MOTOROLA

M68000

8-/16-/32-Bit Microprocessors User's Manual

Ninth Edition

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SECTION 1
OVERVIEW

This manual includes hardware details and programming information for the MC68000, the MC68HC000, the MC68HC001, the MC68008, the MC68010, and the MC68EC000. For ease of reading, the name M68000 MPUs will be used when referring to all processors. Refer to M68000PM/AD, *M68000 Programmer's Reference Manual*, for detailed information on the MC68000 instruction set.

The six microprocessors are very similar. They all contain the following features

- 16 32-Bit Data and Address Registers
- 16-Mbyte Direct Addressing Range
- Program Counter
- 6 Powerful Instruction Types
- Operations on Five Main Data Types
- Memory-Mapped Input/Output (I/O)
- 14 Addressing Modes

The following processors contain additional features:

- MC68010
  - —Virtual Memory/Machine Support
  - —High-Performance Looping Instructions
- MC68HC001/MC68EC000
  - —Statically Selectable 8- or 16-Bit Data Bus
- MC68HC000/MC68EC000/MC68HC001
  - —Low-Power

All the processors are basically the same with the exception of the MC68008. The MC68008 differs from the others in that the data bus size is eight bits, and the address range is smaller. The MC68010 has a few additional instructions and instructions that operate differently than the corresponding instructions of the other devices.

1.1 MC68000

The MC68000 is the first implementation of the M68000 16/-32 bit microprocessor architecture. The MC68000 has a 16-bit data bus and 24-bit address bus while the full architecture provides for 32-bit address and data buses. It is completely code-compatible with the MC68008 8-bit data bus implementation of the M68000 and is upward code compatible with the MC68010 virtual extensions and the MC68020 32-bit implementation of the architecture. Any user-mode programs using the MC68000 instruction set will run unchanged on the MC68008, MC68010, MC68020, MC68030, and MC68040. This is possible because the user programming model is identical for all processors and the instruction sets are proper subsets of the complete architecture.

1.2 MC68008

The MC68008 is a member of the M68000 family of advanced microprocessors. This device allows the design of cost-effective systems using 8-bit data buses while providing the benefits of a 32-bit microprocessor architecture. The performance of the MC68008 is greater than any 8-bit microprocessor and superior to several 16-bit microprocessors.

The MC68008 is available as a 48-pin dual-in-line package (plastic or ceramic) and 52-pin plastic leaded chip carrier. The additional four pins of the 52-pin package allow for additional signals: A20, A21, $\overline{\text{BGACK}}$, and $\overline{\text{IPL2}}$. The 48-pin version supports a 20-bit address that provides a 1-Mbyte address space; the 52-pin version supports a 22-bit address that extends the address space to 4 Mbytes. The 48-pin MC68008 contains a simple two-wire arbitration circuit; the 52-pin MC68008 contains a full three-wire MC68000 bus arbitration control. Both versions are designed to work with daisy-chained networks, priority encoded networks, or a combination of these techniques.

A system implementation based on an 8-bit data bus reduces system cost in comparison to 16-bit systems due to a more effective use of components and byte-wide memories and peripherals. In addition, the nonmultiplexed address and data buses eliminate the need for external demultiplexers, further simplifying the system.

The large nonsegmented linear address space of the MC68008 allows large modular programs to be developed and executed efficiently. A large linear address space allows program segment sizes to be determined by the application rather than forcing the designer to adopt an arbitrary segment size without regard to the application's individual requirements.

1.3 MC68010

The MC68010 utilizes VLSI technology and is a fully implemented 16-bit microprocessor with 32-bit registers, a rich basic instruction set, and versatile addressing modes. The vector base register (VBR) allows the vector table to be dynamically relocated

1.4 MC68HC000

The primary benefit of the MC68HC000 is reduced power consumption. The device dissipates an order of magnitude less power than the HMOS MC68000.

The MC68HC000 is an implementation of the M68000 16/-32 bit microprocessor architecture. The MC68HC000 has a 16-bit data bus implementation of the MC68000 and is upward code-compatible with the MC68010 virtual extensions and the MC68020 32-bit implementation of the architecture.

1.5 MC68HC001

The MC68HC001 provides a functional extension to the MC68HC000 HCMOS 16-/32-bit microprocessor with the addition of statically selectable 8- or 16-bit data bus operation. The MC68HC001 is object-code compatible with the MC68HC000, and code written for the MC68HC001 can be migrated without modification to any member of the M68000 Family.

1.6 MC68EC000

The MC68EC000 is an economical high-performance embedded controller designed to suit the needs of the cost-sensitive embedded controller market. The HCMOS MC68EC000 has an internal 32-bit architecture that is supported by a statically selectable 8- or 16-bit data bus. This architecture provides a fast and efficient processing device that can satisfy the requirements of sophisticated applications based on high-level languages.

The MC68EC000 is object-code compatible with the MC68000, and code written for the MC68EC000 can be migrated without modification to any member of the M68000 Family.

The MC68EC000 brings the performance level of the M68000 Family to cost levels previously associated with 8-bit microprocessors. The MC68EC000 benefits from the rich M68000 instruction set and its related high code density with low memory bandwidth requirements.

SECTION 2
INTRODUCTION

The section provide a brief introduction to the M68000 microprocessors (MPUs). Detailed information on the programming model, data types, addressing modes, data organization and instruction set can be found in M68000PM/AD, *M68000 Programmer's Reference Manual*. All the processors are identical from the programmer's viewpoint, except that the MC68000 can directly access 16 Mbytes (24-bit address) and the MC68008 can directly access 1 Mbyte (20-bit address on 48-pin version or 22-bit address on 52-pin version). The MC68010, which also uses a 24-bit address, has much in common with the other devices; however, it supports additional instructions and registers and provides full virtual machine/memory capability. Unless noted, all information pertains to all the M68000 MPUs.

2.1 PROGRAMMER'S MODEL

All the microprocessors executes instructions in one of two modes—user mode or supervisor mode. The user mode provides the execution environment for the majority of application programs. The supervisor mode, which allows some additional instructions and privileges, is used by the operating system and other system software.

2.1.1 User' Programmer's Model

The user programmer's model (see Figure 2-1) is common to all M68000 MPUs. The user programmer's model, contains 16, 32-bit, general-purpose registers (D0–D7, A0–A7), a 32-bit program counter, and an 8-bit condition code register. The first eight registers (D0–D7) are used as data registers for byte (8-bit), word (16-bit), and long-word (32-bit) operations. The second set of seven registers (A0–A6) and the user stack pointer (USP) can be used as software stack pointers and base address registers. In addition, the address registers can be used for word and long-word operations. All of the 16 registers can be used as index registers.

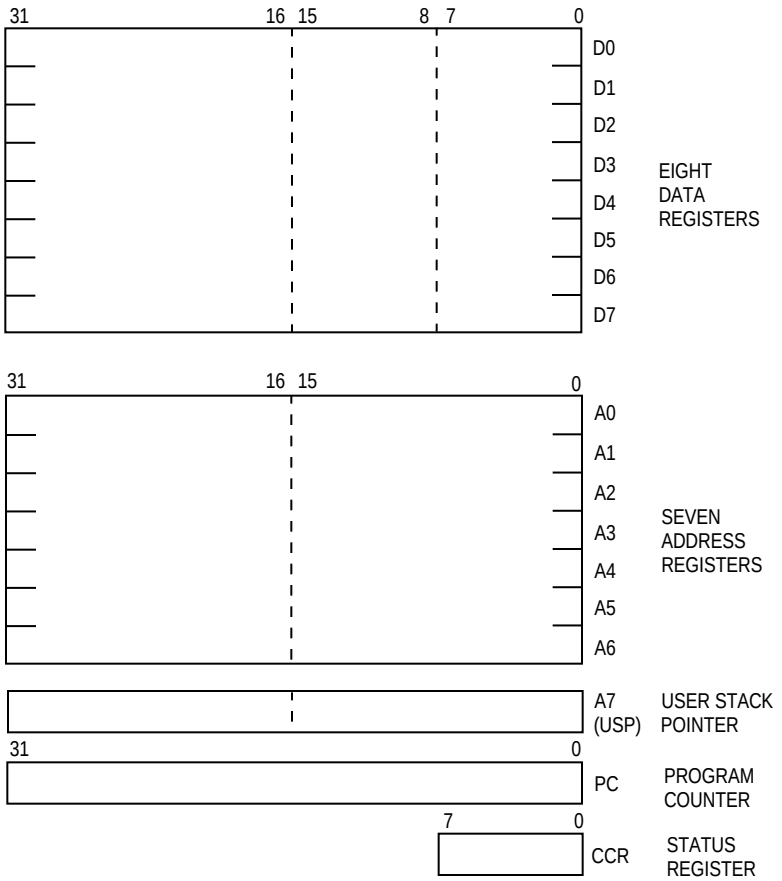


Figure 2-1. User Programmer's Model (MC68000/MC68HC000/MC68008/MC68010)

2.1.2 Supervisor Programmer's Model

The supervisor programmer's model consists of supplementary registers used in the supervisor mode. The M68000 MPUs contain identical supervisor mode register resources, which are shown in Figure 2-2, including the status register (high-order byte) and the supervisor stack pointer (SSP/A7').

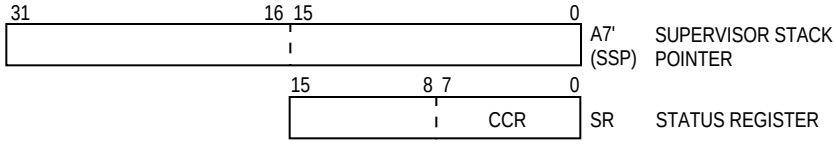


Figure 2-2. Supervisor Programmer's Model Supplement

The supervisor programmer's model supplement of the MC68010 is shown in Figure 2-3. In addition to the supervisor stack pointer and status register, it includes the vector base register (VRB) and the alternate function code registers (AFC).The VBR is used to determine the location of the exception vector table in memory to support multiple vector

tables. The SFC and DFC registers allow the supervisor to access user data space or emulate CPU space cycles.

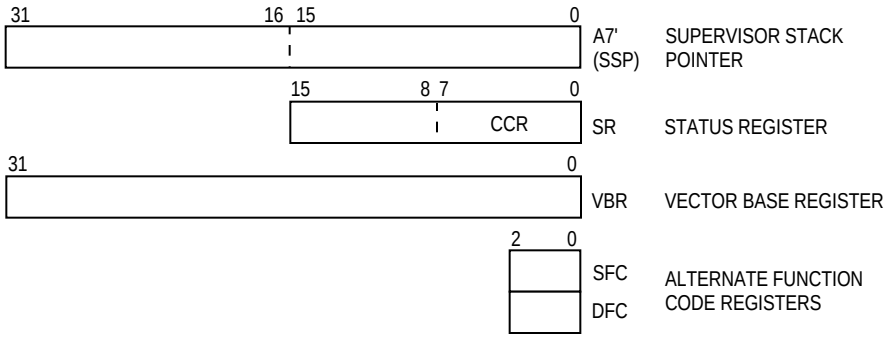


Figure 2-3. Supervisor Programmer's Model Supplement (MC68010)

2.1.3 Status Register

The status register (SR),contains the interrupt mask (eight levels available) and the following condition codes: overflow (V), zero (Z), negative (N), carry (C), and extend (X). Additional status bits indicate that the processor is in the trace (T) mode and/or in the supervisor (S) state (see Figure 2-4). Bits 5, 6, 7, 11, 12, and 14 are undefined and reserved for future expansion

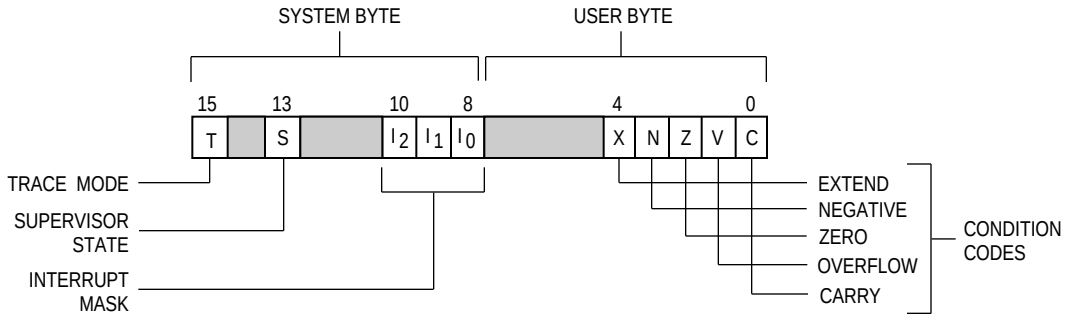


Figure 2-4. Status Register

2.2 DATA TYPES AND ADDRESSING MODES

The five basic data types supported are as follows:

1. Bits
2. Binary-Coded-Decimal (BCD) Digits (4 Bits)
3. Bytes (8 Bits)
4. Words (16 Bits)
5. Long Words (32 Bits)

In addition, operations on other data types, such as memory addresses, status word data, etc., are provided in the instruction set.

The 14 flexible addressing modes, shown in Table 2-1, include six basic types:

1. Register Direct
2. Register Indirect
3. Absolute
4. Immediate
5. Program Counter Relative
6. Implied

The register indirect addressing modes provide postincrementing, predecrementing, offsetting, and indexing capabilities. The program counter relative mode also supports indexing and offsetting. For detail information on addressing modes refer to M68000PM/AD, *M68000 Programmer Reference Manual*.

Table 2-1. Data Addressing Modes

Mode	Generation	Syntax
Register Direct Addressing		
Data Register Direct	EA=Dn	Dn
Address Register Direct	EA=An	An
Absolute Data Addressing		
Absolute Short	EA = (Next Word)	(xxx).W
Absolute Long	EA = (Next Two Words)	(xxx).L
Program Counter Relative Addressing		
Relative with Offset	EA = (PC)+d_{16}	(d_{16},PC)
Relative with Index and Offset	EA = (PC)+d_8	(d_8,PC,Xn)
Register Indirect Addressing		
Register Indirect	EA = (An)	(An)
Postincrement Register Indirect	EA = (An), An ← An+N	(An)+
Predecrement Register Indirect	An ⬧ An–N, EA=(An)	-(An)
Register Indirect with Offset	EA = (An)+d_{16}	(d_{16},An)
Indexed Register Indirect with Offset	EA = (An)+(Xn)+d_8	(d_8,An,Xn)
Immediate Data Addressing		
Immediate	DATA = Next Word(s)	#<data>
Quick Immediate	Inherent Data	
Implied Addressing[1]		
Implied Register	EA = SR, USP, SSP, PC, VBR, SFC, DFC	SR,USP,SSP,PC, VBR, SFC,DFC

NOTES: 1. The VBR, SFC, and DFC apply to the MC68010 only

EA = Effective Address
Dn = Data Register
An = Address Register
( ) = Contents of
PC = Program Counter
d_8 = 8-Bit Offset (Displacement)
d_{16} = 16-Bit Offset (Displacement)
N = 1 for byte, 2 for word, and 4 for long word. If An is the stack pointer and the operand size is byte, N = 2 to keep the stack pointer on a word boundary.
⬧ = Replaces
Xn = Address or Data Register used as Index Register
SR = Status Register
USP = User Stack Pointer
SSP = Supervisor Stack Pointer
CP = Program Counter
VBR = Vector Base Register

2.3 DATA ORGANIZATION IN REGISTERS

The eight data registers support data operands of 1, 8, 16, or 32 bits. The seven address registers and the active stack pointer support address operands of 32 bits.

2.3.1 Data Registers

Each data register is 32 bits wide. Byte operands occupy the low-order 8 bits, word operands the low-order 16 bits, and long-word operands, the entire 32 bits. The least significant bit is addressed as bit zero; the most significant bit is addressed as bit 31.

When a data register is used as either a source or a destination operand, only the appropriate low-order portion is changed; the remaining high-order portion is neither used nor changed.

2.3.2 Address Registers

Each address register (and the stack pointer) is 32 bits wide and holds a full, 32-bit address. Address registers do not support byte-sized operands. Therefore, when an address register is used as a source operand, either the low-order word or the entire long-word operand is used, depending upon the operation size. When an address register is used as the destination operand, the entire register is affected, regardless of the operation size. If the operation size is word, operands are sign-extended to 32 bits before the operation is performed.

2.4 DATA ORGANIZATION IN MEMORY

Bytes are individually addressable. As shown in Figure 2-5, the high-order byte of a word has the same address as the word. The low-order byte has an odd address, one count higher. Instructions and multibyte data are accessed only on word (even byte) boundaries. If a long-word operand is located at address n (n even), then the second word of that operand is located at address n+2.

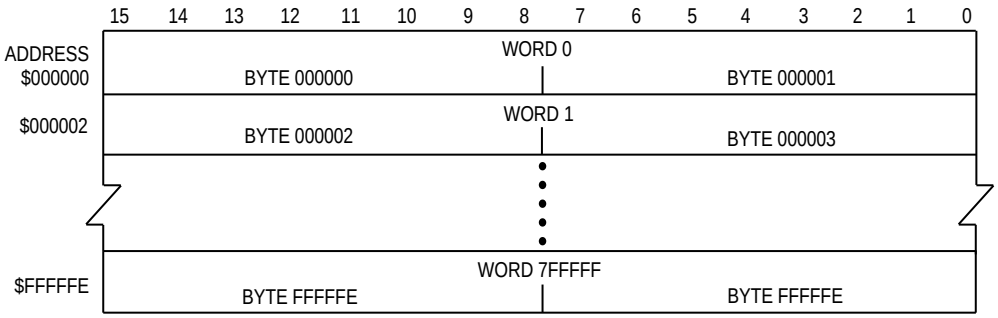


Figure 2-5. Word Organization in Memory

The data types supported by the M68000 MPUs are bit data, integer data of 8, 16, and 32 bits, 32-bit addresses, and binary-coded-decimal data. Each data type is stored in memory as shown in Figure 2-6. The numbers indicate the order of accessing the data from the processor. For the MC68008 with its 8-bit bus, the appearance of data in memory is identical to the all the M68000 MPUs. The organization of data in the memory of the MC68008 is shown in Figure 2-7.

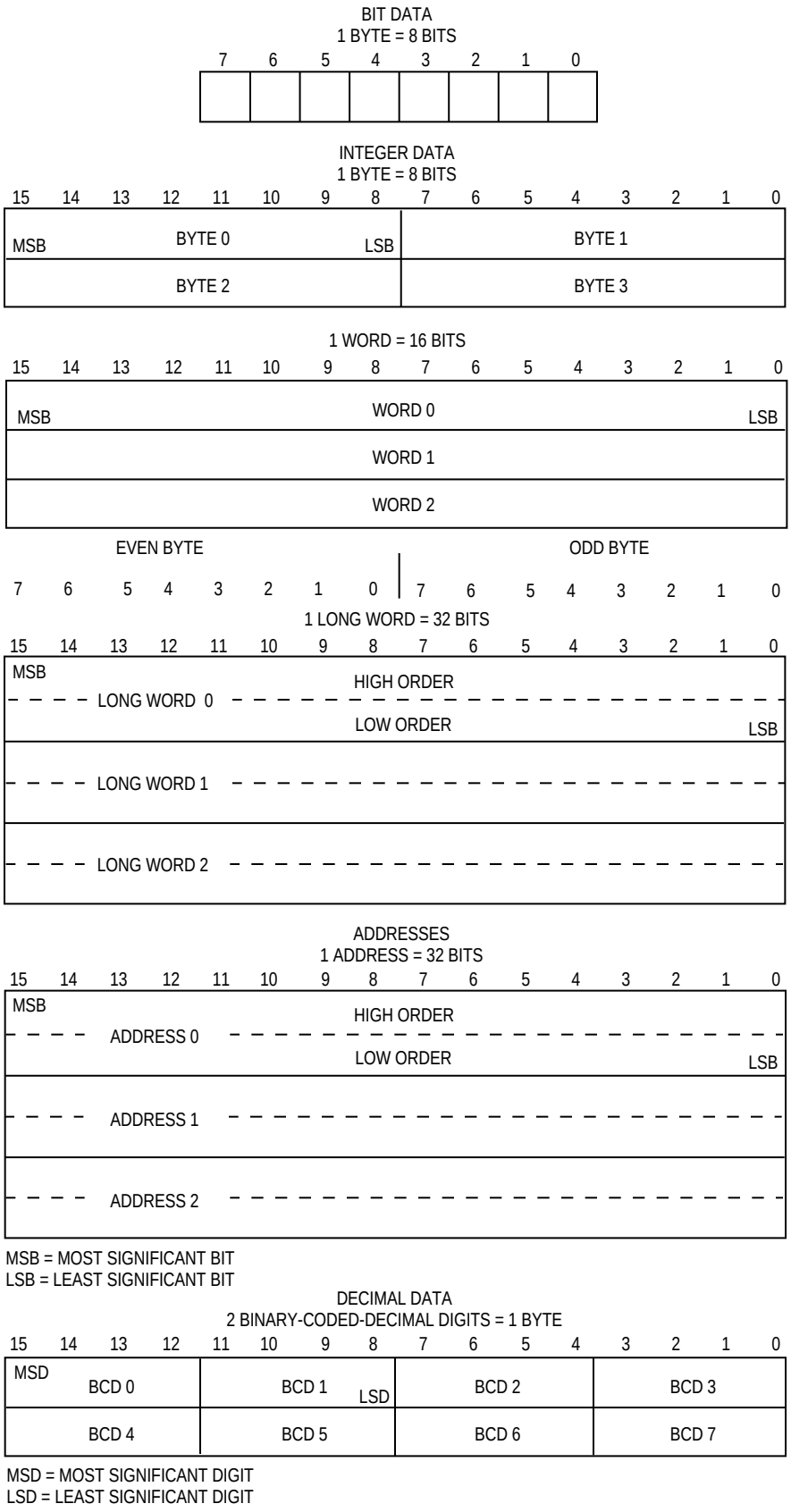


Figure 2-6. Data Organization in Memory

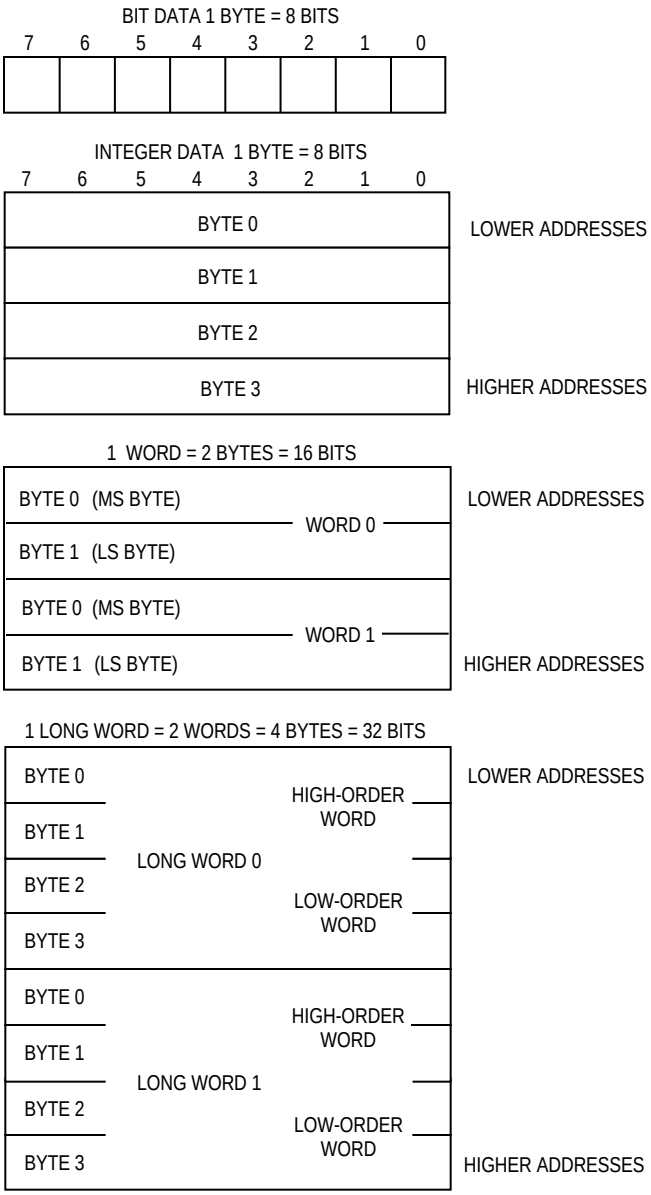


Figure 2-7. Memory Data Organization of the MC68008

2.5 INSTRUCTION SET SUMMARY

Table 2-2 provides an alphabetized listing of the M68000 instruction set listed by opcode, operation, and syntax. In the syntax descriptions, the left operand is the source operand, and the right operand is the destination operand. The following list contains the notations used in Table 2-2.

Notation for operands:

PC — Program counter
SR — Status register
V — Overflow condition code
Immediate Data — Immediate data from the instruction
Source — Source contents
Destination — Destination contents
Vector — Location of exception vector
+inf — Positive infinity
–inf — Negative infinity
<fmt> — Operand data format: byte (B), word (W), long (L), single (S), double (D), extended (X), or packed (P).
FPm — One of eight floating-point data registers (always specifies the source register)
FPn — One of eight floating-point data registers (always specifies the destination register)

Notation for subfields and qualifiers:

<bit> of <operand> — Selects a single bit of the operand
<ea>{offset:width} — Selects a bit field
(<operand>) — The contents of the referenced location
<operand>10 — The operand is binary-coded decimal, operations are performed in decimal
(<address register>) — The register indirect operator
–(<address register>) — Indicates that the operand register points to the memory
(<address register>)+ — Location of the instruction operand—the optional mode qualifiers are –, +, (d), and (d, ix)
#xxx or #<data> — Immediate data that follows the instruction word(s)

Notations for operations that have two operands, written <operand> <op> <operand>, where <op> is one of the following:

→ — The source operand is moved to the destination operand
↔ — The two operands are exchanged
+ — The operands are added
– — The destination operand is subtracted from the source operand
× — The operands are multiplied
÷ — The source operand is divided by the destination operand
< — Relational test, true if source operand is less than destination operand
> — Relational test, true if source operand is greater than destination operand
V — Logical OR
⊕ — Logical exclusive OR
Λ — Logical AND

shifted by, rotated by — The source operand is shifted or rotated by the number of positions specified by the second operand

Notation for single-operand operations:

~<operand> — The operand is logically complemented

<operand>sign-extended — The operand is sign-extended, all bits of the upper portion are made equal to the high-order bit of the lower portion

<operand>tested — The operand is compared to zero and the condition codes are set appropriately

Notation for other operations:

TRAP — Equivalent to Format/Offset Word → (SSP); SSP–2 → SSP; PC → (SSP); SSP–4 → SSP; SR → (SSP); SSP–2 → SSP; (vector) → PC

STOP — Enter the stopped state, waiting for interrupts

If <condition> then <operations> else <operations> — The condition is tested. If true, the operations after "then" are performed. If the condition is false and the optional "else" clause is present, the operations after "else" are performed. If the condition is false and else is omitted, the instruction performs no operation. Refer to the Bcc instruction description as an example.

Table 2-2. Instruction Set Summary (Sheet 1 of 4)

Opcode	Operation	Syntax
ABCD	$Source_{10} + Destination_{10} + X \rightarrow Destination$	ABCD Dy,Dx ABCD –(Ay), –(Ax)
ADD	Source + Destination → Destination	ADD <ea>,Dn ADD Dn,<ea>
ADDA	Source + Destination → Destination	ADDA <ea>,An
ADDI	Immediate Data + Destination → Destination	ADDI # <data>,<ea>
ADDQ	Immediate Data + Destination → Destination	ADDQ # <data>,<ea>
ADDX	Source + Destination + X → Destination	ADDX Dy, Dx ADDX –(Ay), –(Ax)
AND	Source Λ Destination → Destination	AND <ea>,Dn AND Dn,<ea>
ANDI	Immediate Data Λ Destination → Destination	ANDI # <data>, <ea>
ANDI to CCR	Source Λ CCR → CCR	ANDI # <data>, CCR
ANDI to SR	If supervisor state then Source Λ SR → SR else TRAP	ANDI # <data>, SR
ASL, ASR	Destination Shifted by <count> → Destination	ASd Dx,Dy ASd # <data>,Dy ASd <ea>
Bcc	If (condition true) then PC + d → PC	Bcc <label>
BCHG	~ (<number> of Destination) → Z; ~ (<number> of Destination) → <bit number> of Destination	BCHG Dn,<ea> BCHG # <data>,<ea>
BCLR	~ (<bit number> of Destination) → Z; 0 → <bit number> of Destination	BCLR Dn,<ea> BCLR # <data>,<ea>
BKPT	Run breakpoint acknowledge cycle; TRAP as illegal instruction	BKPT # <data>
BRA	PC + d → PC	BRA <label>
BSET	~ (<bit number> of Destination) → Z; 1 → <bit number> of Destination	BSET Dn,<ea> BSET # <data>,<ea>
BSR	SP – 4 → SP; PC → (SP); PC + d → PC	BSR <label>
BTST	– (<bit number> of Destination) → Z;	BTST Dn,<ea> BTST # <data>,<ea>
CHK	If Dn < 0 or Dn > Source then TRAP	CHK <ea>,Dn
CLR	0 → Destination	CLR <ea>
CMP	Destination—Source → cc	CMP <ea>,Dn
CMPA	Destination—Source	CMPA <ea>,An
CMPI	Destination —Immediate Data	CMPI # <data>,<ea>
CMPM	Destination—Source → cc	CMPM (Ay)+, (Ax)+
DBcc	If condition false then (Dn – 1 → Dn; If Dn ≠ –1 then PC + d → PC)	DBcc Dn,<label>

Table 2-2. Instruction Set Summary (Sheet 2 of 4)

Opcode	Operation	Syntax
DIVS	Destination/Source → Destination	DIVS.W <ea>,Dn 32/16 → 16r:16q
DIVU	Destination/Source → Destination	DIVU.W <ea>,Dn 32/16 → 16r:16q
EOR	Source ⊕ Destination → Destination	EOR Dn,<ea>
EORI	Immediate Data ⊕ Destination → Destination	EORI # <data>,<ea>
EORI to CCR	Source ⊕ CCR → CCR	EORI # <data>,CCR
EORI to SR	If supervisor state then Source ⊕SR → SR else TRAP	EORI # <data>,SR
EXG	Rx ↔ Ry	EXG Dx,Dy EXG Ax,Ay EXG Dx,Ay EXG Ay,Dx
EXT	Destination Sign-Extended → Destination	EXT.W Dn extend byte to word EXT.L Dn extend word to long word
ILLEGAL	SSP – 2 → SSP; Vector Offset → (SSP); SSP – 4 → SSP; PC → (SSP); SSP – 2 → SSP; SR → (SSP); Illegal Instruction Vector Address → PC	ILLEGAL
JMP	Destination Address → PC	JMP <ea>
JSR	SP – 4 → SP; PC → (SP) Destination Address → PC	JSR <ea>
LEA	<ea> → An	LEA <ea>,An
LINK	SP – 4 → SP; An → (SP) SP → An, SP + d → SP	LINK An, # <displacement>
LSL,LSR	Destination Shifted by <count> → Destination	LSd[1] Dx,Dy LSd[1] # <data>,Dy LSd[1] <ea>
MOVE	Source → Destination	MOVE <ea>,<ea>
MOVEA	Source → Destination	MOVEA <ea>,An
MOVE from CCR	CCR → Destination	MOVE CCR,<ea>
MOVE to CCR	Source → CCR	MOVE <ea>,CCR
MOVE from SR	SR → Destination If supervisor state then SR → Destination else TRAP (MC68010 only)	MOVE SR,<ea>
MOVE to SR	If supervisor state then Source → SR else TRAP	MOVE <ea>,SR

Table 2-2. Instruction Set Summary (Sheet 3 of 4)

Opcode	Operation	Syntax
MOVE USP	If supervisor state then USP → An or An → USP else TRAP	MOVE USP,An MOVE An,USP
MOVEC	If supervisor state then Rc → Rn or Rn → Rc else TRAP	MOVEC Rc,Rn MOVEC Rn,Rc
MOVEM	Registers → Destination Source → Registers	MOVEM register list,<ea> MOVEM <ea>,register list
MOVEP	Source → Destination	MOVEP Dx,(d,Ay) MOVEP (d,Ay),Dx
MOVEQ	Immediate Data → Destination	MOVEQ # <data>,Dn
MOVES	If supervisor state then Rn → Destination [DFC] or Source [SFC] → Rn else TRAP	MOVES Rn,<ea> MOVES <ea>,Rn
MULS	Source × Destination → Destination	MULS.W <ea>,Dn 16 x 16 → 32
MULU	Source × Destination → Destination	MULU.W <ea>,Dn 16 x 16 → 32
NBCD	0 – (Destination$_{10}$) – X → Destination	NBCD <ea>
NEG	0 – (Destination) → Destination	NEG <ea>
NEGX	0 – (Destination) – X → Destination	NEGX <ea>
NOP	None	NOP
NOT	~Destination → Destination	NOT <ea>
OR	Source V Destination → Destination	OR <ea>,Dn OR Dn,<ea>
ORI	Immediate Data V Destination → Destination	ORI # <data>,<ea>
ORI to CCR	Source V CCR → CCR	ORI # <data>,CCR
ORI to SR	If supervisor state then Source V SR → SR else TRAP	ORI # <data>,SR
PEA	Sp – 4 → SP; <ea> → (SP)	PEA <ea>
RESET	If supervisor state then Assert $\overline{\text{RESET}}$ Line else TRAP	RESET
ROL, ROR	Destination Rotated by <count> → Destination	ROd[1] Rx,Dy ROd[1] # <data>,Dy ROd[1] <ea>
ROXL, ROXR	Destination Rotated with X by <count> → Destination	ROXd[1] Dx,Dy ROXd[1] # <data>,Dy ROXd[1] <ea>
RTD	(SP) → PC; SP + 4 + d → SP	RTD #<displacement>

Table 2-2. Instruction Set Summary (Sheet 4 of 4)

Opcode	Operation	Syntax
RTE	If supervisor state then (SP) → SR; SP + 2 → SP; (SP) → PC; SP + 4 → SP; restore state and deallocate stack according to (SP) else TRAP	RTE
RTR	(SP) → CCR; SP + 2 → SP; (SP) → PC; SP + 4 → SP	RTR
RTS	(SP) → PC; SP + 4 → SP	RTS
SBCD	$Destination_{10}$ – $Source_{10}$ – X → Destination	SBCD Dx,Dy SBCD –(Ax),–(Ay)
Scc	If condition true then 1s → Destination else 0s → Destination	Scc <ea>
STOP	If supervisor state then Immediate Data → SR; STOP else TRAP	STOP # <data>
SUB	Destination – Source → Destination	SUB <ea>,Dn SUB Dn,<ea>
SUBA	Destination – Source → Destination	SUBA <ea>,An
SUBI	Destination – Immediate Data → Destination	SUBI # <data>,<ea>
SUBQ	Destination – Immediate Data → Destination	SUBQ # <data>,<ea>
SUBX	Destination – Source – X → Destination	SUBX Dx,Dy SUBX –(Ax),–(Ay)
SWAP	Register [31:16] ↔ Register [15:0]	SWAP Dn
TAS	Destination Tested → Condition Codes; 1 → bit 7 of Destination	TAS <ea>
TRAP	SSP – 2 → SSP; Format/Offset → (SSP); SSP – 4 → SSP; PC → (SSP); SSP–2 → SSP; SR → (SSP); Vector Address → PC	TRAP # <vector>
TRAPV	If V then TRAP	TRAPV
TST	Destination Tested → Condition Codes	TST <ea>
UNLK	An → SP; (SP) → An; SP + 4 → SP	UNLK An

NOTE: d is direction, L or R.

SECTION 3
SIGNAL DESCRIPTION

This section contains descriptions of the input and output signals. The input and output signals can be functionally organized into the groups shown in Figure 3-1 (for the MC68000, the MC68HC000 and the MC68010), Figure 3-2 (for the MC68HC001), Figure 3-3 (for the MC68EC000), Figure 3-4 (for the MC68008, 48-pin version), and Figure 3-5 (for the MC68008, 52-pin version). The following paragraphs provide brief descriptions of the signals and references (where applicable) to other paragraphs that contain more information about the signals.

NOTE

The terms **assertion** and **negation** are used extensively in this manual to avoid confusion when describing a mixture of "active-low" and "active-high" signals. The term assert or assertion is used to indicate that a signal is active or true, independently of whether that level is represented by a high or low voltage. The term negate or negation is used to indicate that a signal is inactive or false.

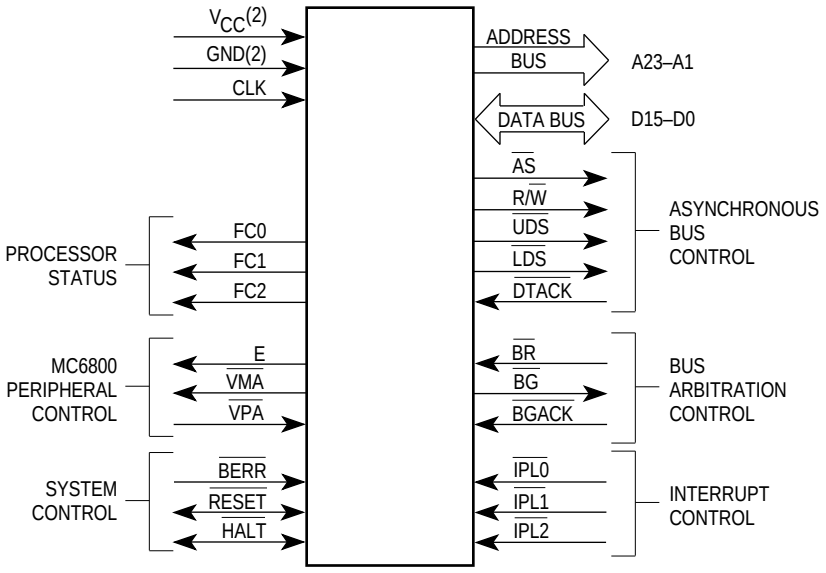


Figure 3-1. Input and Output Signals (MC68000, MC68HC000 and MC68010)

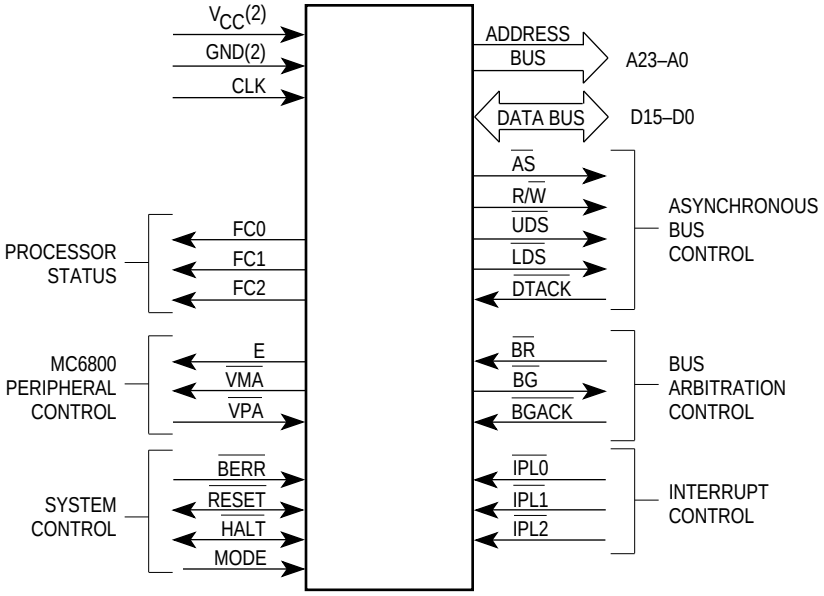


Figure 3-2. Input and Output Signals (MC68HC001)

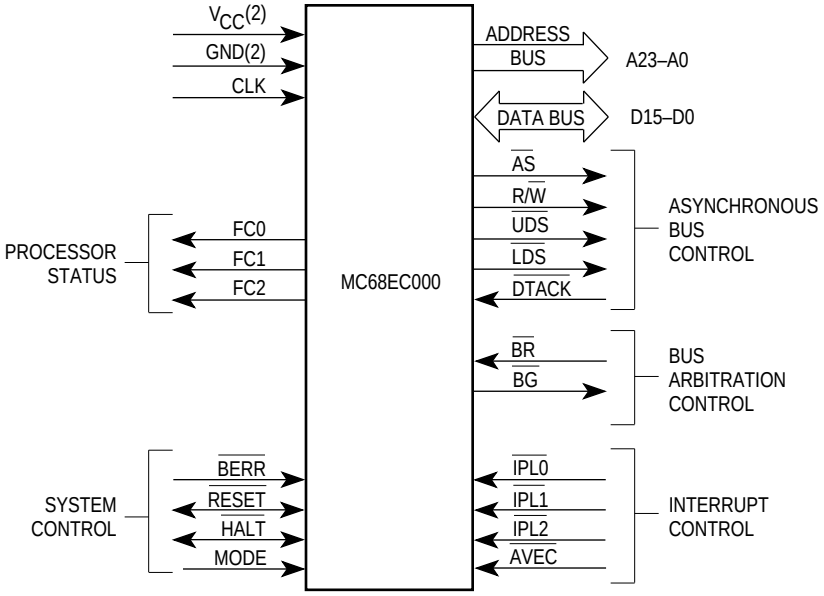


Figure 3-3. Input and Output Signals (MC68EC000)

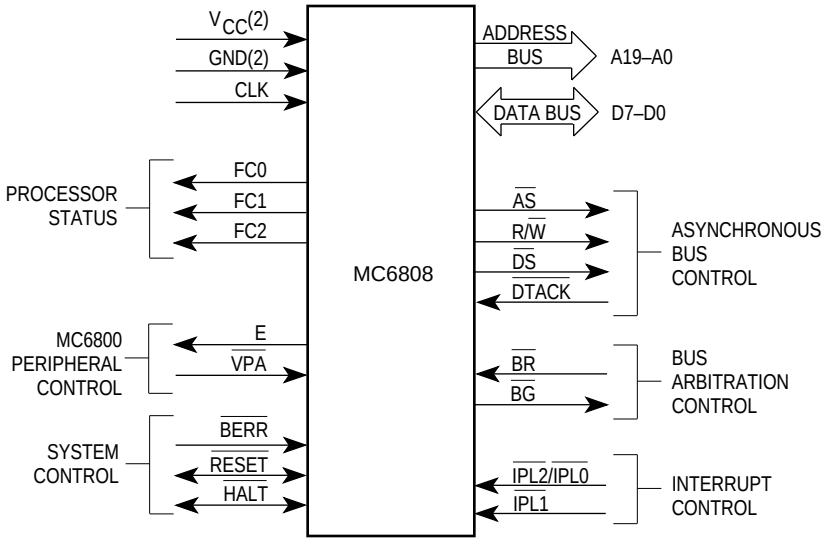


Figure 3-4. Input and Output Signals (MC68008, 48-Pin Version)

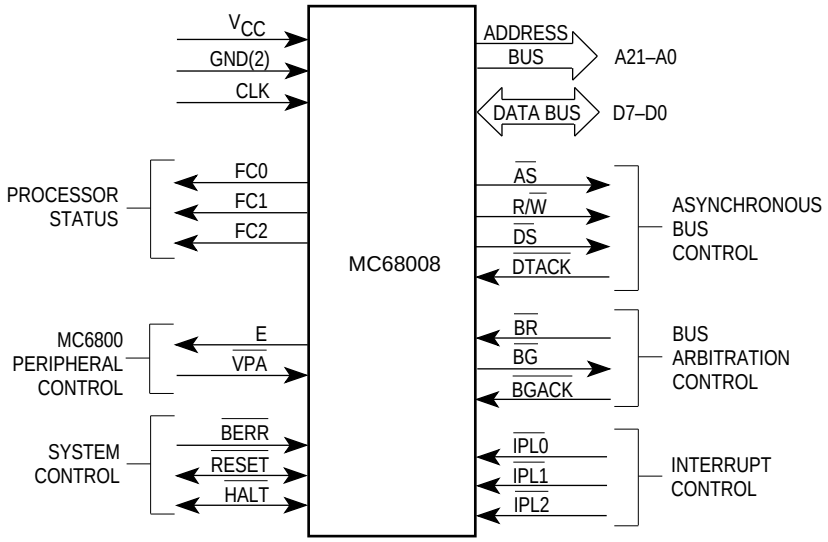


Figure 3-5. Input and Output Signals (MC68008, 52-Pin Version)

3.1 ADDRESS BUS (A23–A1)

This 23-bit, unidirectional, three-state bus is capable of addressing 16 Mbytes of data. This bus provides the address for bus operation during all cycles except interrupt acknowledge cycles and breakpoint cycles. During interrupt acknowledge cycles, address lines A1, A2, and A3 provide the level number of the interrupt being acknowledged, and address lines A23–A4 are driven to logic high.

Address Bus (A23–A0)

This 24-bit, unidirectional, three-state bus is capable of addressing 16 Mbytes of data. This bus provides the address for bus operation during all cycles except interrupt acknowledge cycles and breakpoint cycles. During interrupt acknowledge cycles, address lines A1, A2, and A3 provide the level number of the interrupt being acknowledged, and address lines A23–A4 and A0 are driven to logic high. In 16-Bit mode, A0 is always driven high.

MC68008 Address Bus

The unidirectional, three-state buses in the two versions of the **MC68008** differ from each other and from the other processor bus only in the number of address lines and the addressing range. The 20-bit address (A19–A0) of the 48-pin version provides a 1-Mbyte address space; the 52-pin version supports a 22-bit address (A21–A0), extending the address space to 4 Mbytes. During an interrupt acknowledge cycle, the interrupt level number is placed on lines A1, A2, and A3. Lines A0 and A4 through the most significant address line are driven to logic high.

3.2 DATA BUS (D15–D0; MC68008: D7–D0)

This bidirectional, three-state bus is the general-purpose data path. It is 16 bits wide in the all the processors except the **MC68008** which is 8 bits wide. The bus can transfer and accept data of either word or byte length. During an interrupt acknowledge cycle, the external device supplies the vector number on data lines D7–D0. The MC68EC000 and MC68HC001 use D7–D0 in 8-bit mode, and D15–D8 are undefined.

3.3 ASYNCHRONOUS BUS CONTROL

Asynchronous data transfers are controlled by the following signals: address strobe, read/write, upper and lower data strobes, and data transfer acknowledge. These signals are described in the following paragraphs.

Address Strobe ($\overline{AS}$).

This three-state signal indicates that the information on the address bus is a valid address.

Read/Write (R/$\overline{W}$).

This three-state signal defines the data bus transfer as a read or write cycle. The R/$\overline{W}$ signal relates to the data strobe signals described in the following paragraphs.

Upper And Lower Data Strobes ($\overline{UDS}$, $\overline{LDS}$).

These three-state signals and R/$\overline{W}$ control the flow of data on the data bus. Table 3-1 lists the combinations of these signals and the corresponding data on the bus. When the R/$\overline{W}$ line is high, the processor reads from the data bus. When the R/$\overline{W}$ line is low, the processor drives the data bus. In 8-bit mode, $\overline{UDS}$ is always forced high and the $\overline{LDS}$ signal is used.

Table 3-1. Data Strobe Control of Data Bus

$\overline{UDS}$	$\overline{LDS}$	R/$\overline{W}$	D8–D15	D0–D7
High	High	—	No Valid Data	No Valid Data
Low	Low	High	Valid Data Bits 15–8	Valid Data Bits 7–0
High	Low	High	No Valid Data	Valid Data Bits 7–0
Low	High	High	Valid Data Bus 15–8	No Valid Data
Low	Low	Low	Valid Data Bits 15–8	Valid Data Bits 7–0
High	Low	Low	Valid Data Bits 7–0*	Valid Data Bits 7–0
Low	High	Low	Valid Data Bits 15–8	Valid Data Bits 15–8*

*These conditions are a result of current implementation and may not appear on future devices.

Data Strobe ($\overline{DS}$) (MC68008)

This three-state signal and R/$\overline{W}$ control the flow of data on the data bus of the **MC68008**. Table 3-2 lists the combinations of these signals and the corresponding data on the bus. When the R/$\overline{W}$ line is high, the processor reads from the data bus. When the R/$\overline{W}$ line is low, the processor drives the data bus.

Table 3-2. Data Strobe Control of Data Bus (MC68008)

$\overline{DS}$	R/$\overline{W}$	D0–D7
1	—	No Valid Data
0	1	Valid Data Bits 7–0 (Read Cycle)
0	0	Valid Data Bits 7–0 (Write Cycle)

Data Transfer Acknowledge ($\overline{DTACK}$).

This input signal indicates the completion of the data transfer. When the processor recognizes $\overline{DTACK}$ during a read cycle, data is latched, and the bus cycle is terminated. When $\overline{DTACK}$ is recognized during a write cycle, the bus cycle is terminated.

3.4 BUS ARBITRATION CONTROL

The bus request, bus grant, and bus grant acknowledge signals form a bus arbitration circuit to determine which device becomes the bus master device. In the 48-pin version of the MC68008 and MC68EC000, no pin is available for the bus grant acknowledge signal; this microprocessor uses a two-wire bus arbitration scheme. All M68000 processors can use two-wire bus arbitration.

Bus Request ($\overline{BR}$).

This input can be wire-ORed with bus request signals from all other devices that could be bus masters. This signal indicates to the processor that some other device needs to become the bus master. Bus requests can be issued at any time during a cycle or between cycles.

Bus Grant ($\overline{BG}$).

This output signal indicates to all other potential bus master devices that the processor will relinquish bus control at the end of the current bus cycle.

Bus Grant Acknowledge ($\overline{BGACK}$).

This input indicates that some other device has become the bus master. This signal should not be asserted until the following conditions are met:

1. A bus grant has been received.
2. Address strobe is inactive, which indicates that the microprocessor is not using the bus.
3. Data transfer acknowledge is inactive, which indicates that neither memory nor peripherals are using the bus.
4. Bus grant acknowledge is inactive, which indicates that no other device is still claiming bus mastership.

The 48-pin version of the **MC68008** has no pin available for the bus grant acknowledge signal and uses a two-wire bus arbitration scheme instead. If another device in a system supplies a bus grant acknowledge signal, the bus request input signal to the processor should be asserted when either the bus request or the bus grant acknowledge from that device is asserted.

