	
V_{IL}	Input Low Voltage	–0.5	0.8	V	
V_{OH1}	Output High Voltage (–200 µA I_{OH})	2.15	-	V	
V_{OL}	Output Low Voltage (1.6 mA I_{OL})	-	0.4	V	
I_{IL}	Input Leakage Current	–10	10	µA	1
I_{TL}	Tri-State Leakage Current	–10	10	µA	2
I_{DD1}	Power Supply Current (@ 10 MHz)		TBS	mA	3
I_{DD3}	Standby Power Supply Current		20	µA	4
C_{IN}	Input Capacitance (f =1 MHz)		15	pF	5
C_{OUT}	Output Capacitance (f =1 MHz)		15	pF	5
C_{IO}	I/O Capacitance (f =1 MHz)		15	pF	5
C_L	Output Load Capacitance		100	pF	
C_{LD}	AC Output Derating (Above 100 pF)		250	pS/pF	

Notes:
1. V_{IN} = 0.4 V
2. 0.4 V < V_{OUT} < 2.15 V
3. V_{DD} = 3.3 V, V_{IH} = 3.0 V, V_{IL} = 0.2 V
4. V_{DD} = 3.3 V, V_{IH} = 3.0 V, V_{IL} = 0.2 V
5. Unmeasured pins returned to V_{SS}.

No.	Symbol	Parameter	Z8L38010 Min	Z8L38010 Max	Note
1	TcC	CLK Cycle Time	100		
2	TwCh	CLK Width High	40		
3	TwCl	CLK Width Low	40		
4	TrC	CLK Rise Time		5	
5	TfC	CLK Fall Time		5	
6	TdCf(BCr)	CLK Fall to BUSCLK Rise Delay		60	
7	TdCr(BCf)	CLK Rise to BUSCLK Fall Delay		55	
8	TdBCr(OUT)	BUSCLK Rise to Output Valid Delay		15	
9	TdBCf(OUT)	BUSCLK Fall to Output Valid Delay		15	
10	TsIN(BCr)	Input to BUSCLK Rise Setup Time	30		1
11	ThIN(BCr)	Input to BUSCLK Rise Hold Time	0		1
12	TsBR(BCf)	/BREQ to BUSCLK Fall Setup Time	30		2
13	ThBR(BCf)	/BREQ to BUSCLK Fall Hold Time	0		2
14	TsMW(BCr)	Mem Wait to BUSCLK Rise Setup Time	30		3
15	ThMW(BCr)	Mem Wait to BUSCLK Rise Hold Time	0		3
16	TsMW(BCf)	Mem Wait to BUSCLK Fall Setup Time	45		3
17	ThMW(BCf)	Mem Wait to BUSCLK Fall Hold Time	0		3
18	TsIOW(BCr)	IO Wait to BUSCLK Rise Setup Time	45		3
19	ThIOW(BCr)	IO Wait to BUSCLK Rise Hold Time	0		3
20	TsIOW(BCf)	IO Wait to BUSCLK Fall Setup Time	45		3
21	ThIOW(BCf)	IO Wait to BUSCLK Fall Hold Time	0		3
22	TwNMI1	/NMI Low Width	50		
23	TwRES1	Reset Low Width	10		
24	Tx01(02)	Output Skew (Same Clock Edge)	–4	+4	4
25	Tx01(03)	Output Skew (Opposite Clock Edge)	–6	+6	5

Notes:
1. Applicable for Data Bus and /MSIZE inputs
2. /BREQ can also be asserted/deasserted asynchronously
3. External waits asserted at /WAIT input
4. Tx01(02) = [Output 1] TdBCr(OUT) - [Output 2] TdBCr(OUT)
   or [Output 1] TdBCf(OUT) - [Output 2] TdBCf(OUT)
5. Tx01(03) = [Output 1] TdBCr(OUT) - [Output 3] TdBCf(OUT)
   or [Output 1] TdBCf(OUT) - [Output 3] TdBCr(OUT)

