



LSD →

Single-Byte-Opcode to Instruction Conversion

Table mapping opcodes (0-FF) to instructions. Columns 0-15 represent opcodes, and columns 16-31 represent instructions. Includes opcodes like NOP, LD, INC, DEC, ADD, SUB, etc.

Multi-Byte-Opcode to Instruction Conversion

Table mapping multi-byte opcodes (CB00-CBFF) to instructions. Columns 0-15 represent opcodes, and columns 16-31 represent instructions. Includes opcodes like RLC, RRC, RL, RR, etc.

Hex and Decimal Conversion

Hex and decimal conversion table. Columns 0-15 represent hex digits, and columns 16-31 represent decimal digits. Includes LSD → indicator.

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Powers of Two

Table of powers of two from 2^1 to 2^24. Columns: Power, Value.

Unsigned Comparisons

Comparison logic table. Example: CP B. Shows A < B, A = B, A > B conditions and their bit patterns.

YES represents label for code to be executed if condition is true. Internally, A-B is computed to determine flags as for 'SUB B'.

Status Flags

Status flag diagram. Shows MSB and LSB positions for S, Z, H, P/V, N, C. Includes definitions for each flag.

General Instruction Description (except shifts)

Table of instruction descriptions. Columns: Instruction, Description. Includes instructions like ADD, AND, OR, XOR, LD, ST, etc.

ASCII Character Set

ASCII character set table. Columns: MSD, LSD, Hex, Char. Includes characters from NUL to SI.

Interrupts and Reset

Text describing falling edge sensitive NMI, RST 66H, and INT. Includes details on interrupt modes and reset signals.

Registers

Register diagram. Shows main and alternate registers (A, B, C, D, E, H, L) and special registers (INDEX IX, INDEX IY, STCK PTR SP, PGRM CTR PC). Includes bit widths (small-8 Bit, large-16 bit).

Example of reading instruction set tables: ADC A,A... ADC A,- entry says to see table, table shows opcode 8F, 4 states, and flag code 'A' which is defined under 'Flag Codes'.

Instruction Set

Table listing instruction sets with columns for instruction name, opcode, addressing mode, and flag codes. Includes instructions like ADD, AND, CALL, CP, etc.

Table showing bit patterns for instructions A through L, with columns for bit positions and values.

Table showing bit patterns for instructions RES 0 through SET 7, with columns for bit positions and values.

Table showing bit patterns for instructions RLC through SRL, with columns for bit positions and values.

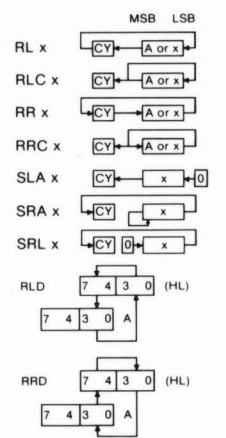
Flag Codes

Table defining flag codes C, Z, V, S, N, H and their corresponding bit patterns.

Codes: 0: reset, 1: set, C: Carry\*, F: Footnote, H: Half carry\*, N: Add/Sub\*, P: Parity\*, S: Sign\*, U: Undefined, V: overflow\*, Z: Zero\*, =: not affected.

Table showing bit patterns for instructions ADC A, ADD A, AND A, CP, OR, SBC A, SUB, XOR, LD A, LD B, LD C, LD D, LD E, LD H, LD L, LD n, LD (IX+d), LD (IY+d).

Rotates and Shifts



Addressing

n is immediate 8-bit data, aa is immediate 16-bit data or address to CALL, to JP to, (aa) is address of data, (rr) 16-bit reg rr holds address of data or address to CALL or to JP to, (n) is port number, (r) 8-bit reg r holds port number, (IX+d) IX+d is address of data (d is a 1 byte signed displacement), d In relative jumping, address to jump to is d + address of next instruction (d is signed).

Full 2 byte addresses in code, stack, and data areas are stored low byte followed by high byte. Thus JP 1234H is: C3,3A,12. SP points to used byte at top of stack. PUSH decrements SP by 2.

Intentionally Blank



- Notes: (1) 21 except 16 at termination, (2) 13 except 8 at termination, (3) 12 for success; 7 for failure, (4) 11 for success; 5 for failure, (5) 17 for success; 10 for failure, (6) A to A15, A8 and n to A7, A0, (7) B to A15, A8 and C to A7, A0, (8) See faster version of 'Rotate A' instructions

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