3.5 INTERRUPT CONTROL ($\overline{IPL0}$, $\overline{IPL1}$, $\overline{IPL2}$)

These input signals indicate the encoded priority level of the device requesting an interrupt. Level seven, which cannot be masked, has the highest priority; level zero indicates that no interrupts are requested. $\overline{IPL0}$ is the least significant bit of the encoded level, and $\overline{IPL2}$ is the most significant bit. For each interrupt request, these signals must remain asserted until the processor signals interrupt acknowledge (FC2–FC0 and A19–A16 high) for that request to ensure that the interrupt is recognized.

NOTE

The 48-pin version of the **MC68008** has only two interrupt control signals: $\overline{IPL0}$/$\overline{IPL2}$ and $\overline{IPL1}$. $\overline{IPL0}$/$\overline{IPL2}$ is internally connected to both $\overline{IPL0}$ and $\overline{IPL2}$, which provides four interrupt priority levels: levels 0, 2, 5, and 7. In all other respects, the interrupt priority levels in this version of the **MC68008** are identical to those levels in the other microprocessors described in this manual.

3.6 SYSTEM CONTROL

The system control inputs are used to reset the processor, to halt the processor, and to signal a bus error to the processor. The outputs reset the external devices in the system and signal a processor error halt to those devices. The three system control signals are described in the following paragraphs.

Bus Error ($\overline{BERR}$)

This input signal indicates a problem in the current bus cycle. The problem may be the following:

1. No response from a device.
2. No interrupt vector number returned.
3. An illegal access request rejected by a memory management unit.
4. Some other application-dependent error.

Either the processor retries the bus cycle or performs exception processing, as determined by interaction between the bus error signal and the halt signal.

Reset ($\overline{RESET}$)

The external assertion of this bidirectional signal along with the assertion of $\overline{HALT}$ starts a system initialization sequence by resetting the processor. The processor assertion of $\overline{RESET}$ (from executing a RESET instruction) resets all external devices of a system without affecting the internal state of the processor. To reset both the processor and the external devices, the $\overline{RESET}$ and $\overline{HALT}$ input signals must be asserted at the same time.

Halt ($\overline{HALT}$)

An input to this bidirectional signal causes the processor to stop bus activity at the completion of the current bus cycle. This operation places all control signals in the inactive state and places all three-state lines in the high-impedance state (refer to Table 3-4).

When the processor has stopped executing instructions (in the case of a double bus fault condition, for example), the $\overline{HALT}$ line is driven by the processor to indicate the condition to external devices.

Mode (MODE) (MC68HC001/68EC000)

The MODE input selects between the 8-bit and 16-bit operating modes. If this input is grounded at reset, the processor will come out of reset in the 8-bit mode. If this input is tied high or floating at reset, the processor will come out of reset in the 16-bit mode. This input should be changed only at reset and must be stable two clocks after RESET is negated. Changing this input during normal operation may produce unpredictable results.

3.7 M6800 PERIPHERAL CONTROL

These control signals are used to interface the asynchronous M68000 processors with the synchronous M6800 peripheral devices. These signals are described in the following paragraphs.

Enable (E)

This signal is the standard enable signal common to all M6800 Family peripheral devices. A single period of clock E consists of 10 MC68000 clock periods (six clocks low, four clocks high). This signal is generated by an internal ring counter that may come up in any state. (At power-on, it is impossible to guarantee phase relationship of E to CLK.) The E signal is a free-running clock that runs regardless of the state of the MPU bus.

Valid Peripheral Address ($\overline{\text{VPA}}$)

This input signal indicates that the device or memory area addressed is an M6800 Family device or a memory area assigned to M6800 Family devices and that data transfer should be synchronized with the E signal. This input also indicates that the processor should use automatic vectoring for an interrupt. Refer to **Appendix B M6800 Peripheral Interface**.

Valid Memory Address ($\overline{\text{VMA}}$)

This output signal indicates to M6800 peripheral devices that the address on the address bus is valid and that the processor is synchronized to the E signal. This signal only responds to a $\overline{\text{VPA}}$ input that identifies an M6800 Family device.

The **MC68008** does not supply a $\overline{\text{VMA}}$ signal. This signal can be produced by a transistor-to-transistor logic (TTL) circuit; an example is described in **Appendix B M6800 Peripheral Interface**.

3.8 PROCESSOR FUNCTION CODES (FC0, FC1, FC2)

These function code outputs indicate the mode (user or supervisor) and the address space type currently being accessed, as shown in Table 3-3. The function code outputs are valid whenever $\overline{\text{AS}}$ is active.

Table 3-3. Function Code Outputs

Function Code Output			
FC2	**FC1**	**FC0**	**Address Space Type**
Low	Low	Low	(Undefined, Reserved)
Low	Low	High	User Data
Low	High	Low	User Program
Low	High	High	(Undefined, Reserved)
High	Low	Low	(Undefined, Reserved)
High	Low	High	Supervisor Data
High	High	Low	Supervisor Program
High	High	High	CPU Space

3.9 CLOCK (CLK)

The clock input is a TTL-compatible signal that is internally buffered for development of the internal clocks needed by the processor. This clock signal is a constant frequency square wave that requires no stretching or shaping. The clock input should not be gated off at any time, and the clock signal must conform to minimum and maximum pulse-width times listed in **Section 10 Electrical Characteristics**.

3.10 POWER SUPPLY (V_{CC} and GND)

Power is supplied to the processor using these connections. The positive output of the power supply is connected to the V_{CC} pins and ground is connected to the GND pins.

3.11 SIGNAL SUMMARY

Table 3-4 summarizes the signals discussed in the preceding paragraphs.

Table 3-4. Signal Summary

Signal Name	Mnemonic	Input/Output	Active State	Hi-Z	
				On $\overline{\text{HALT}}$	On Bus Relinquish
Address Bus	A0–A23	Output	High	Yes	Yes
Data Bus	D0–D15	Input/Output	High	Yes	Yes
Address Strobe	$\overline{\text{AS}}$	Output	Low	No	Yes
Read/Write	R/$\overline{\text{W}}$	Output	Read-High Write-Low	No	Yes
Data Strobe	$\overline{\text{DS}}$	Output	Low	No	Yes
Upper and Lower Data Strobes	$\overline{\text{UDS}}$, $\overline{\text{LDS}}$	Output	Low	No	Yes
Data Transfer Acknowledge	$\overline{\text{DTACK}}$	Input	Low	No	No
Bus Request	$\overline{\text{BR}}$	Input	Low	No	No
Bus Grant	$\overline{\text{BG}}$	Output	Low	No	No
Bus Grant Acknowledge	$\overline{\text{BGACK}}$	Input	Low	No	No
Interrupt Priority Level	$\overline{\text{IPL}}$0, $\overline{\text{IPL}}$1, $\overline{\text{IPL}}$2	Input	Low	No	No
Bus Error	$\overline{\text{BERR}}$	Input	Low	No	No
Mode	MODE	Input	High	—	—
Reset	$\overline{\text{RESET}}$	Input/Output	Low	No*	No*
Halt	$\overline{\text{HALT}}$	Input/Output	Low	No*	No*
Enable	E	Output	High	No	No
Valid Memory Address	$\overline{\text{VMA}}$	Output	Low	No	Yes
Valid Peripheral Address	$\overline{\text{VPA}}$	Input	Low	No	No
Function Code Output	FC0, FC1, FC2	Output	High	No	Yes
Clock	CLK	Input	High	No	No
Power Input	V_{CC}	Input	—	—	—
Ground	GND	Input	—	—	—

*Open drain.

SECTION 4
8-BIT BUS OPERATION

The following paragraphs describe control signal and bus operation for 8-bit operation during data transfer operations, bus arbitration, bus error and halt conditions, and reset operation. The 8-bit bus operations devices are the MC68008, MC68HC001 in 8-bit mode, and MC68EC000 in 8-bit mode. The MC68HC001 and MC68EC000 select 8-bit mode by grounding mode during reset.

4.1 DATA TRANSFER OPERATIONS

Transfer of data between devices involves the following signals:

1. Address bus A0 through highest numbered address line
2. Data bus D0 through D7
3. Control signals

The address and data buses are separate parallel buses used to transfer data using an asynchronous bus structure. In all cases, the bus master must deskew all signals it issues at both the start and end of a bus cycle. In addition, the bus master must deskew the acknowledge and data signals from the slave device. For the MC68HC001 and MC68EC000, $\overline{\text{UDS}}$ is held negated and D15–D8 are undefined in 8-bit mode.

The following paragraphs describe the read, write, read-modify-write, and CPU space cycles. The indivisible read-modify-write cycle implements interlocked multiprocessor communications. A CPU space cycle is a special processor cycle.

4.1.1 Read Cycle

During a read cycle, the processor receives one byte of data from the memory or from a peripheral device. When the data is received, the processor internally positions the byte appropriately.

The 8-bit operation must perform two or four read cycles to access a word or long word, asserting the data strobe to read a single byte during each cycle. The address bus in 8-bit operation includes A0, which selects the appropriate byte for each read cycle. Figure 4-1 and 4-2 illustrate the byte read-cycle operation.

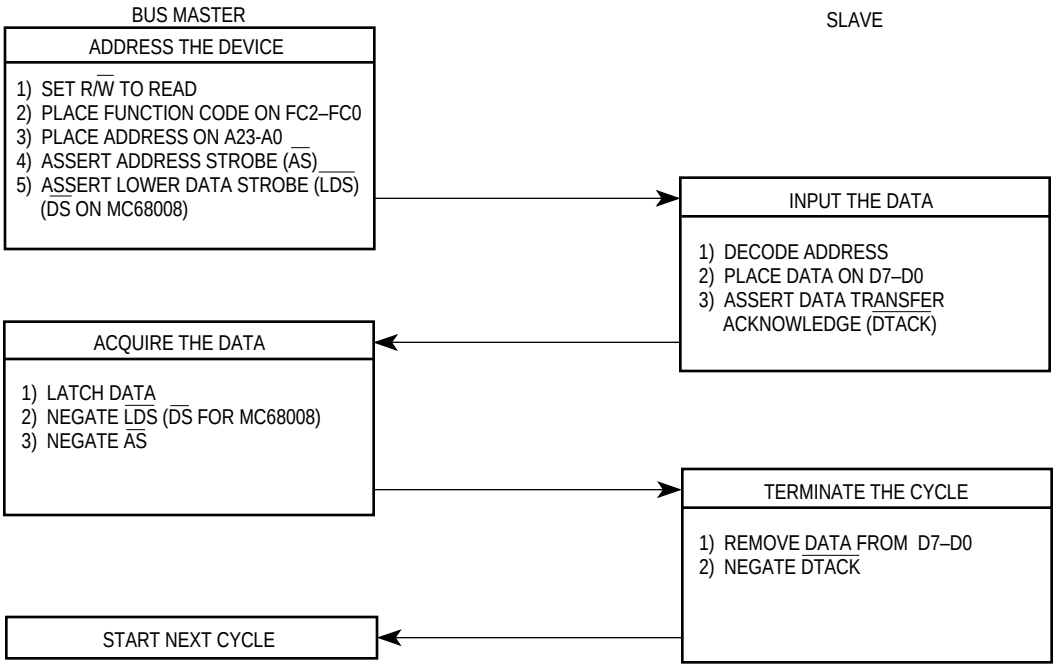


Figure 4-1. Byte Read-Cycle Flowchart

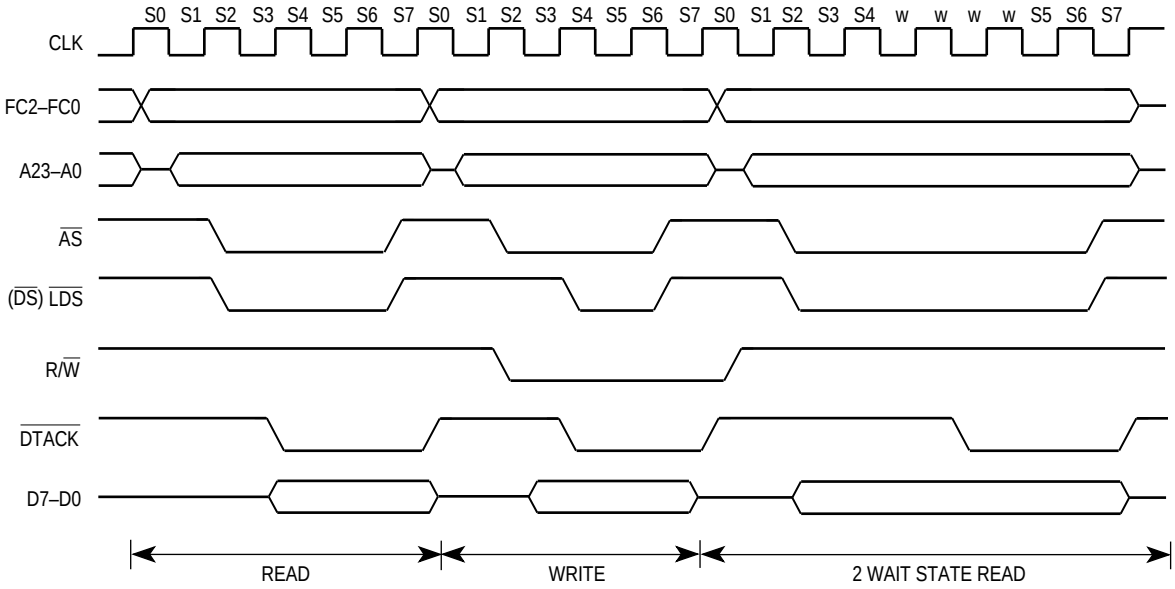


Figure 4-2. Read and Write-Cycle Timing Diagram

A bus cycle consists of eight states. The various signals are asserted during specific states of a read cycle, as follows:

STATE 0 The read cycle starts in state 0 (S0). The processor places valid function codes on FC0–FC2 and drives R/$\overline{W}$ high to identify a read cycle.

STATE 1 Entering state 1 (S1), the processor drives a valid address on the address bus.

STATE 2 On the rising edge of state 2 (S2), the processor asserts $\overline{AS}$ and $\overline{LDS}$, or $\overline{DS}$.

STATE 3 During state 3 (S3), no bus signals are altered.

STATE 4 During state 4 (S4), the processor waits for a cycle termination signal ($\overline{DTACK}$ or $\overline{BERR}$) or $\overline{VPA}$, an M6800 peripheral signal. When $\overline{VPA}$ is asserted during S4, the cycle becomes a peripheral cycle (refer to **Appendix B M6800 Peripheral Interface**). If neither termination signal is asserted before the falling edge at the end of S4, the processor inserts wait states (full clock cycles) until either $\overline{DTACK}$ or $\overline{BERR}$ is asserted.

STATE 5 During state 5 (S5), no bus signals are altered.

STATE 6 During state 6 (S6), data from the device is driven onto the data bus.

STATE 7 On the falling edge of the clock entering state 7 (S7), the processor latches data from the addressed device and negates $\overline{AS}$ and $\overline{LDS}$, or $\overline{DS}$. At the rising edge of S7, the processor places the address bus in the high-impedance state. The device negates $\overline{DTACK}$ or $\overline{BERR}$ at this time.

NOTE

During an active bus cycle, $\overline{VPA}$ and $\overline{BERR}$ are sampled on every falling edge of the clock beginning with S4, and data is latched on the falling edge of S6 during a read cycle. The bus cycle terminates in S7, except when $\overline{BERR}$ is asserted in the absence of $\overline{DTACK}$. In that case, the bus cycle terminates one clock cycle later in S9.

4.1.2 Write Cycle

During a write cycle, the processor sends bytes of data to the memory or peripheral device. Figures 4-3 and 4-4 illustrate the write-cycle operation

The 8-bit operation performs two write cycles for a word write operation, issuing the data strobe signal during each cycle. The address bus includes the A0 bit to select the desired byte.

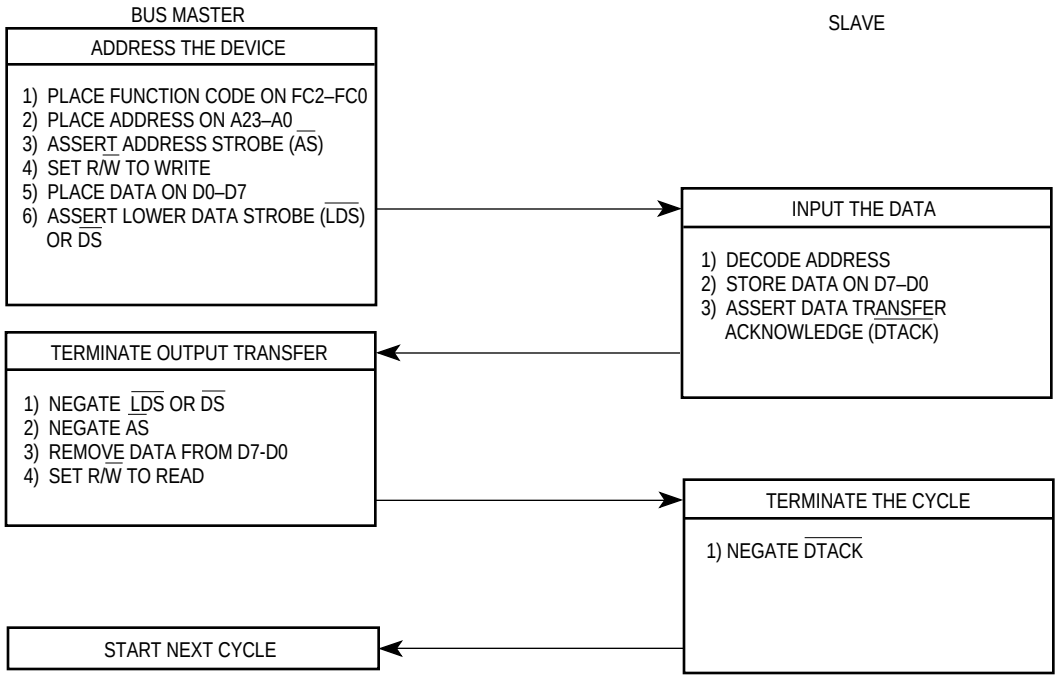


Figure 4-3. Byte Write-Cycle Flowchart

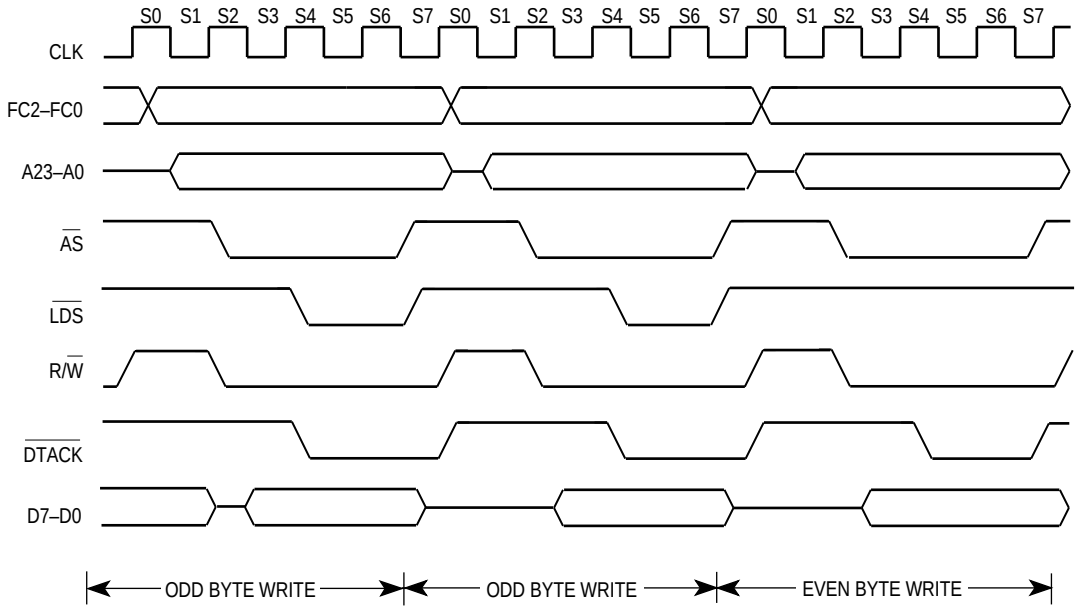


Figure 4-4. Write-Cycle Timing Diagram

The descriptions of the eight states of a write cycle are as follows:

STATE 0 The write cycle starts in S0. The processor places valid function codes on FC2–FC0 and drives R/$\overline{W}$ high (if a preceding write cycle has left R/$\overline{W}$ low).

STATE 1 Entering S1, the processor drives a valid address on the address bus.

STATE 2 On the rising edge of S2, the processor asserts $\overline{AS}$ and drives R/$\overline{W}$ low.

STATE 3 During S3, the data bus is driven out of the high-impedance state as the data to be written is placed on the bus.

STATE 4 At the rising edge of S4, the processor asserts $\overline{LDS}$, or $\overline{DS}$. The processor waits for a cycle termination signal ($\overline{DTACK}$ or $\overline{BERR}$) or $\overline{VPA}$, an M6800 peripheral signal. When $\overline{VPA}$ is asserted during S4, the cycle becomes a peripheral cycle (refer to **Appendix B M6800 Peripheral Interface**). If neither termination signal is asserted before the falling edge at the end of S4, the processor inserts wait states (full clock cycles) until either $\overline{DTACK}$ or $\overline{BERR}$ is asserted.

STATE 5 During S5, no bus signals are altered.

STATE 6 During S6, no bus signals are altered.

STATE 7 On the falling edge of the clock entering S7, the processor negates $\overline{AS}$, $\overline{LDS}$, and $\overline{DS}$. As the clock rises at the end of S7, the processor places the address and data buses in the high-impedance state, and drives R/$\overline{W}$ high. The device negates $\overline{DTACK}$ or $\overline{BERR}$ at this time.

4.1.3 Read-Modify-Write Cycle.

The read-modify-write cycle performs a read operation, modifies the data in the arithmetic logic unit, and writes the data back to the same address. The address strobe ($\overline{AS}$) remains asserted throughout the entire cycle, making the cycle indivisible. The test and set (TAS) instruction uses this cycle to provide a signaling capability without deadlock between processors in a multiprocessing environment. The TAS instruction (the only instruction that uses the read-modify-write cycle) only operates on bytes. Thus, all read-modify-write cycles are byte operations. Figure 4-5 and 4-6 illustrate the read-modify-write cycle operation.

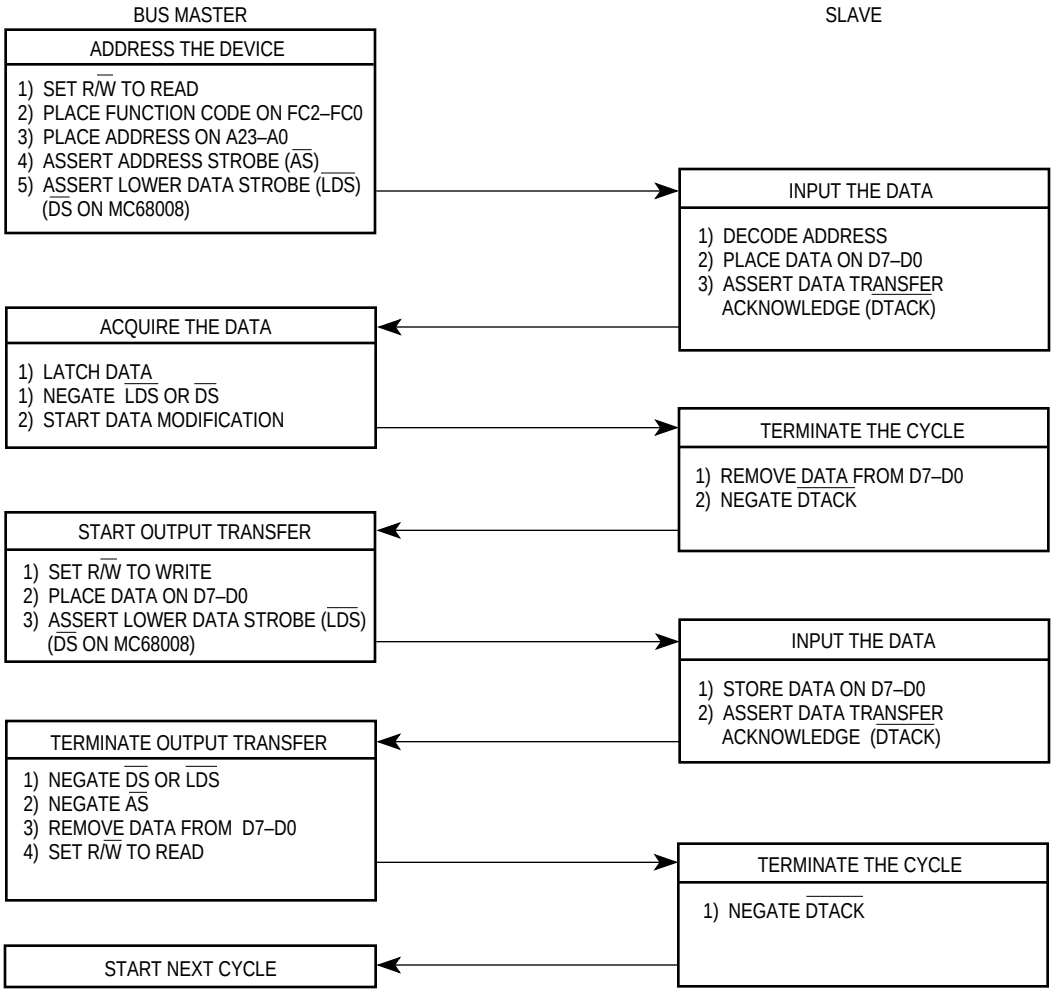


Figure 4-5. Read-Modify-Write Cycle Flowchart

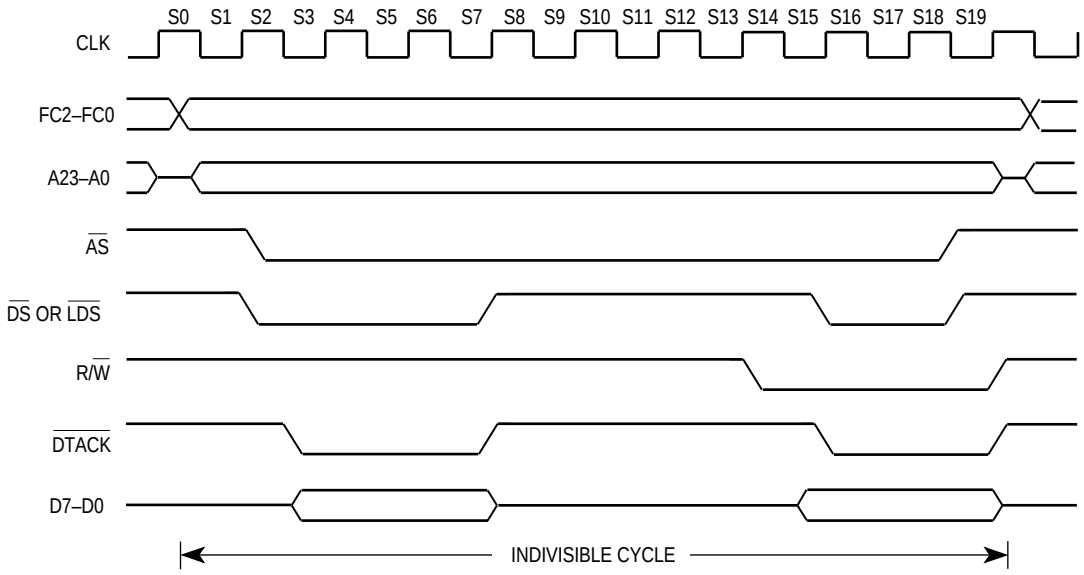


Figure 4-6. Read-Modify-Write Cycle Timing Diagram

The descriptions of the read-modify-write cycle states are as follows:

STATE 0 The read cycle starts in S0. The processor places valid function codes on FC2–FC0 and drives R/$\overline{W}$ high to identify a read cycle.

STATE 1 Entering S1, the processor drives a valid address on the address bus.

STATE 2 On the rising edge of S2, the processor asserts $\overline{AS}$ and $\overline{LDS}$, or $\overline{DS}$.

STATE 3 During S3, no bus signals are altered.

STATE 4 During S4, the processor waits for a cycle termination signal ($\overline{DTACK}$ or $\overline{BERR}$) or $\overline{VPA}$, an M6800 peripheral signal. When $\overline{VPA}$ is asserted during S4, the cycle becomes a peripheral cycle (refer to **Appendix B M6800 Peripheral Interface**). If neither termination signal is asserted before the falling edge at the end of S4, the processor inserts wait states (full clock cycles) until either $\overline{DTACK}$ or $\overline{BERR}$ is asserted.

STATE 5 During S5, no bus signals are altered.

STATE 6 During S6, data from the device are driven onto the data bus.

STATE 7 On the falling edge of the clock entering S7, the processor accepts data from the device and negates $\overline{LDS}$, and $\overline{DS}$. The device negates $\overline{DTACK}$ or $\overline{BERR}$ at this time.

STATES 8–11
The bus signals are unaltered during S8–S11, during which the arithmetic logic unit makes appropriate modifications to the data.

STATE 12 The write portion of the cycle starts in S12. The valid function codes on FC2–FC0, the address bus lines, $\overline{AS}$, and R/$\overline{W}$ remain unaltered.

STATE 13 During S13, no bus signals are altered.

STATE 14 On the rising edge of S14, the processor drives R/$\overline{W}$ low.

STATE 15 During S15, the data bus is driven out of the high-impedance state as the data to be written are placed on the bus.

STATE 16 At the rising edge of S16, the processor asserts $\overline{LDS}$ or $\overline{DS}$. The processor waits for $\overline{DTACK}$ or $\overline{BERR}$ or $\overline{VPA}$, an M6800 peripheral signal. When $\overline{VPA}$ is asserted during S16, the cycle becomes a peripheral cycle (refer to **Appendix B M6800 Peripheral Interface**). If neither termination signal is asserted before the falling edge at the close of S16, the processor inserts wait states (full clock cycles) until either $\overline{DTACK}$ or $\overline{BERR}$ is asserted.

STATE 17 During S17, no bus signals are altered.

STATE 18 During S18, no bus signals are altered.

STATE 19 On the falling edge of the clock entering S19, the processor negates $\overline{AS}$, $\overline{LDS}$, and $\overline{DS}$. As the clock rises at the end of S19, the processor places the address and data buses in the high-impedance state, and drives R/$\overline{W}$ high. The device negates $\overline{DTACK}$ or $\overline{BERR}$ at this time.

4.2 OTHER BUS OPERATIONS

Refer to **Section 5 16-Bit Bus Operations** for information on the following items:

- CPU Space Cycle
- Bus Arbitration
  - — Bus Request
  - — Bus Grant
  - — Bus Acknowledgment
- Bus Control
- Bus Errors and Halt Operations
- Reset Operations
- Asynchronous Operations
- Synchronous Operations

SECTION 5
16-BIT BUS OPERATION

The following paragraphs describe control signal and bus operation for 16-bit bus operations during data transfer operations, bus arbitration, bus error and halt conditions, and reset operation. The 16-bit bus operation devices are the MC68000, MC68HC000, MC68010, and the MC68HC001 and MC68EC000 in 16-bit mode. The MC68HC001 and MC68EC000 select 16-bit mode by pulling mode high or leave it floating during reset.

5.1 DATA TRANSFER OPERATIONS

Transfer of data between devices involves the following signals:

1. Address bus A1 through highest numbered address line
2. Data bus D0 through D15
3. Control signals

The address and data buses are separate parallel buses used to transfer data using an asynchronous bus structure. In all cases, the bus master must deskew all signals it issues at both the start and end of a bus cycle. In addition, the bus master must deskew the acknowledge and data signals from the slave device.

The following paragraphs describe the read, write, read-modify-write, and CPU space cycles. The indivisible read-modify-write cycle implements interlocked multiprocessor communications. A CPU space cycle is a special processor cycle.

5.1.1 Read Cycle

During a read cycle, the processor receives either one or two bytes of data from the memory or from a peripheral device. If the instruction specifies a word or long-word operation, the MC68000, MC68HC000, MC68HC001, MC68EC000, or MC68010 processor reads both upper and lower bytes simultaneously by asserting both upper and lower data strobes. When the instruction specifies byte operation, the processor uses the internal A0 bit to determine which byte to read and issues the appropriate data strobe. When A0 equals zero, the upper data strobe is issued; when A0 equals one, the lower data strobe is issued. When the data is received, the processor internally positions the byte appropriately.

The word read-cycle flowchart is shown in Figure 5-1 and the byte read-cycle flowchart is shown in Figure 5-2. The read and write cycle timing is shown in Figure 5-3 and the word and byte read-cycle timing diagram is shown in Figure 5-4.

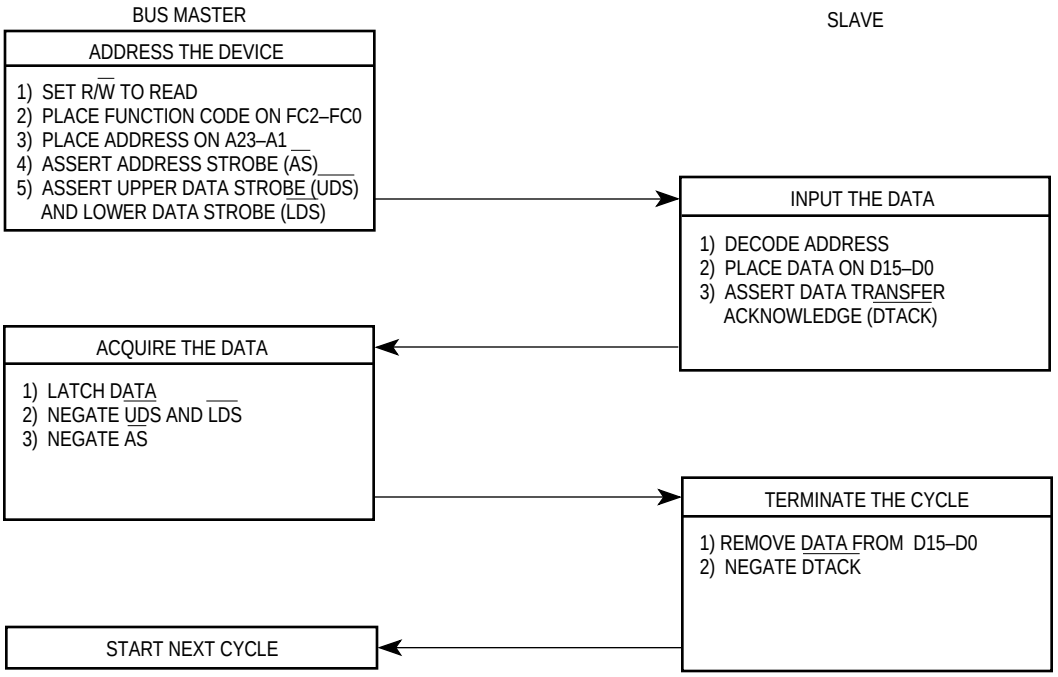


Figure 5-1. Word Read-Cycle Flowchart

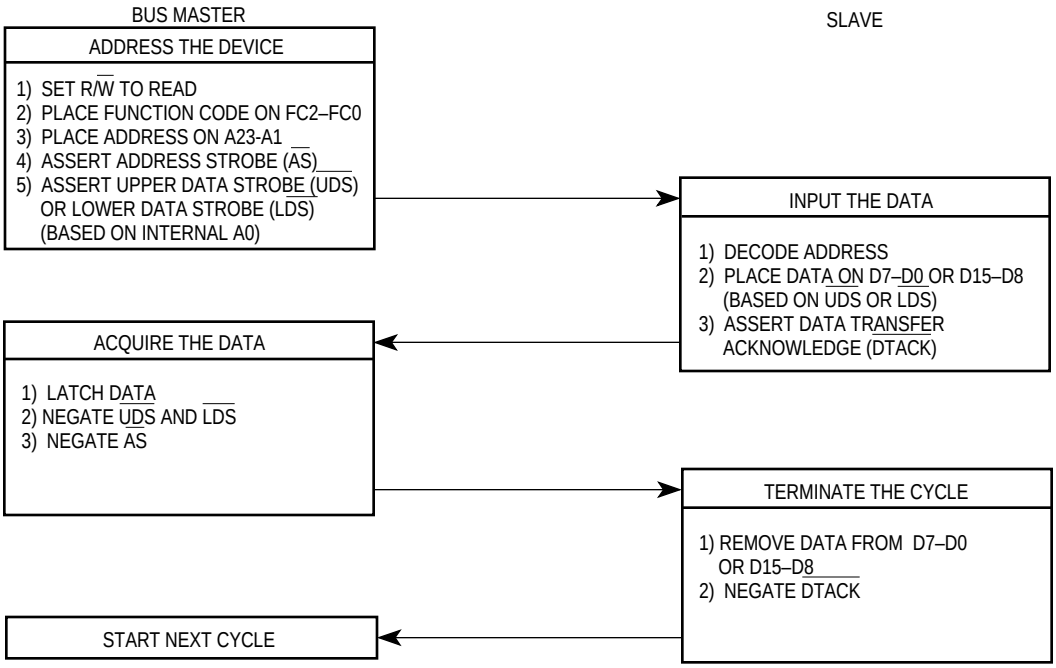


Figure 5-2. Byte Read-Cycle Flowchart

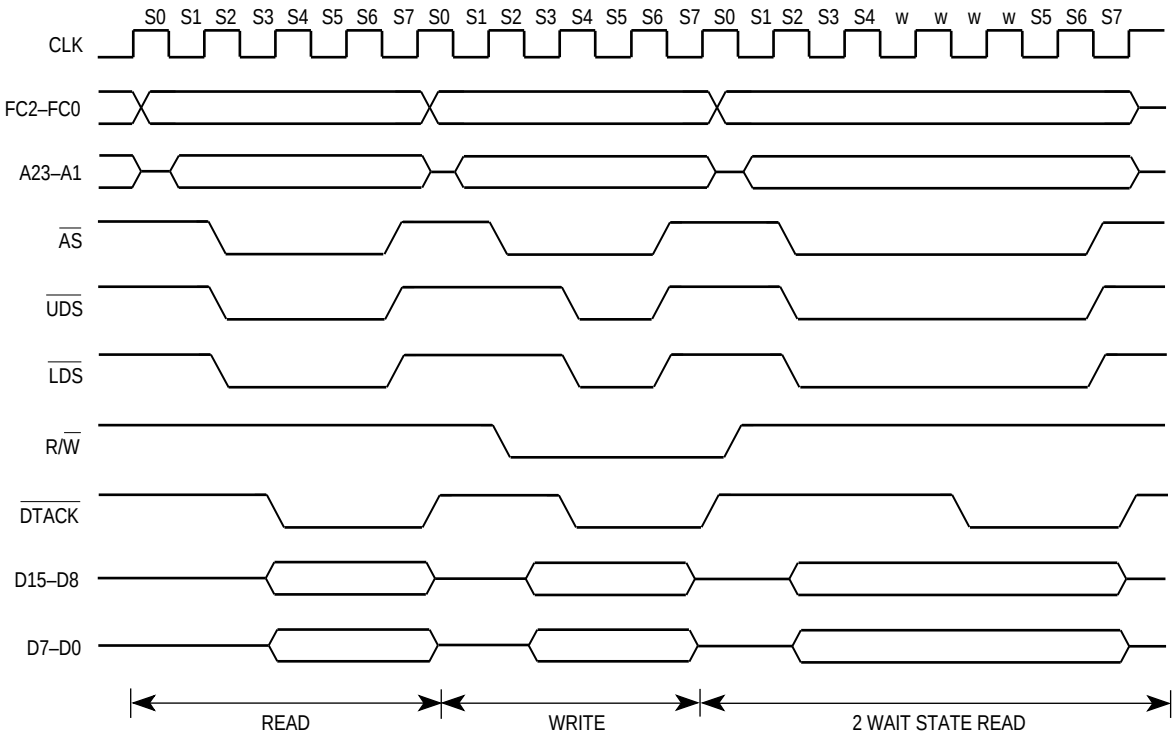


Figure 5-3. Read and Write-Cycle Timing Diagram

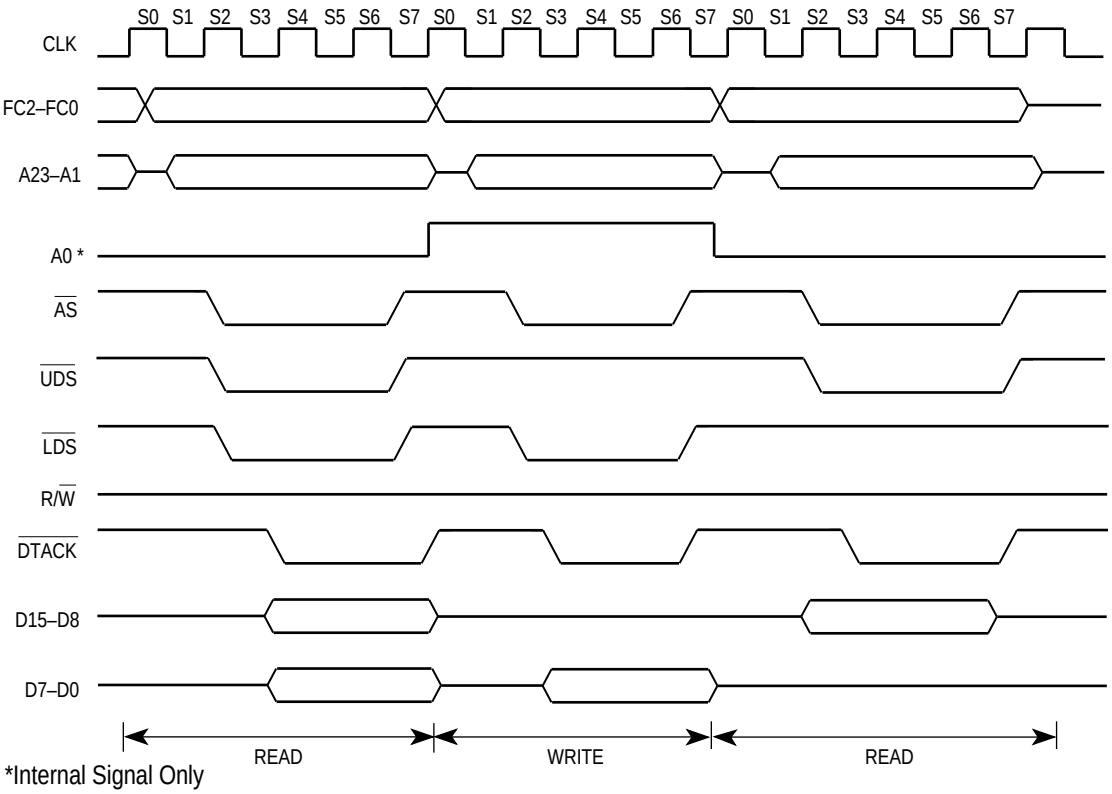


Figure 5-4. Word and Byte Read-Cycle Timing Diagram

A bus cycle consists of eight states. The various signals are asserted during specific states of a read cycle, as follows:

STATE 0 — The read cycle starts in state 0 (S0). The processor places valid function codes on FC0–FC2 and drives R/$\overline{W}$ high to identify a read cycle.

STATE 1 — Entering state 1 (S1), the processor drives a valid address on the address bus.

STATE 2 — On the rising edge of state 2 (S2), the processor asserts $\overline{AS}$ and $\overline{UDS}$, $\overline{LDS}$, or $\overline{DS}$.

STATE 3 — During state 3 (S3), no bus signals are altered.

STATE 4 — During state 4 (S4), the processor waits for a cycle termination signal ($\overline{DTACK}$ or $\overline{BERR}$) or $\overline{VPA}$, an M6800 peripheral signal. When $\overline{VPA}$ is asserted during S4, the cycle becomes a peripheral cycle (refer to **Appendix B M6800 Peripheral Interface**). If neither termination signal is asserted before the falling edge at the end of S4, the processor inserts wait states (full clock cycles) until either $\overline{DTACK}$ or $\overline{BERR}$ is asserted.

STATE 5 — During state 5 (S5), no bus signals are altered.

STATE 6 — During state 6 (S6), data from the device is driven onto the data bus.

STATE 7 — On the falling edge of the clock entering state 7 (S7), the processor latches data from the addressed device and negates $\overline{AS}$, $\overline{UDS}$, and $\overline{LDS}$. At the rising edge of S7, the processor places the address bus in the high-impedance state. The device negates $\overline{DTACK}$ or $\overline{BERR}$ at this time.

NOTE

During an active bus cycle, $\overline{VPA}$ and $\overline{BERR}$ are sampled on every falling edge of the clock beginning with S4, and data is latched on the falling edge of S6 during a read cycle. The bus cycle terminates in S7, except when $\overline{BERR}$ is asserted in the absence of $\overline{DTACK}$. In that case, the bus cycle terminates one clock cycle later in S9.

5.1.2 Write Cycle

During a write cycle, the processor sends bytes of data to the memory or peripheral device. If the instruction specifies a word operation, the processor issues both $\overline{UDS}$ and $\overline{LDS}$ and writes both bytes. When the instruction specifies a byte operation, the processor uses the internal A0 bit to determine which byte to write and issues the appropriate data strobe. When the A0 bit equals zero, $\overline{UDS}$ is asserted; when the A0 bit equals one, $\overline{LDS}$ is asserted.

The word and byte write-cycle timing diagram and flowcharts in Figures 5-5, 5-6, and 5-7 applies directly to the MC68000, the MC68HC000, the MC68HC001 (in 16-bit mode), the MC68EC000 (in 16-bit mode), and the MC68010.

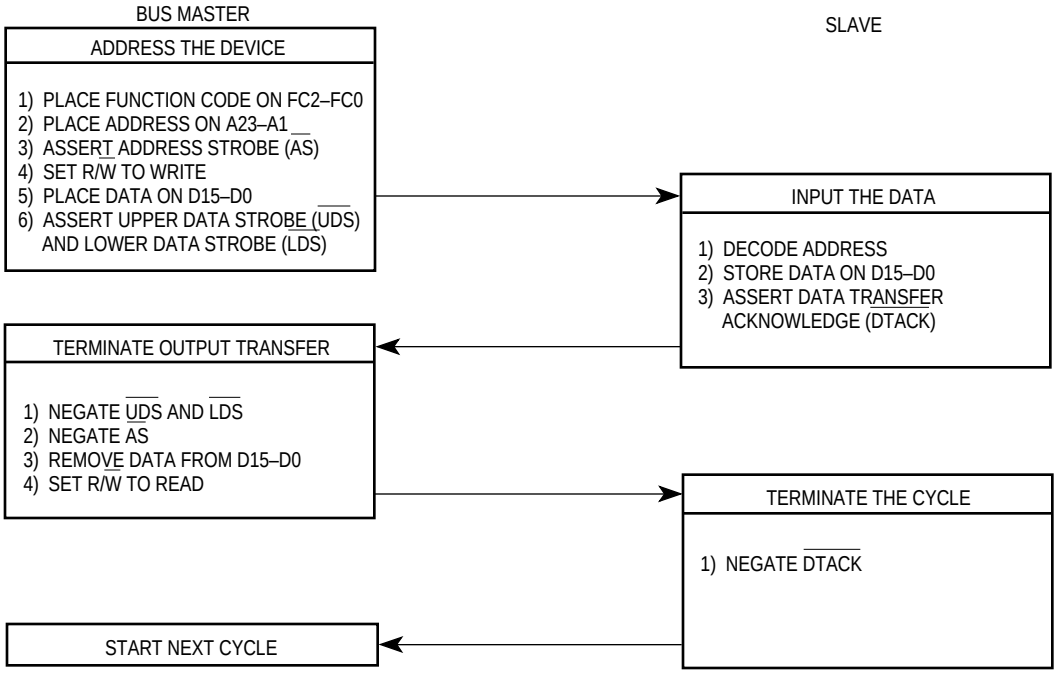


Figure 5-5. Word Write-Cycle Flowchart

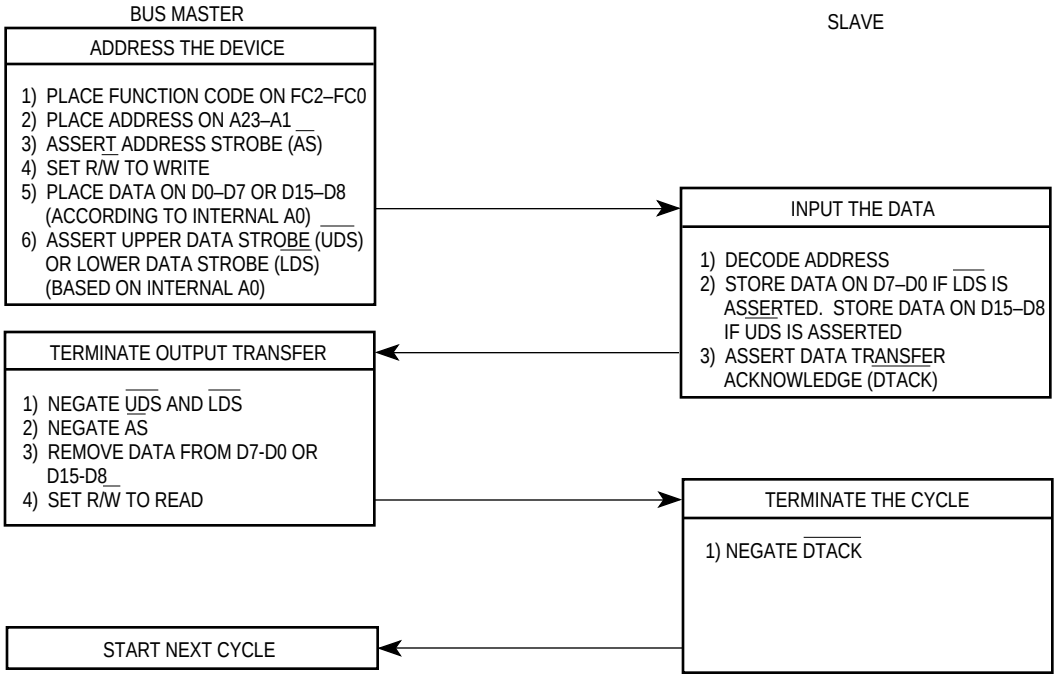


Figure 5-6. Byte Write-Cycle Flowchart

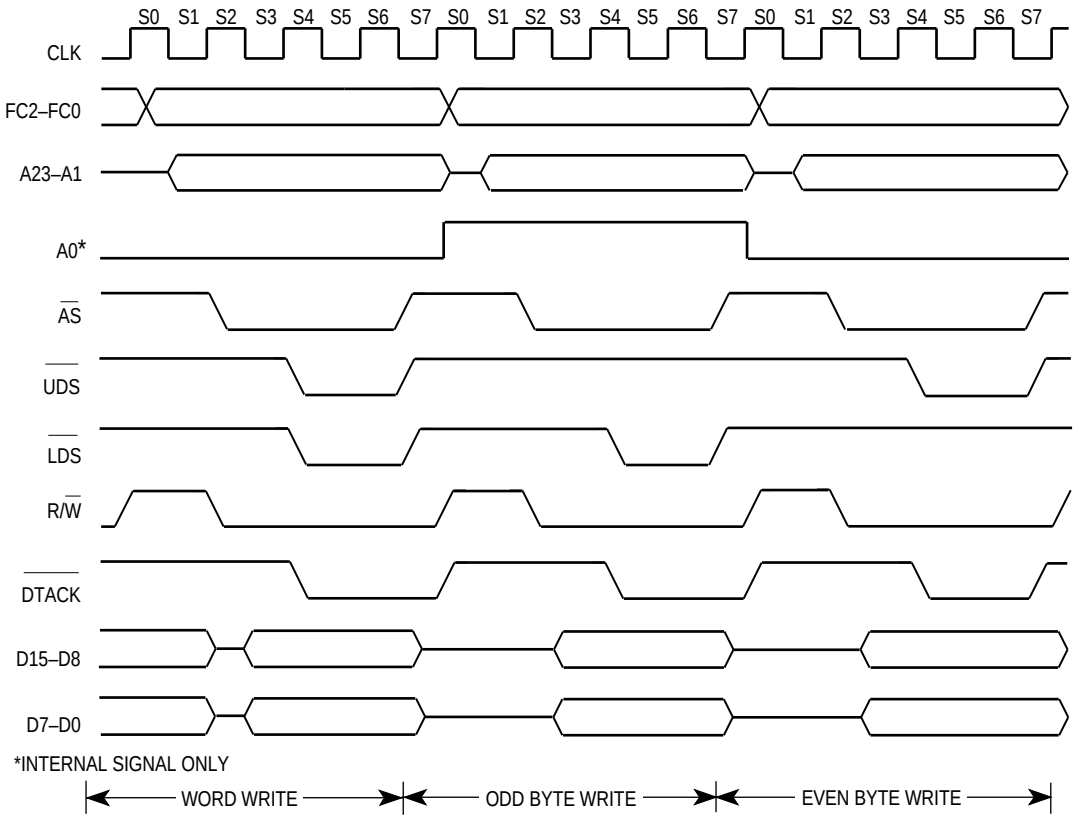


Figure 5-7. Word and Byte Write-Cycle Timing Diagram

The descriptions of the eight states of a write cycle are as follows:

STATE 0 The write cycle starts in S0. The processor places valid function codes on FC2–FC0 and drives R/$\overline{W}$ high (if a preceding write cycle has left R/$\overline{W}$ low).