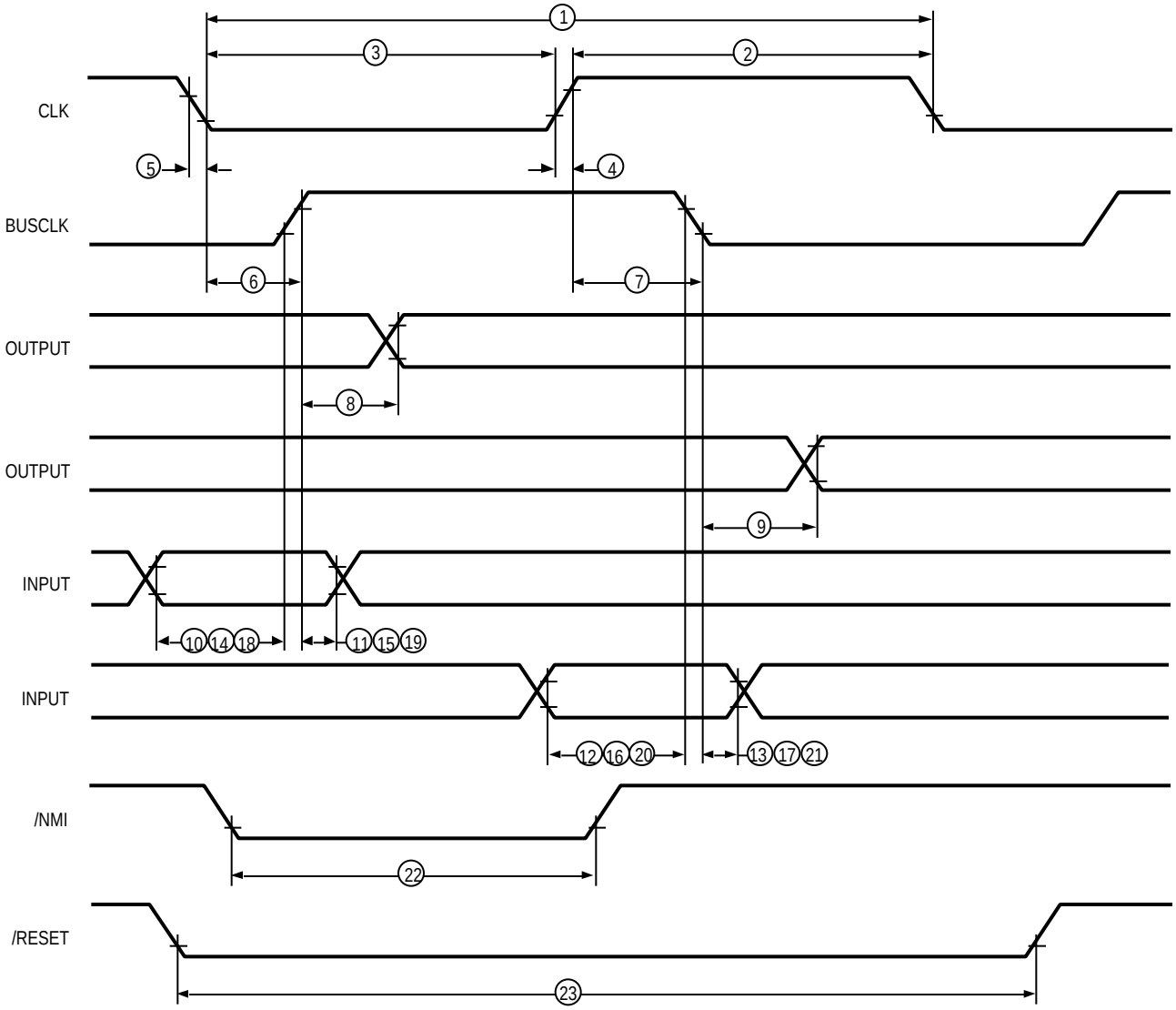


Figure 56. Z380™ CPU Timing

APPENDIX A

	no esc	ED esc	DD esc	FD esc	CB esc	ED-CB	DD-CB	FD-CB
00	NOP	IN0 B,(n)	-	-	RLC B	**RLCW BC**	-	-
01	LD BC,nn	OUT0 (n),B	**LD (BC),IX**	**LD (BC),IY**	RLC C	**RLCW DE**	**LDBC,(SP+d)**	**-**
02	LD (BC),A	**LD BC,BC**	**LD BC,DE**	**LD BC,HL**	RLC D	**RLCW (HL)**	**RLCW (IX+d)**	**RLCW (IY+d)**
03	INC BC **	**EX BC,IX**	**LD IX,(BC)**	**LD IY,(BC)**	RLC E	**RLCW HL**	**LD BC,(IX+d)**	**LDBC,(IY+d)**
04	INC B	TST B	-	-	RLC H	**RLCW IX**	-	-
05	DEC B	**EX BC,DE**	-	-	RLC L	**RLCW IY**	-	-
06	LD B,n	**LD (BC),nn**	-	-	RLC (HL)	**-**	RLC (IX+d)	RLC (IY+d)
07	RLCA	**EX A,B**	**LD IX,BC**	**LD IY,BC**	RLC A	**-**	-	-
08	EX AF,AF'	IN0 C,(n)	-	-	RRC B	**RRCW BC**	-	-
09	ADD HL,BC **	OUT0 (n),C	ADD IX,BC **	ADD IY,BC **	RRC C	**RRCW DE**	**LD (SP+d),BC**	**-**
0A	LD A,(BC)	-	-	-	RRC D	**RRCW (HL)**	**RRCW (IX+d)**	**RRCW (IY+d)**
0B	DEC BC **	**EX BC,IY**	**LD BC,IX**	**LD BC,IY**	RRC E	**RRCW HL**	**LD (IX+d),BC**	**LD (IY+d),BC**
0C	INC C	TST C	**LD BC,(BC)**	**LD (BC),BC**	RRC H	**RRCW IX**	-	-
0D	DEC C	**EX BC,HL**	**LD BC,(DE)**	**LD (DE),BC**	RRC L	**RRCW IY**	-	-
0E	LD C,n	**SWAP BC**	**-**	**-**	RRC (HL)	**-**	RRC (IX+d)	RRC (IY+d)
0F	RRCA	**EX A,C**	**LD BC,(HL)**	**LD (HL),BC**	RRC A	**-**	-	-
10	DJNZ e	IN0 D,(n)	**DJNZ ee**	**DJNZ eee**	RL B	**RLW BC**	-	-
11	LD DE,nn	OUT0 (n),D	**LD (DE),IX**	**LD (DE),IY**	RL C	**RLW DE**	**LD DE,(SP+d)**	**-**
12	LD (DE),A	**LD DE,BC**	**LD DE,DE**	**LD DE,HL**	RL D	**RLW (HL)**	**RLW (IX+d)**	**RLW (IY+d)**
13	INC DE **	**EX DE,IX**	**LD IX,(DE)**	**LD IY,(DE)**	RL E	**RLW HL**	**LD DE,(IX+d)**	**LD DE,(IY+d)**
14	INC D	TST D	-	-	RL H	**RLW IX**	-	-
15	DEC D	-	-	-	RL L	**RLW IY**	-	-
16	LD D,n	**LD (DE),nn**	-	-	RL (HL)	**-**	RL (IX+d)	RL (IY+d)
17	RLA	**EX A,D**	**LD IX,DE**	**LD IY,DE**	RL A	**-**	-	-
