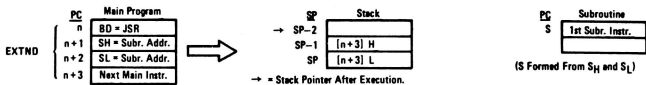
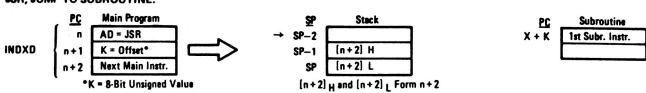
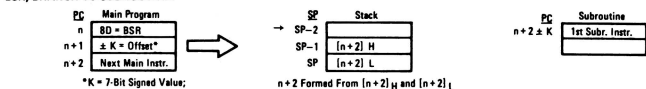


SPECIAL OPERATIONS

JSR, JUMP TO SUBROUTINE:



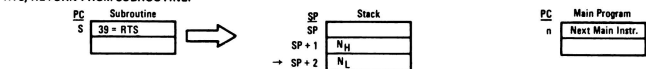
BSR, BRANCH TO SUBROUTINE:



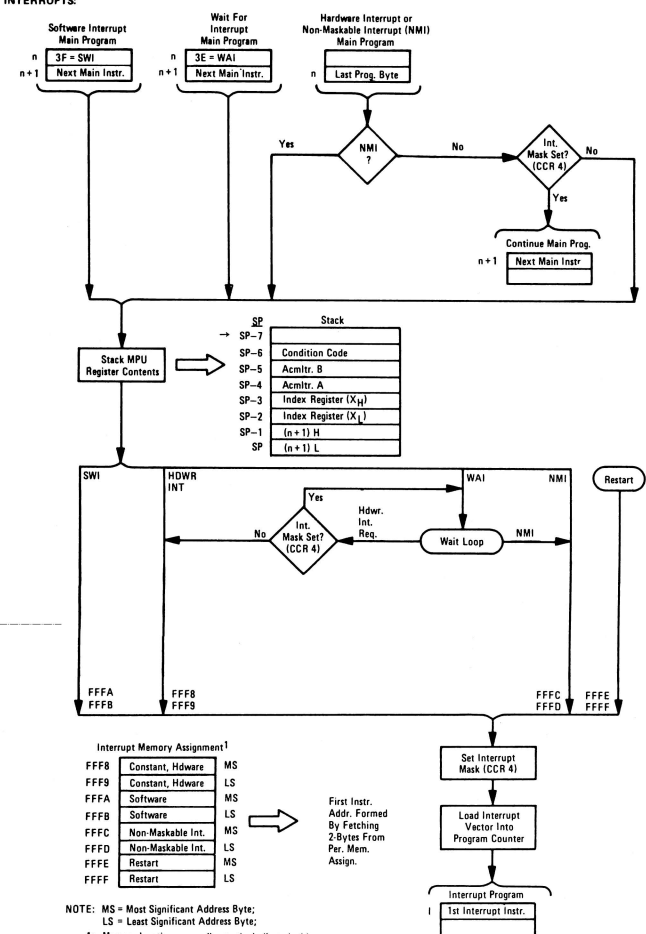
JMP, JUMP:



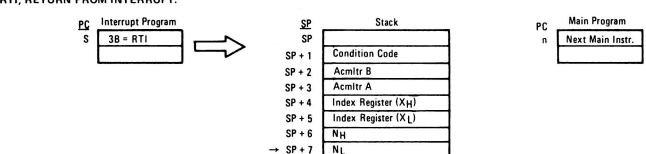
RTS, RETURN FROM SUBROUTINE:



INTERRUPTS:



RTI, RETURN FROM INTERRUPT:



HEXADECEMAL AND DECIMAL CONVERSION

HOW TO USE THE TABLES

CONVERSION TO DECIMAL: Find the decimal weights for corresponding hexadecimal characters beginning with the least significant character. The sum of the decimal weight is the decimal value of the hexadecimal number.

CONVERSION TO HEXADECEMAL: Find the highest decimal value in the table which is lower than or equal to the decimal number to be converted. The corresponding hexadecimal character is the most significant character. Subtract the decimal value found from the decimal number to be converted. With the difference, repeat the process to find subsequent hexadecimal characters.

POWERS OF TWO

2 ⁿ	n
1	0
2	1
4	2
8	3
16	4
32	5
64	6
128	7
256	8
512	9
1,024	10
2,048	11
4,096	12
8,192	13
16,384	14
32,768	15
65,536	16
131,072	17
262,144	18
524,288	19
1,048,576	20

ASCII CHARACTER SET (7-BIT CODE)									
M.S. CHAR	0	1	2	3	4	5	6	7	
L.S. CHAR	000	001	010	011	100	101	110	111	
0	0000	NUL	DLE	SP	␣	␣	P	\	p
1	0001	SOH	DC1	!	A	Q	a	q	
2	0010	STX	DC2	"	B	R	b	r	
3	0011	ETX	DC3	#	C	S	c	s	
4	0100	EOT	DC4	\$	D	T	d	t	
5	0101	ENQ	NAK	%	E	U	e	u	
6	0110	ACK	SYN	^	F	V	v		
7	0111	BEL	ETB	␣	G	W	w		
8	1000	BS	CAN	(	H	X	h	x	
9	1001	HT	EM	)	I	Y	i	y	
A	1010	LF	SUB	*	J	Z	j	z	
B	1011	VT	ESC	+	K	[	k		
C	1100	FF	FS	<	L	\	l		
D	1101	CR	GS	=	M	]	m		
E	1110	SO	RS	>	N	^	n	~	
F	1111	SI	US	/	O	␣	o	DEL	

6800 MICROPROCESSOR

Instruction Set Summary

6800 SOFTWARE

CROSS ASSEMBLER, PL/W, SIMULATOR

6800 HARDWARE MODULES

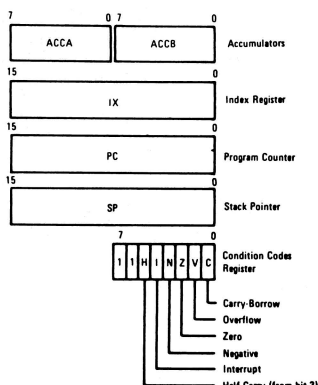
MPU, RAM, ROM, EROM PROGRAMMER, I/O, A/D

MICROCOMPUTER PERIPHERALS

CRT TERMINALS, CASSETTE

CUSTOM HARDWARE/SOFTWARE

HANDS-ON uP WORKSHOPS



Programming Model Of The Microprocessing Unit



Corp.

902 N. 9th STREET
LAFAYETTE, IND. 47904
(317) 742-6802