STATE 1 Entering S1, the processor drives a valid address on the address bus.

STATE 2 On the rising edge of S2, the processor asserts $\overline{AS}$ and drives R/$\overline{W}$ low.

STATE 3 During S3, the data bus is driven out of the high-impedance state as the data to be written is placed on the bus.

STATE 4 At the rising edge of S4, the processor asserts $\overline{UDS}$, or $\overline{LDS}$. The processor waits for a cycle termination signal ($\overline{DTACK}$ or $\overline{BERR}$) or $\overline{VPA}$, an M6800 peripheral signal. When $\overline{VPA}$ is asserted during S4, the cycle becomes a peripheral cycle (refer to **Appendix B M6800 Peripheral Interface**. If neither termination signal is asserted before the falling edge at the end of S4, the processor inserts wait states (full clock cycles) until either $\overline{DTACK}$ or $\overline{BERR}$ is asserted.

STATE 5 During S5, no bus signals are altered.

STATE 6 During S6, no bus signals are altered.

STATE 7 On the falling edge of the clock entering S7, the processor negates $\overline{AS}$, $\overline{UDS}$, or $\overline{LDS}$. As the clock rises at the end of S7, the processor places the address and data buses in the high-impedance state, and drives R/$\overline{W}$ high. The device negates $\overline{DTACK}$ or $\overline{BERR}$ at this time.

5.1.3 Read-Modify-Write Cycle.

The read-modify-write cycle performs a read operation, modifies the data in the arithmetic logic unit, and writes the data back to the same address. The address strobe ($\overline{AS}$) remains asserted throughout the entire cycle, making the cycle indivisible. The test and set (TAS) instruction uses this cycle to provide a signaling capability without deadlock between processors in a multiprocessing environment. The TAS instruction (the only instruction that uses the read-modify-write cycle) only operates on bytes. Thus, all read-modify-write cycles are byte operations. The read-modify-write flowchart shown in Figure 5-8 and the timing diagram in Figure 5-9, applies to the MC68000, the MC68HC000, the MC68HC001 (in 16-bit mode), the MC68EC000 (in 16-bit mode), and the MC68010.

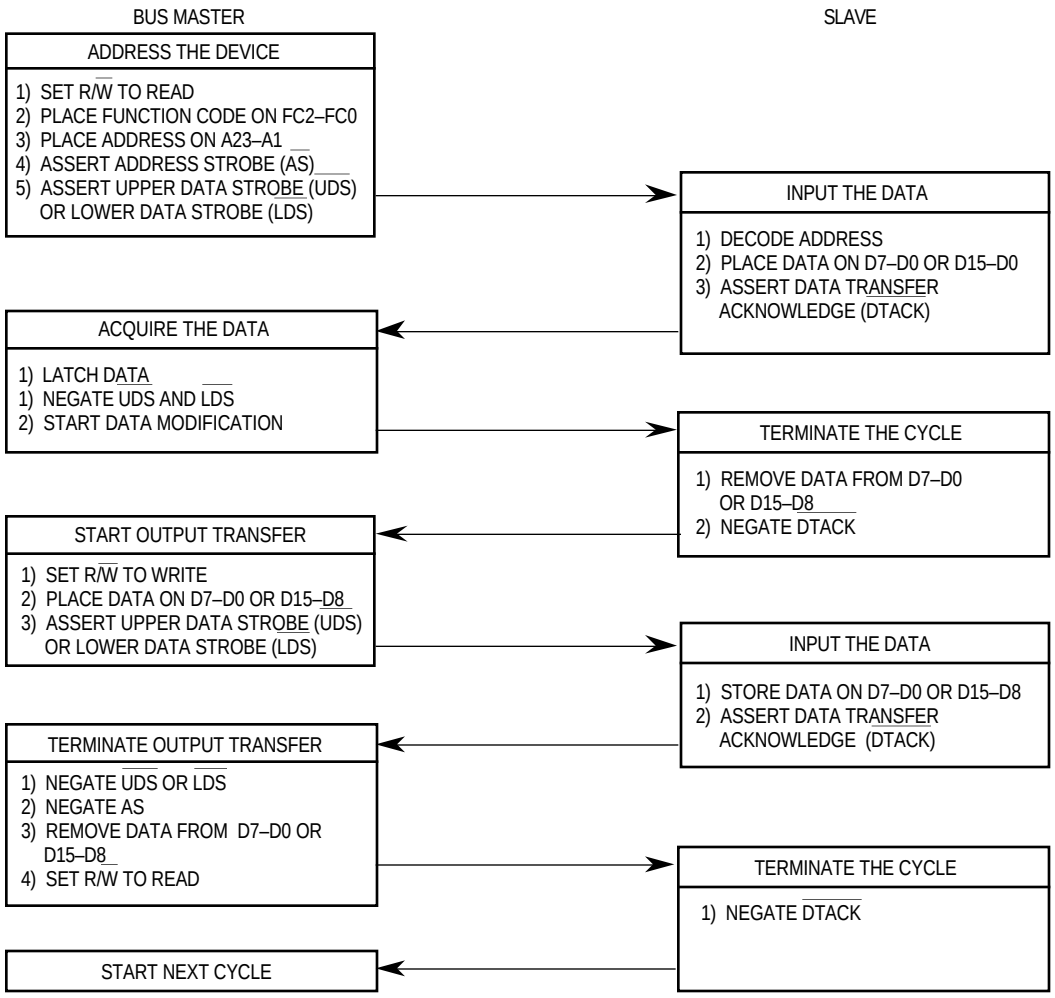


Figure 5-8. Read-Modify-Write Cycle Flowchart

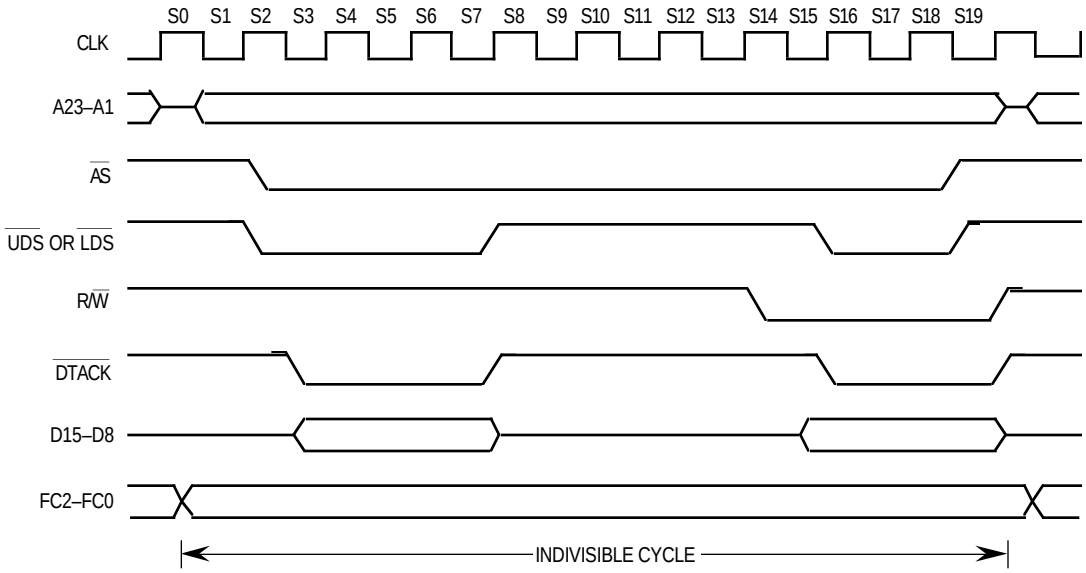


Figure 5-9. Read-Modify-Write Cycle Timing Diagram

The descriptions of the read-modify-write cycle states are as follows:

STATE 0 The read cycle starts in S0. The processor places valid function codes on FC2–FC0 and drives R/$\overline{W}$ high to identify a read cycle.

STATE 1 Entering S1, the processor drives a valid address on the address bus.

STATE 2 On the rising edge of S2, the processor asserts $\overline{AS}$ and $\overline{UDS}$, or $\overline{LDS}$.

STATE 3 During S3, no bus signals are altered.

STATE 4 During S4, the processor waits for a cycle termination signal ($\overline{DTACK}$ or $\overline{BERR}$) or $\overline{VPA}$, an M6800 peripheral signal. When $\overline{VPA}$ is asserted during S4, the cycle becomes a peripheral cycle (refer to **Appendix B M6800 Peripheral Interface**). If neither termination signal is asserted before the falling edge at the end of S4, the processor inserts wait states (full clock cycles) until either $\overline{DTACK}$ or $\overline{BERR}$ is asserted.

STATE 5 During S5, no bus signals are altered.

STATE 6 During S6, data from the device are driven onto the data bus.

STATE 7 On the falling edge of the clock entering S7, the processor accepts data from the device and negates $\overline{UDS}$, and $\overline{LDS}$. The device negates $\overline{DTACK}$ or $\overline{BERR}$ at this time.

STATES 8–11

The bus signals are unaltered during S8–S11, during which the arithmetic logic unit makes appropriate modifications to the data.

STATE 12 The write portion of the cycle starts in S12. The valid function codes on FC2–FC0, the address bus lines, $\overline{AS}$, and R/$\overline{W}$ remain unaltered.

STATE 13 During S13, no bus signals are altered.

STATE 14 On the rising edge of S14, the processor drives R/$\overline{W}$ low.

STATE 15 During S15, the data bus is driven out of the high-impedance state as the data to be written are placed on the bus.

STATE 16 At the rising edge of S16, the processor asserts $\overline{UDS}$ or $\overline{LDS}$. The processor waits for $\overline{DTACK}$ or $\overline{BERR}$ or $\overline{VPA}$, an M6800 peripheral signal. When $\overline{VPA}$ is asserted during S16, the cycle becomes a peripheral cycle (refer to **Appendix B M6800 Peripheral Interface**). If neither termination signal is asserted before the falling edge at the close of S16, the processor inserts wait states (full clock cycles) until either $\overline{DTACK}$ or $\overline{BERR}$ is asserted.

STATE 17 During S17, no bus signals are altered.

STATE 18 During S18, no bus signals are altered.

STATE 19 On the falling edge of the clock entering S19, the processor negates $\overline{AS}$, $\overline{UDS}$, and $\overline{LDS}$. As the clock rises at the end of S19, the processor places the address and data buses in the high-impedance state, and drives R/$\overline{W}$ high. The device negates $\overline{DTACK}$ or $\overline{BERR}$ at this time.

5.1.4 CPU Space Cycle

A CPU space cycle, indicated when the function codes are all high, is a special processor cycle. Bits A16–A19 of the address bus identify eight types of CPU space cycles. Only the interrupt acknowledge cycle, in which A16–A19 are high, applies to all the microprocessors described in this manual. The MC68010 defines an additional type of CPU space cycle, the breakpoint acknowledge cycle, in which A16–A19 are all low. Other configurations of A16–A19 are reserved by Motorola to define other types of CPU cycles used in other M68000 Family microprocessors. Figure 5-10 shows the encoding of CPU space addresses.

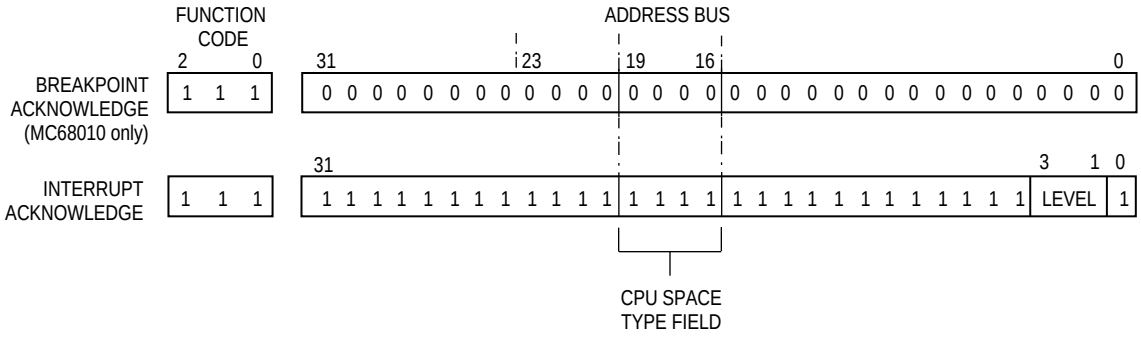
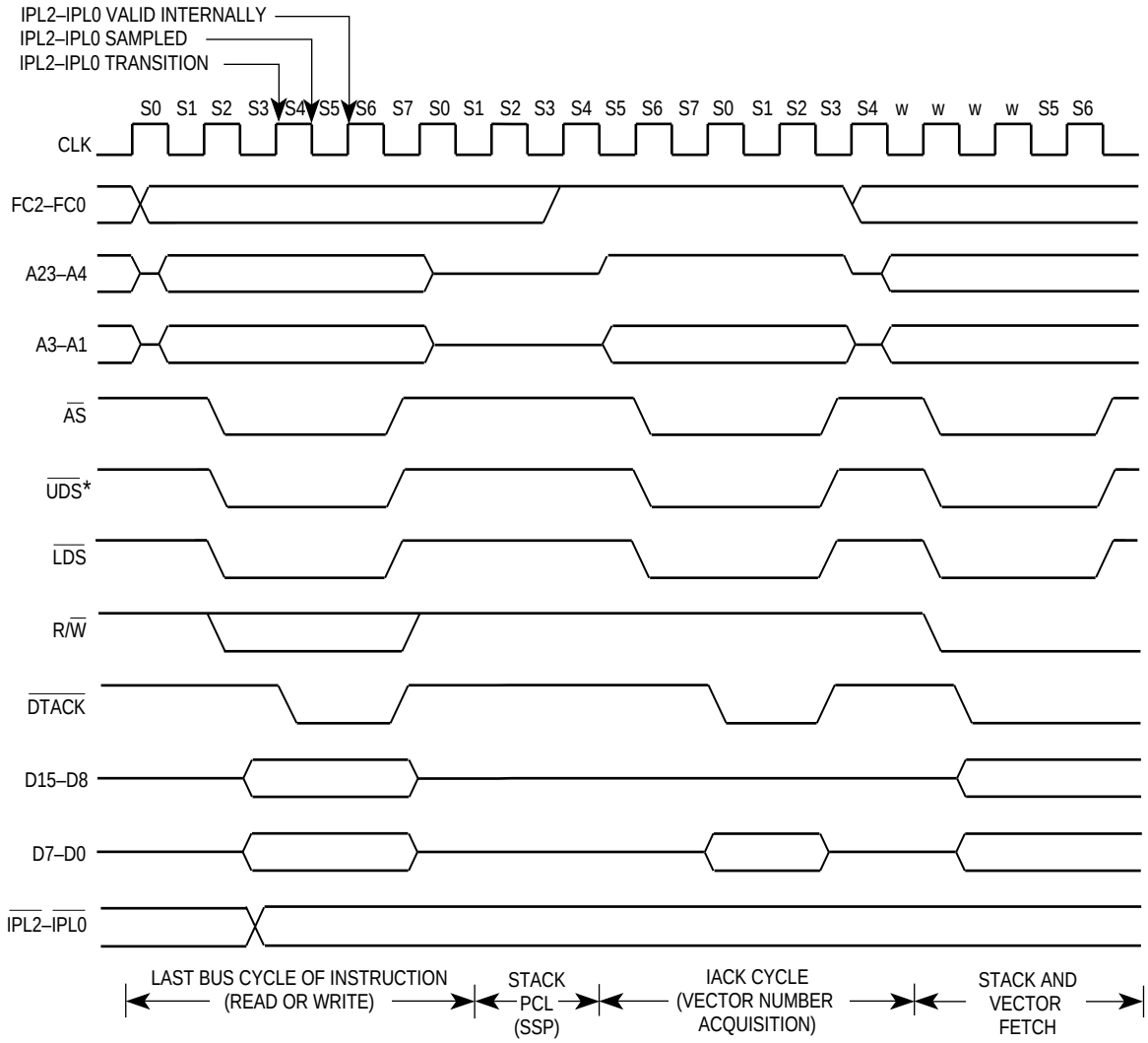


Figure 5-10. CPU Space Address Encoding

The interrupt acknowledge cycle places the level of the interrupt being acknowledged on address bits A3–A1 and drives all other address lines high. The interrupt acknowledge cycle reads a vector number when the interrupting device places a vector number on the data bus and asserts $\overline{\text{DTACK}}$ to acknowledge the cycle.

The timing diagram for an interrupt acknowledge cycle is shown in Figure 5-11. Alternately, the interrupt acknowledge cycle can be autovectored. The interrupt acknowledge cycle is the same, except the interrupting device asserts $\overline{\text{VPA}}$ instead of $\overline{\text{DTACK}}$. For an autovectored interrupt, the vector number used is $18 plus the interrupt level. This is generated internally by the microprocessor when $\overline{\text{VPA}}$ (or $\overline{\text{AVEC}}$) is asserted on an interrupt acknowledge cycle. $\overline{\text{DTACK}}$ and $\overline{\text{VPA}}$ ($\overline{\text{AVEC}}$) should never be simultaneously asserted.



*Although a vector number is one byte, both data strobes are asserted due to the microcode used for exception processing. The processor does not recognize anything on data lines D8 through D15 at this time.

Figure 5-11. Interrupt Acknowledge Cycle Timing Diagram

The breakpoint acknowledge cycle is performed by the MC68010 to provide an indication to hardware that a software breakpoint is being executed when the processor executes a breakpoint (BKPT) instruction. The processor neither accepts nor sends data during this cycle, which is otherwise similar to a read cycle. The cycle is terminated by either $\overline{\text{DTACK}}$, $\overline{\text{BERR}}$, or as an M6800 peripheral cycle when $\overline{\text{VPA}}$ is asserted, and the processor continues illegal instruction exception processing. Figure 5-12 illustrates the timing diagram for the breakpoint acknowledge cycle.

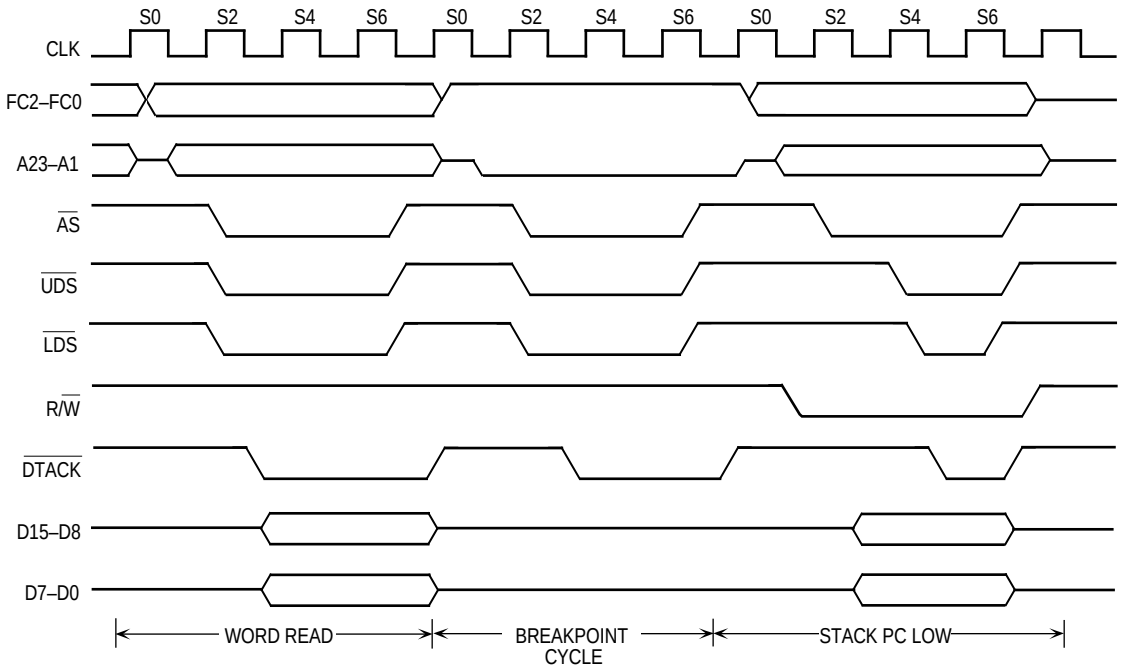


Figure 5-12. Breakpoint Acknowledge Cycle Timing Diagram

5.2 BUS ARBITRATION

Bus arbitration is a technique used by bus master devices to request, to be granted, and to acknowledge bus mastership. Bus arbitration consists of the following:

1. Asserting a bus mastership request
2. Receiving a grant indicating that the bus is available at the end of the current cycle
3. Acknowledging that mastership has been assumed

There are two ways to arbitrate the bus, 3-wire and 2-wire bus arbitration. The MC68000, MC68HC000, MC68EC000, MC68HC001, MC68008, and MC68010 can do 2-wire bus arbitration. The MC68000, MC68HC000, MC68HC001, and MC68010 can do 3-wire bus arbitration. Figures 5-13 and 5-15 show 3-wire bus arbitration and Figures 5-14 and 5-16 show 2-wire bus arbitration. Bus arbitration on all microprocessors, except the 48-pin MC68008 and MC68EC000, $\overline{\text{BGACK}}$ must be pulled high for 2-wire bus arbitration.

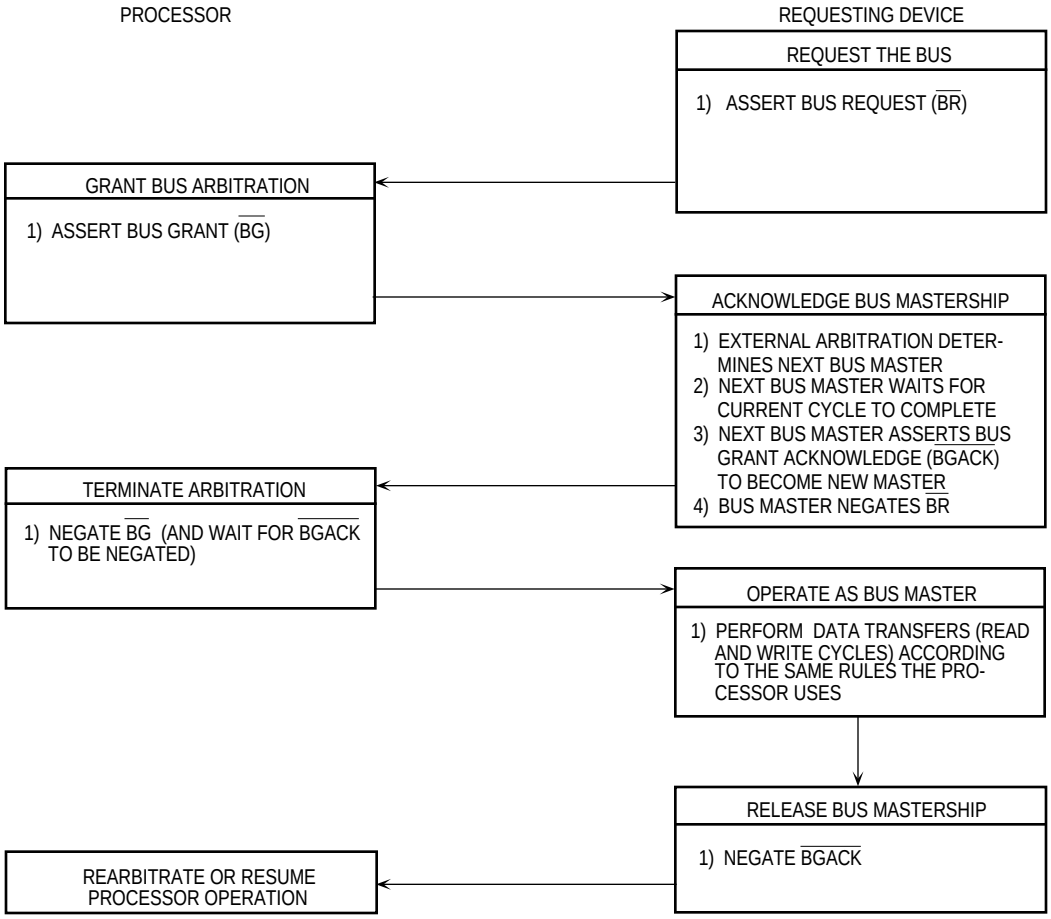


Figure 5-13. 3-Wire Bus Arbitration Cycle Flowchart (Not Applicable to 48-Pin MC68008 or MC68EC000)

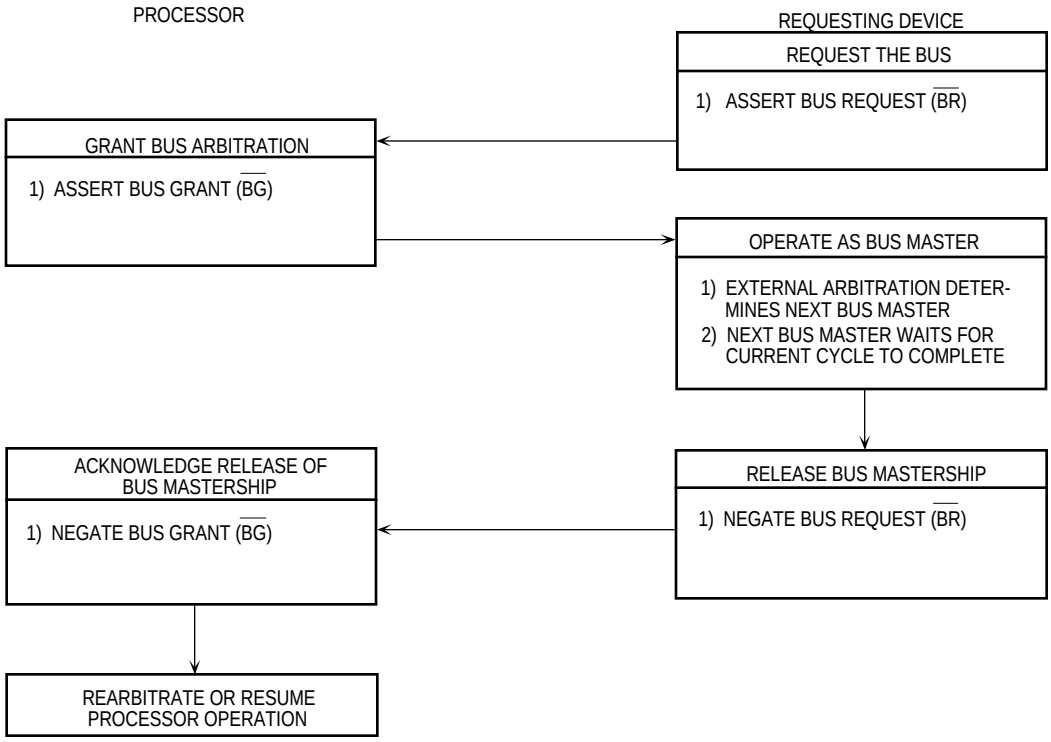


Figure 5-14. 2-Wire Bus Arbitration Cycle Flowchart

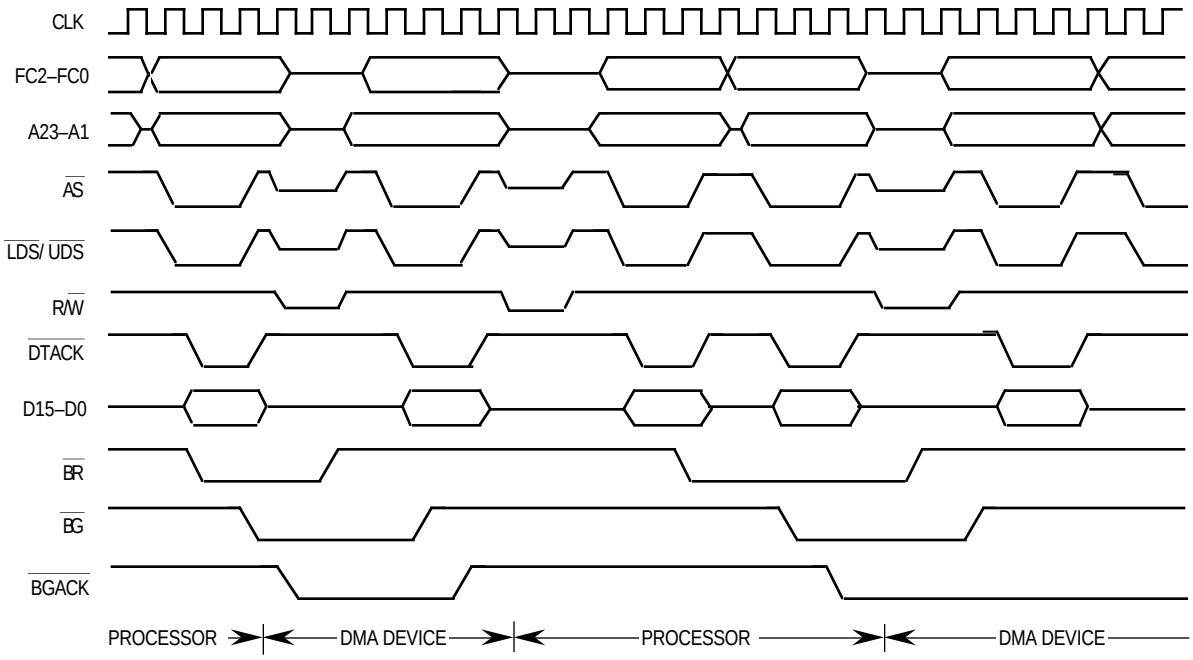


Figure 5-15. 3-Wire Bus Arbitration Timing Diagram (Not Applicable to 48-Pin MC68008 or MC68EC000)

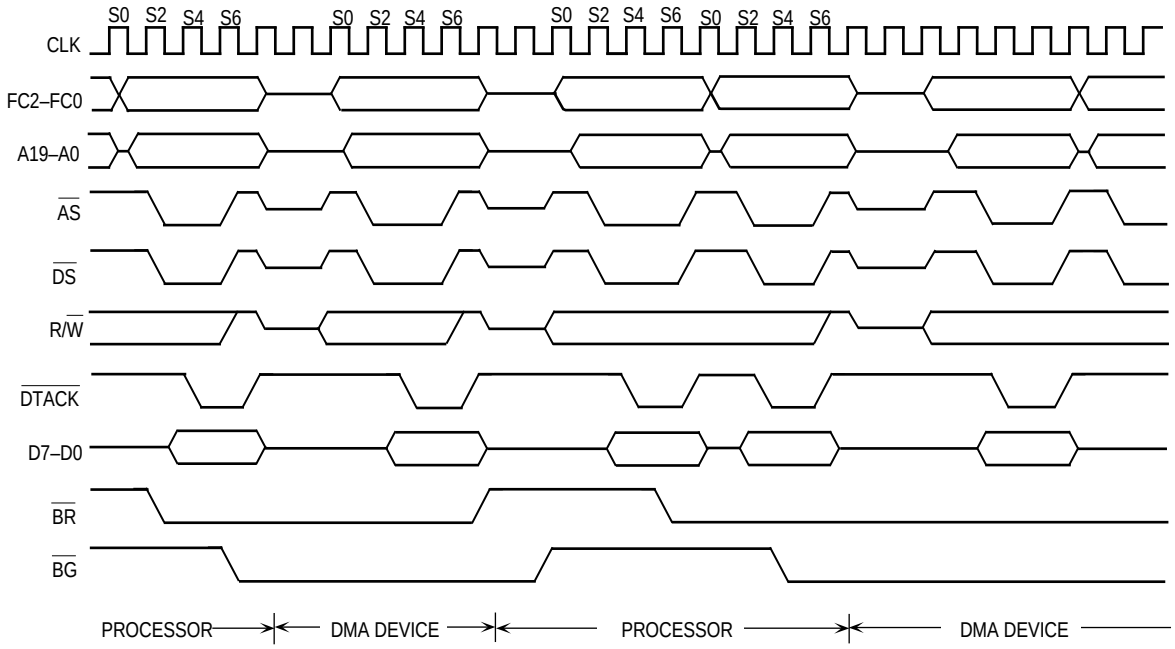


Figure 5-16. 2-Wire Bus Arbitration Timing Diagram

The timing diagram in Figure 5-15 shows that the bus request is negated at the time that an acknowledge is asserted. This type of operation applies to a system consisting of a processor and one other device capable of becoming bus master. In systems having several devices that can be bus masters, bus request lines from these devices can be wire-ORed at the processor, and more than one bus request signal could occur.

The bus grant signal is negated a few clock cycles after the assertion of the bus grant acknowledge signal. However, if bus requests are pending, the processor reasserts bus grant for another request a few clock cycles after bus grant (for the previous request) is negated. In response to this additional assertion of bus grant, external arbitration circuitry selects the next bus master before the current bus master has completed the bus activity.

The timing diagram in Figure 5-15 also applies to a system consisting of a processor and one other device capable of becoming bus master. Since the 48-pin version of the MC68008 and the MC68EC000 does not recognize a bus grant acknowledge signal, this processor does not negate bus grant until the current bus master has completed the bus activity.

5.2.1 Requesting The Bus

External devices capable of becoming bus masters assert $\overline{BR}$ to request the bus. This signal can be wire-ORed (not necessarily constructed from open-collector devices) from any of the devices in the system that can become bus master. The processor, which is at a lower bus priority level than the external devices, relinquishes the bus after it completes the current bus cycle.

The bus grant acknowledge signal on all the processors except the 48-pin MC68008 and MC68EC000 helps to prevent the bus arbitration circuitry from responding to noise on the

bus request signal. When no acknowledge is received before the bus request signal is negated, the processor continues the use of the bus.

5.2.2 Receiving The Bus Grant

The processor asserts $\overline{BG}$ as soon as possible. Normally, this process immediately follows internal synchronization, except when the processor has made an internal decision to execute the next bus cycle but has not yet asserted $\overline{AS}$ for that cycle. In this case, $\overline{BG}$ is delayed until $\overline{AS}$ is asserted to indicate to external devices that a bus cycle is in progress.

$\overline{BG}$ can be routed through a daisy-chained network or through a specific priority-encoded network. Any method of external arbitration that observes the protocol can be used.

5.2.3 Acknowledgment Of Mastership (3-Wire Bus Arbitration Only)

Upon receiving $\overline{BG}$, the requesting device waits until $\overline{AS}$, $\overline{DTACK}$, and $\overline{BGACK}$ are negated before asserting $\overline{BGACK}$. The negation of $\overline{AS}$ indicates that the previous bus master has completed its cycle. (No device is allowed to assume bus mastership while $\overline{AS}$ is asserted.) The negation of $\overline{BGACK}$ indicates that the previous master has released the bus. The negation of $\overline{DTACK}$ indicates that the previous slave has terminated the connection to the previous master. (In some applications, $\overline{DTACK}$ might not be included in this function; general-purpose devices would be connected using $\overline{AS}$ only.) When $\overline{BGACK}$ is asserted, the asserting device is bus master until it negates $\overline{BGACK}$. $\overline{BGACK}$ should not be negated until after the bus cycle(s) is complete. A device relinquishes control of the bus by negating $\overline{BGACK}$.

The bus request from the granted device should be negated after $\overline{BGACK}$ is asserted. If another bus request is pending, $\overline{BG}$ is reasserted within a few clocks, as described in **5.3 Bus Arbitration Control**. The processor does not perform any external bus cycles before reasserting $\overline{BG}$.

5.3 BUS ARBITRATION CONTROL

All asynchronous bus arbitration signals to the processor are synchronized before being used internally. As shown in Figure 5-17, synchronization requires a maximum of one cycle of the system clock, assuming that the asynchronous input setup time (#47, defined in **Section 10 Electrical Characteristic**) has been met. The input asynchronous signal is sampled on the falling edge of the clock and is valid internally after the next falling edge.

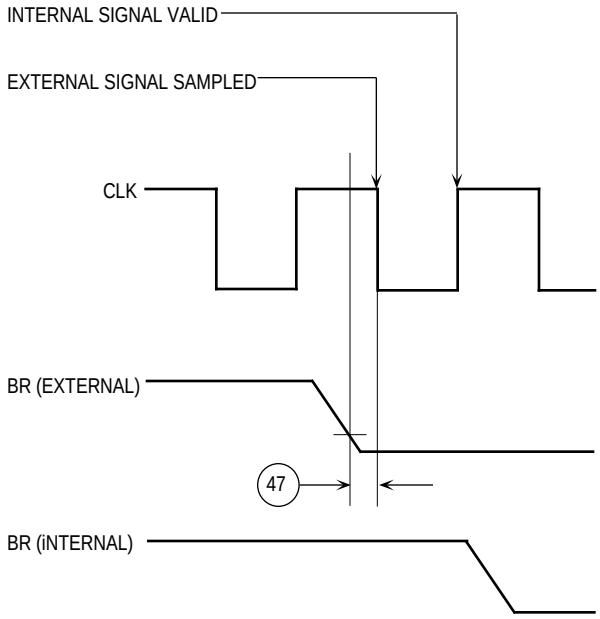


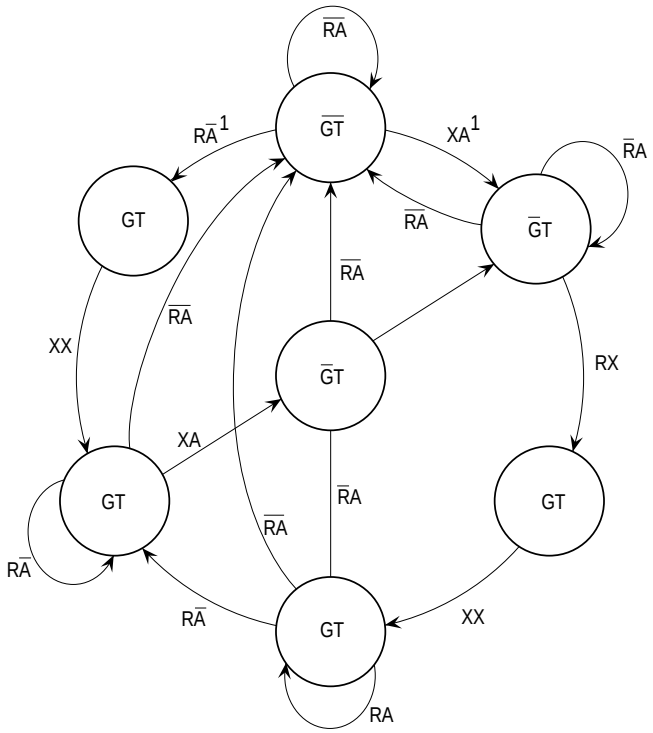
Figure 5-17. External Asynchronous Signal Synchronization

Bus arbitration control is implemented with a finite-state machine. State diagram (a) in Figure 5-18 applies to all processors using 3-wire bus arbitration and state diagram (b) applies to processors using 2-wire bus arbitration, in which $\overline{\text{BGACK}}$ is permanently negated internally or externally. The same finite-state machine is used, but it is effectively a two-state machine because $\overline{\text{BGACK}}$ is always negated.

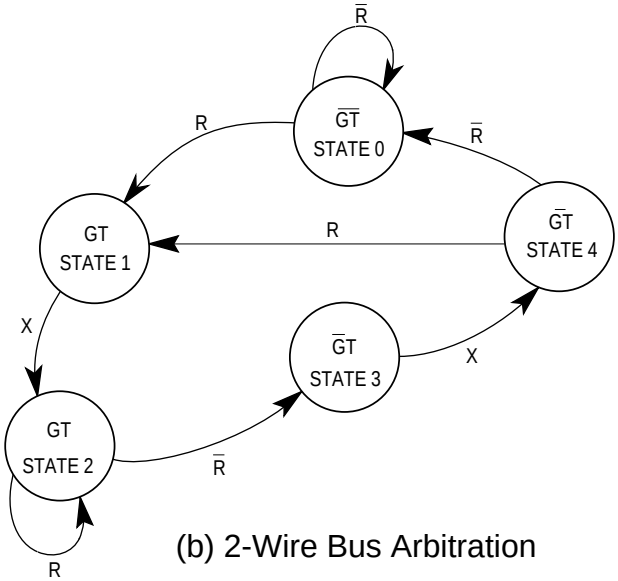
In Figure 5-18, input signals R and A are the internally synchronized versions of $\overline{\text{BR}}$ and $\overline{\text{BGACK}}$. The $\overline{\text{BG}}$ output is shown as G, and the internal three-state control signal is shown as T. If T is true, the address, data, and control buses are placed in the high-impedance state when $\overline{\text{AS}}$ is negated. All signals are shown in positive logic (active high), regardless of their true active voltage level. State changes (valid outputs) occur on the next rising edge of the clock after the internal signal is valid.

A timing diagram of the bus arbitration sequence during a processor bus cycle is shown in Figure 5-19. The bus arbitration timing while the bus is inactive (e.g., the processor is performing internal operations for a multiply instruction) is shown in Figure 5-20.

When a bus request is made after the MPU has begun a bus cycle and before $\overline{\text{AS}}$ has been asserted (S0), the special sequence shown in Figure 5-21 applies. Instead of being asserted on the next rising edge of clock, $\overline{\text{BG}}$ is delayed until the second rising edge following its internal assertion.



(a) 3-Wire Bus Arbitration



(b) 2-Wire Bus Arbitration

R = Bus Request Internal
A = Bus Grant Acknowledge Internal
G = Bus Grant
T = Three-state Control to Bus Control Logic
X = Don't Care

Notes:
1. State machine will not change if the bus is S0 or S1. Refer to **BUS ARBITRATION CONTROL.** 5.2.3.
2. The address bus will be placed in the high-impedance state if T is asserted and $\overline{AS}$ is negated.

Figure 5-18. Bus Arbitration Unit State Diagrams

Figures 5-19, 5-20, and 5-21 applies to all processors using 3-wire bus arbitration. Figures 5-22, 5-23, and 5-24 applies to all processors using 2-wire bus arbitration.