18	JR e	IN0 E,(n)	**JR ee**	**JR eee**	RR B	**RRW BC**	-	-
19	ADD HL,DE **	OUT0 (n),E	ADD IX,DE **	ADD IY,DE **	RR C	**RRW DE**	**LD (SP+d),DE**	**-**
1A	LD A,(DE)	-	-	-	RR D	**RRW (HL)**	**RRW (IX+d)**	**RRW (IY+d)**
1B	DEC DE **	**EX DE,IY**	**LD DE,IX**	**LD DE,IY**	RR E	**RRW HL**	**LD (IX+d),DE**	**LD (IY+d),DE**
1C	INC E	TST E	**LD DE,(BC)**	**LD (BC),DE**	RR H	**RRW IX**	-	-
1D	DEC E	-	**LD DE,(DE)**	**LD (DE),DE**	RR L	**RRW IY**	-	-
1E	LD E,n	**SWAP DE**	-	-	RR (HL)	**-**	RR (IX+d)	RR (IY+d)
1F	RRA	**EX A,E**	**LD DE,(HL)**	**LD (HL),DE**	RR A	**-**	-	-
20	JR NZ,e	IN0 H,(n)	**JR NZ,ee**	**JR NZ,eee**	SLA B	**SLAW BC**	-	-
21	LD HL,nn	OUT0 (n),H	LD IX,nn	LD IY,nn	SLA C	**SLAW DE**	**LD IX,(SP+d)**	**LD IY,(SP+d)**
22	LD (nn),HL	-	LD (nn),IX	LD (nn),IY	SLA D	**SLAW (HL)**	**SLAW (IX+d)**	**SLAW (IY+d)**
23	INC HL **	-	INC IX **	INC IY **	SLA E	**SLAW HL**	**LD IY,(IX+d)**	**LD IX,(IY+d)**
24	INC H	TST H	INC IXU	INC IYU	SLA H	**SLAW IX**	-	-
25	DEC H	-	DEC IXU	DEC IYU	SLA L	**SLAW IY**	-	-
26	LD H,n	-	LD IXU,n	LD IYU,n	SLA (HL)	**-**	SLA (IX+d)	SLA (IY+d)
27	DAA	**EX A,H**	**LD IX,IY**	**LD IY,IX**	SLA A	**-**	-	-
28	JR Z,e	IN0 L,(n)	**JR Z,ee**	**JR Z,eee**	SRA B	**SRAW BC**	-	-
29	ADD HL,HL **	OUT0 (n),L	ADD IX,IX **	ADD IY,IY **	SRA C	**SRAW DE**	**LD (SP+d),IX**	**LD (SP+d),IY**
2A	LD HL,(nn)	-	LD IX,(nn)	LD IY,(nn)	SRA D	**SRAW (HL)**	**SRAW (IX+d)**	**SRAW (IY+d)**
2B	DEC HL **	**EX IX,IY**	DEC IX **	DEC IY **	SRA E	**SRAW HL**	**LD (IX+d),IY**	**LD (IY+d),IX**
2C	INC L	TST L	INC IXL	INC IYL	SRA H	**SRAW IX**	-	-
2D	DEC L	-	DEC IXL	DEC IYL	SRA L	**SRAW IY**	-	-
2E	LD L,n	-	LD IXL,n	LD IYL,n	SRA (HL)	**-**	SRA (IX+d)	SRA (IY+d)
2F	CPL	**EX A,L**	**CPLW**	-	SRA A	**-**	-	-
30	JR NC,e	IN0 (n)	**JR NC,ee**	**JR NC,eee**	**EX B,B'**	**EX BC,BC'**	-	-

APPENDIX A (Continued)

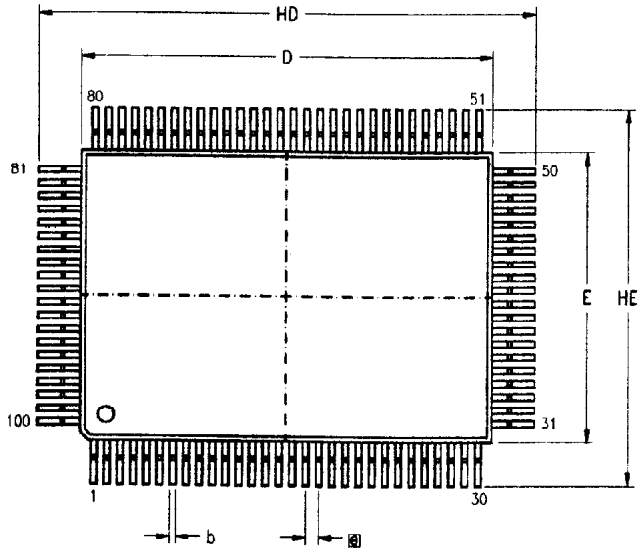
	no esc	ED esc	DD esc	FD esc	CB esc	ED-CB	DD-CB	FD-CB
31	LD SP,nn	-	**LD (HL),IX**	**LD (HL),IY**	**EX C,C'**	**EX DE,DE'**	**LD HL,(SP+d)**	**-**
32	LD (nn),A	**LD HL,BC**	**LD HL,DE**	**LD HL,HL**	**EX D,D'**	**-**	**-**	**-**
33	INC SP **	**EX HL,IX**	**LD IX,(HL)**	**LD IY,(HL)**	**EX E,E'**	**EX HL,HL'**	**LD HL,(IX+d)**	**LD HL,(IY+d)**
34	INC (HL)	TST (HL)	INC (IX+d)	INC (IY+d)	EX H,H'	**EX IX,IX'-**	-	
35	DEC (HL)	-	DEC (IX+d)	DEC (IY+d)	EX L,L'	**EX IY,IY'**	-	-
36	LD (HL),n	**LD (HL),nn**	LD (IX+d),n	LD (IY+d),n	-	**-**	-	
37	SCF	**EX A,(HL)**	**LD IX,HL**	**LD IY,HL**	**EX A,A'**	-	-	-
38	JR C,e	IN0 A,(n)	**JR C,ee**	**JR C,eee**	SRL B	**SRLW BC**	-	-
39	ADD HL,SP **	OUT0 (n),A	ADD IX,SP **	ADD IY,SP **	SRL C	**SRLW DE**	**LD (SP+d),HL-**	
3A	LD A,(nn)	-	-	-	SRL D	**SRLW (HL)**	**SLRW (IX+d)**	**SRLW (IY+d)**
3B	DEC SP **	**EX HL,IY**	**LD HL,IX**	**LD HL,IY**	SRL E	**SRLW HL**	**LD (IX+d),HL**	**LD (IY+d),HL**
3C	INC A	TST A	**LD HL,(BC)**	**LD (BC),HL**	SRL H	**SRLW IX**	-	-
3D	DEC A	-	**LD HL,(DE)**	**LD (DE),HL**	SRL L	**SRLW IY**	-	-
3E	LD A,n	**SWAP HL**	**SWAP IX**	**SWAP IY**	SRL (HL)	**-**	SRL (IX+d)	SRL (IY+d)
3F	CCF	**EX A,A**	**LD HL,(HL)**	**LD (HL),HL**	SRL A	**-**	-	-
40	LD B,B	IN B,(C)	**INW BC,(C)**	-	BIT 0,B	-	-	-
41	LD B,C	OUT (C),B	**OUTW (C),BC**	-	BIT 0,C	-	-	-
42	LD B,D	SBC HL,BC	-	-	BIT 0,D	-	-	-
43	LD B,E	LD (nn),BC	-	-	BIT 0,E	-	-	-
44	LD B,H	NEG	LD B,IXU	LD B,IYU	BIT 0,H	-	-	-
45	LD B,L	RETN	LD B,IXL	LD B,IYL	BIT 0,L	-	-	-
46	LD B,(HL)	IM 0	LD B,(IX+d)	LD B,(IY+d)	BIT 0,(HL)	-	BIT 0,(IX+d)	BIT 0,(IY+d)
47	LD B,A	LD I,A	**LD I,HL**	-	BIT 0,A	-	-	-
48	LD C,B	IN C,(C)	-	-	BIT 1,B	-	-	-
49	LD C,C	OUT (C),C	-	-	BIT 1,C	-	-	-
4A	LD C,D	ADC HL,BC	-	-	BIT 1,D	-	-	-
4B	LD C,E	LD BC,(nn)	-	-	BIT 1,E	-	-	-
4C	LD C,H	MLT BC	LD C,IXU	LD C,IYU	BIT 1,H	-	-	-
4D	LD C,L	RETI	LD C,IXL	LD C,IYL	BIT 1,L	-	-	-
4E	LD C,(HL)	**IM 3**	LD C,(IX+d)	LD C,(IY+d)	BIT 1,(HL)	-	BIT 1,(IX+d)	BIT 1,(IY+d)
4F	LD C,A	LD R,A	-	-	BIT 1,A	-	-	-
50	LD D,B	IN D,(C)	**INW DE,(C)**	-	BIT 2,B	-	-	-
51	LD D,C	OUT (C),D	**OUTW (C),DE**	-	BIT 2,C	-	-	-
52	LD D,D	SBC HL,DE	-	-	BIT 2,D	-	-	-
53	LD D,E	LD (nn),DE	-	-	BIT 2,E	-	-	-
54	LD D,H	**NEGW**	LD D,IXU	LD D,IYU	BIT 2,H	-	-	-
55	LD D,L	**RETB**	LD D,IXL	LD D,IYL	BIT 2,L	-	-	-
56	LD D,(HL)	IM 1	LD D,(IX+d)	LD D,(IY+d)	BIT 2,(HL)	-	BIT 2,(IX+d)	BIT 2,(IY+d)
57	LD D,A	LD A,I	**LD HL,I**	-	BIT 2,A	-	-	-
58	LD E,B	IN E,(C)	-	-	BIT 3,B	-	-	-
59	LD E,C	OUT (C),E	-	-	BIT 3,C	-	-	-
5A	LD E,D	ADC HL,DE	-	-	BIT 3,D	-	-	-
5B	LD E,E	LD DE,(nn)	-	-	BIT 3,E	-	-	-
5C	LD E,H	MLT DE	LD E,IXU	LD E,IYU	BIT 3,H	-	-	-
5D	LD E,L	-	LD E,IXL	LD E,IYL	BIT 3,L	-	-	-
5E	LD E,(HL)	IM 2	LD E,(IX+d)	LD E,(IY+d)	BIT 3,(HL)	-	BIT 3,(IX+d)	BIT 3,(IY+d)
5F	LD E,A	LD A,R	-	-	BIT 3,A	-	-	-
60	LD H,B	IN H,(C)	LD IXU,B	LD IYU,B	BIT 4,B	-	-	-
61	LD H,C	OUT (C),H	LD IXU,C	LD IYU,C	BIT 4,C	-	-	-
62	LD H,D	SBC HL,HL	LD IXU,D	LD IYU,D	BIT 4,D	-	-	-
63	LD H,E	LD (nn),HL	LD IXU,E	LD IYU,E	BIT 4,E	-	-	-
64	LD H,H	TST m	LD IXU,IXU	LD IYU,IYU	BIT 4,H	-	-	-
65	LD H,L	EXTS	LD IXU,IXL	LD IYU,IYL	BIT 4,L	-	-	-