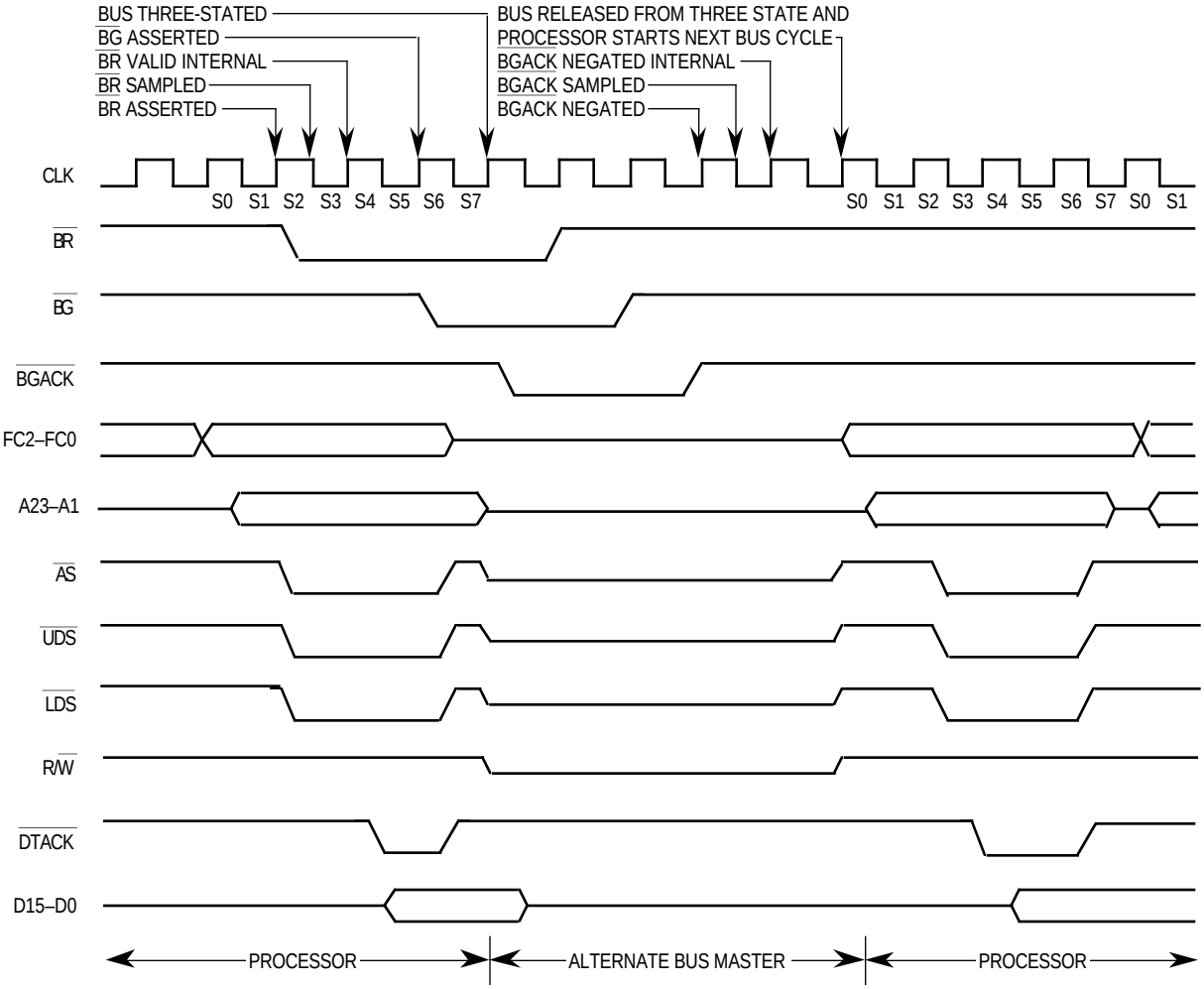


Figure 5-19. 3-Wire Bus Arbitration Timing Diagram—Processor Active

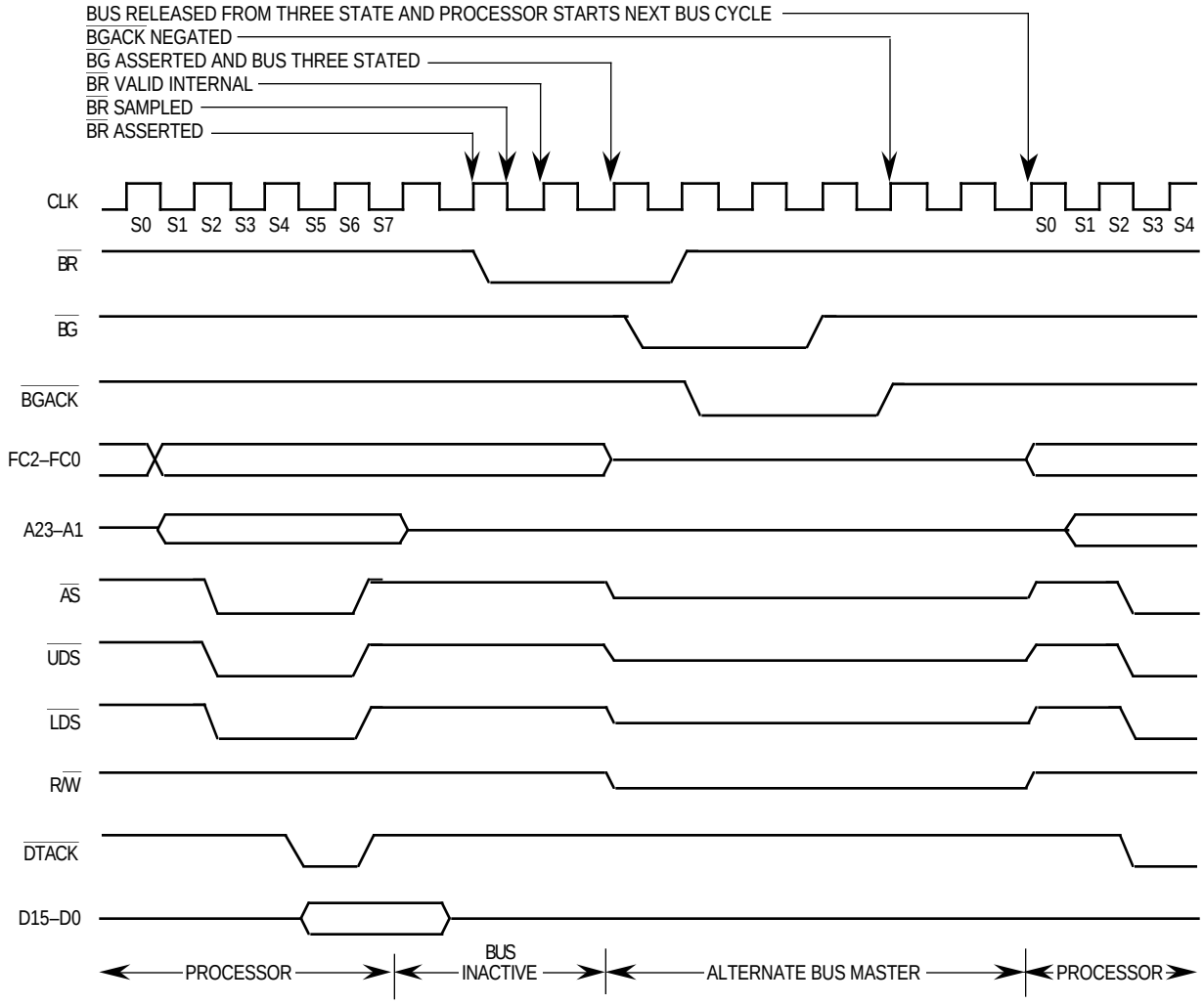


Figure 5-20. 3-Wire Bus Arbitration Timing Diagram—Bus Inactive

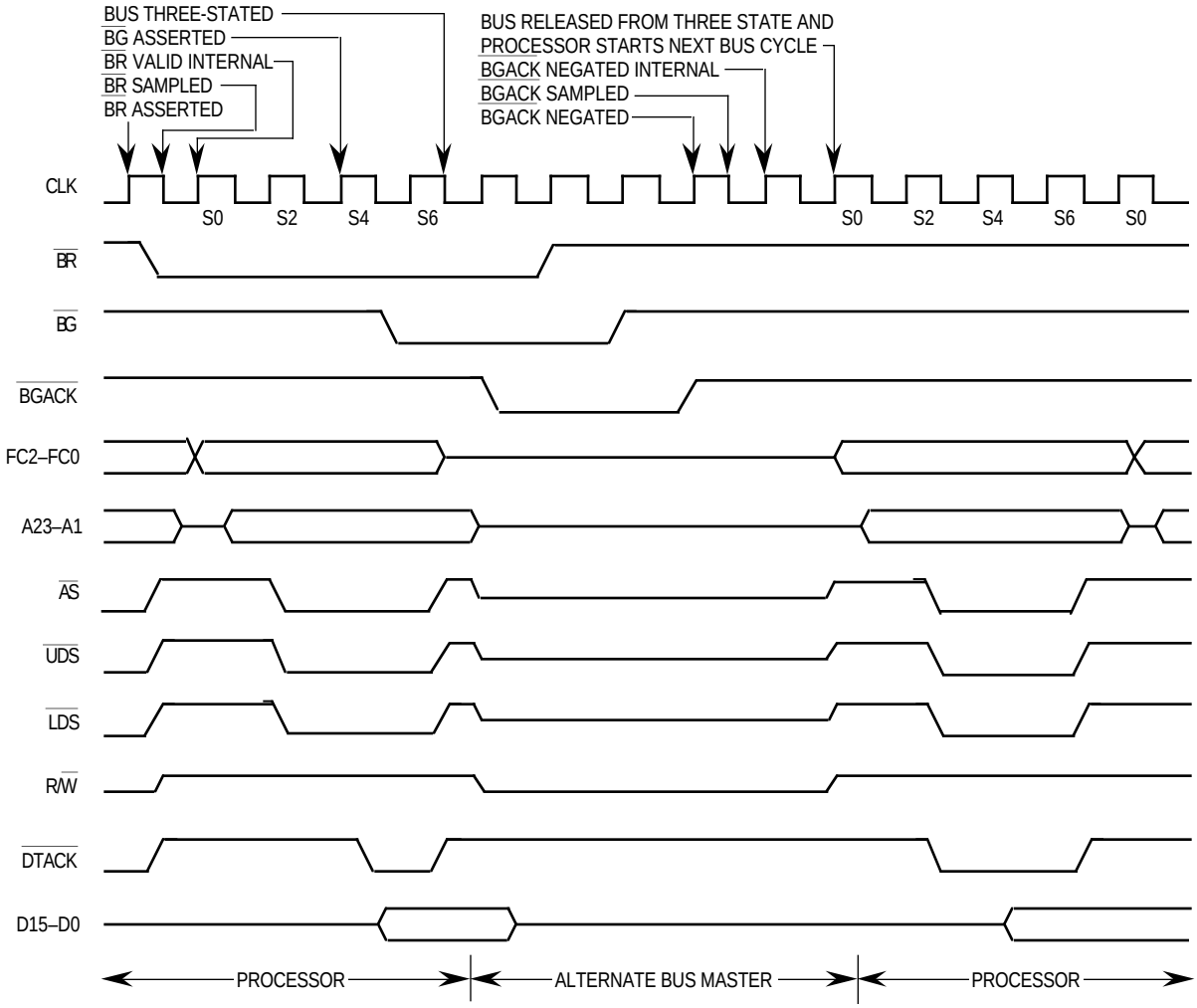


Figure 5-21. 3-Wire Bus Arbitration Timing Diagram—Special Case

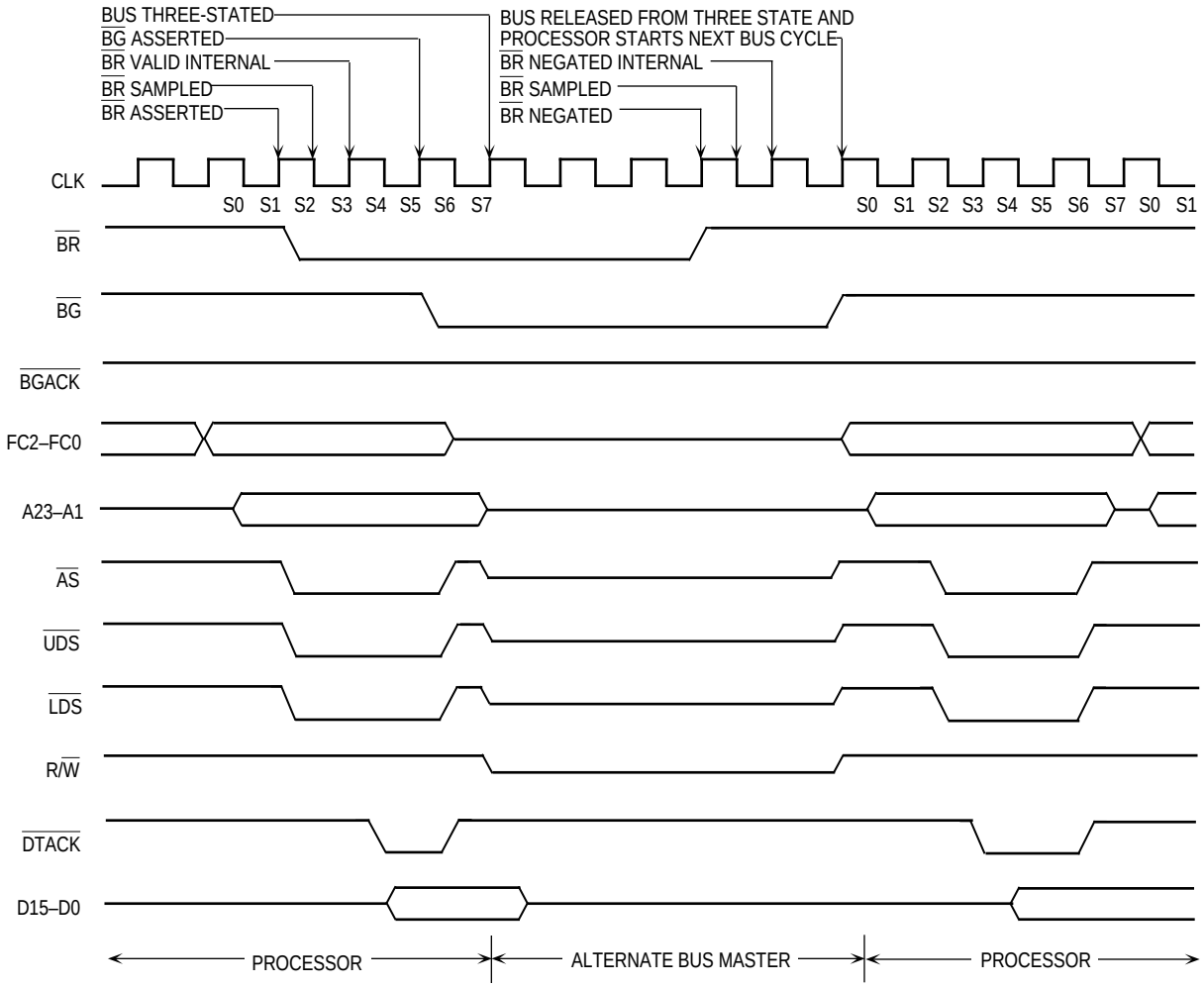


Figure 5-22. 2-Wire Bus Arbitration Timing Diagram—Processor Active

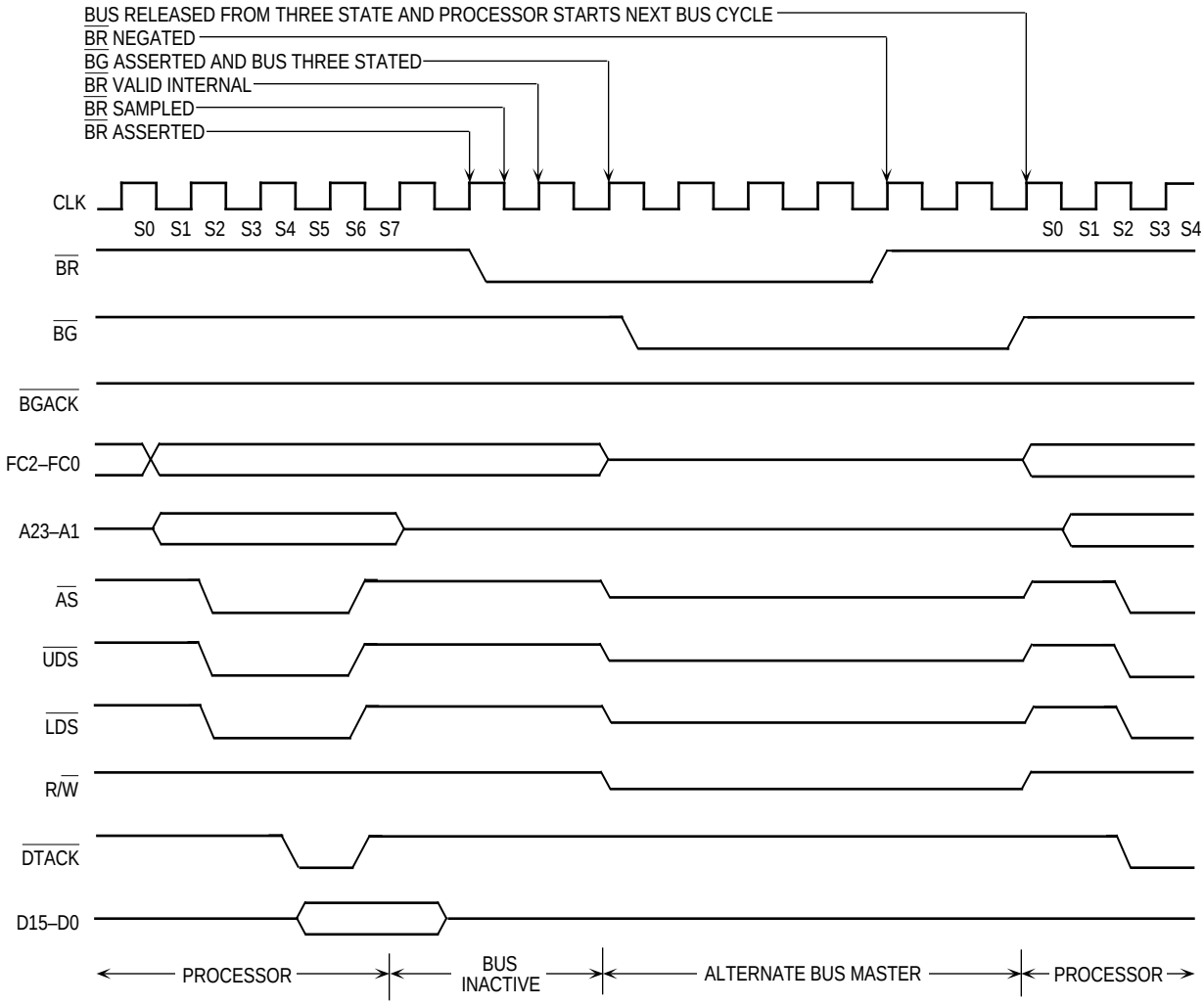


Figure 5-23. 2-Wire Bus Arbitration Timing Diagram—Bus Inactive

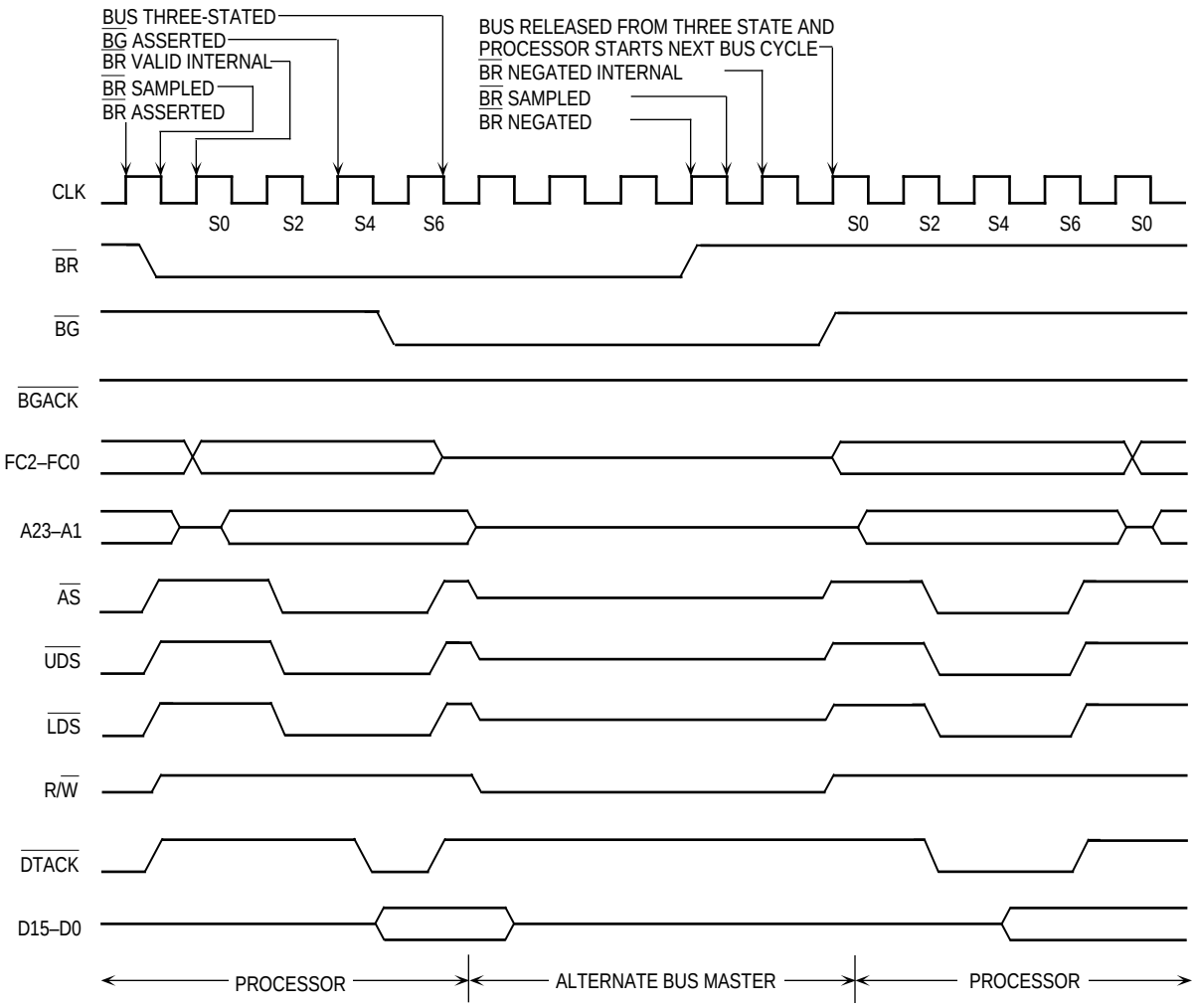


Figure 5-24. 2-Wire Bus Arbitration Timing Diagram—Special Case

5.4. BUS ERROR AND HALT OPERATION

In a bus architecture that requires a handshake from an external device, such as the asynchronous bus used in the M68000 Family, the handshake may not always occur. A bus error input is provided to terminate a bus cycle in error when the expected signal is not asserted. Different systems and different devices within the same system require different maximum-response times. External circuitry can be provided to assert the bus error signal after the appropriate delay following the assertion of address strobe.

In a virtual memory system, the bus error signal can be used to indicate either a page fault or a bus timeout. An external memory management unit asserts bus error when the page that contains the required data is not resident in memory. The processor suspends execution of the current instruction while the page is loaded into memory. The MC68010 pushes enough information on the stack to be able to resume execution of the instruction following return from the bus error exception handler.

The MC68010 also differs from the other microprocessors described in this manual regarding bus errors. The MC68010 can detect a late bus error signal asserted within one clock cycle after the assertion of data transfer acknowledge. When receiving a bus error signal, the processor can either initiate a bus error exception sequence or try running the cycle again.

5.4.1 Bus Error Operation

In all the microprocessors described in this manual, a bus error is recognized when $\overline{\text{DTACK}}$ and $\overline{\text{HALT}}$ are negated and $\overline{\text{BERR}}$ is asserted. In the MC68010, a late bus error is also recognized when $\overline{\text{HALT}}$ is negated, and $\overline{\text{DTACK}}$ and $\overline{\text{BERR}}$ are asserted within one clock cycle.

When the bus error condition is recognized, the current bus cycle is terminated in S9 for a read cycle, a write cycle, or the read portion of a read-modify-write cycle. For the write portion of a read-modify-write cycle, the current bus cycle is terminated in S21. As long as $\overline{\text{BERR}}$ remains asserted, the data and address buses are in the high-impedance state. Figure 5-25 shows the timing for the normal bus error, and Figure 5-26 shows the timing for the MC68010 late bus error.

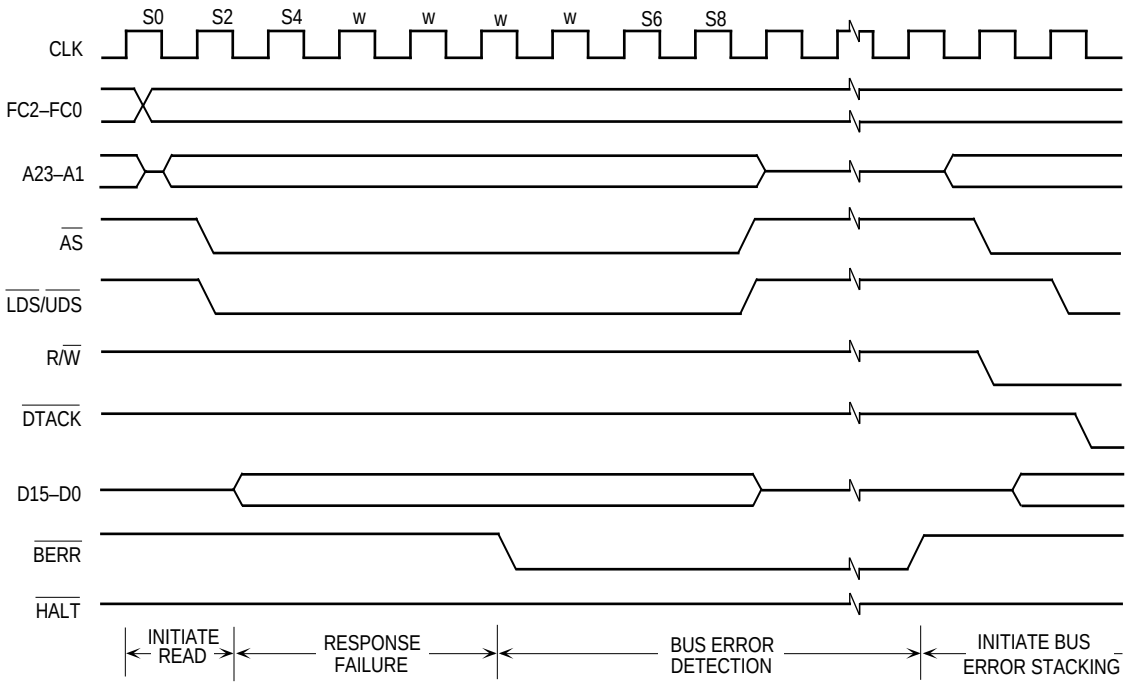


Figure 5-25. Bus Error Timing Diagram

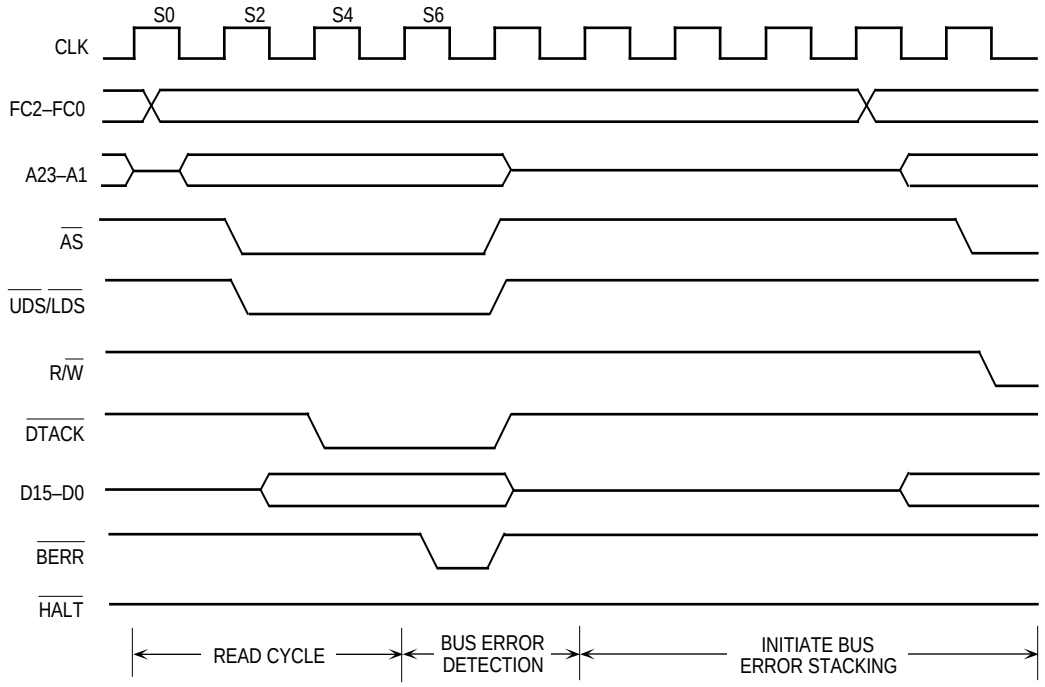


Figure 5-26. Delayed Bus Error Timing Diagram (MC68010)

After the aborted bus cycle is terminated and $\overline{\text{BERR}}$ is negated, the processor enters exception processing for the bus error exception. During the exception processing sequence, the following information is placed on the supervisor stack:

1. Status register
2. Program counter (two words, which may be up to five words past the instruction being executed)
3. Error information

The first two items are identical to the information stacked by any other exception. The error information differs for the MC68010. The MC68000, MC68HC000, MC68HC001, MC68EC000, and MC68008 stack bus error information to help determine and to correct the error. The MC68010 stacks the frame format and the vector offset followed by 22 words of internal register information. The return from exception (RTE) instruction restores the internal register information so that the MC68010 can continue execution of the instruction after the error handler routine completes.

After the processor has placed the required information on the stack, the bus error exception vector is read from vector table entry 2 (offset $08) and placed in the program counter. The processor resumes execution at the address in the vector, which is the first instruction in the bus error handler routine.

NOTE

In the MC68010, if a read-modify-write operation terminates in a bus error, the processor reruns the entire read-modify-write operation when the RTE instruction at the end of the bus error handler returns control to the instruction in error. The processor reruns the entire operation whether the error occurred during the read or write portion.

5.4.2 Retrying The Bus Cycle

The assertion of the bus error signal during a bus cycle in which $\overline{\text{HALT}}$ is also asserted by an external device initiates a retry operation. Figure 5-27 is a timing diagram of the retry operation. The delayed $\overline{\text{BERR}}$ signal in the MC68010 also initiates a retry operation when $\overline{\text{HALT}}$ is asserted by an external device. Figure 5-28 shows the timing of the delayed operation.

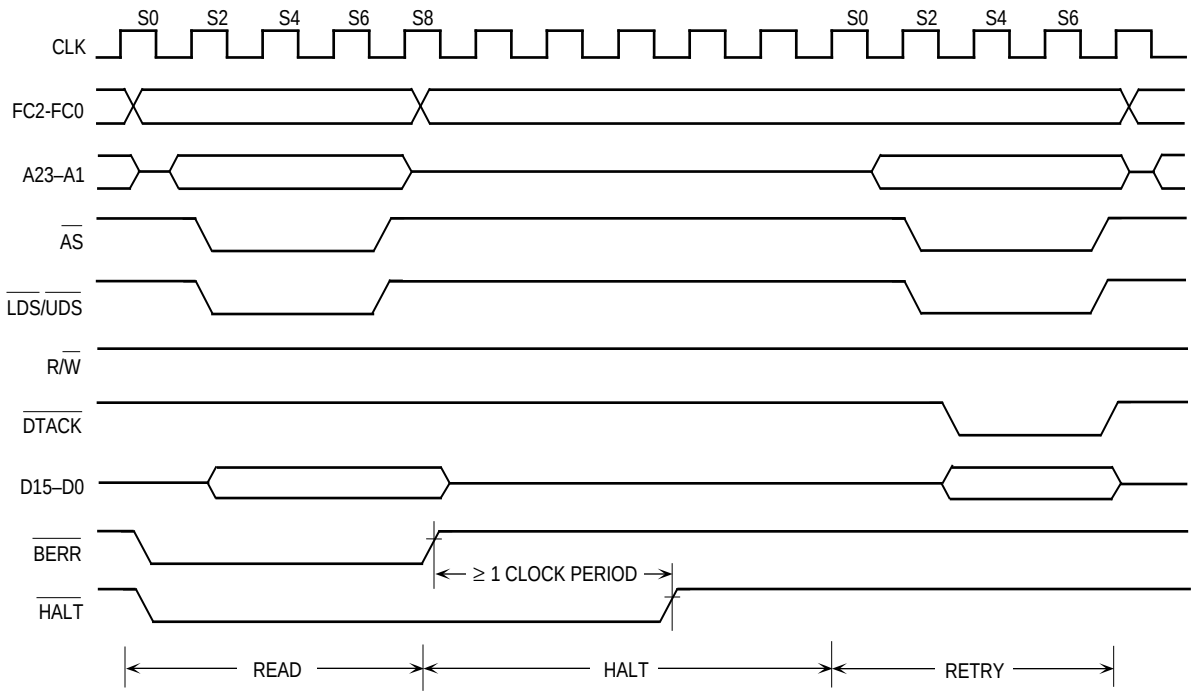


Figure 5-27. Retry Bus Cycle Timing Diagram

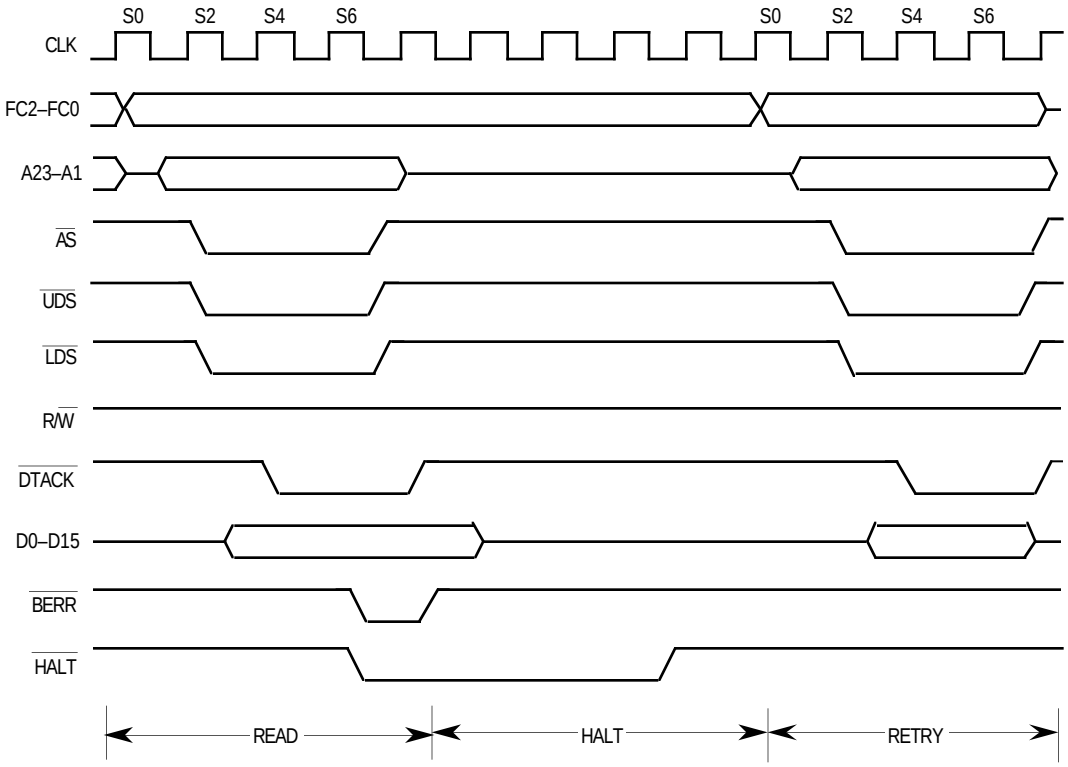


Figure 5-28. Delayed Retry Bus Cycle Timing Diagram

The processor terminates the bus cycle, then puts the address and data lines in the high-impedance state. The processor remains in this state until HALT is negated. Then the processor retries the preceding cycle using the same function codes, address, and data (for a write operation). BERR should be negated at least one clock cycle before HALT is negated.

NOTE

To guarantee that the entire read-modify-write cycle runs correctly and that the write portion of the operation is performed without negating the address strobe, the processor does not retry a read-modify-write cycle. When a bus error occurs during a read-modify-write operation, a bus error operation is performed whether or not HALT is asserted.

5.4.3 Halt Operation (HALT)

HALT performs a halt/run/single-step operation similar to the halt operation of an MC68000. When HALT is asserted by an external device, the processor halts and remains halted as long as the signal remains asserted, as shown in Figure 5-29.

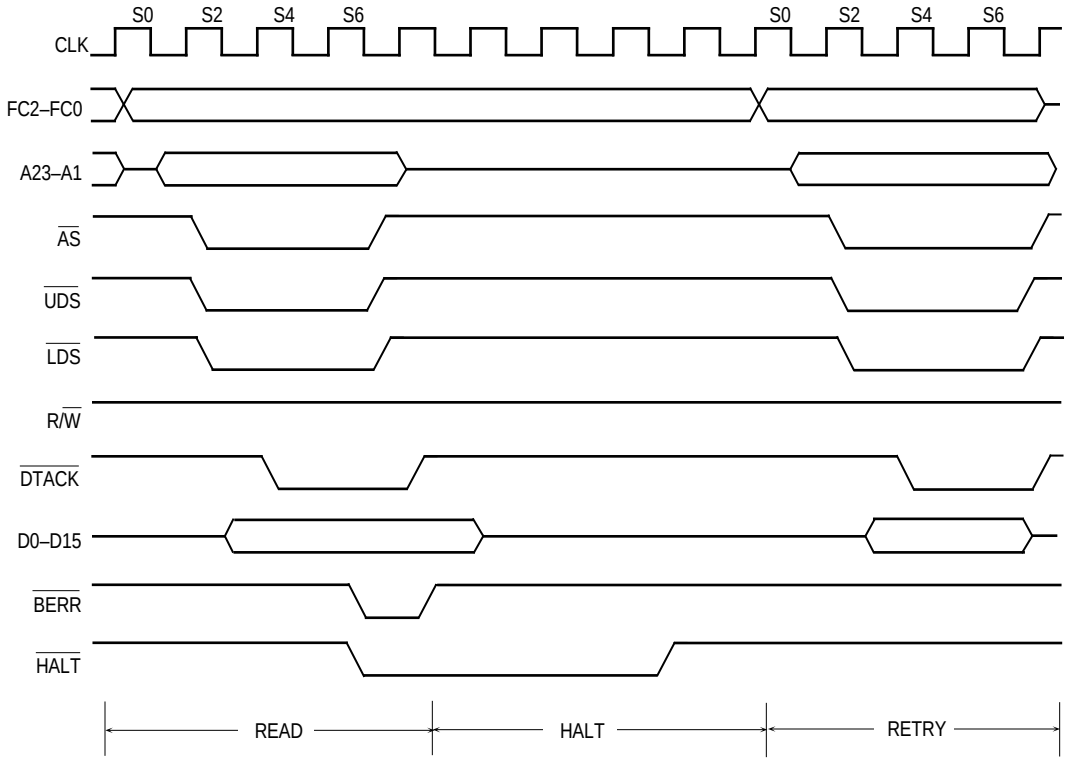


Figure 5-29. Halt Operation Timing Diagram

While the processor is halted, the address bus and the data bus signals are placed in the high-impedance state. Bus arbitration is performed as usual. Should a bus error occur while $\overline{\text{HALT}}$ is asserted, the processor performs the retry operation previously described.

The single-step mode is derived from correctly timed transitions of $\overline{\text{HALT}}$. $\overline{\text{HALT}}$ is negated to allow the processor to begin a bus cycle, then asserted to enter the halt mode when the cycle completes. The single-step mode proceeds through a program one bus cycle at a time for debugging purposes. The halt operation and the hardware trace capability allow tracing of either bus cycles or instructions one at a time. These capabilities and a software debugging package provide total debugging flexibility.

5.4.4 Double Bus Fault

When a bus error exception occurs, the processor begins exception processing by stacking information on the supervisor stack. If another bus error occurs during exception processing (i.e., before execution of another instruction begins) the processor halts and asserts $\overline{\text{HALT}}$. This is called a double bus fault. Only an external reset operation can restart a processor halted due to a double bus fault.

A retry operation does not initiate exception processing; a bus error during a retry operation does not cause a double bus fault. The processor can continue to retry a bus cycle indefinitely if external hardware requests.

A double bus fault occurs during a reset operation when a bus error occurs while the processor is reading the vector table (before the first instruction is executed). The reset operation is described in the following paragraph.

5.5 RESET OPERATION

$\overline{\text{RESET}}$ is asserted externally for the initial processor reset. Subsequently, the signal can be asserted either externally or internally (executing a RESET instruction). For proper external reset operation, $\overline{\text{HALT}}$ must also be asserted.

When $\overline{\text{RESET}}$ and $\overline{\text{HALT}}$ are driven by an external device, the entire system, including the processor, is reset. Resetting the processor initializes the internal state. The processor reads the reset vector table entry (address $00000) and loads the contents into the supervisor stack pointer (SSP). Next, the processor loads the contents of address $00004 (vector table entry 1) into the program counter. Then the processor initializes the interrupt level in the status register to a value of seven. In the MC68010, the processor also clears the vector base register to $00000. No other register is affected by the reset sequence. Figure 5-30 shows the timing of the reset operation.

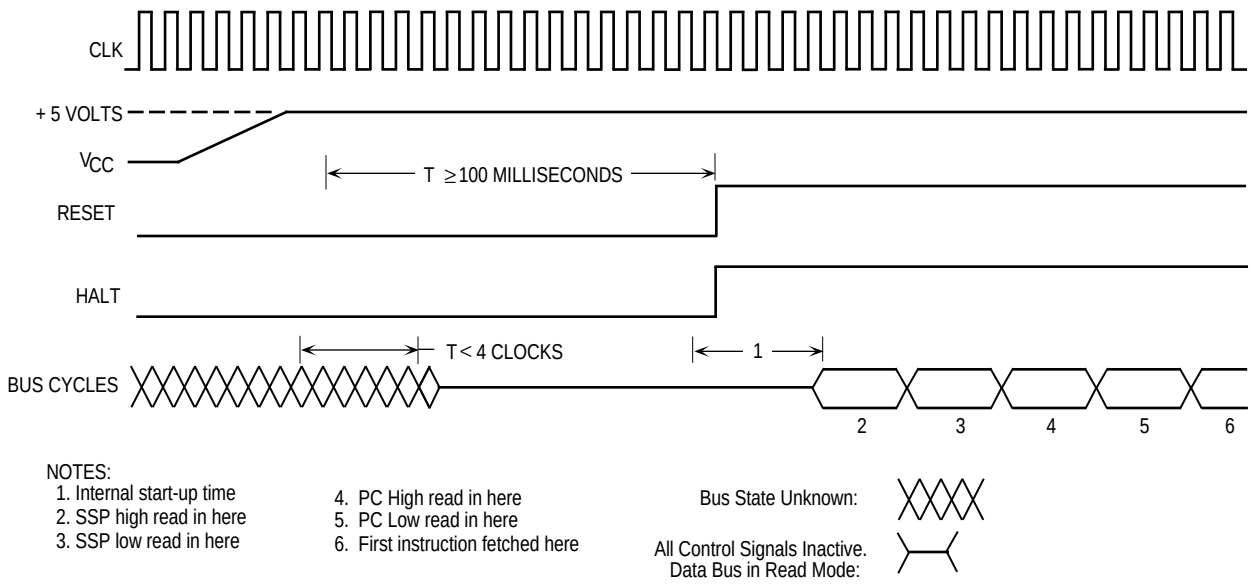


Figure 5-30. Reset Operation Timing Diagram

The RESET instruction causes the processor to assert $\overline{\text{RESET}}$ for 124 clock periods to reset the external devices of the system. The internal state of the processor is not affected. Neither the status register nor any of the internal registers is affected by an internal reset operation. All external devices in the system should be reset at the completion of the RESET instruction.

For the initial reset, $\overline{\text{RESET}}$ and $\overline{\text{HALT}}$ must be asserted for at least 100 ms. For a subsequent external reset, asserting these signals for 10 clock cycles or longer resets the processor. However, an external reset signal that is asserted while the processor is

executing a reset instruction is ignored. Since the processor asserts the RESET signal for 124 clock cycles during execution of a reset instruction, an external reset should assert RESET for at least 132 clock periods.

5.6 THE RELATIONSHIP OF DTACK, BERR, AND HALT

To properly control termination of a bus cycle for a retry or a bus error condition, DTACK, BERR, and HALT should be asserted and negated on the rising edge of the processor clock. This relationship assures that when two signals are asserted simultaneously, the required setup time (specification #47, **Section 9 Electrical Characteristics**) for both of them is met during the same bus state. External circuitry should be designed to incorporate this precaution. A related specification, #48, can be ignored when DTACK, BERR, and HALT are asserted and negated on the rising edge of the processor clock.

The possible bus cycle termination can be summarized as follows (case numbers refer to Table 5-5).

Normal Termination: DTACK is asserted. BERR and HALT remain negated (case 1).

Halt Termination: HALT is asserted coincident with or preceding DTACK, and BERR remains negated (case 2).

Bus Error Termination: BERR is asserted in lieu of, coincident with, or preceding DTACK (case 3). In the MC68010, the late bus error also, BERR is asserted following DTACK (case 4). HALT remains negated and BERR is negated coincident with or after DTACK.

Retry Termination: HALT and BERR asserted in lieu of, coincident with, or before DTACK (case 5). In the MC68010, the late retry also, BERR and HALT are asserted following DTACK (case 6). BERR is negated coincident with or after DTACK. HALT must be held at least one cycle after BERR.

Table 5-1 shows the details of the resulting bus cycle termination in the M68000 microprocessors for various combinations of signal sequences.

Table 5-1. $\overline{\text{DTACK}}$, $\overline{\text{BERR}}$, and $\overline{\text{HALT}}$ Assertion Results

Case No.	Control Signal	Asserted on Rising Edge of State		MC68000/MC68HC000/001 EC000/MC68008 Results	MC68010 Results
		N	N+2		
1	$\overline{\text{DTACK}}$ $\overline{\text{BERR}}$ $\overline{\text{HALT}}$	A NA NA	S NA X	Normal cycle terminate and continue.	Normal cycle terminate and continue.
2	$\overline{\text{DTACK}}$ $\overline{\text{BERR}}$ $\overline{\text{HALT}}$	A NA A/S	S NA S	Normal cycle terminate and halt. Continue when $\overline{\text{HALT}}$ negated.	Normal cycle terminate and halt. Continue when $\overline{\text{HALT}}$ negated.
3	$\overline{\text{DTACK}}$ $\overline{\text{BERR}}$ $\overline{\text{HALT}}$	X A NA	X S NA	Terminate and take bus error trap.	Terminate and take bus error trap.
4	$\overline{\text{DTACK}}$ $\overline{\text{BERR}}$ $\overline{\text{HALT}}$	A NA NA	S A NA	Normal cycle terminate and continue.	Terminate and take bus error trap.
5	$\overline{\text{DTACK}}$ $\overline{\text{BERR}}$ $\overline{\text{HALT}}$	X A A/S	X S S	Terminate and retry when $\overline{\text{HALT}}$ removed.	Terminate and retry when $\overline{\text{HALT}}$ removed.
6	$\overline{\text{DTACK}}$ $\overline{\text{BERR}}$ $\overline{\text{HALT}}$	A NA NA	S A A	Normal cycle terminate and continue.	Terminate and retry when $\overline{\text{HALT}}$ removed.

LEGEND:
- N — The number of the current even bus state (e.g., S4, S6, etc.)
- A — Signal asserted in this bus state
- NA — Signal not asserted in this bus state
- X — Don't care
- S — Signal asserted in preceding bus state and remains asserted in this state

NOTE: All operations are subject to relevant setup and hold times.

The negation of $\overline{\text{BERR}}$ and $\overline{\text{HALT}}$ under several conditions is shown in Table 5-6. ($\overline{\text{DTACK}}$ is assumed to be negated normally in all cases; for reliable operation, both $\overline{\text{DTACK}}$ and $\overline{\text{BERR}}$ should be negated when address strobe is negated).

EXAMPLE A:

A system uses a watchdog timer to terminate accesses to unused address space. The timer asserts $\overline{\text{BERR}}$ after timeout (case 3).

EXAMPLE B:

A system uses error detection on random-access memory (RAM) contents. The system designer may:

1. Delay $\overline{\text{DTACK}}$ until the data is verified. If data is invalid, return $\overline{\text{BERR}}$ and $\overline{\text{HALT}}$ simultaneously to retry the error cycle (case 5).
2. Delay $\overline{\text{DTACK}}$ until the data is verified. If data is invalid, return $\overline{\text{BERR}}$ at the same time as $\overline{\text{DTACK}}$ (case 3).
3. For an MC68010, return $\overline{\text{DTACK}}$ before data verification. If data is invalid, assert $\overline{\text{BERR}}$ and $\overline{\text{HALT}}$ to retry the error cycle (case 6).

4. For an MC68010, return DTACK before data verification. If data is invalid, assert BERR on the next clock cycle (case 4).

Table 5-6. BERR and HALT Negation Results

Conditions of Termination in Table 4-4	Control Signal	Negated on Rising Edge of State			Results—Next Cycle
		N		N+2	
Bus Error	BERR HALT	• •	or or	• •	Takes bus error trap.
Rerun	BERR HALT	• •	or	•	Illegal sequence; usually traps to vector number 0.
Rerun	BERR HALT	•		•	Reruns the bus cycle.
Normal	BERR HALT	• •	or	•	May lengthen next cycle.
Normal	BERR HALT	•	or	• none	If next cycle is started, it will be terminated as a bus error.

• = Signal is negated in this bus state.

5.7 ASYNCHRONOUS OPERATION

To achieve clock frequency independence at a system level, the bus can be operated in an asynchronous manner. Asynchronous bus operation uses the bus handshake signals to control the transfer of data. The handshake signals are AS, UDS, LDS, DS (MC68008 only), DTACK, BERR, HALT, AVEC (MC68EC000 only), and VPA (only for M6800 peripheral cycles). AS indicates the start of the bus cycle, and UDS, LDS, and DS signal valid data for a write cycle. After placing the requested data on the data bus (read cycle) or latching the data (write cycle), the slave device (memory or peripheral) asserts DTACK to terminate the bus cycle. If no device responds or if the access is invalid, external control logic asserts BERR, or BERR and HALT, to abort or retry the cycle. Figure 5-31 shows the use of the bus handshake signals in a fully asynchronous read cycle. Figure 5-32 shows a fully asynchronous write cycle.

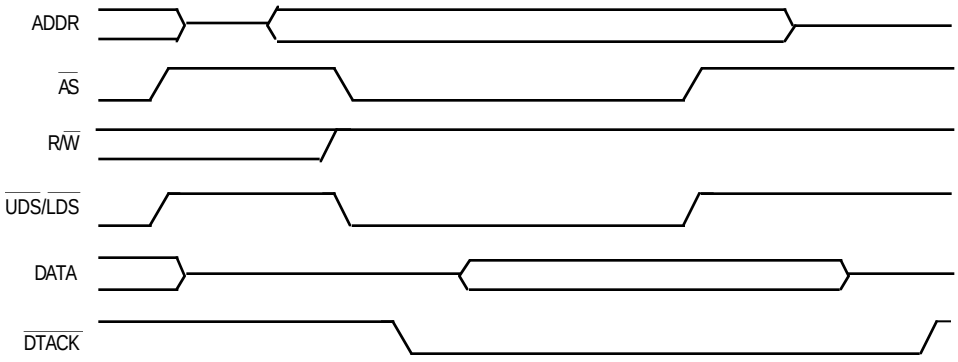


Figure 5-31. Fully Asynchronous Read Cycle

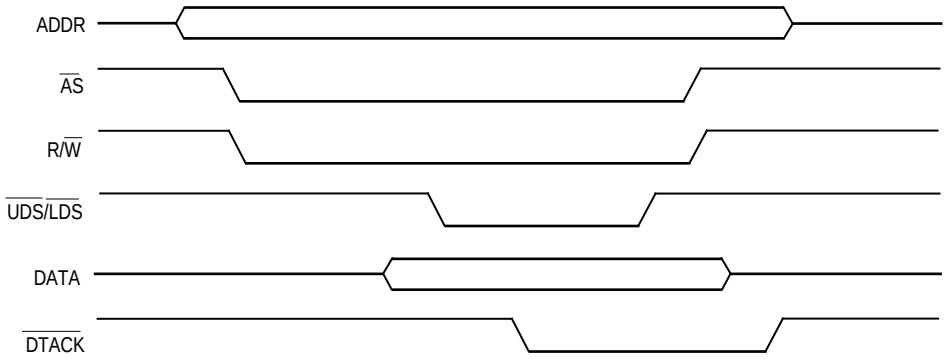


Figure 5-32. Fully Asynchronous Write Cycle

In the asynchronous mode, the accessed device operates independently of the frequency and phase of the system clock. For example, the MC68681 dual universal asynchronous receiver/transmitter (DUART) does not require any clock-related information from the bus master during a bus transfer. Asynchronous devices are designed to operate correctly with processors at any clock frequency when relevant timing requirements are observed.

A device can use a clock at the same frequency as the system clock (e.g., 8, 10, or 12.5, 16, and 20MHz), but without a defined phase relationship to the system clock. This mode of operation is pseudo-asynchronous; it increases performance by observing timing parameters related to the system clock frequency without being completely synchronous with that clock. A memory array designed to operate with a particular frequency processor but not driven by the processor clock is a common example of a pseudo-asynchronous device.

The designer of a fully asynchronous system can make no assumptions about address setup time, which could be used to improve performance. With the system clock frequency known, the slave device can be designed to decode the address bus before recognizing an address strobe. Parameter #11 (refer to **Section 10 Electrical Characteristics**) specifies the minimum time before address strobe during which the address is valid.

In a pseudo-asynchronous system, timing specifications allow $\overline{\text{DTACK}}$ to be asserted for a read cycle before the data from a slave device is valid. The length of time that $\overline{\text{DTACK}}$ may precede data is specified as parameter #31. This parameter must be met to ensure the validity of the data latched into the processor. No maximum time is specified from the assertion of $\overline{\text{AS}}$ to the assertion of $\overline{\text{DTACK}}$. During this unlimited time, the processor inserts wait cycles in one-clock-period increments until $\overline{\text{DTACK}}$ is recognized. Figure 5-33 shows the important timing parameters for a pseudo-asynchronous read cycle.

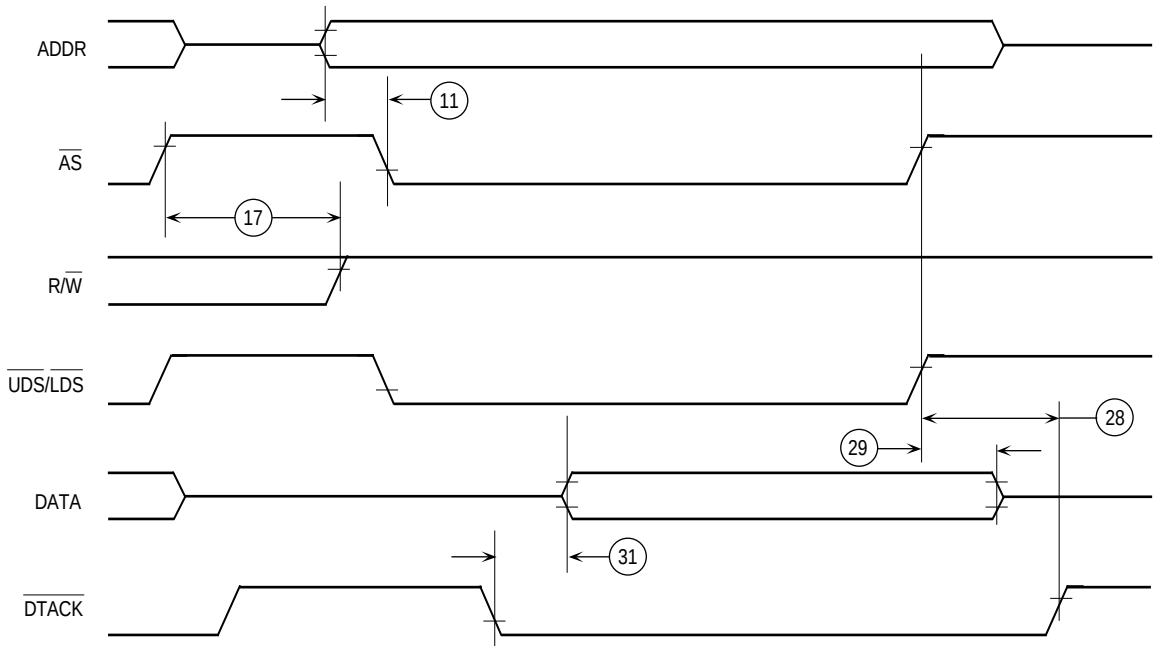


Figure 5-33. Pseudo-Asynchronous Read Cycle

During a write cycle, after the processor asserts $\overline{AS}$ but before driving the data bus, the processor drives R/$\overline{W}$ low. Parameter #55 specifies the minimum time between the transition of R/$\overline{W}$ and the driving of the data bus, which is effectively the maximum turnoff time for any device driving the data bus.

After the processor places valid data on the bus, it asserts the data strobe signal(s). A data setup time, similar to the address setup time previously discussed, can be used to improve performance. Parameter #29 is the minimum time a slave device can accept valid data before recognizing a data strobe. The slave device asserts $\overline{DTACK}$ after it accepts the data. Parameter #25 is the minimum time after negation of the strobes during which the valid data remains on the address bus. Parameter #28 is the maximum time between the negation of the strobes by the processor and the negation of $\overline{DTACK}$ by the slave device. If $\overline{DTACK}$ remains asserted past the time specified by parameter #28, the processor may recognize it as being asserted early in the next bus cycle and may terminate that cycle prematurely. Figure 5-34 shows the important timing specifications for a pseudo-asynchronous write cycle.

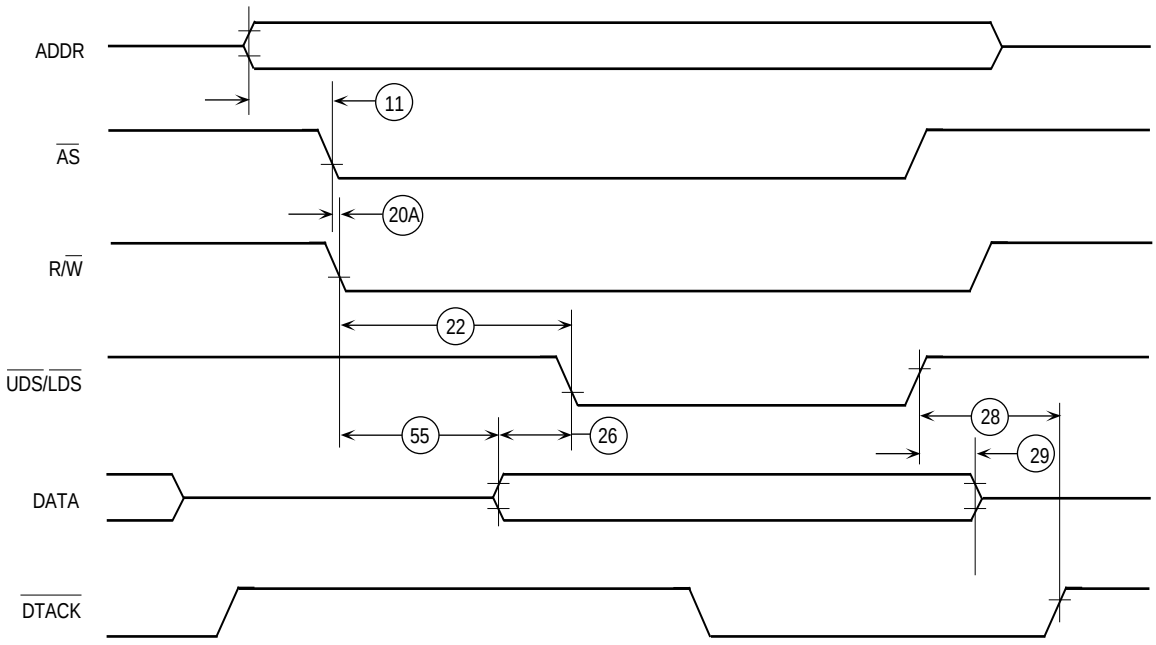


Figure 5-34. Pseudo-Asynchronous Write Cycle

In the MC68010, the BERR signal can be delayed after the assertion of DTACK. Specification #48 is the maximum time between assertion of DTACK and assertion of BERR. If this maximum delay is exceeded, operation of the processor may be erratic.

5.8 SYNCHRONOUS OPERATION

In some systems, external devices use the system clock to generate DTACK and other asynchronous input signals. This synchronous operation provides a closely coupled design with maximum performance, appropriate for frequently accessed parts of the system. For example, memory can operate in the synchronous mode, but peripheral devices operate asynchronously. For a synchronous device, the designer uses explicit timing information shown in **Section 10 Electrical Characteristics**. These specifications define the state of all bus signals relative to a specific state of the processor clock.

The standard M68000 bus cycle consists of four clock periods (eight bus cycle states) and, optionally, an integral number of clock cycles inserted as wait states. Wait states are inserted as required to allow sufficient response time for the external device. The following state-by-state description of the bus cycle differs from those descriptions in **5.1.1 READ CYCLE** and **5.1.2 WRITE CYCLE** by including information about the important timing parameters that apply in the bus cycle states.

STATE 0 The bus cycle starts in S0, during which the clock is high. At the rising edge of S0, the function code for the access is driven externally. Parameter #6A defines the delay from this rising edge until the function codes are valid. Also, the R/W signal is driven high; parameter #18 defines the delay from the same rising edge to the transition of R/W. The minimum value for parameter #18 applies to a read cycle preceded by a write cycle; this value

is the maximum hold time for a low on R/$\overline{W}$ beyond the initiation of the read cycle.

STATE 1 Entering S1, a low period of the clock, the address of the accessed device is driven externally with an assertion delay defined by parameter #6.

STATE 2 On the rising edge of S2, a high period of the clock, $\overline{AS}$ is asserted. During a read cycle, $\overline{UDS}$, $\overline{LDS}$, and/or $\overline{DS}$ is also asserted at this time. Parameter #9 defines the assertion delay for these signals. For a write cycle, the R/$\overline{W}$ signal is driven low with a delay defined by parameter #20.

STATE 3 On the falling edge of the clock entering S3, the data bus is driven out of the high-impedance state with the data being written to the accessed device (in a write cycle). Parameter #23 specifies the data assertion delay. In a read cycle, no signal is altered in S3.

STATE 4 Entering the high clock period of S4, $\overline{UDS}$, $\overline{LDS}$, and/or $\overline{DS}$ is asserted (during a write cycle) on the rising edge of the clock. As in S2 for a read cycle, parameter #9 defines the assertion delay from the rising edge of S4 for $\overline{UDS}$, $\overline{LDS}$, and/or $\overline{DS}$. In a read cycle, no signal is altered by the processor during S4.

Until the falling edge of the clock at the end of S4 (beginning of S5), no response from any external device except $\overline{RESET}$ is acknowledged by the processor. If either $\overline{DTACK}$ or $\overline{BERR}$ is asserted before the falling edge of S4 and satisfies the input setup time defined by parameter #47, the processor enters S5 and the bus cycle continues. If either $\overline{DTACK}$ or $\overline{BERR}$ is asserted but without meeting the setup time defined by parameter #47, the processor may recognize the signal and continue the bus cycle; the result is unpredictable. If neither $\overline{DTACK}$ nor $\overline{BERR}$ is asserted before the next rise of clock, the bus cycle remains in S4, and wait states (complete clock cycles) are inserted until one of the bus cycle termination is met.

STATE 5 S5 is a low period of the clock, during which the processor does not alter any signal.

STATE 6 S6 is a high period of the clock, during which data for a read operation is set up relative to the falling edge (entering S7). Parameter #27 defines the minimum period by which the data must precede the falling edge. For a write operation, the processor changes no signal during S6.

STATE 7 On the falling edge of the clock entering S7, the processor latches data and negates $\overline{AS}$ and $\overline{UDS}$, $\overline{LDS}$, and/or $\overline{DS}$ during a read cycle. The hold time for these strobes from this falling edge is specified by parameter #12. The hold time for data relative to the negation of $\overline{AS}$ and $\overline{UDS}$, $\overline{LDS}$, and/or $\overline{DS}$ is specified by parameter #29. For a write cycle, only $\overline{AS}$ and $\overline{UDS}$, $\overline{LDS}$, and/or $\overline{DS}$ are negated; timing parameter #12 also applies.

On the rising edge of the clock, at the end of S7 (which may be the start of S0 for the next bus cycle), the processor places the address bus in the high-impedance state. During a write cycle, the processor also places the data bus in the high-impedance state and drives R/$\overline{W}$ high. External logic circuitry should respond to the negation of the $\overline{AS}$ and $\overline{UDS}$, $\overline{LDS}$, and/or $\overline{DS}$ by negating $\overline{DTACK}$ and/or $\overline{BERR}$. Parameter #28 is the hold time for $\overline{DTACK}$, and parameter #30 is the hold time for $\overline{BERR}$.

Figure 5-35 shows a synchronous read cycle and the important timing parameters that apply. The timing for a synchronous read cycle, including relevant timing parameters, is shown in Figure 5-36.

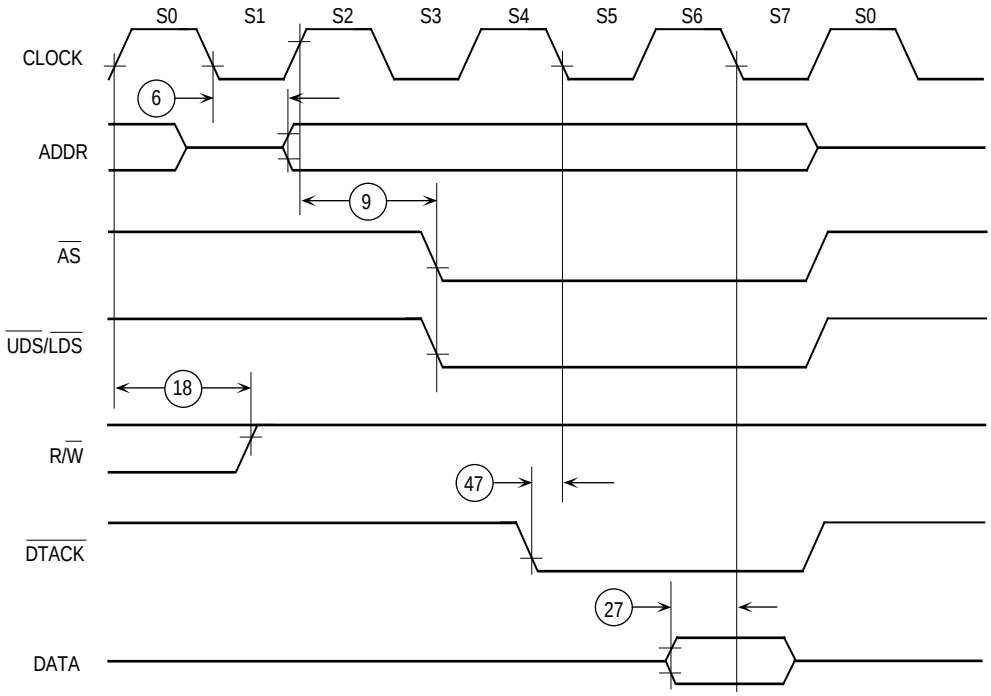


Figure 5-35. Synchronous Read Cycle

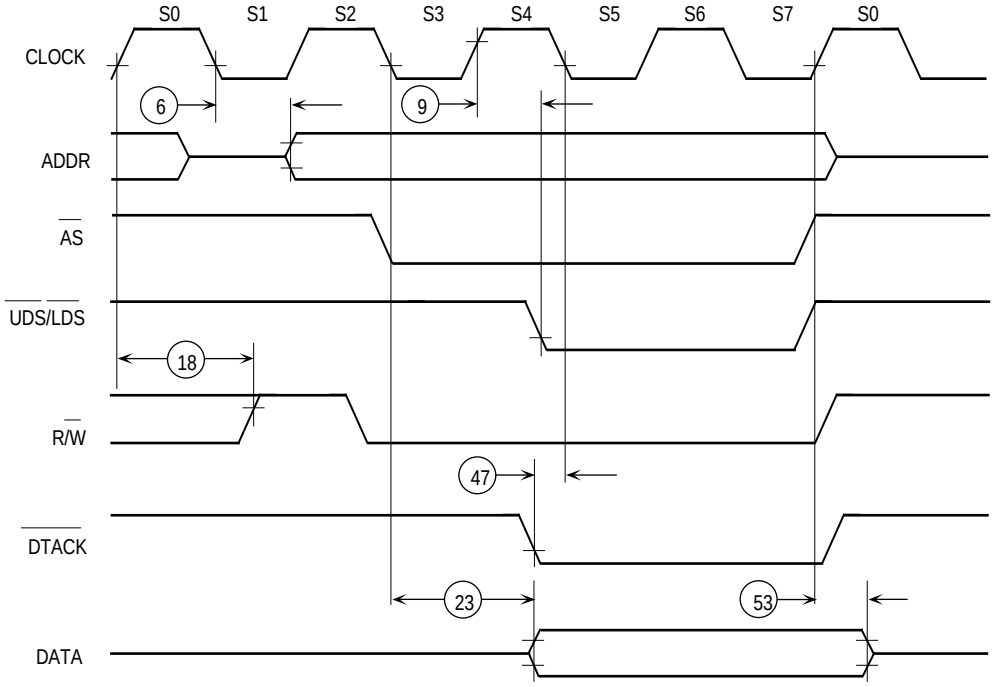


Figure 5-36. Synchronous Write Cycle

A key consideration when designing in a synchronous environment is the timing for the assertion of $\overline{\text{DTACK}}$ and $\overline{\text{BERR}}$ by an external device. To properly use external inputs, the processor must synchronize these signals to the internal clock. The processor must sample the external signal, which has no defined phase relationship to the CPU clock, which may be changing at sampling time, and must determine whether to consider the signal high or low during the succeeding clock period. Successful synchronization requires that the internal machine receives a valid logic level (not a metastable signal), whether the input is high, low, or in transition. Metastable signals propagating through synchronous machines can produce unpredictable operation.

Figure 5-37 is a conceptual representation of the input synchronizers used by the M68000 Family processors. The input latches allow the input to propagate through to the output when E is high. When low, E latches the input. The three latches require one cycle of CLK to synchronize an external signal. The high-gain characteristics of the devices comprising the latches quickly resolve a marginal signal into a valid state.

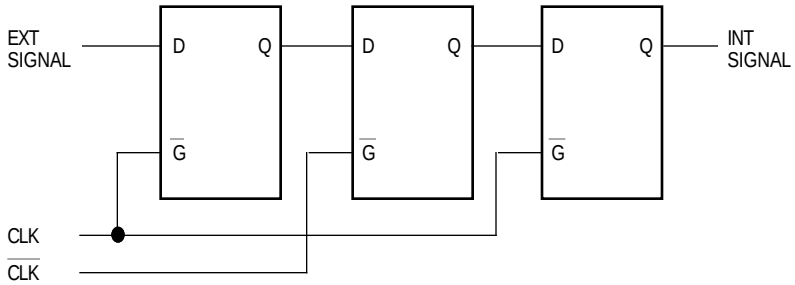


Figure 5-37. Input Synchronizers

Parameter #47 of **Section 10 Electrical Characteristics** is the asynchronous input setup time. Signals that meet parameter #47 are guaranteed to be recognized at the next falling edge of the system clock. However, signals that do not meet parameter #47 are not guaranteed to be recognized. In addition, if $\overline{\text{DTACK}}$ is recognized on a falling edge, valid data is latched into the processor (during a read cycle) on the next falling edge, provided the data meets the setup time required (parameter #27). When parameter #27 has been met, parameter #31 may be ignored. If $\overline{\text{DTACK}}$ is asserted with the required setup time before the falling edge of S4, no wait states are incurred, and the bus cycle runs at its maximum speed of four clock periods.

The late $\overline{\text{BERR}}$ in an MC68010 that is operating in a synchronous mode must meet setup time parameter #27A. That is, when $\overline{\text{BERR}}$ is asserted after $\overline{\text{DTACK}}$, $\overline{\text{BERR}}$ must be asserted before the falling edge of the clock, one clock cycle after $\overline{\text{DTACK}}$ is recognized. Violating this requirement may cause the MC68010 to operate erratically.

SECTION 6
EXCEPTION PROCESSING

This section describes operations of the processor outside the normal processing associated with the execution of instructions. The functions of the bits in the supervisor portion of the status register are described: the supervisor/user bit, the trace enable bit, and the interrupt priority mask. Finally, the sequence of memory references and actions taken by the processor for exception conditions are described in detail.

The processor is always in one of three processing states: normal, exception, or halted. The normal processing state is associated with instruction execution; the memory references are to fetch instructions and operands and to store results. A special case of the normal state is the stopped state, resulting from execution of a STOP instruction. In this state, no further memory references are made.

An additional, special case of the normal state is the loop mode of the MC68010, optionally entered when a test condition, decrement, and branch (DBcc) instruction is executed. In the loop mode, only operand fetches occur. See **Appendix A MC68010 Loop Mode Operation**.

The exception processing state is associated with interrupts, trap instructions, tracing, and other exceptional conditions. The exception may be internally generated by an instruction or by an unusual condition arising during the execution of an instruction. Externally, exception processing can be forced by an interrupt, by a bus error, or by a reset. Exception processing provides an efficient context switch so that the processor can handle unusual conditions.

The halted processing state is an indication of catastrophic hardware failure. For example, if during the exception processing of a bus error another bus error occurs, the processor assumes the system is unusable and halts. Only an external reset can restart a halted processor. Note that a processor in the stopped state is not in the halted state, nor vice versa.

6.1 PRIVILEGE MODES

The processor operates in one of two levels of privilege: the supervisor mode or the user mode. The privilege mode determines which operations are legal. The mode is optionally used by an external memory management device to control and translate accesses. The mode is also used to choose between the supervisor stack pointer (SSP) and the user stack pointer (USP) in instruction references.

The privilege mode is a mechanism for providing security in a computer system. Programs should access only their own code and data areas and should be restricted from accessing information that they do not need and must not modify. The operating system executes in the supervisor mode, allowing it to access all resources required to perform the overhead tasks for the user mode programs. Most programs execute in user mode, in which the accesses are controlled and the effects on other parts of the system are limited.

6.1.1 Supervisor Mode

The supervisor mode has the higher level of privilege. The mode of the processor is determined by the S bit of the status register; if the S bit is set, the processor is in the supervisor mode. All instructions can be executed in the supervisor mode. The bus cycles generated by instructions executed in the supervisor mode are classified as supervisor references. While the processor is in the supervisor mode, those instructions that use either the system stack pointer implicitly or address register seven explicitly access the SSP.

6.1.2 User Mode

The user mode has the lower level of privilege. If the S bit of the status register is clear, the processor is executing instructions in the user mode.

Most instructions execute identically in either mode. However, some instructions having important system effects are designated privileged. For example, user programs are not permitted to execute the STOP instruction or the RESET instruction. To ensure that a user program cannot enter the supervisor mode except in a controlled manner, the instructions that modify the entire status register are privileged. To aid in debugging systems software, the move to user stack pointer (MOVE to USP) and move from user stack pointer (MOVE from USP) instructions are privileged.

NOTE

To implement virtual machine concepts in the MC68010, the move from status register (MOVE from SR), move to/from control register (MOVEC), and move alternate address space (MOVES) instructions are also privileged.

The bus cycles generated by an instruction executed in user mode are classified as user references. Classifying a bus cycle as a user reference allows an external memory management device to translate the addresses of and control access to protected portions of the address space. While the processor is in the user mode, those instructions that use either the system stack pointer implicitly or address register seven explicitly access the USP.

6.1.3 Privilege Mode Changes

Once the processor is in the user mode and executing instructions, only exception processing can change the privilege mode. During exception processing, the current state of the S bit of the status register is saved, and the S bit is set, putting the processor in the

supervisor mode. Therefore, when instruction execution resumes at the address specified to process the exception, the processor is in the supervisor privilege mode.

NOTE

The transition from supervisor to user mode can be accomplished by any of four instructions: return from exception (RTE) (MC68010 only), move to status register (MOVE to SR), AND immediate to status register (ANDI to SR), and exclusive OR immediate to status register (EORI to SR). The RTE instruction in the MC68010 fetches the new status register and program counter from the supervisor stack and loads each into its respective register. Next, it begins the instruction fetch at the new program counter address in the privilege mode determined by the S bit of the new contents of the status register.

The MOVE to SR, ANDI to SR, and EORI to SR instructions fetch all operands in the supervisor mode, perform the appropriate update to the status register, and then fetch the next instruction at the next sequential program counter address in the privilege mode determined by the new S bit.

6.1.4 Reference Classification

When the processor makes a reference, it classifies the reference according to the encoding of the three function code output lines. This classification allows external translation of addresses, control of access, and differentiation of special processor states, such as CPU space (used by interrupt acknowledge cycles). Table 6-1 lists the classification of references.

Table 6-1. Reference Classification

Function Code Output			
FC2	FC1	FC0	Address Space
0	0	0	(Undefined, Reserved)*
0	0	1	User Data
0	1	0	User Program
0	1	1	(Undefined, Reserved)*
1	0	0	(Undefined, Reserved)*
1	0	1	Supervisor Data
1	1	0	Supervisor Program
1	1	1	CPU Space

*Address space 3 is reserved for user definition, while 0 and 4 are reserved for future use by Motorola.

6.2 EXCEPTION PROCESSING

The processing of an exception occurs in four steps, with variations for different exception causes:

1. Make a temporary copy of the status register and set the status register for exception processing.
2. Obtain the exception vector.
3. Save the current processor context.
4. Obtain a new context and resume instruction processing.

6.2.1 Exception Vectors

An exception vector is a memory location from which the processor fetches the address of a routine to handle an exception. Each exception type requires a handler routine and a unique vector. All exception vectors are two words in length (see Figure 6-1), except for the reset vector, which is four words long. All exception vectors reside in the supervisor data space, except for the reset vector, which is in the supervisor program space. A vector number is an 8-bit number that is multiplied by four to obtain the offset of an exception vector. Vector numbers are generated internally or externally, depending on the cause of the exception. For interrupts, during the interrupt acknowledge bus cycle, a peripheral provides an 8-bit vector number (see Figure 6-2) to the processor on data bus lines D7–D0.

The processor forms the vector offset by left-shifting the vector number two bit positions and zero-filling the upper-order bits to obtain a 32-bit long-word vector offset. In the MC68000, the MC68HC000, MC68HC001, MC68EC000, and the MC68008, this offset is used as the absolute address to obtain the exception vector itself, which is shown in Figure 6-3.

NOTE

In the MC68010, the vector offset is added to the 32-bit vector base register (VBR) to obtain the 32-bit absolute address of the exception vector (see Figure 6-4). Since the VBR is set to zero upon reset, the MC68010 functions identically to the MC68000, MC68HC000, MC68HC001, MC68EC000, and MC68008 until the VBR is changed via the move control register MOVEC instruction.

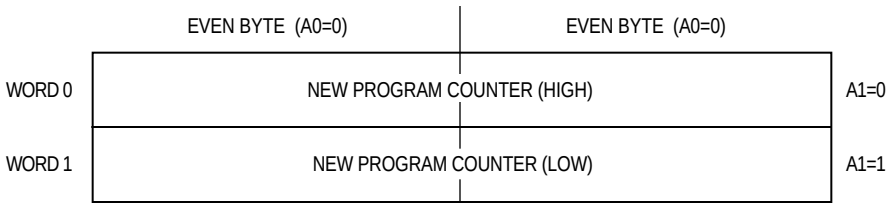
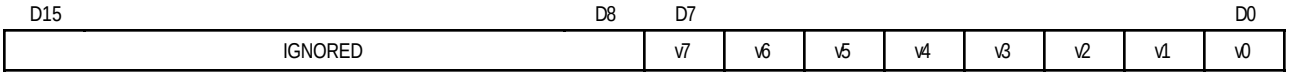


Figure 6-1. Exception Vector Format



Where:
v7 is the MSB of the vector number
v0 is the LSB of the vector number

Figure 6-2. Peripheral Vector Number Format

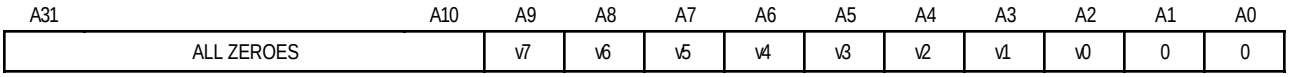


Figure 6-3. Address Translated from 8-Bit Vector Number (MC68000, MC68HC000, MC68HC001, MC68EC000, and MC68008)

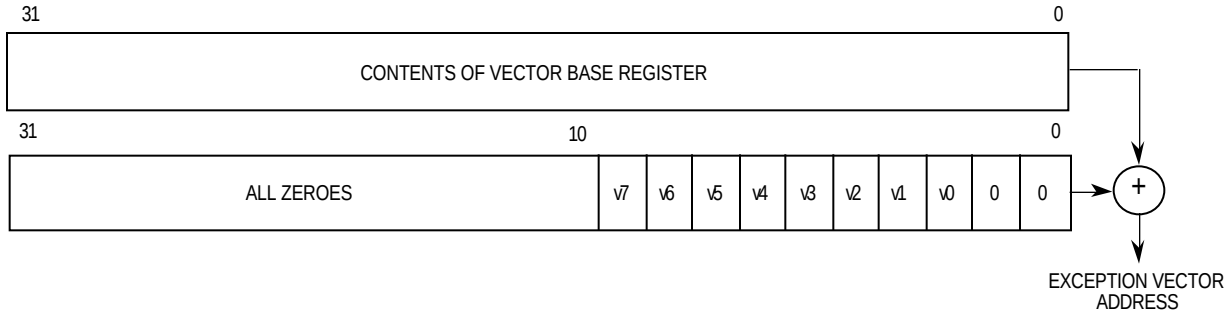


Figure 6-4. Exception Vector Address Calculation (MC68010)

The actual address on the address bus is truncated to the number of address bits available on the bus of the particular implementation of the M68000 architecture. In all processors except the MC68008, this is 24 address bits. (A0 is implicitly encoded in the data strobes.) In the MC68008, the address is 20 or 22 bits in length. The memory map for exception vectors is shown in Table 6-2.

The vector table, Table 6-2, is 512 words long (1024 bytes), starting at address 0 (decimal) and proceeding through address 1023 (decimal). The vector table provides 255 unique vectors, some of which are reserved for trap and other system function vectors. Of the 255, 192 are reserved for user interrupt vectors. However, the first 64 entries are not protected, so user interrupt vectors may overlap at the discretion of the systems designer.

6.2.2 Kinds of Exceptions

Exceptions can be generated by either internal or external causes. The externally generated exceptions are the interrupts, the bus error, and reset. The interrupts are

requests from peripheral devices for processor action; the bus error and reset inputs are used for access control and processor restart. The internal exceptions are generated by instructions, address errors, or tracing. The trap (TRAP), trap on overflow (TRAPV), check register against bounds (CHK), and divide (DIV) instructions can generate exceptions as part of their instruction execution. In addition, illegal instructions, word fetches from odd addresses, and privilege violations cause exceptions. Tracing is similar to a very high priority, internally generated interrupt following each instruction.

Table 6-2. Exception Vector Assignment

Vectors Numbers		Address		Space[6]	Assignment
Hex	Decimal	Dec	Hex		
0	0	0	000	SP	Reset: Initial SSP[2]
1	1	4	004	SP	Reset: Initial PC[2]
2	2	8	008	SD	Bus Error
3	3	12	00C	SD	Address Error
4	4	16	010	SD	Illegal Instruction
5	5	20	014	SD	Zero Divide
6	6	24	018	SD	CHK Instruction
7	7	28	01C	SD	TRAPV Instruction
8	8	32	020	SD	Privilege Violation
9	9	36	024	SD	Trace
A	10	40	028	SD	Line 1010 Emulator
B	11	44	02C	SD	Line 1111 Emulator
C	12[1]	48	030	SD	(Unassigned, Reserved)
D	13[1]	52	034	SD	(Unassigned, Reserved)
E	14	56	038	SD	Format Error[5]
F	15	60	03C	SD	Uninitialized Interrupt Vector
10–17	16–23[1]	64	040	SD	(Unassigned, Reserved)
		92	05C		—
18	24	96	060	SD	Spurious Interrupt[3]
19	25	100	064	SD	Level 1 Interrupt Autovector
1A	26	104	068	SD	Level 2 Interrupt Autovector
1B	27	108	06C	SD	Level 3 Interrupt Autovector
1C	28	112	070	SD	Level 4 Interrupt Autovector
1D	29	116	074	SD	Level 5 Interrupt Autovector
1E	30	120	078	SD	Level 6 Interrupt Autovector
1F	31	124	07C	SD	Level 7 Interrupt Autovector
20–2F	32–47	128	080	SD	TRAP Instruction Vectors[4]
		188	0BC		—
30–3F	48–63[1]	192	0C0	SD	(Unassigned, Reserved)
		255	0FF		—
40–FF	64–255	256	100	SD	User Interrupt Vectors
		1020	3FC		—

NOTES:
1. Vector numbers 12, 13, 16–23, and 48–63 are reserved for future enhancements by Motorola. No user peripheral devices should be assigned these numbers.
2. Reset vector (0) requires four words, unlike the other vectors which only require two words, and is located in the supervisor program space.
3. The spurious interrupt vector is taken when there is a bus error indication during interrupt processing.
4. TRAP #n uses vector number 32+ n.
5. MC68010 only. This vector is unassigned, reserved on the MC68000 and MC68008.
6. SP denotes supervisor program space, and SD denotes supervisor data space.

6.2.3 Multiple Exceptions

These paragraphs describe the processing that occurs when multiple exceptions arise simultaneously. Exceptions can be grouped by their occurrence and priority. The group 0 exceptions are reset, bus error, and address error. These exceptions cause the instruction currently being executed to abort and the exception processing to commence within two clock cycles. The group 1 exceptions are trace and interrupt, privilege violations, and illegal instructions. Trace and interrupt exceptions allow the current instruction to execute to completion, but pre-empt the execution of the next instruction by forcing exception processing to occur. A privilege-violating instruction or an illegal instruction is detected when it is the next instruction to be executed. The group 2 exceptions occur as part of the normal processing of instructions. The TRAP, TRAPV, CHK, and zero divide exceptions are in this group. For these exceptions, the normal execution of an instruction may lead to exception processing.

Group 0 exceptions have highest priority, whereas group 2 exceptions have lowest priority. Within group 0, reset has highest priority, followed by address error and then bus error. Within group 1, trace has priority over external interrupts, which in turn takes priority over illegal instruction and privilege violation. Since only one instruction can be executed at a time, no priority relationship applies within group 2.

The priority relationship between two exceptions determines which is taken, or taken first, if the conditions for both arise simultaneously. Therefore, if a bus error occurs during a TRAP instruction, the bus error takes precedence, and the TRAP instruction processing is aborted. In another example, if an interrupt request occurs during the execution of an instruction while the T bit is asserted, the trace exception has priority and is processed first. Before instruction execution resumes, however, the interrupt exception is also processed, and instruction processing finally commences in the interrupt handler routine. A summary of exception grouping and priority is given in Table 6-3.

As a general rule, the lower the priority of an exception, the sooner the handler routine for that exception executes. For example, if simultaneous trap, trace, and interrupt exceptions are pending, the exception processing for the trap occurs first, followed immediately by exception processing for the trace and then for the interrupt. When the processor resumes normal instruction execution, it is in the interrupt handler, which returns to the trace handler, which returns to the trap execution handler. This rule does not apply to the reset exception; its handler is executed first even though it has the highest priority, because the reset operation clears all other exceptions.

Table 6-3. Exception Grouping and Priority

Group	Exception	Processing
0	Reset Address Error Bus Error	Exception Processing Begins within Two Clock Cycles
1	Trace Interrupt Illegal Privilege	Exception Processing Begins before the Next Instruction
2	TRAP, TRAPV, CHK Zero Divide	Exception Processing Is Started by Normal Instruction Execution

6.2.4 Exception Stack Frames

Exception processing saves the most volatile portion of the current processor context on the top of the supervisor stack. This context is organized in a format called the exception stack frame. Although this information varies with the particular processor and type of exception, it always includes the status register and program counter of the processor when the exception occurred.

The amount and type of information saved on the stack are determined by the processor type and exception type. Exceptions are grouped by type according to priority of the exception.

Of the group 0 exceptions, the reset exception does not stack any information. The information stacked by a bus error or address error exception in the MC68000, MC68HC000, MC68HC001, MC68EC000, or MC68008 is described in **6.3.9.1 Bus Error** and shown in Figure 6-7.

The MC68000, MC68HC000, MC68HC001, MC68EC000, and MC68008 group 1 and 2 exception stack frame is shown in Figure 6-5. Only the program counter and status register are saved. The program counter points to the next instruction to be executed after exception processing.

The MC68010 exception stack frame is shown in Figure 5-6. The number of words actually stacked depends on the exception type. Group 0 exceptions (except reset) stack 29 words and group 1 and 2 exceptions stack four words. To support generic exception handlers, the processor also places the vector offset in the exception stack frame. The format code field allows the return from exception (RTE) instruction to identify what information is on the stack so that it can be properly restored. Table 6-4 lists the MC68010 format codes. Although some formats are specific to a particular M68000 Family processor, the format 0000 is always legal and indicates that just the first four words of the frame are present.

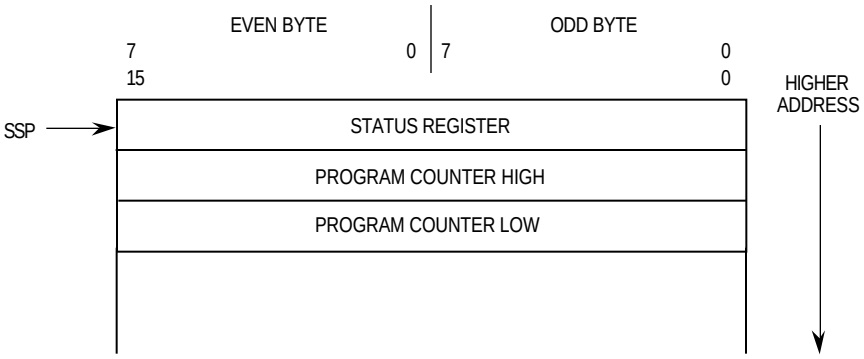


Figure 6-5. Group 1 and 2 Exception Stack Frame (MC68000, MC68HC000, MC68HC001, MC68EC000, and MC68008)

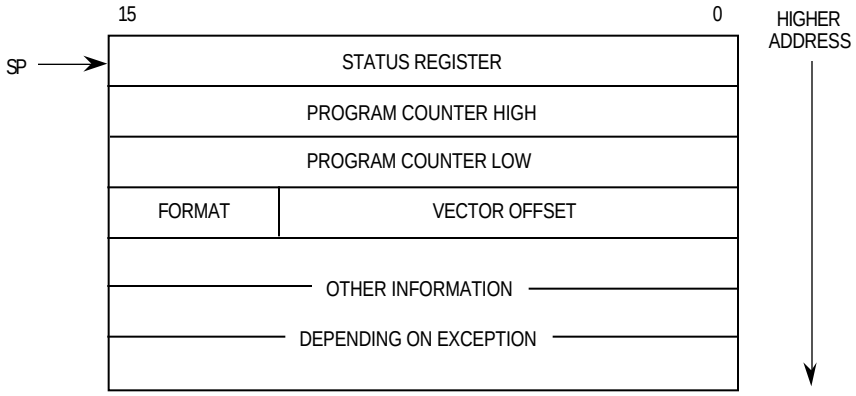


Figure 6-6. MC68010 Stack Frame

Table 6-4. MC68010 Format Codes

Format Code	Stacked Information
0000	Short Format (4 Words)
1000	Long Format (29 Words)
All Others	Unassigned, Reserved

6.2.5 Exception Processing Sequence

In the first step of exception processing, an internal copy is made of the status register. After the copy is made, the S bit of the status register is set, putting the processor into the supervisor mode. Also, the T bit is cleared, which allows the exception handler to execute unhindered by tracing. For the reset and interrupt exceptions, the interrupt priority mask is also updated appropriately.

In the second step, the vector number of the exception is determined. For interrupts, the vector number is obtained by a processor bus cycle classified as an interrupt acknowledge cycle. For all other exceptions, internal logic provides the vector number. This vector number is then used to calculate the address of the exception vector.

The third step, except for the reset exception, is to save the current processor status. (The reset exception does not save the context and skips this step.) The current program counter value and the saved copy of the status register are stacked using the SSP. The stacked program counter value usually points to the next unexecuted instruction. However, for bus error and address error, the value stacked for the program counter is unpredictable and may be incremented from the address of the instruction that caused the error. Group 1 and 2 exceptions use a short format exception stack frame (format = 0000 on the MC68010). Additional information defining the current context is stacked for the bus error and address error exceptions.

The last step is the same for all exceptions. The new program counter value is fetched from the exception vector. The processor then resumes instruction execution. The instruction at the address in the exception vector is fetched, and normal instruction decoding and execution is started.

6.3 PROCESSING OF SPECIFIC EXCEPTIONS

The exceptions are classified according to their sources, and each type is processed differently. The following paragraphs describe in detail the types of exceptions and the processing of each type.

6.3.1 Reset

The reset exception corresponds to the highest exception level. The processing of the reset exception is performed for system initiation and recovery from catastrophic failure. Any processing in progress at the time of the reset is aborted and cannot be recovered. The processor is forced into the supervisor state, and the trace state is forced off. The

interrupt priority mask is set at level 7. In the MC68010, the VBR is forced to zero. The vector number is internally generated to reference the reset exception vector at location 0 in the supervisor program space. Because no assumptions can be made about the validity of register contents, in particular the SSP, neither the program counter nor the status register is saved. The address in the first two words of the reset exception vector is fetched as the initial SSP, and the address in the last two words of the reset exception vector is fetched as the initial program counter. Finally, instruction execution is started at the address in the program counter. The initial program counter should point to the power-up/restart code.

The RESET instruction does not cause a reset exception; it asserts the $\overline{\text{RESET}}$ signal to reset external devices, which allows the software to reset the system to a known state and continue processing with the next instruction.

6.3.2 Interrupts

Seven levels of interrupt priorities are provided, numbered from 1–7. All seven levels are available except for the 48-pin version for the MC68008.

NOTE

The MC68008 48-pin version supports only three interrupt levels: 2, 5, and 7. Level 7 has the highest priority.

Devices can be chained externally within interrupt priority levels, allowing an unlimited number of peripheral devices to interrupt the processor. The status register contains a 3-bit mask indicating the current interrupt priority, and interrupts are inhibited for all priority levels less than or equal to the current priority.

An interrupt request is made to the processor by encoding the interrupt request levels 1–7 on the three interrupt request lines; all lines negated indicates no interrupt request. Interrupt requests arriving at the processor do not force immediate exception processing, but the requests are made pending. Pending interrupts are detected between instruction executions. If the priority of the pending interrupt is lower than or equal to the current processor priority, execution continues with the next instruction, and the interrupt exception processing is postponed until the priority of the pending interrupt becomes greater than the current processor priority.

If the priority of the pending interrupt is greater than the current processor priority, the exception processing sequence is started. A copy of the status register is saved; the privilege mode is set to supervisor mode; tracing is suppressed; and the processor priority level is set to the level of the interrupt being acknowledged. The processor fetches the vector number from the interrupting device by executing an interrupt acknowledge cycle, which displays the level number of the interrupt being acknowledged on the address bus. If external logic requests an automatic vector, the processor internally generates a vector number corresponding to the interrupt level number. If external logic indicates a bus error, the interrupt is considered spurious, and the generated vector number references the spurious interrupt vector. The processor then proceeds with the usual exception processing, saving the format/offset word (MC68010 only), program counter, and status

register on the supervisor stack. The offset value in the format/offset word on the MC68010 is the vector number multiplied by four. The format is all zeros. The saved value of the program counter is the address of the instruction that would have been executed had the interrupt not been taken. The appropriate interrupt vector is fetched and loaded into the program counter, and normal instruction execution commences in the interrupt handling routine. Priority level 7 is a special case. Level 7 interrupts cannot be inhibited by the interrupt priority mask, thus providing a "nonmaskable interrupt" capability. An interrupt is generated each time the interrupt request level changes from some lower level to level 7. A level 7 interrupt may still be caused by the level comparison if the request level is a 7 and the processor priority is set to a lower level by an instruction.

6.3.3 Uninitialized Interrupt

An interrupting device provides an M68000 interrupt vector number and asserts data transfer acknowledge ($\overline{\text{DTACK}}$), or asserts valid peripheral address ($\overline{\text{VPA}}$), or auto vector ($\overline{\text{AVEC}}$), or bus error ($\overline{\text{BERR}}$) during an interrupt acknowledge cycle by the MC68000. If the vector register has not been initialized, the responding M68000 Family peripheral provides vector number 15, the uninitialized interrupt vector. This response conforms to a uniform way to recover from a programming error.

6.3.4 Spurious Interrupt

During the interrupt acknowledge cycle, if no device responds by asserting $\overline{\text{DTACK}}$ or $\overline{\text{AVEC}}$, $\overline{\text{VPA}}$, $\overline{\text{BERR}}$ should be asserted to terminate the vector acquisition. The processor separates the processing of this error from bus error by forming a short format exception stack and fetching the spurious interrupt vector instead of the bus error vector. The processor then proceeds with the usual exception processing.

6.3.5 Instruction Traps

Traps are exceptions caused by instructions; they occur when a processor recognizes an abnormal condition during instruction execution or when an instruction is executed that normally traps during execution.

Exception processing for traps is straightforward. The status register is copied; the supervisor mode is entered; and tracing is turned off. The vector number is internally generated; for the TRAP instruction, part of the vector number comes from the instruction itself. The format/offset word (MC68010 only), the program counter, and the copy of the status register are saved on the supervisor stack. The offset value in the format/offset word on the MC68010 is the vector number multiplied by four. The saved value of the program counter is the address of the instruction following the instruction that generated the trap. Finally, instruction execution commences at the address in the exception vector.

Some instructions are used specifically to generate traps. The TRAP instruction always forces an exception and is useful for implementing system calls for user programs. The TRAPV and CHK instructions force an exception if the user program detects a run-time error, which may be an arithmetic overflow or a subscript out of bounds.

A signed divide (DIVS) or unsigned divide (DIVU) instruction forces an exception if a division operation is attempted with a divisor of zero.

6.3.6 Illegal and Unimplemented Instructions

Illegal instruction is the term used to refer to any of the word bit patterns that do not match the bit pattern of the first word of a legal M68000 instruction. If such an instruction is fetched, an illegal instruction exception occurs. Motorola reserves the right to define instructions using the opcodes of any of the illegal instructions. Three bit patterns always force an illegal instruction trap on all M68000-Family-compatible microprocessors. The patterns are: $4AFA, $4AFB, and $4AFC. Two of the patterns, $4AFA and $4AFB, are reserved for Motorola system products. The third pattern, $4AFC, is reserved for customer use (as the take illegal instruction trap (ILLEGAL) instruction).

NOTE

In addition to the previously defined illegal instruction opcodes, the MC68010 defines eight breakpoint (BKPT) instructions with the bit patterns $4848–$484F. These instructions cause the processor to enter illegal instruction exception processing as usual. However, a breakpoint acknowledge bus cycle, in which the function code lines (FC2–FC0) are high and the address lines are all low, is also executed before the stacking operations are performed. The processor does not accept or send any data during this cycle. Whether the breakpoint acknowledge cycle is terminated with a $\overline{\text{DTACK}}$, $\overline{\text{BERR}}$, or $\overline{\text{VPA}}$ signal, the processor continues with the illegal instruction processing. The purpose of this cycle is to provide a software breakpoint that signals to external hardware when it is executed.

Word patterns with bits 15–12 equaling 1010 or 1111 are distinguished as unimplemented instructions, and separate exception vectors are assigned to these patterns to permit efficient emulation. Opcodes beginning with bit patterns equaling 1111 (line F) are implemented in the MC68020 and beyond as coprocessor instructions. These separate vectors allow the operating system to emulate unimplemented instructions in software.

Exception processing for illegal instructions is similar to that for traps. After the instruction is fetched and decoding is attempted, the processor determines that execution of an illegal instruction is being attempted and starts exception processing. The exception stack frame for group 2 is then pushed on the supervisor stack, and the illegal instruction vector is fetched.

6.3.7 Privilege Violations

To provide system security, various instructions are privileged. An attempt to execute one of the privileged instructions while in the user mode causes an exception. The privileged instructions are as follows:

AND Immediate to SR	MOVE USP
EOR Immediate to SR	OR Immediate to SR
MOVE to SR (68010 only)	RESET
MOVE from SR (68010 only)	RTE
MOVEC (68010 only)	STOP
MOVES (68010 only)	

Exception processing for privilege violations is nearly identical to that for illegal instructions. After the instruction is fetched and decoded and the processor determines that a privilege violation is being attempted, the processor starts exception processing. The status register is copied; the supervisor mode is entered; and tracing is turned off. The vector number is generated to reference the privilege violation vector, and the current program counter and the copy of the status register are saved on the supervisor stack. If the processor is an MC68010, the format/offset word is also saved. The saved value of the program counter is the address of the first word of the instruction causing the privilege violation. Finally, instruction execution commences at the address in the privilege violation exception vector.

6.3.8 Tracing

To aid in program development, the M68000 Family includes a facility to allow tracing following each instruction. When tracing is enabled, an exception is forced after each instruction is executed. Thus, a debugging program can monitor the execution of the program under test.

The trace facility is controlled by the T bit in the supervisor portion of the status register. If the T bit is cleared (off), tracing is disabled and instruction execution proceeds from instruction to instruction as normal. If the T bit is set (on) at the beginning of the execution of an instruction, a trace exception is generated after the instruction is completed. If the instruction is not executed because an interrupt is taken or because the instruction is illegal or privileged, the trace exception does not occur. The trace exception also does not occur if the instruction is aborted by a reset, bus error, or address error exception. If the instruction is executed and an interrupt is pending on completion, the trace exception is processed before the interrupt exception. During the execution of the instruction, if an exception is forced by that instruction, the exception processing for the instruction exception occurs before that of the trace exception.

As an extreme illustration of these rules, consider the arrival of an interrupt during the execution of a TRAP instruction while tracing is enabled. First, the trap exception is processed, then the trace exception, and finally the interrupt exception. Instruction execution resumes in the interrupt handler routine.

After the execution of the instruction is complete and before the start of the next instruction, exception processing for a trace begins. A copy is made of the status register. The transition to supervisor mode is made, and the T bit of the status register is turned off, disabling further tracing. The vector number is generated to reference the trace exception vector, and the current program counter and the copy of the status register are saved on the supervisor stack. On the MC68010, the format/offset word is also saved on the supervisor stack. The saved value of the program counter is the address of the next instruction. Instruction execution commences at the address contained in the trace exception vector.

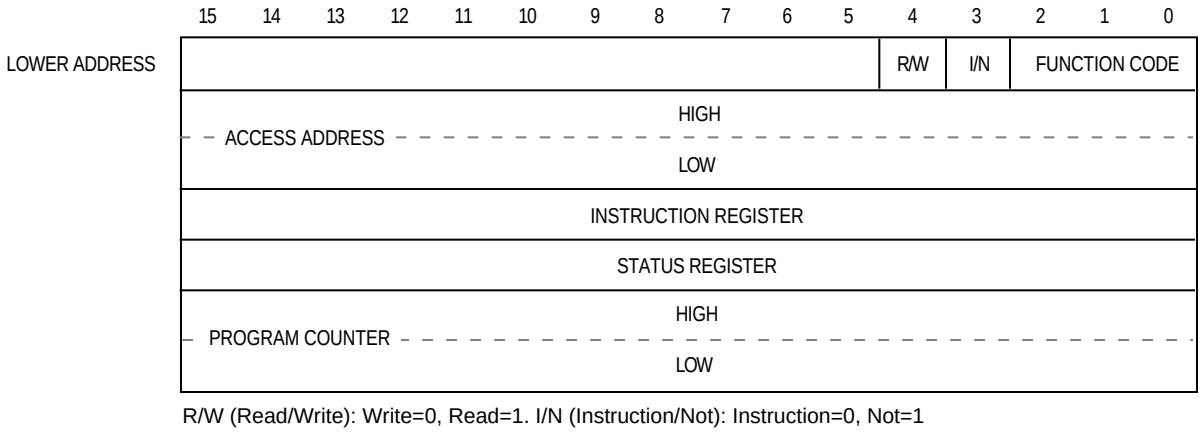
6.3.9 Bus Error

A bus error exception occurs when the external logic requests that a bus error be processed by an exception. The current bus cycle is aborted. The current processor activity, whether instruction or exception processing, is terminated, and the processor immediately begins exception processing. The bus error facility is identical on the all processors; however, the stack frame produced on the MC68010 contains more information. The larger stack frame supports instruction continuation, which supports virtual memory on the MC68010 processor.

6.3.9.1 BUS ERROR. Exception processing for a bus error follows the usual sequence of steps. The status register is copied, the supervisor mode is entered, and tracing is turned off. The vector number is generated to refer to the bus error vector. Since the processor is fetching the instruction or an operand when the error occurs, the context of the processor is more detailed. To save more of this context, additional information is saved on the supervisor stack. The program counter and the copy of the status register are saved. The value saved for the program counter is advanced 2–10 bytes beyond the address of the first word of the instruction that made the reference causing the bus error. If the bus error occurred during the fetch of the next instruction, the saved program counter has a value in the vicinity of the current instruction, even if the current instruction is a branch, a jump, or a return instruction. In addition to the usual information, the processor saves its internal copy of the first word of the instruction being processed and the address being accessed by the aborted bus cycle. Specific information about the access is also saved: type of access (read or write), processor activity (processing an instruction), and function code outputs when the bus error occurred. The processor is processing an instruction if it is in the normal state or processing a group 2 exception; the processor is not processing an instruction if it is processing a group 0 or a group 1 exception. Figure 6-7 illustrates how this information is organized on the supervisor stack. If a bus error occurs during the last step of exception processing, while either reading the exception vector or fetching the instruction, the value of the program counter is the address of the exception vector. Although this information is not generally sufficient to effect full recovery from the bus error, it does allow software diagnosis. Finally, the processor commences instruction processing at the address in the vector. It is the responsibility of the error handler routine to clean up the stack and determine where to continue execution.