	no esc	ED esc	DD esc	FD esc	CB esc	ED-CB	DD-CB	FD-CB
66	LD H,(HL)	-	LD H,(IX+d)	LD H,(IY+d)	BIT 4,(HL)	-	BIT 4,(IX+d)	BIT 4,(IY+d)
67	LD H,A	RRD	LD IXU,A	LD IYU,A	BIT 4,A	-	-	-
68	LD L,B	IN L,(C)	LD IXL,B	LD IYL,B	BIT 5,B	-	-	-
69	LD L,C	OUT (C),L	LD IXL,C	LD IYL,C	BIT 5,C	-	-	-
6A	LD L,D	ADC HL,HL	LD IXL,D	LD IYL,D	BIT 5,D	-	-	-
6B	LD L,E	LD HL,(nn)	LD IXL,E	LD IYL,E	BIT 5,E	-	-	-
6C	LD L,H	MLT HL	LD IXL,IXU	LD IYL,IYU	BIT 5,H	-	-	-
6D	LD L,L	-	LD IXL,IXL	LD IYL,IYL	BIT 5,L	-	-	-
6E	LD L,(HL)	-	LD L,(IX+d)	LD L,(IY+d)	BIT 5,(HL)	-	BIT 5,(IX+d)	BIT5,(IY+d)
6F	LD L,A	RLD	LD IXL,A	LD IYL,A	BIT 5,A	-	-	-
70	LD (HL),B	-	LD (IX+d),B	LD (IY+d),B	BIT 6,B	-	-	-
71	LD (HL),C	**OUT (C),n**	LD (IX+d),C	LD (IY+d),C	BIT 6,C	-	-	-
72	LD (HL),D	SBC HL,SP	LD (IX+d),D	LD (IY+d),D	BIT 6,D	-	-	-
73	LD (HL),E	LD (nn),SP	LD (IX+d),E	LD (IY+d),E	BIT 6,E	-	-	-
74	LD (HL),H	TSTIO m	LD (IX+d),H	LD (IY+d),H	BIT 6,H	-	-	-
75	LD (HL),L	**EXTSW**	LD (IX+d),L	LD (IY+d),L	BIT 6,L	-	-	-
76	HALT	SLP	-	-	BIT 6,(HL)	-	BIT 6,(IX+d)	BIT 6,(IY+d)
77	LD (HL),A	-	LD (IX+d),A	LD (IY+d),A	BIT 6,A	-	-	-
78	LD A,B	IN A,(C)	**INW HL,(C)**	-	BIT 7,B	-	-	-
79	LD A,C	OUT (C),A	**OUTW (C),HL**	**OUTW (C),nn**	BIT 7,C	-	-	-
7A	LD A,D	ADC HL,SP	-	-	BIT 7,D	-	-	-
7B	LD A,E	LD SP,(nn)	-	-	BIT 7,E	-	-	-
7C	LD A,H	MLT SP	LD A,IXU	LD A,IYU	BIT 7,H	-	-	-
7D	LD A,L	-	LD A,IXL	LD A,IYL	BIT 7,L	-	-	-
7E	LD A,(HL)	-	LD A,(IX+d)	LD A,(IY+d)	BIT 7,(HL)	-	BIT 7,(IX+d)	BIT 7,(IY+d)
7F	LD A,A	-	-	-	BIT 7,A	-	-	-
80	ADD A,B	-	-	-	RES 0,B	-	-	-
81	ADD A,C	-	-	-	RES 0,C	-	-	-
82	ADD A,D	**ADD SP,nn ****	-	-	RES 0,D	-	-	-
83	ADD A,E	OTIM	-	-	RES 0,E	-	-	-
84	ADD A,H	**ADDW BC**	ADD IXU	ADD IYU	RES 0,H	-	-	-
85	ADD A,L	**ADDW DE**	ADD IXL	ADD IYL	RES 0,L	-	-	-
86	ADD A,(HL)	**ADDW nn**	ADD A,(IX+d)	ADD A,(IY+d)	RES 0,(HL)	-	RES 0,(IX+d)	RES 0,(IY+d)
87	ADD A,A	**ADDW HL**	**ADDW IX**	**ADDW IY**	RES 0,A	-	-	-
88	ADC A,B	-	-	-	RES 1,B	-	-	-
89	ADC A,C	-	-	-	RES 1,C	-	-	-
8A	ADC A,D	-	-	-	RES 1,D	-	-	-
8B	ADC A,E	OTDM	-	-	RES 1,E	-	-	-
8C	ADC A,H	**ADCW BC**	ADC A,IXU	ADC A,IYU	RES 1,H	-	-	-
8D	ADC A,L	**ADCW DE**	ADC A,IXL	ADC A,IYL	RES 1,L	-	-	-
8E	ADC A,(HL)	**ADCW nn**	ADC A,(IX+d)	ADC A,(IY+d)	RES 1,(HL)	-	RES 1,(IX+d)	RES 1,(IY+d)
8F	ADC A,A	**ADCW HL**	**ADCW IX**	**ADCW IY**	RES 1,A	-	-	-
90	SUB B	-	-	-	RES 2,B	**MULTW BC**	-	-
91	SUB C	-	-	-	RES 2,C	**MULTW DE**	-	-
92	SUB D	**SUB SP,nn ****	-	-	RES 2,D	-	**MULTW (IX+d)**	**MULTW (IY+d)**
93	SUB E	OTIMR	-	-	RES 2,E	**MULTW HL**	-	-
94	SUB H	SUBW BC	SUB IXU	SUB IYU	RES 2,H	**MULTW IX**	-	-
95	SUB L	SUBW DE	SUB IXL	SUB IYL	RES 2,L	**MULTW IY**	-	-
96	SUB (HL)	SUBW nn	SUB (IX+d)	SUB (IY+d)	RES 2,(HL)	-	RES 2,(IX+d)	RES 2,(IY+d)
97	SUB A	**SUBW HL**	**SUBW IX**	**SUBW IY**	RES 2,A	**MULTW nn**	-	-

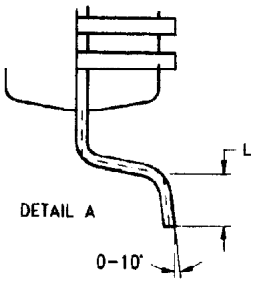
	no esc	ED esc	DD esc	FD esc	CB esc	ED-CB	DD-CB	FD-CB
98	SBC A,B	-	-	-	RES 3,B	**MULTUW BC**	-	-
99	SBC A,C	-	-	-	RES 3,C	**MULTUW DE**	-	-
9A	SBC A,D	-	-	-	RES 3,D	-	**MULTUW (IX+d)**	**MULTUW (IY+d)**
9B	SBC A,E	OTDMR	-	-	RES 3,E	**MULTUW HL**	-	-
9C	SBC A,H	**SBCW BC**	SBC A,IXU	SBC A,IYU	RES 3,H	**MULTUW IX**	-	-
9D	SBC A,L	**SBCW DE**	SBC A,IXL	SBC A,IYL	RES 3,L	**MULTUW IY**	-	-
9E	SBC A,(HL)	**SBCW nn**	SBC A,(IX+d)	SBC A,(IY+d)	RES 3,(HL)	-	RES 3,(IX+d)	RES 3,(IY+d)
9F	SBC A,A	**SBCW HL**	**SBCW IX**	**SBCW IY**	RES 3,A	**MULTUW nn**	-	-
A0	AND B	LDI	-	-	RES 4,B	-	-	-
A1	AND C	CPI	-	-	RES 4,C	-	-	-
A2	AND D	INI	-	-	RES 4,D	-	-	-
A3	AND E	OUTI	-	-	RES 4,E	-	-	-
A4	AND H	**ANDW BC**	AND IXU	AND IYU	RES 4,H	-	-	-
A5	AND L	**ANDW DE**	AND IXL	AND IYL	RES 4,L	-	-	-
A6	AND (HL)	**ANDW nn**	AND (IX+d)	AND (IY+d)	RES 4,(HL)	-	RES 4,(IX+d)	RES 4,(IY+d)
A7	AND A	**ANDW HL**	**ANDW IX**	**ANDW IY**	RES 4,A	-	-	-
A8	XOR B	LDD	-	-	RES 5,B	-	-	-
A9	XOR C	CPD	-	-	RES 5,C	-	-	-
AA	XOR D	IND	-	-	RES 5,D	-	-	-
AB	XOR E	OUTD	-	-	RES 5,E	-	-	-
AC	XOR H	**XORW BC**	XOR IXU	XOR IYU	RES 5,H	-	-	-
AD	XOR L	**XORW DE**	XOR IXL	XOR IYL	RES 5,L	-	-	-
AE	XOR (HL)	**XORW nn**	XOR (IX+d)	XOR (IY+d)	RES 5,(HL)	-	RES 5,(IX+d)	RES 5,(IY+d)
AF	XOR A	**XORW HL**	**XORW IX**	**XORW IY**	RES 5,A	-	-	-
B0	OR B	LDIR	-	-	RES A,B	-	-	-
B1	OR C	CPIR	-	-	RES 6,C	-	-	-
B2	OR D	INIR	-	-	RES 6,D	-	-	-
B3	OR E	OTIR	-	-	RES 6,E	-	-	-
B4	OR H	**ORW BC**	OR IXU	OR IYU	RES 6,H	-	-	-
B5	OR L	**ORW DE**	OR IXL	OR IYL	RES 6,L	-	-	-
B6	OR (HL)	**ORW nn**	OR (IX+d)	OR (IY+d)	RES 6,(HL)	-	RES 6,(IX+d)	RES 6,(IY+d)
B7	OR A	**ORW HL**	**ORW IX**	**ORW IY**	RES 6,A	-	-	-
B8	CP B	LDDR	-	-	RES 7,B	**DIVUW BC**	-	-
B9	CP C	CPDR	-	-	RES 7,C	**DIVUW DE**	-	-
BA	CP D	INDR	-	-	RES 7,D	-	**DIVUW (IX+d)**	**DIVUW (IY+d)**
BB	CP E	OTDR	-	-	RES 7,E	**DIVUW HL**	-	-
BC	CP H	**CPW BC**	CP IXU	CP IYU	RES 7,H	**DIVUW IX**	-	-
BD	CP L	**CPW DE**	CP IXL	CP IYL	RES 7,L	**DIVUW IY**	-	-
BE	CP (HL)	**CPW nn**	CP (IX+d)	CP (IY+d)	RES 7,(HL)	-	RES 7,(IX+d)	RES 7,(IY+d)
BF	CP A	**CPW HL**	**CPW IX**	**CPW IY**	RES 7,A	**DIVUW nn**	-	-
C0	RET NZ	**LDCTL HL,SR**	**DDIR W**	**DDIR LW**	SET 0,B	-	-	-
C1	POP BC	**POP SR**	**DDIR IB,W**	**DDIR IB,LW**	SET 0,C	-	-	-
C2	JP NZ,nn	-	**DDIR IW,W**	**DDIR IW,LW**	SET 0,D	-	-	-
C3	JP nn	-	**DDIR IB**	**DDIR IW**	SET 0,E	-	-	-
C4	CALL NZ,nn	**CALR NZ,e**	**CALR NZ,ee**	**CALR NZ,eee**	SET 0,H	-	-	-
C5	PUSH BC	**PUSH SR**	-	-	SET 0,L	-	-	-
C6	ADD A,n	**ADD HL,(nn) ****	ADDW (IX+d)	ADDW (IY+d)	SET 0,(HL)	-	SET 0,(IX+d)	SET 0,(IY+d)
C7	RST 0	-	-	-	SET 0,A	-	-	-
C8	RET Z	**LDCTL SR,HL**	**LDCTL SR,A**	-	SET 1,B	-	-	-
C9	RET	-	-	-	SET 1,C	-	-	-