If a bus error occurs during the exception processing for a bus error, an address error, or a reset, the processor halts and all processing ceases. This halt simplifies the detection of a catastrophic system failure, since the processor removes itself from the system to

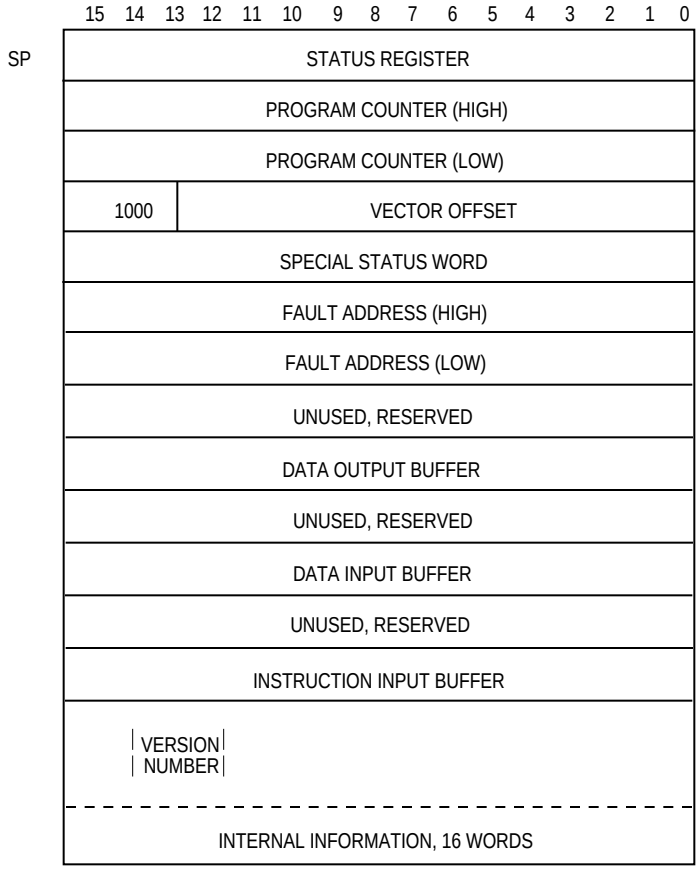
protect memory contents from erroneous accesses. Only an external reset operation can restart a halted processor.



R/W (Read/Write): Write=0, Read=1. I/N (Instruction/Not): Instruction=0, Not=1

Figure 6-7. Supervisor Stack Order for Bus or Address Error Exception

6.3.9.2 BUS ERROR (MC68010). Exception processing for a bus error follows a slightly different sequence than the sequence for group 1 and 2 exceptions. In addition to the four steps executed during exception processing for all other exceptions, 22 words of additional information are placed on the stack. This additional information describes the internal state of the processor at the time of the bus error and is reloaded by the RTE instruction to continue the instruction that caused the error. Figure 6-8 shows the order of the stacked information.



NOTE: The stack pointer is decremented by 29 words, although only 26 words of information are actually written to memory. The three additional words are reserved for future use by Motorola.

Figure 6-8. Exception Stack Order (Bus and Address Error)

The value of the saved program counter does not necessarily point to the instruction that was executing when the bus error occurred, but may be advanced by as many as five words. This incrementing is caused by the prefetch mechanism on the MC68010 that always fetches a new instruction word as each previously fetched instruction word is used. However, enough information is placed on the stack for the bus error exception handler to determine why the bus fault occurred. This additional information includes the address being accessed, the function codes for the access, whether it was a read or a write access, and the internal register included in the transfer. The fault address can be used by an operating system to determine what virtual memory location is needed so that the requested data can be brought into physical memory. The RTE instruction is used to reload the internal state of the processor at the time of the fault. The faulted bus cycle is then rerun, and the suspended instruction is completed. If the faulted bus cycle is a read-modify-write, the entire cycle is rerun, whether the fault occurred during the read or the write operation.

An alternate method of handling a bus error is to complete the faulted access in software. Using this method requires the special status word, the instruction input buffer, the data input buffer, and the data output buffer image. The format of the special status word is

shown in Figure 6-9. If the bus cycle is a read, the data at the fault address should be written to the images of the data input buffer, instruction input buffer, or both according to the data fetch (DF) and instruction fetch (IF) bits.* In addition, for read-modify-write cycles, the status register image must be properly set to reflect the read data if the fault occurred during the read portion of the cycle and the write operation (i.e., setting the most significant bit of the memory location) must also be performed. These operations are required because the entire read-modify-write cycle is assumed to have been completed by software. Once the cycle has been completed by software, the rerun (RR) bit in the special status word is set to indicate to the processor that it should not rerun the cycle when the RTE instruction is executed. If the RR bit is set when an RTE instruction executes, the MC68010 reads all the information from the stack, as usual.

15	14	13	12	11	10	9	8	7 — 3	2 — 0
RR	*	IF	DF	RM	HB	BY	RW	*	FC2–FC0

RR — Rerun flag; 0=processor rerun (default), 1=software rerun
IF — Instruction fetch to the instruction input buffer
DF — Data fetch to the data input buffer
RM — Read-modify-write cycle
HB — High-byte transfer from the data output buffer or to the data input buffer
BY — Byte-transfer flag; HB selects the high or low byte of the transfer register. If BY is clear, the transfer is word.
RW — Read/write flag; 0=write, 1=read
FC — The function code used during the faulted access
* — These bits are reserved for future use by Motorola and will be zero when written by the MC68010.

Figure 6-9. Special Status Word Format

6.3.10 Address Error

An address error exception occurs when the processor attempts to access a word or long-word operand or an instruction at an odd address. An address error is similar to an internally generated bus error. The bus cycle is aborted, and the processor ceases current processing and begins exception processing. The exception processing sequence is the same as that for a bus error, including the information to be stacked, except that the vector number refers to the address error vector. Likewise, if an address error occurs during the exception processing for a bus error, address error, or reset, the processor is halted.

On the MC68010, the address error exception stacks the same information stacked by a bus error exception. Therefore, the RTE instruction can be used to continue execution of the suspended instruction. However, if the RR flag is not set, the fault address is used when the cycle is retried, and another address error exception occurs. Therefore, the user must be certain that the proper corrections have been made to the stack image and user registers before attempting to continue the instruction. With proper software handling, the address error exception handler could emulate word or long-word accesses to odd addresses if desired.

*If the faulted access was a byte operation, the data should be moved from or to the least significant byte of the data output or input buffer images, unless the high-byte transfer (HB) bit is set. This condition occurs if a MOVEP instruction caused the fault during transfer of bits 8–15 of a word or long word or bits 24–31 of a long word.

6.4 RETURN FROM EXCEPTION (MC68010)

In addition to returning from any exception handler routine on the MC68010, the RTE instruction resumes the execution of a suspended instruction by returning to the normal processing state after restoring all of the temporary register and control information stored during a bus error. For the RTE instruction to execute properly, the stack must contain valid and accessible data. The RTE instruction checks for data validity in two ways. First, the format/offset word is checked for a valid stack format code. Second, if the format code indicates the long stack format, the validity of the long stack data is checked as it is loaded into the processor. In addition, the data is checked for accessibility when the processor starts reading the long data. Because of these checks, the RTE instruction executes as follows:

1. Determine the stack format. This step is the same for any stack format and consists of reading the status register, program counter, and format/offset word. If the format code indicates a short stack format, execution continues at the new program counter address. If the format code is not an MC68010-defined stack format code, exception processing starts for a format error.
2. Determine data validity. For a long-stack format, the MC68010 begins to read the remaining stack data, checking for validity of the data. The only word checked for validity is the first of the 16 internal information words (SP + 26) shown in Figure 5-8. This word contains a processor version number (in bits 10–13) and proprietary internal information that must match the version number of the MC68010 attempting to read the data. This validity check is used to ensure that the data is properly interpreted by the RTE instruction. If the version number is incorrect for this processor, the RTE instruction is aborted and exception processing begins for a format error exception. Since the stack pointer is not updated until the RTE instruction has successfully read all the stack data, a format error occurring at this point does not stack new data over the previous bus error stack information.
3. Determine data accessibility. If the long-stack data is valid, the MC68010 performs a read from the last word (SP + 56) of the long stack to determine data accessibility. If this read is terminated normally, the processor assumes that the remaining words on the stack frame are also accessible. If a bus error is signaled before or during this read, a bus error exception is taken. After this read, the processor must be able to load the remaining data without receiving a bus error; therefore, if a bus error occurs on any of the remaining stack reads, the error becomes a double bus fault, and the MC68010 enters the halted state.

SECTION 7
8-BIT INSTRUCTION EXECUTION TIMES

This section contains listings of the instruction execution times in terms of external clock (CLK) periods for the MC68008 and MC68HC001/MC68EC000 in 8-bit mode. In this data, it is assumed that both memory read and write cycles consist of four clock periods. A longer memory cycle causes the generation of wait states that must be added to the total instruction times.

The number of bus read and write cycles for each instruction is also included with the timing data. This data is shown as

n(r/w)

where:

n is the total number of clock periods
r is the number of read cycles
w is the number of write cycles

For example, a timing number shown as 18(3/1) means that 18 clock periods are required to execute the instruction. Of the 18 clock periods, 12 are used for the three read cycles (four periods per cycle). Four additional clock periods are used for the single write cycle, for a total of 16 clock periods. The bus is idle for two clock periods during which the processor completes the internal operations required for the instruction.

NOTE

The total number of clock periods (n) includes instruction fetch and all applicable operand fetches and stores.

7.1 OPERAND EFFECTIVE ADDRESS CALCULATION TIMES

Table 7-1 lists the numbers of clock periods required to compute the effective addresses for instructions. The totals include fetching any extension words, computing the address, and fetching the memory operand. The total number of clock periods, the number of read cycles, and the number of write cycles (zero for all effective address calculations) are shown in the previously described format.

Table 7-1. Effective Address Calculation Times

Addressing Mode		Byte	Word	Long
	Register			
Dn	Data Register Direct	**0**(0/0)	**0**(0/0)	**0**(0/0)
An	Address Register Direct	**0**(0/0)	**0**(0/0)	**0**(0/0)
	Memory			
(An)	Address Register Indirect	**4**(1/0)	**8**(2/0)	**16**(4/0)
(An)+	Address Register Indirect with Postincrement	**4**(1/0)	**8**(2/0)	**16**(4/0)
–(An)	Address Register Indirect with Predecrement	**6**(1/0)	**10**(2/0)	**18**(4/0)
(d_{16}, An)	Address Register Indirect with Displacement	**12**(3/0)	**16**(4/0)	**24**(6/0)
(d_8, An, Xn)*	Address Register Indirect with Index	**14**(3/0)	**18**(4/0)	**26**(6/0)
(xxx).W	Absolute Short	**12**(3/0)	**16**(4/0)	**24**(6/0)
(xxx).L	Absolute Long	**20**(5/0)	**24**(6/0)	**32**(8/0)
(d_{16}, PC)	Program Counter Indirect with Displacement	**12**(3/0)	**16**(3/0)	**24**(6/0)
(d_8, PC, Xn)*	Program Counter Indirect with Index	**14**(3/0)	**18**(4/0)	**26**(6/0)
#<data>	Immediate	**8**(2/0)	**8**(2/0)	**16**(4/0)

*The size of the index register (Xn) does not affect execution time.

7.2 MOVE INSTRUCTION EXECUTION TIMES

Tables 7-2, 7-3, and 7-4 list the numbers of clock periods for the move instructions. The totals include instruction fetch, operand reads, and operand writes. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

Table 7-2. Move Byte Instruction Execution Times

	Destination								
Source	**Dn**	**An**	**(An)**	**(An)+**	**–(An)**	**(d_{16}, An)**	**(d_8, An, Xn)***	**(xxx).W**	**(xxx).L**
Dn	**8**(2/0)	**8**(2/0)	**12**(2/1)	**12**(2/1)	**12**(2/1)	**20**(4/1)	**22**(4/1)	**20**(4/1)	**28**(6/1)
An	**8**(2/0)	**8**(2/0)	**12**(2/1)	**12**(2/1)	**12**(2/1)	**20**(4/1)	**22**(4/1)	**20**(4/1)	**28**(6/1)
(An)	**12**(3/0)	**12**(3/0)	**16**(3/1)	**16**(3/1)	**16**(3/1)	**24**(5/1)	**26**(5/1)	**24**(5/1)	**32**(7/1)
(An)+	**12**(3/0)	**12**(3/0)	**16**(3/1)	**16**(3/1)	**16**(3/1)	**24**(5/1)	**26**(5/1)	**24**(5/1)	**32**(7/1)
–(An)	**14**(3/0)	**14**(3/0)	**18**(3/1)	**18**(3/1)	**18**(3/1)	**26**(5/1)	**28**(5/1)	**26**(5/1)	**34**(7/1)
(d_{16}, An)	**20**(5/0)	**20**(5/0)	**24**(5/1)	**24**(5/1)	**24**(5/1)	**32**(7/1)	**34**(7/1)	**32**(7/1)	**40**(9/1)
(d_8, An, Xn)*	**22**(5/0)	**22**(5/0)	**26**(5/1)	**26**(5/1)	**26**(5/1)	**34**(7/1)	**36**(7/1)	**34**(7/1)	**42**(9/1)
(xxx).W	**20**(5/0)	**20**(5/0)	**24**(5/1)	**24**(5/1)	**24**(5/1)	**32**(7/1)	**34**(7/1)	**32**(7/1)	**40**(9/1)
(xxx).L	**28**(7/0)	**28**(7/0)	**32**(7/1)	**32**(7/1)	**32**(7/1)	**40**(9/1)	**42**(9/1)	**40**(9/1)	**48**(11/1)
(d_{16}, PC)	**20**(5/0)	**20**(5/0)	**24**(5/1)	**24**(5/1)	**24**(5/1)	**32**(7/1)	**34**(7/1)	**32**(7/1)	**40**(9/1)
(d_8, PC, Xn)*	**22**(5/0)	**22**(5/0)	**26**(5/1)	**26**(5/1)	**26**(5/1)	**34**(7/1)	**36**(7/1)	**34**(7/1)	**42**(9/1)
#<data>	**16**(4/0)	**16**(4/0)	**20**(4/1)	**20**(4/1)	**20**(4/1)	**28**(6/1)	**30**(6/1)	**28**(6/1)	**36**(8/1)

*The size of the index register (Xn) does not affect execution time.

Table 7-3. Move Word Instruction Execution Times

Source	Destination								
	Dn	An	(An)	(An)+	–(An)	(d_{16}, An)	(d_8, An, Xn)*	(xxx).W	(xxx).L
Dn	**8**(2/0)	**8**(2/0)	**16**(2/2)	**16**(2/2)	**16**(2/2)	**24**(4/2)	**26**(4/2)	**24**(4/2)	**32**(6/2)
An	**8**(2/0)	**8**(2/0)	**16**(2/2)	**16**(2/2)	**16**(2/2)	**24**(4/2)	**26**(4/2)	**24**(4/2)	**32**(6/2)
(An)	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**32**(6/2)	**34**(6/2)	**32**(6/2)	**40**(8/2)
(An)+	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**32**(6/2)	**34**(6/2)	**32**(6/2)	**40**(8/2)
–(An)	**18**(4/0)	**18**(4/0)	**26**(4/2)	**26**(4/2)	**26**(4/2)	**34**(6/2)	**32**(6/2)	**34**(6/2)	**42**(8/2)
(d_{16}, An)	**24**(6/0)	**24**(6/0)	**32**(6/2)	**32**(6/2)	**32**(6/2)	**40**(8/2)	**42**(8/2)	**40**(8/2)	**48**(10/2)
(d_8, An, Xn)*	**26**(6/0)	**26**(6/0)	**34**(6/2)	**34**(6/2)	**34**(6/2)	**42**(8/2)	**44**(8/2)	**42**(8/2)	**50**(10/2)
(xxx).W	**24**(6/0)	**24**(6/0)	**32**(6/2)	**32**(6/2)	**32**(6/2)	**40**(8/2)	**42**(8/2)	**40**(8/2)	**48**(10/2)
(xxx).L	**32**(8/0)	**32**(8/0)	**40**(8/2)	**40**(8/2)	**40**(8/2)	**48**(10/2)	**50**(10/2)	**48**(10/2)	**56**(12/2)
(d_{16}, PC)	**24**(6/0)	**24**(6/0)	**32**(6/2)	**32**(6/2)	**32**(6/2)	**40**(8/2)	**42**(8/2)	**40**(8/2)	**48**(10/2)
(d_8, PC, Xn)*	**26**(6/0)	**26**(6/0)	**34**(6/2)	**34**(6/2)	**34**(6/2)	**42**(8/2)	**44**(8/2)	**42**(8/2)	**50**(10/2)
#<data>	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**32**(6/2)	**34**(6/2)	**32**(6/2)	**40**(8/2)

*The size of the index register (Xn) does not affect execution time.

Table 7-4. Move Long Instruction Execution Times

Source	Destination								
	Dn	An	(An)	(An)+	–(An)	(d_{16}, An)	(d_8, An, Xn)*	(xxx).W	(xxx).L
Dn	**8**(2/0)	**8**(2/0)	**24**(2/4)	**24**(2/4)	**24**(2/4)	**32**(4/4)	**34**(4/4)	**32**(4/4)	**40**(6/4)
An	**8**(2/0)	**8**(2/0)	**24**(2/4)	**24**(2/4)	**24**(2/4)	**32**(4/4)	**34**(4/4)	**32**(4/4)	**40**(6/4)
(An)	**24**(6/0)	**24**(6/0)	**40**(6/4)	**40**(6/4)	**40**(6/4)	**48**(8/4)	**50**(8/4)	**48**(8/4)	**56**(10/4)
(An)+	**24**(6/0)	**24**(6/0)	**40**(6/4)	**40**(6/4)	**40**(6/4)	**48**(8/4)	**50**(8/4)	**48**(8/4)	**56**(10/4)
–(An)	**26**(6/0)	**26**(6/0)	**42**(6/4)	**42**(6/4)	**42**(6/4)	**50**(8/4)	**52**(8/4)	**50**(8/4)	**58**(10/4)
(d_{16}, An)	**32**(8/0)	**32**(8/0)	**48**(8/4)	**48**(8/4)	**48**(8/4)	**56**(10/4)	**58**(10/4)	**56**(10/4)	**64**(12/4)
(d_8, An, Xn)*	**34**(8/0)	**34**(8/0)	**50**(8/4)	**50**(8/4)	**50**(8/4)	**58**(10/4)	**60**(10/4)	**58**(10/4)	**66**(12/4)
(xxx).W	**32**(8/0)	**32**(8/0)	**48**(8/4)	**48**(8/4)	**48**(8/4)	**56**(10/4)	**58**(10/4)	**56**(10/4)	**64**(12/4)
(xxx).L	**40**(10/0)	**40**(10/0)	**56**(10/4)	**56**(10/4)	**56**(10/4)	**64**(12/4)	**66**(12/4)	**64**(12/4)	**72**(14/4)
(d_{16}, PC)	**32**(8/0)	**32**(8/0)	**48**(8/4)	**48**(8/4)	**48**(8/4)	**56**(10/4)	**58**(10/4)	**56**(10/4)	**64**(12/4)
(d_8, PC, Xn)*	**34**(8/0)	**34**(8/0)	**50**(8/4)	**50**(8/4)	**50**(8/4)	**58**(10/4)	**60**(10/4)	**58**(10/4)	**66**(12/4)
#<data>	**24**(6/0)	**24**(6/0)	**40**(6/4)	**40**(6/4)	**40**(6/4)	**48**(8/4)	**50**(8/4)	**48**(8/4)	**56**(10/4)

*The size of the index register (Xn) does not affect execution time.

7.3 STANDARD INSTRUCTION EXECUTION TIMES

The numbers of clock periods shown in Table 7-5 indicate the times required to perform the operations, store the results, and read the next instruction. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

In Table 7-5, the following notation applies:

An — Address register operand
Dn — Data register operand
ea — An operand specified by an effective address
M — Memory effective address operand

Table 7-5. Standard Instruction Execution Times

Instruction	Size	op<ea>, An	op<ea>, Dn	op Dn, <M>
ADD/ADDA	Byte Word Long	— **12**(2/0)+ **10**(2/0)+**	**8**(2/0)+ **8**(2/0)+ **10**(2/0)+**	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+
AND	Byte Word Long	— — —	**8**(2/0)+ **8**(2/0)+ **10**(2/0)+**	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+
CMP/CMPA	Byte Word Long	— **10**(2/0)+ **10**(2/0)+	**8**(2/0)+ **8**(2/0)+ **10**(2/0)+	— — —
DIVS DIVU	— —	— —	**162**(2/0)+* **144**(2/0)+*	— —
EOR	Byte, Word, Long	— — —	**8**(2/0)+*** **8**(2/0)+*** **12**(2/0)+***	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+
MULS MULU	— —	— —	**74**(2/0)+* **74**(2/0)+*	— —
OR	Byte, Word Long	— — —	**8**(2/0)+ **8**(2/0)+ **10**(2/0)+**	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+
SUB	Byte, Word Long	 **12**(2/0)+ **10**(2/0)+**	**8**(2/0)+ **8**(2/0)+ **10**(2/0)+**	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+

\+ Add effective address calculation time.
* Indicates maximum base value added to word effective address time
** The base time of 10 clock periods is increased to 12 if the effective address mode is register direct or immediate (effective address time should also be added).
*** Only available effective address mode is data register direct.
DIVS, DIVU — The divide algorithm used by the MC68008 provides less than 10% difference between the best- and worst-case timings.
MULS, MULU — The multiply algorithm requires 42+2n clocks where n is defined as:
MULS: n = tag the <ea> with a zero as the MSB; n is the resultant number of 10 or 01 patterns in the 17-bit source; i.e., worst case happens when the source is $5555.
MULU: n = the number of ones in the <ea>

7.4 IMMEDIATE INSTRUCTION EXECUTION TIMES

The numbers of clock periods shown in Table 7-6 include the times to fetch immediate operands, perform the operations, store the results, and read the next operation. The total number of clock periods, the number of read cycles, and the number of write cycles are

shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

In Table 7-6, the following notation applies:

— Immediate operand
Dn — Data register operand
An — Address register operand
M — Memory operand

Table 7-6. Immediate Instruction Execution Times

Instruction	Size	op #, Dn	op #, An	op #, M
ADDI	Byte	**16**(4/0)	—	**20**(4/1)+
	Word	**16**(4/0)	—	**24**(4/2)+
	Long	**28**(6/0)	—	**40**(6/4)+
ADDQ	Byte	**8**(2/0)	—	**12**(2/1)+
	Word	**8**(2/0)	**12**(2/0)	**16**(2/2)+
	Long	**12**(2/0)	**12**(2/0)	**24**(2/4)+
ANDI	Byte	**16**(4/0)	—	**20**(4/1)+
	Word	**16**(4/0)	—	**24**(4/2)+
	Long	**28**(6/0)	—	**40**(6/4)+
CMPI	Byte	**16**(4/0)	—	**16**(4/0)
	Word	**16**(4/0)	—	**16**(4/0)
	Long	**26**(6/0)	—	**24**(6/0)
EORI	Byte	**16**(4/0)	—	**20**(4/1)+
	Word	**16**(4/0)	—	**24**(4/2)+
	Long	**28**(6/0)	—	**40**(6/4)+
MOVEQ	Long	**8**(2/0)	—	—
ORI	Byte	**16**(4/0)	—	**20**(4/1)+
	Word	**16**(4/0)	—	**24**(4/2)+
	Long	**28**(6/0)	—	**40**(6/4)+
SUBI	Byte	**16**(4/0)	—	**12**(2/1)+
	Word	**16**(4/0)	—	**16**(2/2)+
	Long	**28**(6/0)	—	**24**(2/4)+
SUBQ	Byte	**8**(2/0)	—	**20**(4/1)+
	Word	**8**(2/0)	**12**(2/0)	**24**(4/2)+
	Long	**12**(2/0)	**12**(2/0)	**40**(6/4)+

+Add effective address calculation time.

7.5 SINGLE OPERAND INSTRUCTION EXECUTION TIMES

Table 7-7 lists the timing data for the single operand instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 7-7. Single Operand Instruction Execution Times

Instruction	Size	Register	Memory
CLR	Byte Word Long	**8**(2/0) **8**(2/0) **10**(2/0)	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+
NBCD	Byte	**10**(2/0)	**12**(2/1)+
NEG	Byte Word Long	**8**(2/0) **8**(2/0) **10**(2/0)	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+
NEGX	Byte Word Long	**8**(2/0) **8**(2/0) **10**(2/0)	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+
NOT	Byte Word Long	**8**(2/0) **8**(2/0) **10**(2/0)	**12**(2/1)+ **16**(2/2)+ **24**(2/4)+
Scc	Byte, False Byte, True	**8**(2/0) **10**(2/0)	**12**(2/1)+ **12**(2/1)+
TAS	Byte	**8**(2/0)	**14**(2/1)+
TST	Byte Word Long	**8**(2/0) **8**(2/0) **8**(2/0)	**8**(2/0)+ **8**(2/0)+ **8**(2/0)+

+Add effective address calculation time.

7.6 SHIFT/ROTATE INSTRUCTION EXECUTION TIMES

Table 7-8 lists the timing data for the shift and rotate instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 7-8. Shift/Rotate Instruction Execution Times

Instruction	Size	Register	Memory
ASR, ASL	Byte Word Long	**10+2n**(2/0) **10+2n**(2/0) **12+n2**(2/0)	— **16**(2/2)+ —
LSR, LSL	Byte Word Long	**10+2n**(2/0) **10+2n**(2/0) **12+n2**(2/0)	— **16**(2/2)+ —
ROR, ROL	Byte Word Long	**10+2n**(2/0) **10+2n**(2/0) **12+n2**(2/0)	— **16**(2/2)+ —
ROXR, ROXL	Byte Word Long	**10+2n**(2/0) **10+2n**(2/0) **12+n2**(2/0)	— **16**(2/2)+ —

+Add effective address calculation time for word operands.
n is the shift count.

7.7 BIT MANIPULATION INSTRUCTION EXECUTION TIMES

Table 7-9 lists the timing data for the bit manipulation instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 7-9. Bit Manipulation Instruction Execution Times

Instruction	Size	Dynamic		Static	
		Register	Memory	Register	Memory
BCHG	Byte Long	— **12**(2/0)*	**12**(2/1)+ —	— **20**(4/0)*	**20**(4/1)+ —
BCLR	Byte Long	— **14**(2/0)*	**12**(2/1)+ —	— **22**(4/0)*	**20**(4/1)+ —
BSET	Byte Long	— **12**(2/0)*	**12**(2/1)+ —	— **20**(4/0)*	**20**(4/1)+ —
BTST	Byte Long	— **10**(2/0)	**8**(2/0)+	— **18**(4/0)	**16**(4/0)+ —

+Add effective address calculation time.
* Indicates maximum value; data addressing mode only.

7.8 CONDITIONAL INSTRUCTION EXECUTION TIMES

Table 7-10 lists the timing data for the conditional instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 7-10. Conditional Instruction Execution Times

Instruction	Displacement	Trap or Branch Taken	Trap or Branch Not Taken
Bcc	Byte Word	**18**(4/0) **18**(4/0)	**12**(2/0) **20**(4/0)
BRA	Byte Word	**18**(4/0) **18**(4/0)	— —
BSR	Byte Word	**34**(4/4) **34**(4/4)	— —
DBcc	CC True CC False	— **18**(4/0)	**20**(4/0) **26**(6/0)
CHK	—	**68**(8/6)+*	**14**(2/0)
TRAP	—	**62**(8/6)	**—**
TRAPV	—	**66**(10/6)	**8**(2/0)

+Add effective address calculation time for word operand.
* Indicates maximum base value.

7.9 JMP, JSR, LEA, PEA, AND MOVEM INSTRUCTION EXECUTION TIMES

Table 7-11 lists the timing data for the jump (JMP), jump to subroutine (JSR), load effective address (LEA), push effective address (PEA), and move multiple registers (MOVEM) instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

Table 7-11. JMP, JSR, LEA, PEA, and MOVEM Instruction Execution Times

Instruction	Size	(An)	(An)+	–(An)	(d_{16},An)	(d_8,An,Xn)+	(xxx).W	(xxx).L	(d_{16} PC)	(d_8, PC, Xn)*
JMP	—	**16** (4/0)	—	—	**18** (4/0)	**22** (4/0)	**18** (4/0)	**24** (6/0)	**18** (4/0)	**22** (4/0)
JSR	—	**32** (4/4)	—	—	**34** (4/4)	**38** (4/4)	**34** (4/4)	**40** (6/4)	**34** (4/4)	**32** (4/4)
LEA	—	**8**(2/0)	—	—	**16** (4/0)	**20** (4/0)	**16** (4/0)	**24** (6/0)	**16** (4/0)	**20** (4/0)
PEA	—	**24** (2/4)	—	—	**32** (4/4)	**36** (4/4)	**32** (4/4)	**40** (6/4)	**32** (4/4)	**36** (4/4)
MOVEM M → R	Word	**24+8n** (6+2n/0)	**24+8n** (6+2n/0)	—	**32+8n** (8+2n/0)	**34+8n** (8+2n/0)	**32+8n** (10+n/0)	**40+8n** (10+2n/0)	**32+8n** (8+2n/0)	**34+8n** (8+2n/0)
	Long	**24+16n** (6+4n/0)	**24+16n** (6+4n/0)	—	**32+16n** (8+4n/0)	**34+16n** (8+4n/0)	**32+16n** (8+4n/0)	**40+16n** (8+4n/0)	**32+16n** (8+4n/0)	**34+16n** (8+4n/0)
MOVEM R → M	Word	**16+8n** (4/2n)	— —	**16+8n** (4/2n)	**24+8n** (6/2n)	**26+8n** (6/2n)	**24+8n** (6/2n)	**32+8n** (8/2n)	— —	— —
	Long	**16+16n** (4/4n)	— —	**16+16n** (4/4n)	**24+16n** (6/4n)	**26+16n**	**24+16n** (8/4n)	**32+16n** (6/4n)	— —	— —

n is the number of registers to move.
*The size of the index register (Xn) does not affect the instruction's execution time.

7.10 MULTIPRECISION INSTRUCTION EXECUTION TIMES

Table 7-12 lists the timing data for multiprecision instructions. The numbers of clock periods include the times to fetch both operands, perform the operations, store the results, and read the next instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

The following notation applies in Table 7-12:

Dn — Data register operand

M — Memory operand

Table 7-12. Multiprecision Instruction Execution Times

Instruction	Size	op Dn, Dn	op M, M
ADDX	Byte Word Long	**8**(2/0) **8**(2/0) **12**(2/0)	**22**(4/1) **50**(6/2) **58**(10/4)
CMPM	Byte, Word Long	— — —	**16**(4/0) **24**(6/0) **40**(10/0)
SUBX	Byte, \ Word Long	**8**(2/0) **8**(2/0) **12**(2/0)	**22**(4/1) **50**(6/2) **58**(10/4)
ABCD	Byte	**10**(2/0)	**20**(4/1)
SBCD	Byte	**10**(2/0)	**20**(4/1)

7.11 MISCELLANEOUS INSTRUCTION EXECUTION TIMES

Tables 7-13 and 7-14 list the timing data for miscellaneous instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 7-13. Miscellaneous Instruction Execution Times

Instruction	Register	Memory
ANDI to CCR	**32**(6/0)	—
ANDI to SR	**32**(6/0)	—
EORI to CCR	**32**(6/0)	—
EORI to SR	**32**(6/0)	—
EXG	**10**(2/0)	—
EXT	**8**(2/0)	—
LINK	**32**(4/4)	—
MOVE to CCR	**18**(4/0)	**18**(4/0)+
MOVE to SR	**18**(4/0)	**18**(4/0)+
MOVE from SR	**10**(2/0)	**16**(2/2)+
MOVE to USP	**8**(2/0)	—
MOVE from USP	**8**(2/0)	—
NOP	**8**(2/0)	—
ORI to CCR	**32**(6/0)	—
ORI to SR	**32**(6/0)	—
RESET	**136**(2/0)	—
RTE	**40**(10/0)	—
RTR	**40**(10/0)	—
RTS	**32**(8/0)	—
STOP	**4**(0/0)	—
SWAP	**8**(2/0)	—
TRAPV (No Trap)	**8**(2/0)	—
UNLK	**24**(6/0)	—

+Add effective address calculation time for word operand.

Table 7-14. Move Peripheral Instruction Execution Times

Instruction	Size	Register → Memory	Memory → Register
MOVEP	Word	**24**(4/2)	**24**(6/0)
	Long	**32**(4/4)	**32**(8/0)

+Add effective address calculation time.

7.12 EXCEPTION PROCESSING EXECUTION TIMES

Table 7-15 lists the timing data for exception processing. The numbers of clock periods include the times for all stacking, the vector fetch, and the fetch of the first instruction of the handler routine. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock

periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 7-15. Exception Processing Execution Times

Exception	Periods
Address Error	**94**(8/14)
Bus Error	**94**(8/14)
CHK Instruction	**68**(8/6)+
Divide by Zero	**66**(8/6)+
Interrupt	**72**(9/6)*
Illegal Instruction	**62**(8/6)
Privilege Violation	**62**(8/6)
$\overline{\text{RESET}}$**	**64**(12/0)
Trace	**62**(8/6)
TRAP Instruction	**62**(8/6)
TRAPV Instruction	**66**(10/6)

\+ Add effective address calculation time.
** Indicates the time from when $\overline{\text{RESET}}$ and $\overline{\text{HALT}}$ are first sampled as negated to when instruction execution starts.

SECTION 8
16-BIT INSTRUCTION EXECUTION TIMES

This section contains listings of the instruction execution times in terms of external clock (CLK) periods for the MC68000, MC68HC000, MC68HC001, and the MC68EC000 in 16-bit mode. In this data, it is assumed that both memory read and write cycles consist of four clock periods. A longer memory cycle causes the generation of wait states that must be added to the total instruction times.

The number of bus read and write cycles for each instruction is also included with the timing data. This data is shown as

n(r/w)

where:

n is the total number of clock periods

r is the number of read cycles

w is the number of write cycles

For example, a timing number shown as 18(3/1) means that the total number of clock periods is 18. Of the 18 clock periods, 12 are used for the three read cycles (four periods per cycle). Four additional clock periods are used for the single write cycle, for a total of 16 clock periods. The bus is idle for two clock periods during which the processor completes the internal operations required for the instruction.

NOTE

The total number of clock periods (n) includes instruction fetch and all applicable operand fetches and stores.

8.1 OPERAND EFFECTIVE ADDRESS CALCULATION TIMES

Table 8-1 lists the numbers of clock periods required to compute the effective addresses for instructions. The total includes fetching any extension words, computing the address, and fetching the memory operand. The total number of clock periods, the number of read cycles, and the number of write cycles (zero for all effective address calculations) are shown in the previously described format.

Table 8-1. Effective Address Calculation Times

Addressing Mode		Byte, Word	Long
	Register		
Dn	Data Register Direct	**0**(0/0)	**0**(0/0)
An	Address Register Direct	**0**(0/0)	**0**(0/0)
	Memory		
(An)	Address Register Indirect	**4**(1/0)	**8**(2/0)
(An)+	Address Register Indirect with Postincrement	**4**(1/0)	**8**(2/0)
–(An)	Address Register Indirect with Predecrement	**6**(1/0)	**10**(2/0)
(d_{16}, An)	Address Register Indirect with Displacement	**8**(2/0)	**12**(3/0)
(d_8, An, Xn)*	Address Register Indirect with Index	**10**(2/0)	**14**(3/0)
(xxx).W	Absolute Short	**8**(2/0)	**12**(3/0)
(xxx).L	Absolute Long	**12**(3/0)	**16**(4/0)
(d_8, PC)	Program Counter Indirect with Displacement	**8**(2/0)	**12**(3/0)
(d_{16}, PC, Xn)*	Program Counter Indirect with Index	**10**(2/0)	**14**(3/0)
#<data>	Immediate	**4**(1/0)	**8**(2/0)

*The size of the index register (Xn) does not affect execution time.

8.2 MOVE INSTRUCTION EXECUTION TIMES

Tables 8-2 and 8-3 list the numbers of clock periods for the move instructions. The totals include instruction fetch, operand reads, and operand writes. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

Table 8-2. Move Byte and Word Instruction Execution Times

	Destination								
Source	**Dn**	**An**	**(An)**	**(An)+**	**–(An)**	**(d_{16}, An)**	**(d_8, An, Xn)***	**(xxx).W**	**(xxx).L**
Dn	**4**(1/0)	**4**(1/0)	**8**(1/1)	**8**(1/1)	**8**(1/1)	**12**(2/1)	**14**(2/1)	**12**(2/1)	**16**(3/1)
An	**4**(1/0)	**4**(1/0)	**8**(1/1)	**8**(1/1)	**8**(1/1)	**12**(2/1)	**14**(2/1)	**12**(2/1)	**16**(3/1)
(An)	**8**(2/0)	**8**(2/0)	**12**(2/1)	**12**(2/1)	**12**(2/1)	**16**(3/1)	**18**(3/1)	**16**(3/1)	**20**(4/1)
(An)+	**8**(2/0)	**8**(2/0)	**12**(2/1)	**12**(2/1)	**12**(2/1)	**16**(3/1)	**18**(3/1)	**16**(3/1)	**20**(4/1)
–(An)	**10**(2/0)	**10**(2/0)	**14**(2/1)	**14**(2/1)	**14**(2/1)	**18**(3/1)	**20**(3/1)	**18**(3/1)	**22**(4/1)
(d_{16}, An)	**12**(3/0)	**12**(3/0)	**16**(3/1)	**16**(3/1)	**16**(3/1)	**20**(4/1)	**22**(4/1)	**20**(4/1)	**24**(5/1)
(d_8, An, Xn)*	**14**(3/0)	**14**(3/0)	**18**(3/1)	**18**(3/1)	**18**(3/1)	**22**(4/1)	**24**(4/1)	**22**(4/1)	**26**(5/1)
(xxx).W	**12**(3/0)	**12**(3/0)	**16**(3/1)	**16**(3/1)	**16**(3/1)	**20**(4/1)	**22**(4/1)	**20**(4/1)	**24**(5/1)
(xxx).L	**16**(4/0)	**16**(4/0)	**20**(4/1)	**20**(4/1)	**20**(4/1)	**24**(5/1)	**26**(5/1)	**24**(5/1)	**28**(6/1)
(d_{16}, PC)	**12**(3/0)	**12**(3/0)	**16**(3/1)	**16**(3/1)	**16**(3/1)	**20**(4/1)	**22**(4/1)	**20**(4/1)	**24**(5/1)
(d_8, PC, Xn)*	**14**(3/0)	**14**(3/0)	**18**(3/1)	**18**(3/1)	**18**(3/1)	**22**(4/1)	**24**(4/1)	**22**(4/1)	**26**(5/1)
#<data>	**8**(2/0)	**8**(2/0)	**12**(2/1)	**12**(2/1)	**12**(2/1)	**16**(3/1)	**18**(3/1)	**16**(3/1)	**20**(4/1)

*The size of the index register (Xn) does not affect execution time.

Table 8-3. Move Long Instruction Execution Times

Source	Destination								
	Dn	**An**	**(An)**	**(An)+**	**–(An)**	**(d_{16}, An)**	**(d_8, An, Xn)***	**(xxx).W**	**(xxx).L**
Dn	**4**(1/0)	**4**(1/0)	**12**(1/2)	**12**(1/2)	**12**(1/2)	**16**(2/2)	**18**(2/2)	**16**(2/2)	**20**(3/2)
An	**4**(1/0)	**4**(1/0)	**12**(1/2)	**12**(1/2)	**12**(1/2)	**16**(2/2)	**18**(2/2)	**16**(2/2)	**20**(3/2)
(An)	**12**(3/0)	**12**(3/0)	**20**(3/2)	**20**(3/2)	**20**(3/2)	**24**(4/2)	**26**(4/2)	**24**(4/2)	**28**(5/2)
(An)+	**12**(3/0)	**12**(3/0)	**20**(3/2)	**20**(3/2)	**20**(3/2)	**24**(4/2)	**26**(4/2)	**24**(4/2)	**28**(5/2)
–(An)	**14**(3/0)	**14**(3/0)	**22**(3/2)	**22**(3/2)	**22**(3/2)	**26**(4/2)	**28**(4/2)	**26**(4/2)	**30**(5/2)
(d_{16}, An)	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**28**(5/2)	**30**(5/2)	**28**(5/2)	**32**(6/2)
(d_8, An, Xn)*	**18**(4/0)	**18**(4/0)	**26**(4/2)	**26**(4/2)	**26**(4/2)	**30**(5/2)	**32**(5/2)	**30**(5/2)	**34**(6/2)
(xxx).W	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**28**(5/2)	**30**(5/2)	**28**(5/2)	**32**(6/2)
(xxx).L	**20**(5/0)	**20**(5/0)	**28**(5/2)	**28**(5/2)	**28**(5/2)	**32**(6/2)	**34**(6/2)	**32**(6/2)	**36**(7/2)
(d, PC)	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**28**(5/2)	**30**(5/2)	**28**(5/2)	**32**(5/2)
(d, PC, Xn)*	**18**(4/0)	**18**(4/0)	**26**(4/2)	**26**(4/2)	**26**(4/2)	**30**(5/2)	**32**(5/2)	**30**(5/2)	**34**(6/2)
#<data>	**12**(3/0)	**12**(3/0)	**20**(3/2)	**20**(3/2)	**20**(3/2)	**24**(4/2)	**26**(4/2)	**24**(4/2)	**28**(5/2)

*The size of the index register (Xn) does not affect execution time.

8.3 STANDARD INSTRUCTION EXECUTION TIMES

The numbers of clock periods shown in Table 8-4 indicate the times required to perform the operations, store the results, and read the next instruction. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

In Table 8-4, the following notation applies:

An — Address register operand
Dn — Data register operand
ea — An operand specified by an effective address
M — Memory effective address operand

Table 8-4. Standard Instruction Execution Times

Instruction	Size	op<ea>, An†	op<ea>, Dn	op Dn, <M>
ADD/ADDA	Byte, Word	**8**(1/0)+	**4**(1/0)+	**8**(1/1)+
	Long	**6**(1/0)+**	**6**(1/0)+**	**12**(1/2)+
AND	Byte, Word	—	**4**(1/0)+	**8**(1/1)+
	Long	—	**6**(1/0)+**	**12**(1/2)+
CMP/CMPA	Byte, Word	**6**(1/0)+	**4**(1/0)+	—
	Long	**6**(1/0)+	**6**(1/0)+	—
DIVS	—	—	**158**(1/0)+*	—
DIVU	—	—	**140**(1/0)+*	—
EOR	Byte, Word	—	**4**(1/0)***	**8**(1/1)+
	Long	—	**8**(1/0)***	**12**(1/2)+
MULS	—	—	**70**(1/0)+*	—
MULU	—	—	**70**(1/0)+*	—
OR	Byte, Word	—	**4**(1/0)+	**8**(1/1)+
	Long	—	**6**(1/0)+**	**12**(1/2)+
SUB	Byte, Word	**8**(1/0)+	**4**(1/0)+	**8**(1/1)+
	Long	**6**(1/0)+**	**6**(1/0)+**	**12**(1/2)+

\+ Add effective address calculation time.
† Word or long only
* Indicates maximum basic value added to word effective address time
** The base time of six clock periods is increased to eight if the effective address mode is register direct or immediate (effective address time should also be added).
*** Only available effective address mode is data register direct.
DIVS, DIVU — The divide algorithm used by the MC68000 provides less than 10% difference between the best- and worst-case timings.
MULS, MULU — The multiply algorithm requires 38+2n clocks where n is defined as:
MULU: n = the number of ones in the <ea>
MULS: n=concatenate the <ea> with a zero as the LSB; n is the resultant number of 10 or 01 patterns in the 17-bit source; i.e., worst case happens when the source is $5555.

8.4 IMMEDIATE INSTRUCTION EXECUTION TIMES

The numbers of clock periods shown in Table 8-5 include the times to fetch immediate operands, perform the operations, store the results, and read the next operation. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

In Table 8-5, the following notation applies:

\# — Immediate operand
Dn — Data register operand
An — Address register operand
M — Memory operand

Table 8-5. Immediate Instruction Execution Times

Instruction	Size	op #, Dn	op #, An	op #, M
ADDI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**16**(3/0)	—	**20**(3/2)+
ADDQ	Byte, Word	**4**(1/0)	**4**(1/0)*	**8**(1/1)+
	Long	**8**(1/0)	**8**(1/0)	**12**(1/2)+
ANDI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**14**(3/0)	—	**20**(3/2)+
CMPI	Byte, Word	**8**(2/0)	—	**8**(2/0)+
	Long	**14**(3/0)	—	**12**(3/0)+
EORI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**16**(3/0)	—	**20**(3/2)+
MOVEQ	Long	**4**(1/0)	—	—
ORI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**16**(3/0)	—	**20**(3/2)+
SUBI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**16**(3/0)	—	**20**(3/2)+
SUBQ	Byte, Word	**4**(1/0)	**8**(1/0)*	**8**(1/1)+
	Long	**8**(1/0)	**8**(1/0)	**12**(1/2)+

8.5 SINGLE OPERAND INSTRUCTION EXECUTION TIMES

Table 8-6 lists the timing data for the single operand instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 8-6. Single Operand Instruction Execution Times

Instruction	Size	Register	Memory
CLR	Byte, Word	**4**(1/0)	**8**(1/1)+
	Long	**6**(1/0)	**12**(1/2)+
NBCD	Byte	**6**(1/0)	**8**(1/1)+
NEG	Byte, Word	**4**(1/0)	**8**(1/1)+
	Long	**6**(1/0)	**12**(1/2)+
NEGX	Byte, Word	**4**(1/0)	**8**(1/1)+
	Long	**6**(1/0)	**12**(1/2)+
NOT	Byte, Word	**4**(1/0)	**8**(1/1)+
	Long	**6**(1/0)	**12**(1/2)+
Scc	Byte, False	**4**(1/0)	**8**(1/1)+
	Byte, True	**6**(1/0)	**8**(1/1)+
TAS	Byte	**4**(1/0)	**14**(2/1)+
TST	Byte, Word	**4**(1/0)	**4**(1/0)+
	Long	**4**(1/0)	**4**(1/0)+

+Add effective address calculation time.

8.6 SHIFT/ROTATE INSTRUCTION EXECUTION TIMES

Table 8-7 lists the timing data for the shift and rotate instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 8-7. Shift/Rotate Instruction Execution Times

Instruction	Size	Register	Memory
ASR, ASL	Byte, Word	**6+2n**(1/0)	**8**(1/1)+
	Long	**8+2n**(1/0)	—
LSR, LSL	Byte, Word	**6+2n**(1/0)	**8**(1/1)+
	Long	**8+2n**(1/0)	—
ROR, ROL	Byte, Word	**6+2n**(1/0)	**8**(1/1)+
	Long	**8+2n**(1/0)	—
ROXR, ROXL	Byte, Word	**6+2n**(1/0)	**8**(1/1)+
	Long	**8+2n**(1/0)	—

+Add effective address calculation time for word operands.
n is the shift count.

8.7 BIT MANIPULATION INSTRUCTION EXECUTION TIMES

Table 8-8 lists the timing data for the bit manipulation instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 8-8. Bit Manipulation Instruction Execution Times

Instruction	Size	Dynamic		Static	
		Register	Memory	Register	Memory
BCHG	Byte	—	**8**(1/1)+	—	**12**(2/1)+
	Long	**8**(1/0)*	—	**12**(2/0)*	—
BCLR	Byte	—	**8**(1/1)+	—	**12**(2/1)+
	Long	**10**(1/0)*	—	**14**(2/0)*	—
BSET	Byte	—	**8**(1/1)+	—	**12**(2/1)+
	Long	**8**(1/0)*	—	**12**(2/0)*	—
BTST	Byte	—	**4**(1/0)+	—	**8**(2/0)+
	Long	**6**(1/0)	—	**10**(2/0)	—

+Add effective address calculation time.
* Indicates maximum value; data addressing mode only.

8.8 CONDITIONAL INSTRUCTION EXECUTION TIMES

Table 8-9 lists the timing data for the conditional instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

Table 8-9. Conditional Instruction Execution Times

Instruction	Displacement	Branch Taken	Branch Not Taken
Bcc	Byte	**10**(2/0)	**8**(1/0)
	Word	**10**(2/0)	**12**(2/0)
BRA	Byte	**10**(2/0)	—
	Word	**10**(2/0)	—
BSR	Byte	**18**(2/2)	—
	Word	**18**(2/2)	—
DBcc	cc true	—	**12**(2/0)
	cc false, Count Not Expired	**10**(2/0)	—
	cc false, Counter Expired	—	**14**(3/0)

8.9 JMP, JSR, LEA, PEA, AND MOVEM INSTRUCTION EXECUTION TIMES

Table 8-10 lists the timing data for the jump (JMP), jump to subroutine (JSR), load effective address (LEA), push effective address (PEA), and move multiple registers (MOVEM) instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

Table 8-10. JMP, JSR, LEA, PEA, and MOVEM Instruction Execution Times

Instruction	Size	(An)	(An)+	–(An)	(d_{16},An)	(d_8,An,Xn)+	(xxx).W	(xxx).L	(d_{16} PC)	(d_8, PC, Xn)*
JMP	—	**8**(2/0)	—	—	**10** (2/0)	**14** (3/0)	**10** (2/0)	**12** (3/0)	**10** (2/0)	**14** (3/0)
JSR	—	**16** (2/2)	—	—	**18** (2/2)	**22** (2/2)	**18** (2/2)	**20** (3/2)	**18** (2/2)	**22** (2/2)
LEA	—	4(1/0)	—	—	**8**(2/0)	**12** (2/0)	**8**(2/0)	**12** (3/0)	**8**(2/0)	**12** (2/0)
PEA	—	**12** (1/2)	—	—	**16** (2/2)	**20** (2/2)	**16** (2/2)	**20** (3/2)	**16** (2/2)	**20** (2/2)
MOVEM M → R	Word	**12+4n** (3+n/0)	**12+4n** (3+n/0)	—	**16+4n** (4+n/0)	**18+4n** (4+n/0)	**16+4n** (4+n/0)	**20+4n** (5+n/0)	**16+4n** (4n/0)	**18+4n** (4+n/0)
	Long	**12+8n** (3+2n/0)	**12+8n** (3+n/0)	—	**16+8n** (4+2n/0)	**18+8n** (4+2n/0)	**16+8n** (4+2n/0)	**20+8n** (5+2n/0)	**16+8n** (4+2n/0)	**18+8n** (4+2n/0)
MOVEM R → M	Word	**8+4n** (2/n)	—	**8+4n** (2/n)	**12+4n** (3/n)	**14+4n** (3/n)	**12+4n** (3/n)	**16+4n** (4/n)	— —	— —
	Long	**8+8n** (2/2n)	— —	**8+8n** (2/2n)	**12+8n** (3/2n)	**14+8n** (3/2n)	**12+8n** (3/2n)	**16+8n** (4/2n)	— —	— —

n is the number of registers to move.
*The size of the index register (Xn) does not affect the instruction's execution time.

8.10 MULTIPRECISION INSTRUCTION EXECUTION TIMES

Table 8-11 lists the timing data for multiprecision instructions. The number of clock periods includes the time to fetch both operands, perform the operations, store the results, and read the next instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

The following notation applies in Table 8-11:

Dn — Data register operand
M — Memory operand

Table 8-11. Multiprecision Instruction Execution Times

Instruction	Size	op Dn, Dn	op M, M
ADDX	Byte, Word	**4**(1/0)	**18**(3/1)
	Long	**8**(1/0)	**30**(5/2)
CMPM	Byte, Word	—	**12**(3/0)
	Long	—	**20**(5/0)
SUBX	Byte, Word	**4**(1/0)	**18**(3/1)
	Long	**8**(1/0)	**30**(5/2)
ABCD	Byte	**6**(1/0)	**18**(3/1)
SBCD	Byte	**6**(1/0)	**18**(3/1)

8.11 MISCELLANEOUS INSTRUCTION EXECUTION TIMES

Tables 8-12 and 8-13 list the timing data for miscellaneous instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 8-12. Miscellaneous Instruction Execution Times

Instruction	Size	Register	Memory
ANDI to CCR	Byte	**20**(3/0)	—
ANDI to SR	Word	**20**(3/0)	—
CHK (No Trap)	—	**10**(1/0)+	—
EORI to CCR	Byte	**20**(3/0)	—
EORI to SR	Word	**20**(3/0)	—
ORI to CCR	Byte	**20**(3/0)	—
ORI to SR	Word	**20**(3/0)	—
MOVE from SR	—	**6**(1/0)	**8**(1/1)+
MOVE to CCR	—	**12**(1/0)	**12**(1/0)+
MOVE to SR	—	**12**(2/0)	**12**(2/0)+
EXG	—	**6**(1/0)	—
EXT	Word	**4**(1/0)	—
	Long	**4**(1/0)	—
LINK	—	**16**(2/2)	—
MOVE from USP	—	**4**(1/0)	—
MOVE to USP	—	**4**(1/0)	—
NOP	—	**4**(1/0)	—
RESET	—	**132**(1/0)	—
RTE	—	**20**(5/0)	—
RTR	—	**20**(2/0)	—
RTS	—	**16**(4/0)	—
STOP	—	**4**(0/0)	—
SWAP	—	**4**(1/0)	—
TRAPV	—	**4**(1/0)	—
UNLK	—	**12**(3/0)	—

+Add effective address calculation time.

Table 8-13. Move Peripheral Instruction Execution Times

Instruction	Size	Register → Memory	Memory → Register
MOVEP	Word	**16**(2/2)	**16**(4/0)
	Long	**24**(2/4)	**24**(6/0)

8.12 EXCEPTION PROCESSING EXECUTION TIMES

Table 8-14 lists the timing data for exception processing. The numbers of clock periods include the times for all stacking, the vector fetch, and the fetch of the first instruction of

the handler routine. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 8-14. Exception Processing Execution Times

Exception	Periods
Address Error	**50**(4/7)
Bus Error	**50**(4/7)
CHK Instruction	**40**(4/3)+
Divide by Zero	**38**(4/3)+
Illegal Instruction	**34**(4/3)
Interrupt	**44**(5/3)*
Privilege Violation	**34**(4/3)
$\overline{\text{RESET}}$**	**40**(6/0)
Trace	**34**(4/3)
TRAP Instruction	**34**(4/3)
TRAPV Instruction	**34**(5/3)

\+ Add effective address calculation time.
* The interrupt acknowledge cycle is assumed to take four clock periods.
** Indicates the time from when $\overline{\text{RESET}}$ and $\overline{\text{HALT}}$ are first sampled as negated to when instruction execution starts.

SECTION 9
MC68010 INSTRUCTION EXECUTION TIMES

This section contains listings of the instruction execution times in terms of external clock (CLK) periods for the MC68010. In this data, it is assumed that both memory read and write cycles consist of four clock periods. A longer memory cycle causes the generation of wait states that must be added to the total instruction times.

The number of bus read and write cycles for each instruction is also included with the timing data. This data is shown as

n(r/w)

where:

n is the total number of clock periods
r is the number of read cycles
w is the number of write cycles

For example, a timing number shown as 18(3/1) means that 18 clock cycles are required to execute the instruction. Of the 18 clock periods, 12 are used for the three read cycles (four periods per cycle). Four additional clock periods are used for the single write cycle, for a total of 16 clock periods. The bus is idle for two clock periods during which the processor completes the internal operations required for the instructions.

NOTE

The total number of clock periods (n) includes instruction fetch and all applicable operand fetches and stores.

9.1 OPERAND EFFECTIVE ADDRESS CALCULATION TIMES

Table 9-1 lists the numbers of clock periods required to compute the effective addresses for instructions. The totals include fetching any extension words, computing the address, and fetching the memory operand. The total number of clock periods, the number of read cycles, and the number of write cycles (zero for all effective address calculations) are shown in the previously described format.

Table 9-1. Effective Address Calculation Times

Addressing Mode		Byte, Word		Long	
		Fetch	No Fetch	Fetch	No Fetch
	Register				
Dn	Data Register Direct	**0**(0/0)	—	**0**(0/0)	—
An	Address Register Direct	**0**(0/0)	—	**0**(0/0)	—
	Memory				
(An)	Address Register Indirect	**4**(1/0)	**2**(0/0)	**8**(2/0)	**2**(0/0)
(An)+	Address Register Indirect with Postincrement	**4**(1/0)	**4**(0/0)	**8**(2/0)	**4**(0/0)
–(An)	Address Register Indirect with Predecrement	**6**(1/0)	**4**(0/0)	**10**(2/0)	**4**(0/0)
(d_{16}, An)	Address Register Indirect with Displacement	**8**(2/0)	**4**(0/0)	**12**(3/0)	**4**(1/0)
(d_8, An, Xn)*	Address Register Indirect with Index	**10**(2/0)	**8**(1/0)	**14**(3/0)	**8**(1/0)
(xxx).W	Absolute Short	**8**(2/0)	**4**(1/0)	**12**(3/0)	**4**(1/0)
(xxx).L	Absolute Long	**12**(3/0)	**8**(2/0)	**16**(4/0)	**8**(2/0)
(d_{16}, PC)	Program Counter Indirect with Displacement	**8**(2/0)	—	**12**(3/0)	—
(d_8, PC, Xn)*	Program Counter Indirect with Index	**10**(2/0)	—	**14**(3/0)	—
#<data>	Immediate	**4**(1/0)	—	**8**(2/0)	—

*The size of the index register (Xn) does not affect execution time.

9.2 MOVE INSTRUCTION EXECUTION TIMES

Tables 9-2, 9-3, 9-4, and 9-5 list the numbers of clock periods for the move instructions. The totals include instruction fetch, operand reads, and operand writes. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

Table 9-2. Move Byte and Word Instruction Execution Times

Source	Destination								
	Dn	An	(An)	(An)+	–(An)	(d_{16}, An)	(d_8, An, Xn)*	(xxx).W	(xxx).L
Dn	**4**(1/0)	**4**(1/0)	**8**(1/1)	**8**(1/1)	**8**(1/1)	**12**(2/1)	**14**(2/1)	**12**(2/1)	**16**(3/1)
An	**4**(1/0)	**4**(1/0)	**8**(1/1)	**8**(1/1)	**8**(1/1)	**12**(2/1)	**14**(2/1)	**12**(2/1)	**16**(3/1)
(An)	**8**(2/0)	**8**(2/0)	**12**(2/1)	**12**(2/1)	**12**(2/1)	**16**(3/1)	**18**(3/1)	**16**(3/1)	**20**(4/1)
(An)+	**8**(2/0)	**8**(2/0)	**12**(2/1)	**12**(2/1)	**12**(2/1)	**16**(3/1)	**18**(3/1)	**16**(3/1)	**20**(4/1)
–(An)	**10**(2/0)	**10**(2/0)	**14**(2/1)	**14**(2/1)	**14**(2/1)	**18**(3/1)	**20**(3/1)	**18**(3/1)	**22**(4/1)
(d_{16}, An)	**12**(3/0)	**12**(3/0)	**16**(3/1)	**16**(3/1)	**16**(3/1)	**20**(4/1)	**22**(4/1)	**20**(4/1)	**24**(5/1)
(d_8, An, Xn)*	**14**(3/0)	**14**(3/0)	**18**(3/1)	**18**(3/1)	**18**(3/1)	**22**(4/1)	**24**(4/1)	**22**(4/1)	**26**(5/1)
(xxx).W	**12**(3/0)	**12**(3/0)	**16**(3/1)	**16**(3/1)	**16**(3/1)	**20**(4/1)	**22**(4/1)	**20**(4/1)	**24**(5/1)
(xxx).L	**16**(4/0)	**16**(4/0)	**20**(4/1)	**20**(4/1)	**20**(4/1)	**24**(5/1)	**26**(5/1)	**24**(5/1)	**28**(6/1)
(d_{16}, PC)	**12**(3/0)	**12**(3/0)	**16**(3/1)	**16**(3/1)	**16**(3/1)	**20**(4/1)	**22**(4/1)	**20**(4/1)	**24**(5/1)
(d_8, PC, Xn)*	**14**(3/0)	**14**(3/0)	**18**(3/1)	**18**(3/1)	**18**(3/1)	**22**(4/1)	**24**(4/1)	**22**(4/1)	**26**(5/1)
#<data>	**8**(2/0)	**8**(2/0)	**12**(2/1)	**12**(2/1)	**12**(2/1)	**16**(3/1)	**18**(3/1)	**16**(3/1)	**20**(4/1)

*The size of the index register (Xn) does not affect execution time.

Table 9-3. Move Byte and Word Instruction Loop Mode Execution Times

Source	Loop Continued			Loop Terminated					
	Valid Count, cc False			Valid count, cc True			Expired Count		
	Destination								
	(An)	(An)+	–(An)	(An)	(An)+	–(An)	(An)	(An)+	–(An)
Dn	**10**(0/1)	**10**(0/1)	—	**18**(2/1)	**18**(2/1)	—	**16**(2/1)	**16**(2/1)	—
An*	**10**(0/1)	**10**(0/1)	—	**18**(2/1)	**18**(2/1)	—	**16**(2/1)	**16**(2/1)	—
(An)	**14**(1/1)	**14**(1/1)	**16**(1/1)	**20**(3/1)	**20**(3/1)	**22**(3/1)	**18**(3/1)	**18**(3/1)	**20**(3/1)
(An)+	**14**(1/1)	**14**(1/1)	**16**(1/1)	**20**(3/1)	**20**(3/1)	**22**(3/1)	**18**(3/1)	**18**(3/1)	**20**(3/1)
–(An)	**16**(1/1)	**16**(1/1)	**18**(1/1)	**22**(3/1)	**22**(3/1)	**24**(3/1)	**20**(3/1)	**20**(3/1)	**22**(3/1)

*Word only.

Table 9-4. Move Long Instruction Execution Times

Source	Destination								
	Dn	An	(An)	(An)+	–(An)	(d_{16}, An)	(d_8, An, Xn)*	(xxx).W	(xxx).L
Dn	**4**(1/0)	**4**(1/0)	**12**(1/2)	**12**(1/2)	**14**(1/2)	**16**(2/2)	**18**(2/2)	**16**(2/2)	**20**(3/2)
An	**4**(1/0)	**4**(1/0)	**12**(1/2)	**12**(1/2)	**14**(1/2)	**16**(2/2)	**18**(2/2)	**16**(2/2)	**20**(3/2)
(An)	**12**(3/0)	**12**(3/0)	**20**(3/2)	**20**(3/2)	**20**(3/2)	**24**(4/2)	**26**(4/2)	**24**(4/2)	**28**(5/2)
(An)+	**12**(3/0)	**12**(3/0)	**20**(3/2)	**20**(3/2)	**20**(3/2)	**24**(4/2)	**26**(4/2)	**24**(4/2)	**28**(5/2)
–(An)	**14**(3/0)	**14**(3/0)	**22**(3/2)	**22**(3/2)	**22**(3/2)	**26**(4/2)	**28**(4/2)	**26**(4/2)	**30**(5/2)
(d_{16}, An)	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**28**(5/2)	**30**(5/2)	**28**(5/2)	**32**(6/2)
(d_8, An, Xn)*	**18**(4/0)	**18**(4/0)	**26**(4/2)	**26**(4/2)	**26**(4/2)	**30**(5/2)	**32**(5/2)	**30**(5/2)	**34**(6/2)
(xxx).W	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**28**(5/2)	**30**(5/2)	**28**(5/2)	**32**(6/2)
(xxx).L	**20**(5/0)	**20**(5/0)	**28**(5/2)	**28**(5/2)	**28**(5/2)	**32**(6/2)	**34**(6/2)	**32**(6/2)	**36**(7/2)
(d_{16}, PC)	**16**(4/0)	**16**(4/0)	**24**(4/2)	**24**(4/2)	**24**(4/2)	**28**(5/2)	**30**(5/2)	**28**(5/2)	**32**(5/2)
(d_8, PC, Xn)*	**18**(4/0)	**18**(4/0)	**26**(4/2)	**26**(4/2)	**26**(4/2)	**30**(5/2)	**32**(5/2)	**30**(5/2)	**34**(6/2)
#<data>	**12**(3/0)	**12**(3/0)	**20**(3/2)	**20**(3/2)	**20**(3/2)	**24**(4/2)	**26**(4/2)	**24**(4/2)	**28**(5/2)

*The size of the index register (Xn) does not affect execution time.

Table 9-5. Move Long Instruction Loop Mode Execution Times

Source	Loop Continued			Loop Terminated					
	Valid Count, cc False			Valid count, cc True			Expired Count		
	Destination								
	(An)	(An)+	–(An)	(An)	(An)+	–(An)	(An)	(An)+	–(An)
Dn	**14**(0/2)	**14**(0/2)	—	**20**(2/2)	**20**(2/2)	—	**18**(2/2)	**18**(2/2)	—
An	**14**(0/2)	**14**(0/2)	—	**20**(2/2)	**20**(2/2)	—	**18**(2/2)	**18**(2/2)	—
(An)	**22**(2/2)	**22**(2/2)	**24**(2/2)	**28**(4/2)	**28**(4/2)	**30**(4/2)	**24**(4/2)	**24**(4/2)	**26**(4/2)
(An)+	**22**(2/2)	**22**(2/2)	**24**(2/2)	**28**(4/2)	**28**(4/2)	**30**(4/2)	**24**(4/2)	**24**(4/2)	**26**(4/2)
–(An)	**24**(2/2)	**24**(2/2)	**26**(2/2)	**30**(4/2)	**30**(4/2)	**32**(4/2)	**26**(4/2)	**26**(4/2)	**28**(4/2)

9.3 STANDARD INSTRUCTION EXECUTION TIMES

The numbers of clock periods shown in tables 9-6 and 9-7 indicate the times required to perform the operations, store the results, and read the next instruction. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

In Tables 9-6 and 9-7, the following notation applies:

An — Address register operand
Sn — Data register operand
ea — An operand specified by an effective address
M — Memory effective address operand

Table 9-6. Standard Instruction Execution Times

Instruction	Size	op<ea>, An***	op<ea>, Dn	op Dn, <M>
ADD/ADDA	Byte, Word	**8**(1/0)+	**4**(1/0)+	**8**(1/1)+
	Long	**6**(1/0)+	**6**(1/0)+	**12**(1/2)+
AND	Byte, Word	—	**4**(1/0)+	**8**(1/1)+
	Long	—	**6**(1/0)+	**12**(1/2)+
CMP/CMPA	Byte, Word	**6**(1/0)+	**4**(1/0)+	—
	Long	**6**(1/0)+	**6**(1/0)+	—
DIVS	—	—	**122**(1/0)+	—
DIVU	—	—	**108**(1/0)+	—
EOR	Byte, Word	—	**4**(1/0)**	**8**(1/1)+
	Long	—	**6**(1/0)**	**12**(1/2)+
MULS/MULU	—	—	**42**(1/0)+*	—
	—	—	**40**(1/0)*	—
OR	Byte, Word	—	**4**(1/0)+	**8**(1/1)+
	Long	—	**6**(1/0)+	**12**(1/2)+
SUB/SUBA	Byte, Word	**8**(1/0)+	**4**(1/0)+	**8**(1/1)+
	Long	**6**(1/0)+	**6**(1/0)+	**12**(1/2)+

\+ Add effective address calculation time.
* Indicates maximum value.
** Only available address mode is data register direct.
*** Word or long word only.

Table 9-7 Standard Instruction Loop Mode Execution Times

		Loop Continued			Loop Terminated					
		Valid Count cc False			Valid Count cc True			Expired Count		
Instruction	Size	op<ea>, An*	op<ea>, Dn	op Dn, <ea>	op<ea>, An*	op<ea>, Dn	op Dn, <ea>	op<ea>, An*	op<ea>, Dn	op Dn, <ea>
ADD	Byte, Word	**18**(1/0)	**16**(1/0)	**16**(1/1)	**24**(3/0)	**22**(3/0)	**22**(3/1)	**22**(3/0)	**20**(3/0)	**20**(3/1)
	Long	**22**(2/0)	**22**(2/0)	**24**(2/2)	**28**(4/0)	**28**(4/0)	**30**(4/2)	**26**(4/0)	**26**(4/0)	**28**(4/2)
AND	Byte, Word	—	**16**(1/0)	**16**(1/1)	—	**22**(3/0)	**22**(3/1)	—	**20**(3/0)	**20**(3/1)
	Long	—	**22**(2/0)	**24**(2/2)	—	**28**(4/0)	**30**(4/2)	—	**26**(4/0)	**28**(4/2)
CMP	Byte, Word	**12**(1/0)	**12**(1/0)	—	**18**(3/0)	**18**(3/0)	—	**16**(3/0)	**16**(4/0)	—
	Long	**18**(2/0)	**18**(2/0)	—	**24**(4/0)	**24**(4/0)	—	**20**(4/0)	**20**(4/0)	—
EOR	Byte, Word	—	—	**16**(1/0)	—	—	**22**(3/1)	—	—	**20**(3/1)
	Long	—	—	**24**(2/2)	—	—	**30**(4/2)	—	—	**28**(4/2)
OR	Byte, Word	—	**16**(1/0)	**16**(1/0)	—	**22**(3/0)	**22**(3/1)	—	**20**(3/0)	**20**(3/1)
	Long	—	**22**(2/0)	**24**(2/2)	—	**28**(4/0)	**30**(4/2)	—	**26**(4/0)	**28**(4/2)
SUB	Byte, Word	**18**(1/0)	**16**(1/0)	**16**(1/1)	**24**(3/0)	**22**(3/0)	**22**(3/1)	**22**(3/0)	**20**(3/0)	**20**(3/1)
	Long	**22**(2/0)	**20**(2/0)	**24**(2/2)	**28**(4/0)	**26**(4/0)	**30**(4/2)	**26**(4/0)	**24**(4/0)	**28**(4/2)

*Word or long word only.
<ea> may be (An), (An)+, or –(An) only. Add two clock periods to the table value if <ea> is –(An).

9.4 IMMEDIATE INSTRUCTION EXECUTION TIMES

The numbers of clock periods shown in Table 9-8 include the times to fetch immediate operands, perform the operations, store the results, and read the next operation. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

In Tables 9-8, the following notation applies:

— Immediate operand
Dn — Data register operand
An — Address register operand
M — Memory operand

Table 9-8. Immediate Instruction Execution Times

Instruction	Size	op #, Dn	op #, An	op #, M
ADDI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**14**(3/0)	—	**20**(3/2)+
ADDQ	Byte, Word	**4**(1/0)	**4**(1/0)*	**8**(1/2)+
	Long	**8**(1/0)	**8**(1/1)	**12**(1/2)+
ANDI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**14**(3/0)	—	**20**(3/1)+
CMPI	Byte, Word	**8**(2/0)	—	**8**(2/0)+
	Long	**12**(3/0)	—	**12**(3/0)+
EORI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**14**(3/0)	—	**20**(3/2)+
MOVEQ	Long	**4**(1/0)	—	—
ORI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**14**(3/0)	—	**20**(3/2)+
SUBI	Byte, Word	**8**(2/0)	—	**12**(2/1)+
	Long	**14**(3/0)	—	**20**(3/2)+
SUBQ	Byte, Word	**4**(1/0)	**4**(1/0)*	**8**(1/1)+
	Long	**8**(1/0)	**8**(1/0)	**12**(1/2)+

+Add effective address calculation time.
*Word only.

9.5 SINGLE OPERAND INSTRUCTION EXECUTION TIMES

Tables 9-9, 9-10, and 9-11 list the timing data for the single operand instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 9-9. Single Operand Instruction Execution Times

Instruction	Size	Register	Memory
NBCD	Byte	**6**(1/0)	**8**(1/1)+
NEG	Byte, Word	**4**(1/0)	**8**(1/1)+
	Long	**6**(1/0)	**12**(1/2)+
NEGX	Byte, Word	**4**(1/0)	**8**(1/1)+
	Long	**6**(1/0)	**12**(1/2)+
NOT	Byte, Word	**4**(1/0)	**8**(1/1)+
	Long	**6**(1/0)	**12**(1/2)+
Scc	Byte, False	**4**(1/0)	**8**(1/1)+*
	Byte, True	**4**(1/0)	**8**(1/1)+*
TAS	Byte	**4**(1/0)	**14**(2/1)+*
TST	Byte, Word	**4**(1/0)	**4**(1/0)+
	Long	**4**(1/0)	**4**(1/0)+

+Add effective address calculation time.
*Use nonfetching effective address calculation time.

Table 9-10. Clear Instruction Execution Times

	Size	Dn	An	(An)	(An)+	–(An)	(d_{16}, An)	(d_8, An, Xn)*	(xxx).W	(xxx).L
CLR	Byte, Word	**4**(1/0)	—	**8**(1/1)	**8**(1/1)	**10**(1/1)	**12**(2/1)	**16**(2/1)	**12**(2/1)	**16**(3/1)
	Long	**6**(1/0)	—	**12**(1/2)	**12**(1/2)	**14**(1/2)	**16**(2/2)	**20**(2/2)	**16**(2/2)	**20**(3/2)

*The size of the index register (Xn) does not affect execution time.

Table 9-11. Single Operand Instruction Loop Mode Execution Times

		Loop Continued			Loop Terminated					
		Valid Count, cc False			Valid Count, cc True			Expired Count		
Instruction	Size	(An)	(An)+	–(An)	(An)	(An)+	–(An)	(An)	(An)+	–(An)
CLR	Byte, Word	**10**(0/1)	**10**(0/1)	**12**(0/1)	**18**(2/1)	**18**(2/1)	**20**(2/0)	**16**(2/1)	**16**(2/1)	**18**(2/1)
	Long	**14**(0/2)	**14**(0/2)	**16**(0/2)	**22**(2/2)	**22**(2/2)	**24**(2/2)	**20**(2/2)	**20**(2/2)	**22**(2/2)
NBCD	Byte	**18**(1/1)	**18**(1/1)	**20**(1/1)	**24**(3/1)	**24**(3/1)	**26**(3/1)	**22**(3/1)	**22**(3/1)	**24**(3/1)
NEG	Byte, Word	**16**(1/1)	**16**(1/1)	**18**(2/2)	**22**(3/1)	**22**(3/1)	**24**(3/1)	**20**(3/1)	**20**(3/1)	**22**(3/1)
	Long	**24**(2/2)	**24**(2/2)	**26**(2/2)	**30**(4/2)	**30**(4/2)	**32**(4/2)	**28**(4/2)	**28**(4/2)	**30**(4/2)
NEGX	Byte, Word	**16**(1/1)	**16**(1/1)	**18**(2/2)	**22**(3/1)	**22**(3/1)	**24**(3/1)	**20**(3/1)	**20**(3/1)	**22**(3/1)
	Long	**24**(2/2)	**24**(2/2)	**26**(2/2)	**30**(4/2)	**30**(4/2)	**32**(4/2)	**28**(4/2)	**28**(4/2)	**30**(4/2)
NOT	Byte, Word	**16**(1/1)	**16**(1/1)	**18**(2/2)	**22**(3/1)	**22**(3/1)	**24**(3/1)	**20**(3/1)	**20**(3/1)	**22**(3/1)
	Long	**24**(2/2)	**24**(2/2)	**26**(2/2)	**30**(4/2)	**30**(4/2)	**32**(4/2)	**28**(4/2)	**28**(4/2)	**30**(4/2)
TST	Byte, Word	**12**(1/0)	**12**(1/0)	**14**(1/0)	**18**(3/0)	**18**(3/0)	**20**(3/0)	**16**(3/0)	**16**(3/0)	**18**(3/0)
	Long	**18**(2/0)	**18**(2/0)	**20**(2/0)	**24**(4/0)	**24**(4/0)	**26**(4/0)	**20**(4/0)	**20**(4/0)	**22**(4/0)

9.6 SHIFT/ROTATE INSTRUCTION EXECUTION TIMES

Tables 9-12 and 9-13 list the timing data for the shift and rotate instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 9-12. Shift/Rotate Instruction Execution Times

Instruction	Size	Register	Memory*
ASR, ASL	Byte, Word	**6+2n**(1/0)	**8**(1/1)+
	Long	**8+2n**(1/0)	—
LSR, LSL	Byte, Word	**6+2n**(1/0)	**8**(1/1)+
	Long	**8+2n**(1/0)	—
ROR, ROL	Byte, Word	**6+2n**(1/0)	**8**(1/1)+
	Long	**8+2n**(1/0)	—
ROXR, ROXL	Byte, Word	**6+2n**(1/0)	**8**(1/1)+
	Long	**8+2n**(1/0)	—

+Add effective address calculation time.
n is the shift or rotate count.
* Word only.

Table 9-13. Shift/Rotate Instruction Loop Mode Execution Times

		Loop Continued			Loop Terminated					
		Valid Count cc False			Valid Count cc True			Expired Count		
Instruction	Size	(An)	(An)+	–(An)	(An)	(An)+	–(An)	(An)	(An)+	–(An)
ASR, ASL	Word	**18**(1/1)	**18**(1/1)	**20**(1/1)	**24**(3/1)	**24**(3/1)	**26**(3/1)	**22**(3/1)	**22**(3/1)	**24**(3/1)
LSR, LSL	Word	**18**(1/1)	**18**(1/1)	**20**(1/1)	**24**(3/1)	**24**(3/1)	**26**(3/1)	**22**(3/1)	**22**(3/1)	**24**(3/1)
ROR, ROL	Word	**18**(1/1)	**18**(1/1)	**20**(1/1)	**24**(3/1)	**24**(3/1)	**26**(3/1)	**22**(3/1)	**22**(3/1)	**24**(3/1)
ROXR, ROXL	Word	**18**(1/1)	**18**(1/1)	**20**(1/1)	**24**(3/1)	**24**(3/1)	**26**(3/1)	**22**(3/1)	**22**(3/1)	**24**(3/1)

9.7 BIT MANIPULATION INSTRUCTION EXECUTION TIMES

Table 9-14 lists the timing data for the bit manipulation instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 9-14. Bit Manipulation Instruction Execution Times

		Dynamic		Static	
Instruction	Size	Register	Memory	Register	Memory
BCHG	Byte	—	**8**(1/1)+	—	**12**(2/1)+
	Long	**8**(1/0)*	—	**12**(2/0)*	—
BCLR	Byte	—	**10**(1/1)+	—	**14**(2/1)+
	Long	**10**(1/0)*	—	**14**(2/0)*	—
BSET	Byte	—	**8**(1/1)+	—	**12**(2/1)+
	Long	**8**(1/0)*	—	**12**(2/0)*	—
BTST	Byte	—	**4**(1/0)+	—	**8**(2/0)+
	Long	**6**(1/0)*	—	**10**(2/0)	—

+Add effective address calculation time.
* Indicates maximum value; data addressing mode only.

9.8 CONDITIONAL INSTRUCTION EXECUTION TIMES

Table 9-15 lists the timing data for the conditional instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

Table 9-15. Conditional Instruction Execution Times

Instruction	Displacement	Branch Taken	Branch Not Taken
Bcc	Byte	**10**(2/0)	**6**(1/0)
	Word	**10**(2/0)	**10**(2/0)
BRA	Byte	**10**(2/0)	—
	Word	**10**(2/0)	—
BSR	Byte	**18**(2/2)	—
	Word	**18**(2/2)	—
DBcc	cc true	—	**10**(2/0)
	cc false	**10**(2/0)	**16**(3/0)

9.9 JMP, JSR, LEA, PEA, AND MOVEM INSTRUCTION EXECUTION TIMES

Table 9-16 lists the timing data for the jump (JMP), jump to subroutine (JSR), load effective address (LEA), push effective address (PEA), and move multiple registers (MOVEM) instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

Table 9-16. JMP, JSR, LEA, PEA, and MOVEM Instruction Execution Times

Instruction	Size	(An)	(An)+	–(An)	(d_{16},An)	(d_8,An,Xn)+	(xxx) W	(xxx).L	(d_8 PC)	(d_{16}, PC, Xn)*
JMP	—	**8**(2/0)	—	—	**10** (2/0)	**14** (3/0)	**10** (2/0)	**12** (3/0)	**10** (2/0)	**14** (3/0)
JSR	—	**16** (2/2)	—	—	**18** (2/2)	**22** (2/2)	**18** (2/2)	**20** (3/2)	**18** (2/2)	**22** (2/2)
LEA	—	4(1/0)	—	—	**8**(2/0)	**12** (2/0)	**8**(2/0)	**12** (3/0)	**8**(2/0)	**12** (2/0)
PEA	—	**12** (1/2)	—	—	**16** (2/2)	**20** (2/2)	**16** (2/2)	**20** (3/2)	**16** (2/2)	**20** (2/2)
MOVEM M → R	Word	**12+4n** (3+n/0)	**12+4n** (3+n/0)	— —	**16+4n** (4+n/0)	**18+4n** (4+n/0)	**16+4n** (4+n/0)	**20+4n** (5+n/0)	**16+4n** (4+n/0)	**18+4n** (4+n/0)
	Long	**24+8n** (3+2n/0)	**12+8n** (3+2n/0)	— —	**16+8n** (4+2n/0)	**18+8n** (4+2n/0)	**16+8n** (4+2n/0)	**20+8n** (5+2n/0)	**16+8n** (4+2n/0)	**18+8n** (4+2n/0)
MOVEM R → M	Word	**8+4n** (2/n)	— —	**8+4n** (2/n)	**12+4n** (3/n)	**14+4n** (3/n)	**12+4n** (3/n)	**16+4n** (4/n)	— —	— —
	Long	**8+8n** (2/2n)	— —	**8+8n** (2/2n)	**12+8n** (3/2n)	**14+8n** (3/2n)	**12+8n** (3/2n)	**16+8n** (4/2n)	— —	— —
MOVES M → R	Byte/ Word	**18** (3/0)	**20** (3/0)	**20** (3/0)	**20** (4/0)	**24** (4/0)	**20** (4/0)	**24** (5/0)		
	Long	**22** (4/0)	**24** (4/0)	**24** (4/0)	**24** (5/0)	**28** (5/0)	**24** (5/0)	**28** (6/0)		
MOVES R → M	Byte/ Word	**18** (2/1)	**20** (2/1)	**20** (2/1)	**20** (3/1)	**24** (3/1)	**20** (3/1)	**24** (4/1)		
	Long	**22** (2/2)	**24** (2/2)	**24** (2/2)	**24** (3/2)	**28** (3/2)	**24** (3/2)	**28** (4/2)		

n is the number of registers to move.
*The size of the index register (Xn) does not affect the instruction's execution time.

9.10 MULTIPRECISION INSTRUCTION EXECUTION TIMES

Table 9-17 lists the timing data for multiprecision instructions. The numbers of clock periods include the times to fetch both operands, perform the operations, store the results,

and read the next instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format.

The following notation applies in Table 9-17:

Dn — Data register operand
M — Memory operand

Table 9-17. Multiprecision Instruction Execution Times

		Nonlooped		Loop Mode		
				Continued	Terminated	
				Valid Count, cc False	Valid Count, cc True	Expired Count
Instruction	**Size**	**op Dn, Dn**	**op M, M***			
ADDX	Byte, Word	**4**(1/0)	**18**(3/1)	**22**(2/1)	**28**(4/1)	**26**(4/1)
	Long	**6**(1/0)	**30**(5/2)	**32**(4/2)	**38**(6/2)	**36**(6/2)
CMPM	Byte, Word	—	**12**(3/0)	**14**(2/0)	**20**(4/0)	**18**(4/0)
	Long	—	**20**(5/0)	**24**(4/0)	**30**(6/0)	**26**(6/0)
SUBX	Byte, Word	**4**(1/)	**18**(3/1)	**22**(2/1)	**28**(4/1)	**26**(4/1)
	Long	**6**(1/0)	**30**(5/2)	**32**(4/2)	**38**(6/2)	**36**(6/2)
ABCD	Byte	**6**(1/0)	**18**(3/1)	**24**(2/1)	**30**(4/1)	**28**(4/1)
SBCD	Byte	**6**(1/0)	**18**(3/1)	**24**(2/1)	**30**(4/1)	**28**(4/1)

*Source and destination ea are (An)+ for CMPM and –(An) for all others.

9.11 MISCELLANEOUS INSTRUCTION EXECUTION TIMES

Table 9-18 lists the timing data for miscellaneous instructions. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 9-18. Miscellaneous Instruction Execution Times

Instruction	Size	Register	Memory	Register→ Destination**	Source**→ Register
ANDI to CCR	—	**16**(2/0)	—	—	—
ANDI to SR	—	**16**(2/0)	—	—	—
CHK	—	**8**(1/0)+	—	—	—
EORI to CCR	—	**16**(2/0)	—	—	—
EORI to SR	—	**16**(2/0)	—	—	—
EXG	—	**6**(1/0)	—	—	—
EXT	Word	**4**(1/0)	—	—	—
	Long	**4**(1/0)	—	—	—
LINK	—	**16**(2/2)	—	—	—
MOVE from CCR	—	**4**(1/0)	**8**(1/1)+*	—	
MOVE to CCR	—	**12**(2/0)	**12**(2/0)+	—	—
MOVE from SR	—	**4**(1/0)	**8**(1/1)+*	—	—
MOVE to SR	—	**12**(2/0)	**12**(2/0)+	—	—
MOVE from USP	—	**6**(1/0)	—	—	—
MOVE to USP	—	**6**(1/0)	—	—	—
MOVEC	—	—	—	**10**(2/0)	**12**(2/0)
MOVEP	Word	—	—	**16**(2/2)	**16**(4/0)
	Long	—	—	**24**(2/4)	**24**(6/0)
NOP	—	**4**(1/0)	—	—	—
ORI to CCR	—	**16**(2/0)	—	—	—
ORI to SR	—	**16**(2/0)	—	—	—
RESET	—	**130**(1/0)	—	—	—
RTD	—	**16**(4/0)	—	—	—
RTE	Short	**24**(6/0)	—	—	—
	Long, Retry Read	**112**(27/10)	—	—	—
	Long, Retry Write	**112**(26/1)	—	—	—
	Long, No Retry	**110**(26/0)	—	—	—
RTR	—	**20**(5/0)	—	—	—
RTS	—	**16**(4/0)	—	—	—
STOP	—	**4**(0/0)	—	—	—
SWAP	—	**4**(1/0)	—	—	—
TRAPV	—	**4**(1/0)	—	—	—
UNLK	—	**12**(3/0)	—	—	—

+Add effective address calculation time.
+Use nonfetching effective address calculation time.
**Source or destination is a memory location for the MOVEP instruction and a control register for the MOVEC instruction.

9.12 EXCEPTION PROCESSING EXECUTION TIMES

Table 9-19 lists the timing data for exception processing. The numbers of clock periods include the times for all stacking, the vector fetch, and the fetch of the first instruction of the handler routine. The total number of clock periods, the number of read cycles, and the number of write cycles are shown in the previously described format. The number of clock periods, the number of read cycles, and the number of write cycles, respectively, must be added to those of the effective address calculation where indicated by a plus sign (+).

Table 9-19. Exception Processing Execution Times

Exception	
Address Error	**126**(4/26)
Breakpoint Instruction*	**45**(5/4)
Bus Error	**126**(4/26)
CHK Instruction**	**44**(5/4)+
Divide By Zero	**42**(5/4)+
Illegal Instruction	**38**(5/4)
Interrupt*	**46**(5/4)
MOVEC, Illegal Control Register**	**46**(5/4)
Privilege Violation	**38**(5/4)
Reset***	**40**(6/0)
RTE, Illegal Format	**50**(7/4)
RTE, Illegal Revision	**70**(12/4)
Trace	**38**(4/4)
TRAP Instruction	**38**(4/4)
TRAPV Instruction	**38**(5/4)

\+ Add effective address calculation time.
* The interrupt acknowledge and breakpoint cycles are assumed to take four clock periods.
** Indicates maximum value.
*** Indicates the time from when $\overline{\text{RESET}}$ and $\overline{\text{HALT}}$ are first sampled as negated to when instruction execution starts.

SECTION 10
ELECTRICAL AND THERMAL CHARACTERISTICS

This section provides information on the maximum rating and thermal characteristics for the MC68000, MC68HC000, MC68HC001, MC68EC000, MC68008, and MC68010.

10.1 MAXIMUM RATINGS

Rating	Symbol	Value	Unit
Supply Voltage	V_{CC}	–0.3 to 7.0	V
Input Voltage	V_{in}	–0.3 to 7.0	V
Maximum Operating Temperature Range Commerical Extended "C" Grade Commerical Extended "I" Grade	T_A	T_L to T_H 0 to 70 –40 to 85 0 to 85	°C
Storage Temperature	T_{stg}	–55 to 150	°C

This device contains protective circuitry against damage due to high static voltages or electrical fields; however, it is advised that normal precautions be taken to avoid application of any voltages higher than maximum-rated voltages to this high-impedance circuit. Reliability of operation is enhanced if unused inputs are tied to an appropriate logic voltage level (e.g., either GND or V_{CC}).

10.2 THERMAL CHARACTERISTICS

Characteristic	Symbol	Value	Symbol	Value	Rating
Thermal Resistance	θ_{JA}		θ_{JC}		°C/W
Ceramic, Type L/LC		30		15*	
Ceramic, Type R/RC		33		15	
Plastic, Type P		30		15*	
Plastic, Type FN		45*		25*	

*Estimated

10.3 POWER CONSIDERATIONS

The average die-junction temperature, T_J, in °C can be obtained from:

$$T_J = T_A + (P_D \bullet {}^{\theta}J_A) \quad (1)$$

where:

T_A = Ambient Temperature, °C
${}^{\theta}J_A$ = Package Thermal Resistance, Junction-to-Ambient, °C/W
P_D = $P_{INT} + P_{I/O}$
P_{INT} = $I_{CC} \times V_{CC}$, Watts — Chip Internal Power
$P_{I/O}$ = Power Dissipation on Input and Output Pins — User Determined

For most applications, $P_{I/O} < P_{INT}$ and can be neglected.

An appropriate relationship between P_D and T_J (if $P_{I/O}$ is neglected) is:

$$P_D = K \div (T_J + 273\ °C) \quad (2)$$

Solving Equations (1) and (2) for K gives:

$$K = P_D \bullet (T_A + 273°C) + {}^{\theta}JA \bullet P_D{}^2 \quad (3)$$

where K is a constant pertaining to the particular part. K can be determined from equation (3) by measuring P_D (at thermal equilibrium) for a known T_A. Using this value of K, the values of P_D and T_J can be obtained by solving Equations (1) and (2) iteratively for any value of T_A.

The curve shown in Figure 10-1 gives the graphic solution to the above equations for the specified power dissipation of 1.5 W over the ambient temperature range of -55 °C to 125 °C using a maximum ${}^{\theta}J_A$ of 45 °C/W. Ambient temperature is that of the still air surrounding the device. Lower values of ${}^{\theta}J_A$ cause the curve to shift downward slightly; for instance, for ${}^{\theta}J_A$ of 40 °/W, the curve is just below 1.4 W at 25 °C.

The total thermal resistance of a package (${}^{\theta}J_A$) can be separated into two components, ${}^{\theta}J_C$ and ${}^{\theta}C_A$, representing the barrier to heat flow from the semiconductor junction to the package (case) surface (${}^{\theta}J_C$) and from the case to the outside ambient air (${}^{\theta}C_A$). These terms are related by the equation:

$${}^{\theta}J_A = {}^{\theta}J_C + {}^{\theta}C_A \quad (4)$$

${}^{\theta}J_C$ is device related and cannot be influenced by the user. However, ${}^{\theta}C_A$ is user dependent and can be minimized by such thermal management techniques as heat sinks, ambient air cooling, and thermal convection. Thus, good thermal management on the part of the user can significantly reduce ${}^{\theta}C_A$ so that ${}^{\theta}J_A$ approximately equals ;${}^{\theta}J_C$. Substitution of ${}^{\theta}J_C$ for ${}^{\theta}J_A$ in equation 1 results in a lower semiconductor junction temperature.

Table 10-1 summarizes maximum power dissipation and average junction temperature for the curve drawn in Figure 10-1, using the minimum and maximum values of ambient temperature for different packages and substituting $^{\theta}J_C$ for $^{\theta}J_A$ (assuming good thermal management). Table 10-2 provides the maximum power dissipation and average junction temperature assuming that no thermal management is applied (i.e., still air).

NOTE

Since the power dissipation curve shown in Figure 10-1 is negatively sloped, power dissipation declines as ambient temperature increases. Therefore, maximum power dissipation occurs at the lowest rated ambient temperature, but the highest average junction temperature occurs at the maximum ambient temperature where *power dissipation is lowest*.

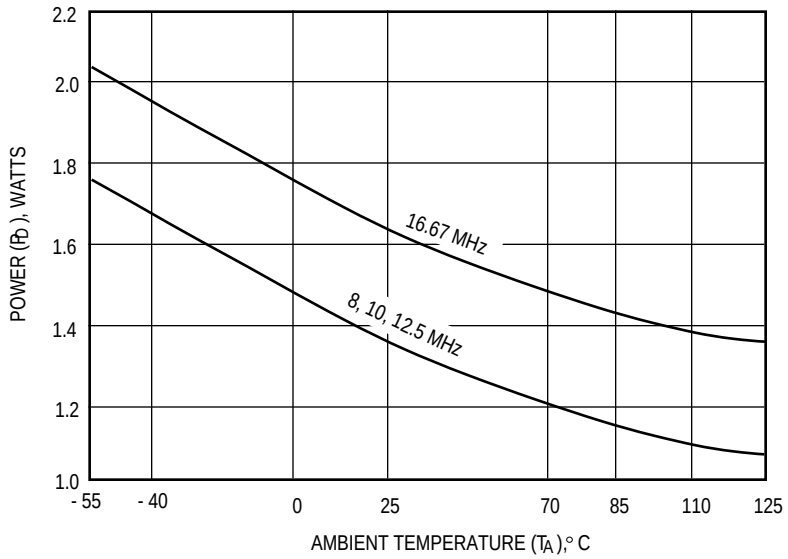


Figure 10-1. MC68000 Power Dissipation (P_D) vs Ambient Temperature (T_A) (Not Applicable to MC68HC000/68HC001/68EC000)

Table 10-1. Power Dissipation and Junction Temperature vs Temperature ($\theta_{JC}=\theta_{JA}$)

Package	T_A Range	θ_{JC} (°C/W)	P_D (W) @ T_A Min.	T_J (°C) @ T_A Min.	P_D (W) @ T_A Max.	T_J (°C) @ T_A Max.
L/LC	0°C to 70°C	15	1.5	23	1.2	88
	-40°C to 85°C	15	1.7	-14	1.2	103
	0°C to 85°C	15	1.5	23	1.2	103
P	0°C to 70°C	15	1.5	23	1.2	88
R/RC	0°C to 70°C	15	1.5	23	1.2	88
	-40°C to 85°C	15	1.7	-14	1.2	103
	0°C to 85°C	15	1.5	23	1.2	103
FN	0°C to 70°C	25	1.5	38	1.2	101

NOTE: Table does not include values for the MC68000 12F.
Does not apply to the MC68HC000, MC68HC001, and MC68EC000.

Table 10-2. Power Dissipation and Junction Temperature vs Temperature ($\theta_{JC}\neq\theta_{JC}$)

Package	T_A Range	θ_{JA} (°C/W)	P_D (W) @ T_A Min.	T_J (°C) @ T_A Min.	P_D (W) @ T_A Max.	T_J (°C) @ T_A Max.
L/LC	0°C to 70°C	30	1.5	23	1.2	88
	-40°C to 85°C	30	1.7	-14	1.2	103
	0°C to 85°C	30	1.5	23	1.2	103
P	0°C to 70°C	30	1.5	23	1.2	88
R/RC	0°C to 70°C	33	1.5	23	1.2	88
	-40°C to 85°C	33	1.7	-14	1.2	103
	0°C to 85°C	33	1.5	23	1.2	103
FN	0°C to 70°C	40	1.5	38	1.2	101

NOTE: Table does not include values for the MC68000 12F.
Does not apply to the MC68HC000, MC68HC001, and MC68EC000.

Values for thermal resistance presented in this manual, unless estimated, were derived using the procedure described in Motorola Reliability Report 7843 “Thermal Resistance Measurement Method for MC68XXX Microcomponent Devices”’ and are provided for design purposes only. Thermal measurements are complex and dependent on procedure and setup. User-derived values for thermal resistance may differ.

10.4 CMOS CONSIDERATIONS

The MC68HC000, MC68HC001, and MC68EC000, with it significantly lower power consumption, has other considerations. The CMOS cell is basically composed of two complementary transistors (a P channel and an N channel), and only one transistor is turned on while the cell is in the steady state. The active P-channel transistor sources current when the output is a logic high and presents a high impedance when the output is logic low. Thus, the overall result is extremely low power consumption because no power

is lost through the active P-channel transistor. Also, since only one transistor is turned on during the steady state, power consumption is determined by leakage currents.

Because the basic CMOS cell is composed of two complementary transistors, a virtual semiconductor controlled rectifier (SCR) may be formed when an input exceeds the supply voltage. The SCR that is formed by this high input causes the device to become latched in a mode that may result in excessive current drain and eventual destruction of the device. Although the MC68HC000 and MC68EC000 is implemented with input protection diodes, care should be exercised to ensure that the maximum input voltage specification is not exceeded. Some systems may require that the CMOS circuitry be isolated from voltage transients; other may require additional circuitry.

The MC68HC000 and MC68EC000, implemented in CMOS, is applicable to designs to which the following considerations are relevant:

1. The MC68HC000 and MC68EC000 completely satisfies the input/output drive requirements of CMOS logic devices.
2. The HCMOS MC68HC000 and MC68EC000 provides an order of magnitude reduction in power dissipation when compared to the HMOS MC68000. However, the MC68HC000 does not offer a "power-down" mode.

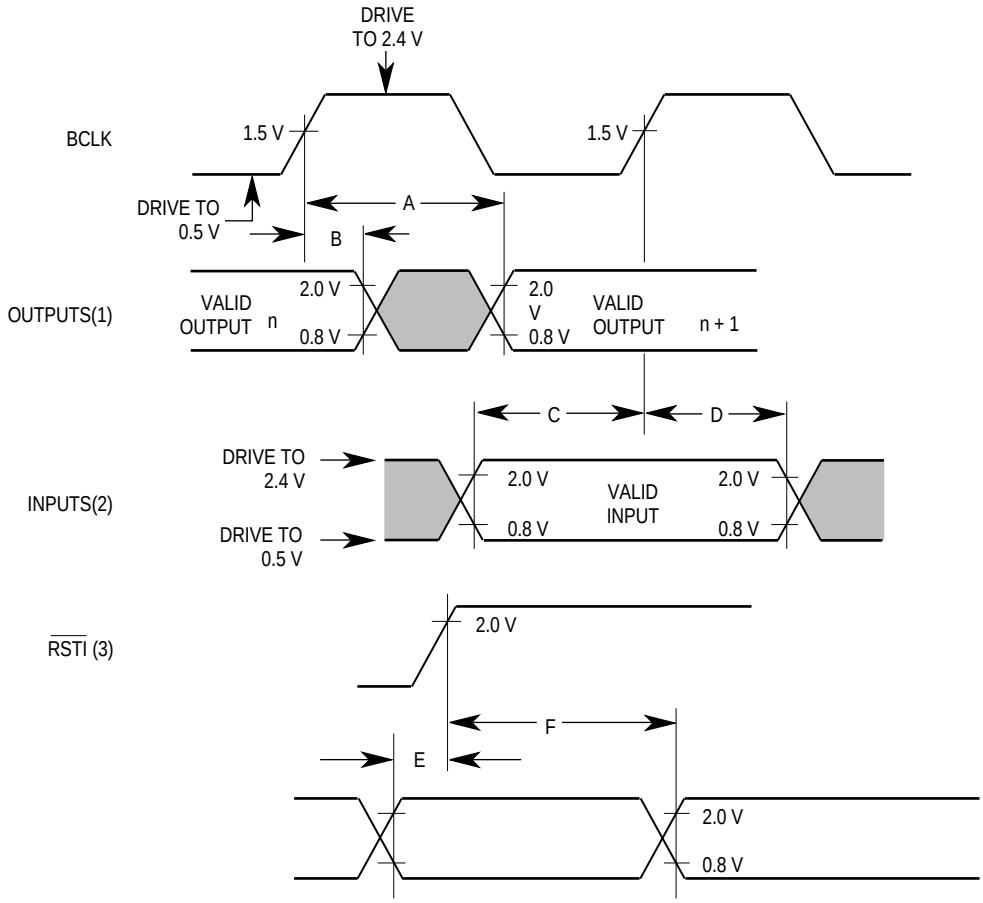
10.5 AC ELECTRICAL SPECIFICATION DEFINITIONS

The AC specifications presented consist of output delays, input setup and hold times, and signal skew times. All signals are specified relative to an appropriate edge of the clock and possibly to one or more other signals.