	no esc	ED esc	DD esc	FD esc	CB esc	ED-CB	DD-CB	FD-CB
CA	JP Z,nn	-	**LDCTL SR,n**	-	SET 1,D	-	-	-
CB	escape	escape	escape	escape	SET 1,E	-	-	-
CC	CALL Z,nn	**CALR Z,e**	**CALR Z,ee**	**CALR Z,eee**	SET 1,H	-	-	-
CD	CALL nn	**CALR e**	**CALR ee**	**CALR eee**	SET 1,L	-	-	-
CE	ADC A,n	-	**ADCW (IX+d)**	**ADCW (IY+d)**	SET 1,(HL)	-	SET 1,(IX+d)	SET 1,(IY+d)
CF	RST 1	**BTEST**	**MTEST**	-	SET 1,A	-	-	-
D0	RET NC	**LDCTL A,DSR**	**LDCTL A,XSR**	**LDCTL A,YSR**	SET 2,B	-	-	-
D1	POP DE	-	-	-	SET 2,C	-	-	-
D2	JP NC,nn	-	-	-	SET 2,D	-	-	-
D3	OUT (n),A	**OUTA (nn),A**	-	**OUTAW (nn),HL**	SET 2,E	-	-	-
D4	CALL NC,nn	**CALR NC,e**	**CALR NC,ee**	**CALR NC,eee**	SET 2,H	-	-	-
D5	PUSH DE	-	-	-	SET 2,L	-	-	-
D6	SUB n	**SUB HL,(nn) ****	**SUBW (IX+d)**	**SUBW (IY+d)**	SET 2,(HL)	-	SET 2,(IX+d)	SET 2,(IY+d)
D7	RST 2	-	-	-	SET 2,A	-	-	-
D8	RET C	**LDCTL DSR,A**	**LDCTL XSR,A**	**LDCTL YSR,A**	SET 3,B	-	-	-
D9	EXX	**EXALL**	**EXXX**	**EXXY**	SET 3,C	-	-	-
DA	JP C,nn	**LDCTL DSR,n**	**LDCTL XSR,n**	**LDCTL YSR,n**	SET 3,D	-	-	-
DB	IN A,(n)	**INA A,(nn)**	-	**INAW HL,(nn)**	SET 3,E	-	-	-
DC	CALL C,nn	**CALR C,e**	**CALR C,ee**	**CALR C,eee**	SET 3,H	-	-	-
DD	escape	reserved	reserved	reserved	SET 3,L	-	-	-
DE	SBC A,n	-	**SBCW (IX+d)**	**SBCW (IY+d)**	SET 3,(HL)	-	SET 3,(IX+d)	SET 3,(IY+d)
DF	RST 3	-	-	-	SET 3,A	-	-	-
E0	RET PO	**LDIW**	-	-	SET 4,B	-	-	-
E1	POP HL	-	POP IX	POP IY	SET 4,C	-	-	-
E2	JP PO,nn	**INIW**	-	-	SET 4,D	-	-	-
E3	EX (SP),HL	**OUTIW**	EX (SP),IX	EX (SP),IY	SET 4,E	-	-	-
E4	CALL PO,nn	**CALR PO,e**	**CALR PO,ee**	**CALR PO,eee**	SET 4,H	-	-	-
E5	PUSH HL	-	PUSH IX	PUSH IY	SET 4,L	-	-	-
E6	AND n	-	**ANDW (IX+d)**	**ANDW (IY+d)**	SET 4,(HL)	-	SET 4,(IX+d)	SET 4,(IY+d)
E7	RST 4	-	-	-	SET 4,A	-	-	-
E8	RET PE	**LDDW**	-	-	SET 5,B	-	-	-
E9	JP (HL)	-	JP (IX)	JP (IY)	SET 5,C	-	-	-
EA	JP PE,nn	**INDW**	-	-	SET 5,D	-	-	-
EB	EX DE,HL	**OUTDW**	-	-	SET 5,E	-	-	-
EC	CALL PE,nn	**CALR PE,e**	**CALR PE,ee**	**CALR PE,eee**	SET 5,H	-	-	-
ED	escape	reserved	reserved	reserved	SET 5,L	-	-	-
EE	XOR n	-	**XORW (IX+d)**	**XORW (IY+d)**	SET 5,(HL)	-	SET 5,(IX+d)	SET 5,(IY+d)
EF	RST 5	-	-	-	SET 5,A	-	-	-
F0	RET P	**LDIRW**	-	-	SET 6,B	-	-	-
F1	POP AF	-	-	-	SET 6,C	-	-	-
F2	JP P,nn	**INIRW**	-	-	SET 6,D	-	-	-
F3	DI	**OTIRW**	**DI n**	-	SET 6,E	-	-	-
F4	CALL P,nn	**CALR P,e**	**CALR P,ee**	**CALR P,eee**	SET 6,H	-	-	-
F5	PUSH AF	-	-	**PUSH nn**	SET 6,L	-	-	-
F6	OR n	-	**ORW (IX+d)**	**ORW (IY+d)**	SET 6,(HL)	-	SET 6,(IX+d)	SET 6,(IY+d)
F7	RST 6	**SETC LCK**	**SETC LW**	**SETC XM**	SET 6,A	-	-	-
F8	RET M	**LDDRW**	-	-	SET 7,B	-	-	-
F9	LD SP,HL	-	LD SP,IX	LD SP,IY	SET 7,C	-	-	-
FA	JP M,nn	**INDRW**	-	-	SET 7,D	-	-	-
FB	EI	**OTDRW**	**EI n**	-	SET 7,E	-	-	-
FC	CALL M,nn	**CALR M,e**	**CALR M,ee**	**CALR M,eee**	SET 7,H	-	-	-
FD	escape	reserved	reserved	reserved	SET 7,L	-	-	-
FE	CP n	-	**CPW (IX+d)**	**CPW (IY+d)**	SET 7,(HL)	-	SET 7,(IX+d)	SET 7,(IY+d)
FF	RST 7	**RESC LCK**	**RESC LW**	**-**	SET 7,A	-	-	-

PACKAGE INFORMATION



SYMBOL	MILLIMETER		INCH	
	MIN	MAX	MIN	MAX
A1	0.10	0.30	.004	.012
A2	2.60	2.80	.102	.110
b	0.25	0.40	.010	.016
c	0.13	0.20	.005	.008
HD	23.70	24.15	.933	.951
D	19.90	20.10	.783	.791
HE	17.70	18.15	.697	.715
E	13.90	14.10	.547	.555
[e]	0.65 TYP		.0256 TYP	
L	0.70	1.10	.028	.043



NOTES:
1. CONTROLLING DIMENSIONS : MILLIMETER
2. MAX COPLANARITY : .10 / .004

100-Lead QFP Package Diagram

ORDERING INFORMATION

Z380 MPU

18 MHZ	10 MHz, 3 Volts
100-Pin QFP	100-Pin QFP
Z8038018FSC	Z8L38010FSC

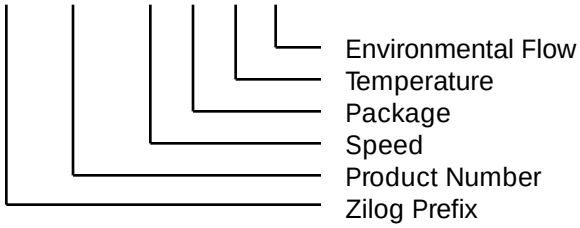
Package
F = Plastic Quad Flat Pack

Temperature
S = 0°C to +70°C

Environmental
C = Plastic Standard Flow

Example:

Z 80380 18 F S C is a Z380, 18 MHz, Plastic Quad Flat Pack, 0°C to +70°C, Plastic Standard Flow



Стандарт Электрон Связь

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Телефон: +7 812 627 14 35

Электронная почта: sales@st-electron.ru

Адрес: 198099, Санкт-Петербург, Промышленная ул, дом № 19, литера Н, помещение 100-Н Офис 331