The measurement of the AC specifications is defined by the waveforms shown in Figure 10-2. To test the parameters guaranteed by Motorola, inputs must be driven to the voltage levels specified in the figure. Outputs are specified with minimum and/or maximum limits, as appropriate, and are measured as shown. Inputs are specified with minimum setup and hold times, and are measured as shown. Finally, the measurement for signal-to-signal specifications are shown.

NOTE

The testing levels used to verify conformance to the AC specifications does not affect the guaranteed DC operation of the device as specified in the DC electrical characteristics.



NOTES:

1. This output timing is applicable to all parameters specified relative to the rising edge of the clock.
2. This input timing is applicable to all parameters specified relative to the rising edge of the clock.
3. This timing is applicable to all parameters specified relative to the negation of the RESET signal.

LEGEND:

A. Maximum output delay specification.
B. Minimum output hold time.
C. Minimum input setup time specification.
D. Minimum input hold time specification.
E. Mode select setup time to RESET negated.
F. Mode select hold time from RESET negated.

Figure 10-2. Drive Levels and Test Points for AC Specifications

10.6 MC68000/68008/68010 DC ELECTRICAL CHARACTERISTICS

(V_{CC}=5.0 VDC±5%; GND=0 VDC; T_A=T_L TO T_H)

Characteristic	Symbol	Min	Max	Unit
Input High Voltage	V_{IH}	2.0	V_{CC}	V
Input Low Voltage	V_{IL}	GND-0.3	0.8	V
Input Leakage Current @ 5.25 V $\overline{BERR}$, $\overline{BGACK}$, $\overline{BR}$, $\overline{DTACK}$, CLK, $\overline{IPL0}$—$\overline{IPL2}$, $\overline{VPA}$ $\overline{HALT}$, $\overline{RESET}$	I_{IN}	— —	2.5 20	µA
Three-State (Off State) Input Current @ 2.4 V/0.4 V $\overline{AS}$, A1—A23, D0—D15, FC0—FC2, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$, $\overline{VMA}$	I_{TSI}	—	20	µA
Output High Voltage (I_{OH} = –400 µA) (I_{OH} = -400 µA) E* $\overline{AS}$, A1–A23, $\overline{BG}$, D0–D15, FC0–FC2, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$, $\overline{VMA}$	V_{OH}	V_{CC} –0.75 2.4	— 2.4	V
Output Low Voltage (I_{OL}= 1.6 mA) $\overline{HALT}$ (I_{OL} = 3.2 mA) A1—A23, $\overline{BG}$, FC0-FC2 (I_{OL} = 5.0 mA) $\overline{RESET}$ (I_{OL} = 5.3 mA) E, $\overline{AS}$, D0—D15, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$, $\overline{VMA}$	V_{OL}	— — — —	0.5 0.5 0.5 0.5	V
Power Dissipation (see POWER CONSIDERATIONS)	P_D***	—	—	W
Capacitance (V_{in}=0 V, T_A=25°C, Frequency=1 MHz)**	C_{in}	—	20.0	pF
Load Capacitance $\overline{HALT}$ All Others	C_L	— —	70 130	pF

*With external pullup resistor of 1.1 Ω.
**Capacitance is periodically sampled rather than 100% tested.
***During normal operation, instantaneous V_{CC} current requirements may be as high as 1.5 A.

10.7 DC ELECTRICAL CHARACTERISTICS (V_{CC}=5.0 VDC±5%; GND=0 VDC; T_A=T_L TO T_H) (Applies To All Processors Except The MC68EC000)

Characteristic		Symbol	Min	Max	Unit
Input High Voltage		V_{IH}	2.0	V_{CC}	V
Input Low Voltage		V_{IL}	GND-0.3	0.8	V
Input Leakage Current @ 5.25 V	$\overline{BERR}$, $\overline{BGACK}$, $\overline{BR}$, $\overline{DTACK}$, CLK, $\overline{IPL0}$—$\overline{IPL2}$, $\overline{VPA}$ MODE, $\overline{HALT}$, $\overline{RESET}$	I_{IN}	— —	2.5 20	µA
Three-State (Off State) Input Current @ 2.4 V/0.4 V	$\overline{AS}$, A0—A23, D0—D15, FC0–FC2, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$, $\overline{VMA}$	I_{TSI}	—	20	µA
Output High Voltage	E, $\overline{AS}$, A0–A23, $\overline{BG}$, D0–D15, FC0–FC2, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$, $\overline{VMA}$	V_{OH}	V_{CC} –0.75	—	V
Output Low Voltage (I_{OL} = 1.6 mA) (I_{OL} = 3.2 mA) (I_{OL} = 5.0 mA) (I_{OL} = 5.3 mA)	 $\overline{HALT}$ A0—A23, $\overline{BG}$, FC0-FC2 $\overline{RESET}$ E, $\overline{AS}$, D0—D15, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$, $\overline{VMA}$	V_{OL}	 — — — —	 0.5 0.5 0.5 0.5	V
Current Dissipation*	f = 8 MHz f = 10 MHz f = 12.5 MHz f = 16.67 MHz f = 20 MHz	I_D	— — — — —	25 30 35 50 70	mA
Power Dissipation	f = 8 MHz f = 10 MHz f = 12.5 MHz f = 16.67 MHz f = 20 MHz	P_D	—	0.13 0.16 0.19 0.26 0.38	W
Capacitance (V_{in} = 0 V, T_A=25°C, Frequency=1 MHz)**		C_{in}	—	20.0	pF
Load Capacitance	$\overline{HALT}$ All Others	C_L	— —	70 130	pF

* Current listed are with no loading.
** Capacitance is periodically sampled rather than 100% tested.

10.8 AC ELECTRICAL SPECIFICATIONS — CLOCK TIMING (See Figure 10-3)

(Applies To All Processors Except The MC68EC000)

Num	Characteristic	8 MHz*		10 MHz*		12.5 MHz*		16.67 MHz 12F		16 MHz		20 MHZ**		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
	Frequency of Operation	4.0	8.0	4.0	10.0	4.0	12.5	8.0	16.7	8.0	16.7	8.0	20.0	MHz
1	Cycle Time	125	250	100	250	80	250	60	125	60	125	50	125	ns
2,3	Clock Pulse Width (Measured from 1.5 V to 1.5 V for 12F)	55 55	125 125	45 45	125 125	35 35	125 125	27 27	62.5 62.5	27 27	62.5 62.5	21 21	62.5 62.5	ns
4,5	Clock Rise and Fall Times	— —	10 10	— —	10 10	— —	5 5	— —	5 5	— —	5 5	— —	4 4	ns

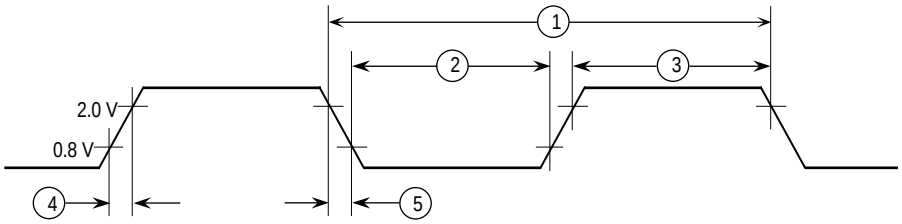
*These specifications represent an improvement over previously published specifications for the 8-, 10-, and 12.5-MHz MC68000 and are valid only for product bearing date codes of 8827 and later.

**This frequency applies only to MC68HC000 and MC68EC000 parts.

10.9 MC68008 AC ELECTRICAL SPECIFICATIONS — CLOCK TIMING (See Figure 10-3)

Num	Characteristic	8 MHz*		10 MHz*		Unit
		Min	Max	Min	Max	
	Frequency of Operation	2.0	8.0	2.0	10.0	MHz
1	Cycle Time	125	500	100	500	ns
2,3	Clock Pulse Width	55	250	45	250	ns
4,5	Clock Rise and Fall Times	—	10	—	10	ns

*These specifications represent an improvement over previously published specifications for the 8-, and 10-MHz MC68008 and are valid only for product bearing date codes of 8827 and later



NOTE: Timing measurements are referenced to and from a low voltage of 0.8 V and a high voltage of 2.0 V, unless otherwise noted. The voltage swing through this range should start outside and pass through the range such that the rise or fall will be linear between 0.8 V and 2.0 V.

Figure 10-3. Clock Input Timing Diagram

10.10 AC ELECTRICAL SPECIFICATIONS — READ AND WRITE CYCLES

(V_{CC}=5.0 VDC±5%; GND=0 V; T_A=T_L to T_H; (see Figures 10-4 and 10-5) (Applies To All Processors Except The MC68EC000)

Num	Characteristic	8 MHz*		10 MHz*		12.5 MHz*		16.67 MHz 12F		16 MHz		20 MHz*		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
6	Clock Low to Address Valid	—	62	—	50	—	50	—	50		30	—	25	ns
6A	Clock High to FC Valid	—	62	—	50	—	45	—	45	0	30	0	25	ns
7	Clock High to Address, Data Bus High Impedance (Maximum)	—	80	—	70	—	60	—	50		50	—	42	ns
8	Clock High to Address, FC Invalid (Minimum)	0	—	0	—	0	—	0	—	0	—	0	—	ns
9[1]	Clock High to $\overline{AS}$, $\overline{DS}$ Asserted	3	60	3	50	3	40	3	40	3	30	3	25	ns
11[2]	Address Valid to $\overline{AS}$, $\overline{DS}$ Asserted (Read)/AS Asserted (Write)	30	—	20	—	15	—	15	—	15	—	10	—	ns
11A[2]	FC Valid to $\overline{AS}$), $\overline{DS}$ Asserted (Read)/$\overline{AS}$) Asserted (Write)	90	—	70	—	60	—	30	—	45	—	40	—	ns
12[1]	Clock Low to $\overline{AS}$, $\overline{DS}$ Negated	—	62	—	50	—	40	—	40	3	30	3	25	ns
13[2]	$\overline{AS}$, $\overline{DS}$ Negated to Address, FC Invalid	40	—	30	—	20	—	10	—	15	—	10	—	ns
14[2]	$\overline{AS}$and $\overline{DS}$ Read) Width Asserted	270	—	195	—	160	—	120	—	120	—	100	—	ns
14A	$\overline{DS}$ Width Asserted (Write)	140		95		80		60		60	—	50	—	ns
15[2]	$\overline{AS}$, $\overline{DS}$ Width Negated	150	—	105	—	65	—	60	—	60	—	50	—	ns
16	Clock High to Control Bus High Impedance	—	80	—	70	—	60	—	50	—	50	—	42	ns
17[2]	$\overline{AS}$, $\overline{DS}$ Negated to R/$\overline{W}$ Invalid	40	—	30	—	20	—	10	—	15	—	10	—	ns
18[1]	Clock High to R/$\overline{W}$ High (Read)	0	55	0	45	0	40	0	40	0	30	0	25	ns
20[1]	Clock High to R/$\overline{W}$ Low (Write)	0	55	0	45	0	40	0	40	0	30	0	25	ns
20A[2,6]	$\overline{AS}$ Asserted to R/$\overline{W}$ Valid (Write)	—	10	—	10	—	10	—	10	—	10	—	10	ns
21[2]	Address Valid to R/$\overline{W}$ Low (Write)	20	—	0	—	0	—	0	—	0	—	0	—	ns
21A[2]	FC Valid to R/$\overline{W}$ Low (Write)	60	—	50	—	30	—	20	—	30	—	25	—	ns
22[2]	R/$\overline{W}$ Low to $\overline{DS}$ Asserted (Write)	80	—	50	—	30	—	20	—	30	—	25	—	ns
23	Clock Low to Data-Out Valid (Write)	—	62	—	50	—	50	—	550	—	30	—	25	ns
25[2]	$\overline{AS}$, $\overline{DS}$) Negated to Data-Out Invalid (Write)	40[10]	—	30	—	20	—	15	—	15	—	10	—	ns

Num	Characteristic	8 MHz*		10 MHz*		12.5 MHz*		16.67 MHz 12F		16 MHz		20 MHz*		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
26[2]	Data-Out Valid to $\overline{DS}$ Asserted (Write)	40	—	30	—	20	—	15	—	15	—	10	—	ns
27[5]	Data-In Valid to Clock Low (Setup Time on Read)	10	—	10	—	10	—	7	—	5	—	5	—	ns
27A[5]	Late $\overline{BERR}$ Asserted to Clock Low (setup Time)	45	—	45	—	45	—	—	—	—	—	—	—	ns
28[2]	$\overline{AS}$, $\overline{DS}$ Negated to $\overline{DTACK}$ Negated (Asynchronous Hold)	0	240[1] [1]	0	190	0	150	0	110	0	110	0	95	ns
28A	$\overline{AS}$, $\overline{DS}$ Negated to Data-In High Impedance	—	187	—	150	—	120	—	110	—	110	—	95	ns
29	$\overline{AS}$, $\overline{DS}$ Negated to Data-In Invalid (Hold Time on Read)	0	—	0	—	0	—	0	—	0	—	0	—	ns
29A	$\overline{AS}$, $\overline{DS}$ Negated to Data-In High Impedance	—	187	—	150	—	120	—	90	—	90	—	75	ns
30	$\overline{AS}$, $\overline{DS}$) Negated to $\overline{BERR}$ Negated	0	—	0	—	0	—	0	—	0	—	0	—	ns
31[2,5]	$\overline{DTACK}$ Asserted to Data-In Valid (Setup Time)	—	90	—	65	—	50	—	40	—	50	—	42	ns
32	$\overline{HALT}$) and $\overline{RESET}$ Input Transition Time	0	200	0	200	0	200	0	150	—	150	0	150	ns
33	Clock High to $\overline{BG}$ Asserted	—	62	—	50	—	40	—	40	0	30	0	25	ns
34	Clock High to $\overline{BG}$ Negated	—	62	—	50	—	40	—	40	0	30	0	25	ns
35	$\overline{BR}$ Asserted to $\overline{BG}$ Asserted	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
36[7]	$\overline{BR}$ Negated to$\overline{BG}$ Negated	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
37	$\overline{BGACK}$ Asserted to $\overline{BG}$ Negated	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
37A[8]	$\overline{BGACK}$ Asserted to $\overline{BR}$ Negated	20	1.5 Clks	20	1.5 Clks	20	1.5 Clks	10	1.5 Clks	10	1.5 Clks	10	1.5 Clks	ns
38	$\overline{BG}$ Asserted to Control, Address, Data Bus High Impedance ($\overline{AS}$ Negated)	—	80	—	70	—	60	—	50	—	50	—	42	ns
39	$\overline{BG}$ Width Negated	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	clks
40	Clock Low to $\overline{VMA}$ Asserted	—	70	—	70	—	70	—	50	—	50	—	40	ns
41	Clock Low to E Transition	—	55[12]	—	45	—	35	—	35	—	35	—	30	ns
42	E Output Rise and Fall Time	—	15	—	15	—	15	—	15	—	15	—	12	ns
43	$\overline{VMA}$ Asserted to E High	200	—	150	—	90	—	80	—	80	—	60	—	ns
44	$\overline{AS}$, $\overline{DS}$ Negated to $\overline{VPA}$ Negated	0	120	0	90	0	70	0	50	0	50	0	42	ns
45	E Low to Control, Address Bus Invalid (Address Hold Time)	30	—	10	—	10	—	10	—	10	—	10	—	ns
46	$\overline{BGACK}$ Width Low	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	ns

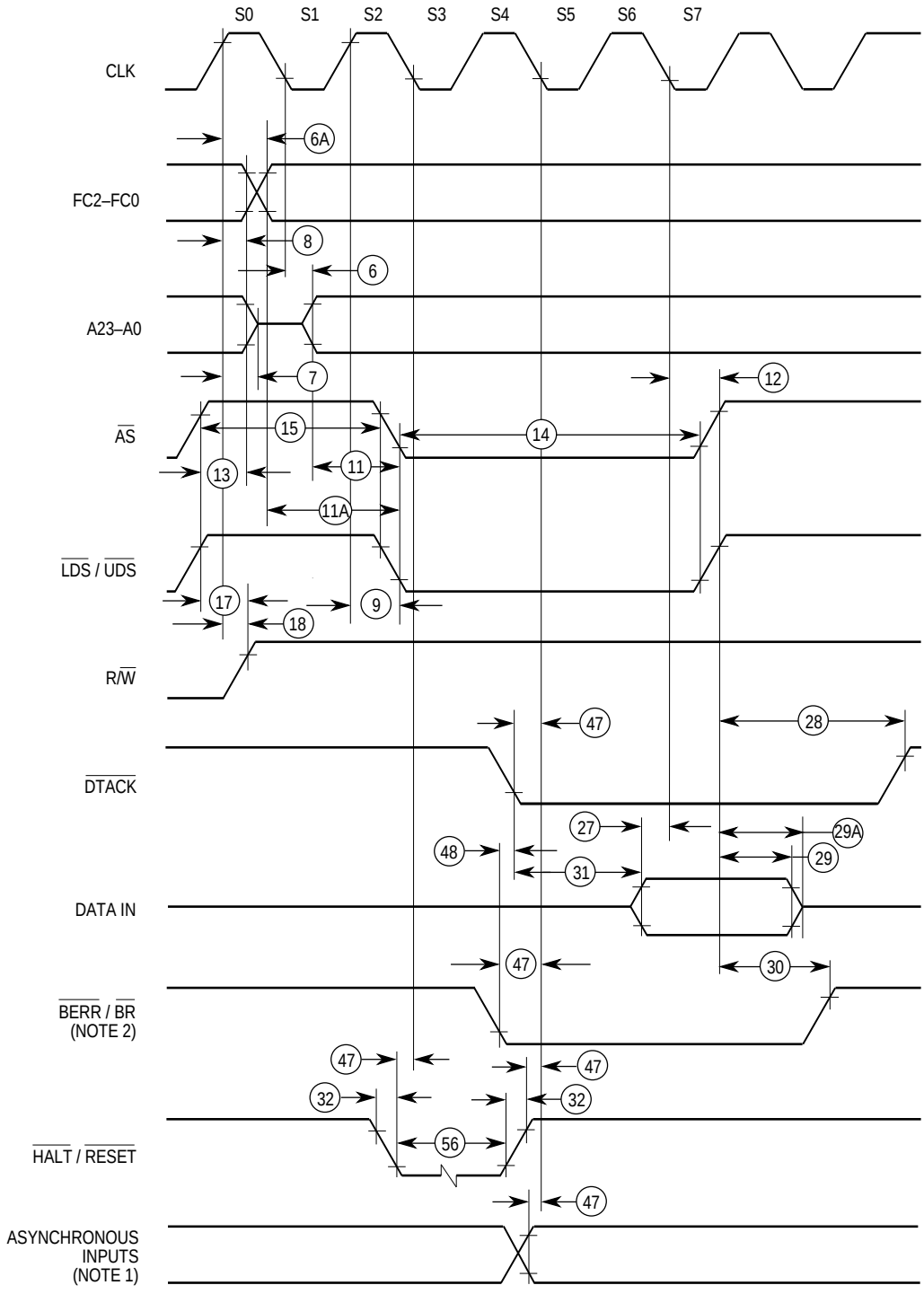
Num	Characteristic	8 MHz*		10 MHz*		12.5 MHz*		16.67 MHz 12F		16 MHz		20 MHz**		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
47[5]	Asynchronous Input Setup Time	10	—	10	—	10	—	10	—	5	—	5	—	ns
48[2,3]	$\overline{BERR}$ Asserted to $\overline{DTACK}$ Asserted	20	—	20	—	20	—	10	—	10	—	10	—	ns
48[2,3,5]	$\overline{DTACK}$ Asserted to $\overline{BERR}$ Asserted (MC68010 Only)	—	80	—	55	—	35	—	—	—	—	—	—	ns
49[9]	$\overline{AS}$, $\overline{DS}$, Negated to E Low	-70	70	-55	55	-45	45	-35	35	-35	35	–30	30	ns
50	E Width High	450	—	350	—	280	—	220	—	220	—	190	—	ns
51	E Width Low	700	—	550	—	440	—	340	—	340	—	290	—	ns
53	Data-Out Hold from Clock High	0	—	0	—	0	—	0	—	0	—	0	—	ns
54	E Low to Data-Out Invalid	30	—	20	—	15	—	10	—	10	—	5	—	ns
55	R/$\overline{W}$ Asserted to Data Bus Impedance Change	30	—	20	—	10	—	0	—	0	—	0	—	ns
56[4]	$\overline{HALT}$ ($\overline{RESET}$ Pulse Width	10	—	10	—	10	—	10	—	10	—	10	—	clks
57	$\overline{BGACK}$ Negated to $\overline{AS}$, $\overline{DS}$, R/$\overline{W}$ Driven	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	clks
57A	$\overline{BGACK}$ Negated to FC, $\overline{VMA}$ Driven	1	—	1	—	1	—	1	—	1	—	1	—	clks
58[7]	$\overline{BR}$ Negated to $\overline{AS}$, $\overline{DS}$, R/$\overline{W}$ Driven	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	clks
58A[7]	$\overline{BR}$ Negated to FC, $\overline{AS}$ Driven	1	—	1	—	1	—	1	—	1	—	1	—	clks

*These specifications represent improvement over previously published specifications for the 8-, 10-, and 12.5-MHz MC68000 and are valid only for product bearing date codes of 8827 and later.

** This frequency applies only to MC68HC000 and MC68HC001.

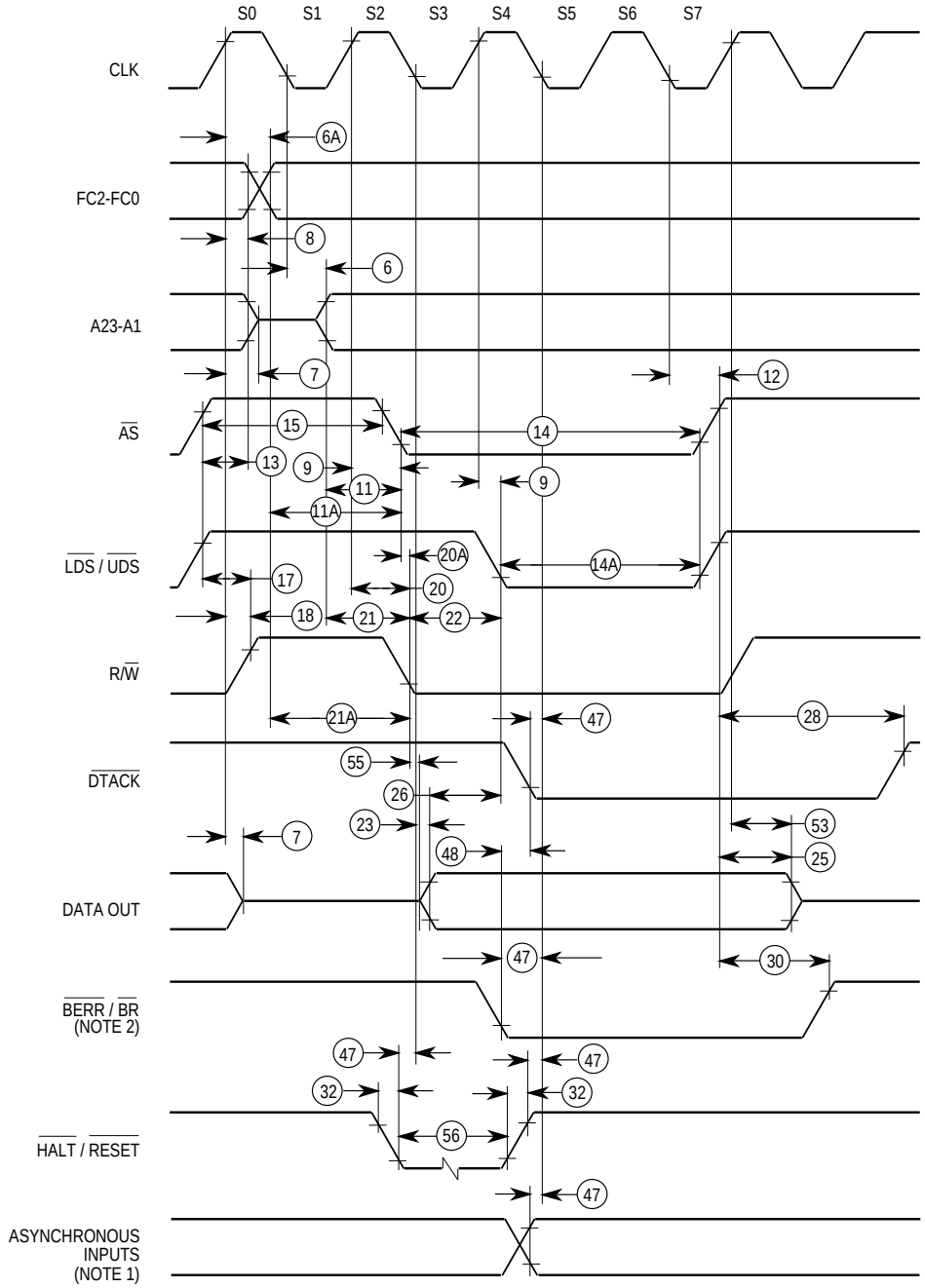
NOTES:

1. For a loading capacitance of less than or equal to 50 pF, subtract 5 ns from the value given in the maximum columns.
2. Actual value depends on clock period.
3. If #47 is satisfied for both $\overline{DTACK}$ and $\overline{BERR}$, #48 may be ignored. In the absence of $\overline{DTACK}$, $\overline{BERR}$ is an asynchronous input using the asynchronous input setup time (#47).
4. For power-up, the MC68000 must be held in the reset state for 100 ms to allow stabilization of on-chip circuitry. After the system is powered up, #56 refers to the minimum pulse width required to reset the processor.
5. If the asynchronous input setup time (#47) requirement is satisfied for $\overline{DTACK}$, the $\overline{DTACK}$ asserted to data setup time (#31) requirement can be ignored. The data must only satisfy the data-in to clock low setup time (#27) for the following clock cycle.
6. When $\overline{AS}$ and R/$\overline{W}$ are equally loaded (±20;pc), subtract 5 ns from the values given in these columns.
7. The processor will negate $\overline{BG}$ and begin driving the bus again if external arbitration logic negates $\overline{BR}$ before asserting $\overline{BGACK}$.
8. The minimum value must be met to guarantee proper operation. If the maximum value is exceeded, $\overline{BG}$ may be reasserted.
9. The falling edge of S6 triggers both the negation of the strobes ($\overline{AS}$ and $\overline{DS}$) and the falling edge of E. Either of these events can occur first, depending upon the loading on each signal. Specification #49 indicates the absolute maximum skew that will occur between the rising edge of the strobes and the falling edge of E.
10. 245 ns for the MC68008.
11. 50 ns for the MC68008
12. 50 ns for the MC68008.



NOTES:
1. Setup time for the asynchronous inputs IPL2–IPL0 and AVEC (#47) guarantees their recognition at the next falling edge of the clock.
2. BR need fall at this time only to insure being recognized at the end of the bus cycle.
3. Timing measurements are referenced to and from a low voltage of 0.8 V and a high voltage of 2.0 V, unless otherwise noted. The voltage swing through this range should start outside and pass through the range such that the rise or fall is linear between 0.8 V and 2.0 V.

Figure 10-4. Read Cycle Timing Diagram
(Applies To All Processors Except The MC68EC000)



NOTES:
1. Timing measurements are referenced to and from a low voltage of 0.8 V and a high voltage of 2.0 V, unless otherwise noted. The voltage swing through this range should start outside and pass through the range such that the rise or fall is linear between 0.8 V and 2.0 V.
2. Because of loading variations, R/W may be valid after AS even though both are initiated by the rising edge of S2 (specification #20A).

Figure 10-5. Write Cycle Timing Diagram
(Applies To All Processors Except The MC68EC000)

10.11 AC ELECTRICAL SPECIFICATIONS—MC68000 TO M6800 PERIPHERAL (V_{CC} = 5.0 Vdc ±5%; GND=0 Vdc; $T_A = T_L$ TO T_H; refer to figures 10-6)

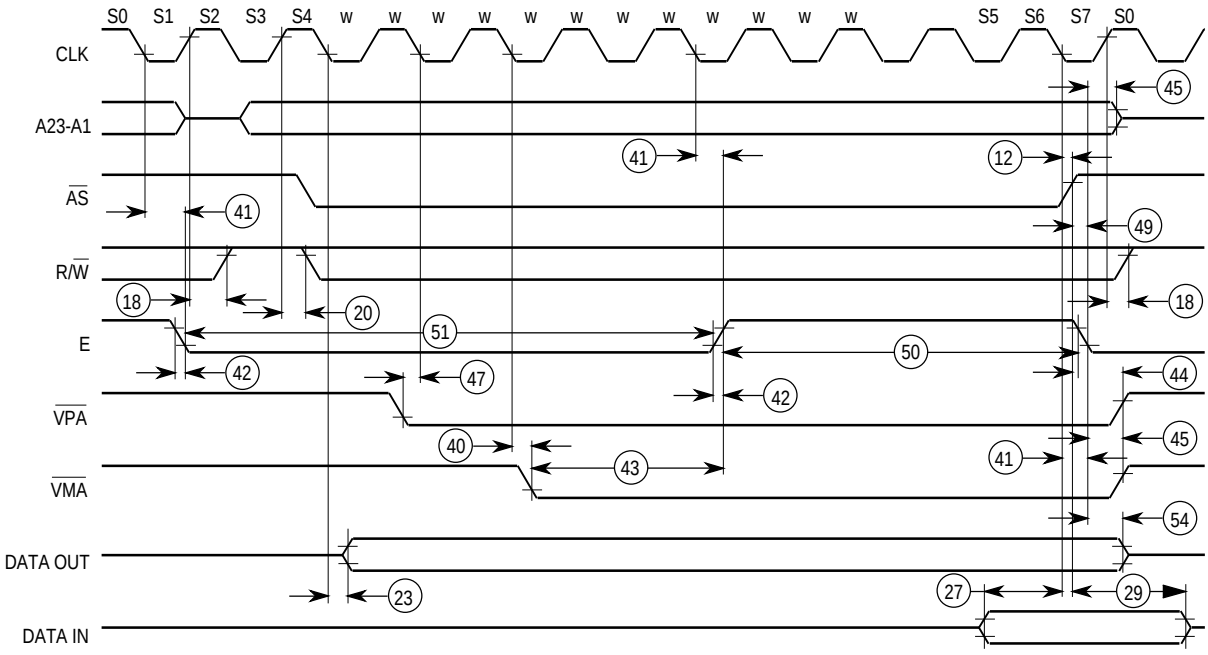
(Applies To All Processors Except The MC68EC000)

Num	Characteristic	8 MHz*		10 MHz*		12.5 MHz*		16.67 MHz `12F'		16 MHz		20 MHz**		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
12[1]	Clock Low to $\overline{AS}$, $\overline{DS}$ Negated	—	62	—	50	—	40	—	40	3	30	3	25	ns
18[1]	Clock High to R/$\overline{W}$ High (Read)	0	55	0	45	0	40	0	40	0	30	0	25	ns
20[1]	Clock High to R/$\overline{W}$ Low (Write)	0	55	0	45	0	40	0	40	0	30	0	25	ns
23	Clock Low to Data-Out Valid (Write)	—	62	—	50	—	50	—	50	—	30	—	25	ns
27	Data-In Valid to Clock Low (Setup Time on Read)	10	—	10	—	10	—	7	—	5	—	5	—	ns
29	$\overline{AS}$, $\overline{DS}$ Negated to Data-In Invalid (Hold Time on Read)	0	—	0	—	0	—	0	—	0	—	0	—	ns
40	Clock Low to $\overline{VMA}$ Asserted	—	70	—	70	—	70	—	50	—	50	—	40	ns
41	Clock Low to E Transition	—	55	—	45	—	35	—	35	—	35	—	30	ns
42	E Output Rise and Fall Time	—	15	—	15	—	15	—	15	—	15	—	12	ns
43	$\overline{VMA}$ Asserted to E High	200	—	150	—	90	—	80	—	80	—	60	—	ns
44	$\overline{AS}$, $\overline{DS}$ Negated to $\overline{VPA}$ Negated	0	120	0	90	0	70	0	50	0	50	0	42	ns
45	E Low to Control, Address Bus Invalid (Address Hold Time)	30	—	10	—	10	—	10	—	10	—	10	—	ns
47	Asynchronous Input Setup Time	10	—	10	—	10	—	10	—	10	—	5	—	ns
49[2]	$\overline{AS}$, $\overline{DS}$, Negated to E Low	-70	70	-55	55	-45	45	-35	35	-35	35	–30	30	ns
50	E Width High	450	—	350	—	280	—	220	—	220	—	190	—	ns
51	E Width Low	700	—	550	—	440	—	340	—	340	—	290	—	ns
54	E Low to Data-Out Invalid	30	—	20	—	15	—	10	—	10	—	5	—	ns

*These specifications represent improvement over previously published specifications for the 8-, 10-, and 12.5-MHz MC68000 and are valid only for product bearing date codes of 8827 and later.

** This frequency applies only to MC68HC000 and MC68HC001.

NOTES:
1. For a loading capacitance of less than or equal to 50 pF, subtract 5 ns from the value given in the maximum columns.
2. The falling edge of S6 triggers both the negation of the strobes ($\overline{AS}$ and $\overline{DS}$) and the falling edge of E. Either of these events can occur first, depending upon the loading on each signal. Specificaton #49 indicates the absolute maximum skew that will occur between the rising edge of the strobes and the falling edge of the E clock.



NOTE: This timing diagram is included for those who wish to design their own circuit to generate $\overline{VMA}$. It shows the best case possible attainable

Figure 10-6. MC68000 to M6800 Peripheral Timing Diagram (Best Case)

(Applies To All Processors Except The MC68EC000)

10.12 AC ELECTRICAL SPECIFICATIONS — BUS ARBITRATION (V_{CC}=5.0 VDC±5%; GND=0 VDC, T_A=T_L TO T_H; See Figure s 10-7 – 10-11) (Applies To All Processors Except The MC68EC000)

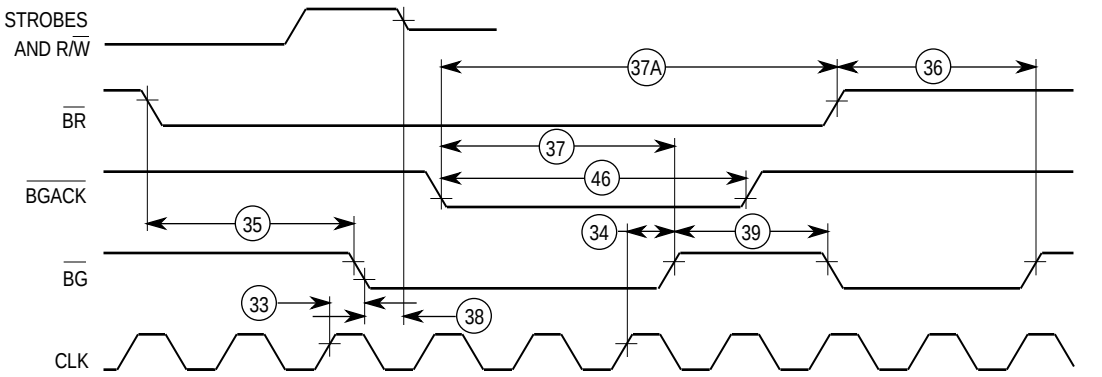
Num	Characteristic	8 MHz*		10 MHz*		12.5 MHz*		16.67 MHz 12F		16 MHz		20 MHz**		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
7	Clock High to Address, Data Bus High Impedance (Maximum)	—	80	—	70	—	60	—	50	—	50	—	42	ns
16	Clock High to Control Bus High Impedance	—	80	—	70	—	60	—	50	—	50	—	42	ns
33	Clock High to $\overline{BG}$ Asserted	—	62	—	50	—	40	0	40	0	30	0	25	ns
34	Clock High to $\overline{BG}$ Negated	—	62	—	50	—	40	0	40	0	30	0	25	ns
35	$\overline{BR}$ Asserted to $\overline{BG}$ Asserted	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
36[1]	$\overline{BR}$ Negated to $\overline{BG}$ Negated	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
37	$\overline{BGACK}$ Asserted to $\overline{BG}$ Negated	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
37A[2]	$\overline{BGACK}$ Asserted to $\overline{BR}$ Negated	20	1.5 Clks	20	1.5 Clks	20	1.5 Clks	10	1.5 Clks	10	1.5 Clks	10	1.5 Clks	Clks/ ns
38	$\overline{BG}$ Asserted to Control, Address, Data Bus High Impedance ($\overline{AS}$ Negated)		80		70		60	—	50	—	50	—	42	ns
39	$\overline{BG}$ Width Negated	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	Clks
46	$\overline{BGACK}$ Width Low	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	Clks
47	Asynchronous Input Setup Time	10	—	10	—	10	—	5	—	5	—	5	—	ns
57	$\overline{BGACK}$ Negated to $\overline{AS}$, $\overline{DS}$, R/$\overline{W}$ Driven	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	Clks
57A	$\overline{BGACK}$ Negated to FC, $\overline{VMA}$ Driven	1	—	1	—	1	—	1	—	1	—	1	—	Clks
58[1]	$\overline{BR}$ Negated to $\overline{AS}$, $\overline{DS}$, R/$\overline{W}$ Driven	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	Clks
58A[1]	$\overline{BR}$ Negated to FC, $\overline{VMA}$ Driven	1	—	1	—	1	—	1	—	1	—	1	—	Clks

*These specifications represent improvement over previously published specifications for the 8-, 10-, and 12.5-MHz MC68000 and are valid only for product bearing date codes of 8827 and later.

** Applies only to the MC68HC000 and MC68HC001.

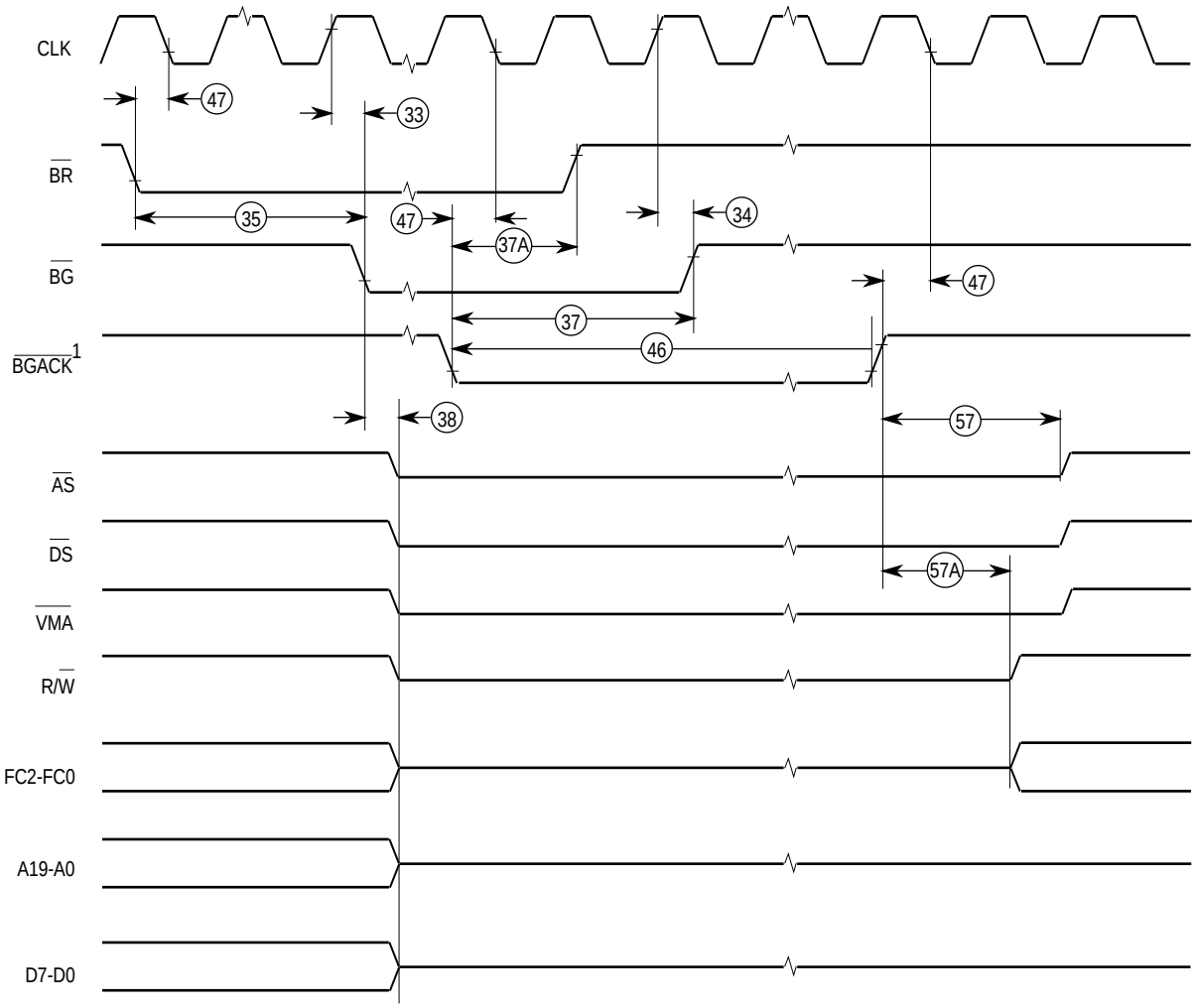
NOTES:

1. Setup time for the synchronous inputs $\overline{BGACK}$, $\overline{IPL0}$-$\overline{IPL2}$, and $\overline{VPA}$ guarantees their recognition at the next falling edge of the clock.
2. $\overline{BR}$ need fall at this time only in order to insure being recognized at the end of the bus cycle.
3. Timing measurements are referenced to and from a low voltage of 0.8 volt and a high voltage of 2.0 volts, unless otherwise noted. The voltage swing through this range should start outside and pass through the range such that the rise or fall will be lienar between 0.8 volt and 2.0 volts.
4. The processor will negate $\overline{BG}$ and begin driving the bus again if external arbitration logic negates $\overline{BR}$ before asserting $\overline{BGACK}$.
5. The minimum value must be met to guarantee proper operation. If the maximum value is exceeded, $\overline{BG}$ may be reasserted.



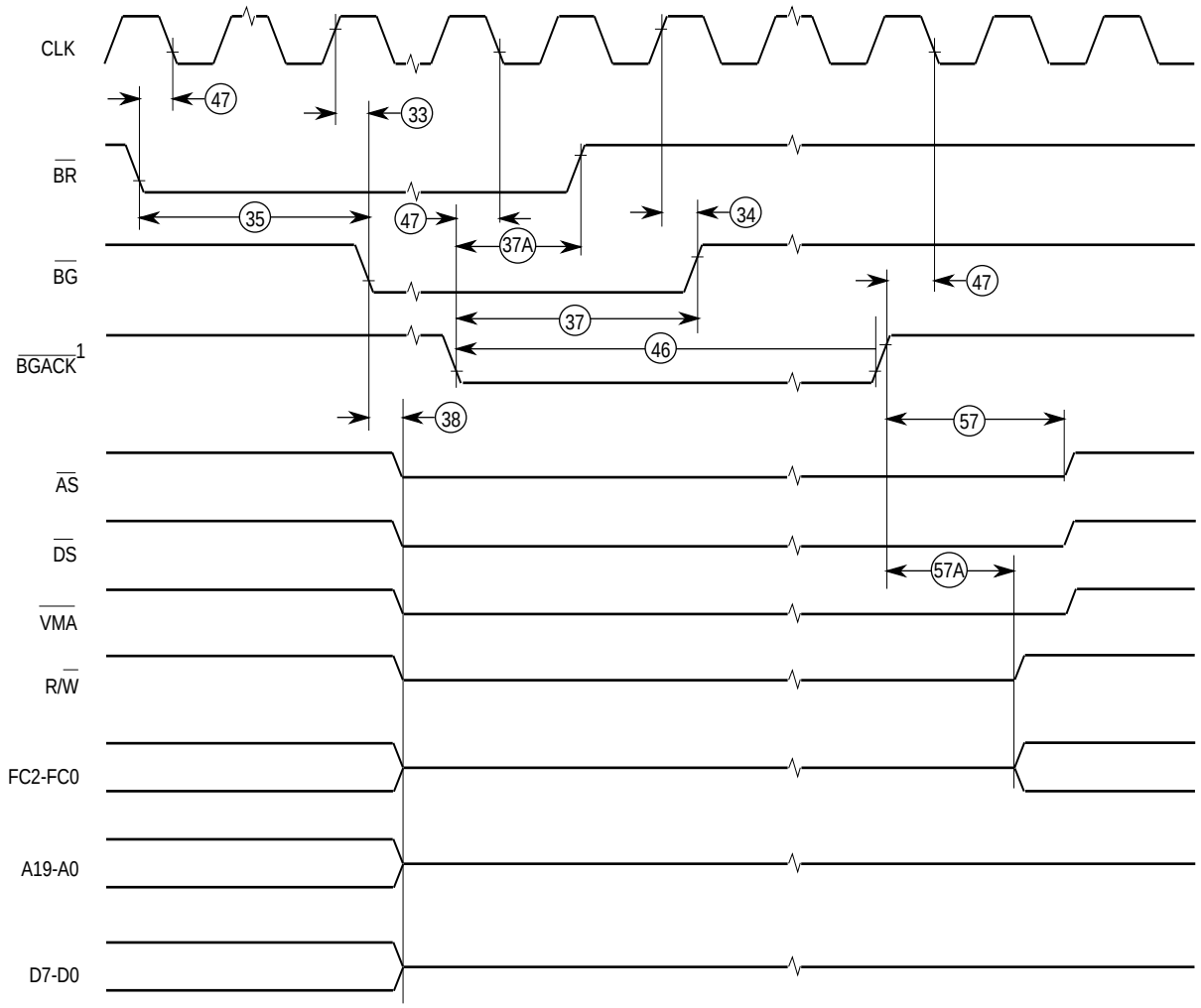
NOTE: Setup time to the clock (#47) for the asynchronous inputs BERR, BGACK, BR, DTACK, IPL2-IPL0, and VPA guarantees their recognition at the next falling edge of the clock.

Figure 10-7. Bus Arbitration Timing
(Applies To All Processors Except The MC68EC000)



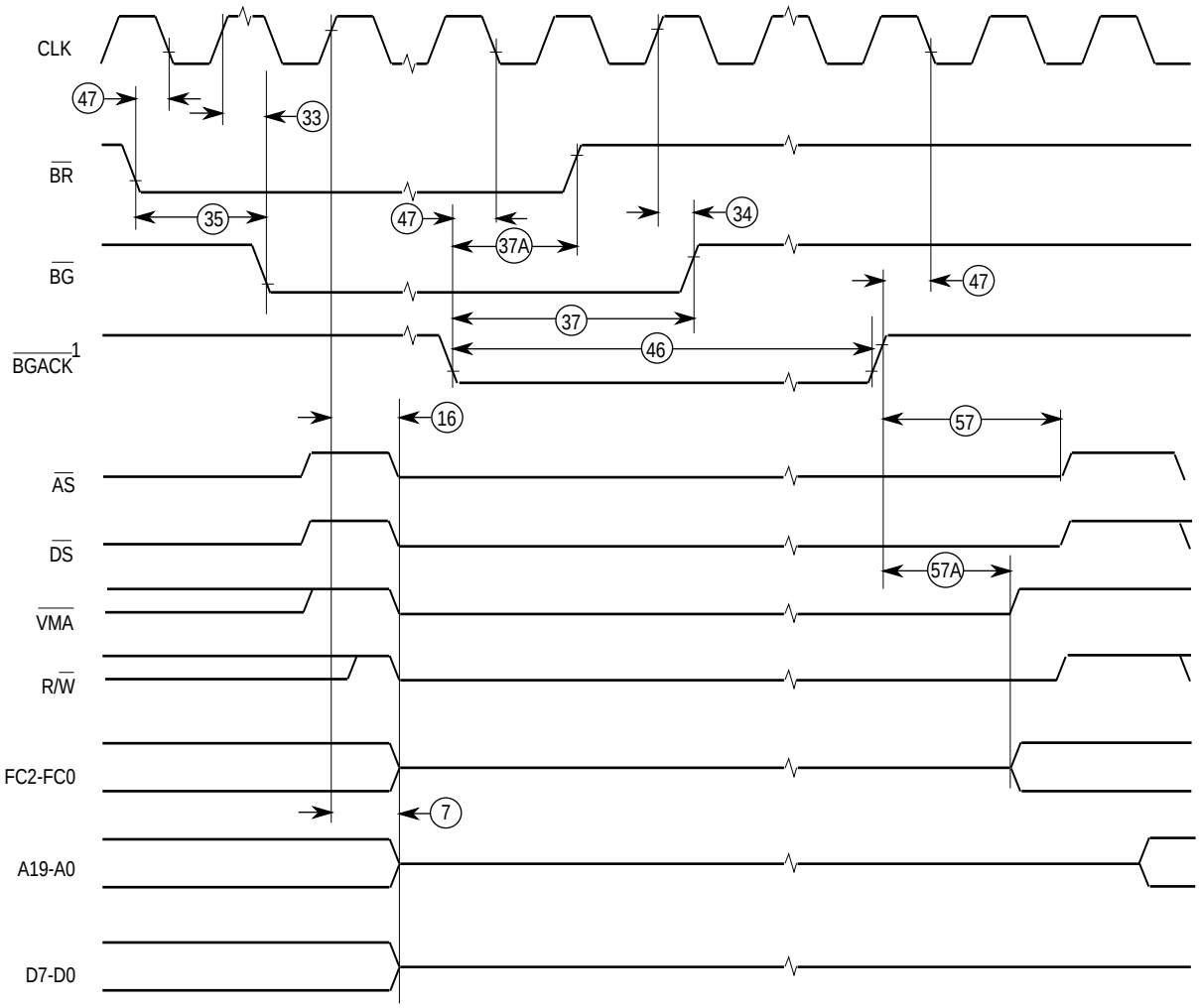
NOTES: Waveform measurements for all inputs and outputs are specified at: logic high 2.0 V, logic low = 0.8 V.
1. MC68008 52-Pin Version only.

Figure 10-8. Bus Arbitration Timing
(Applies To All Processors Except The MC68EC000)



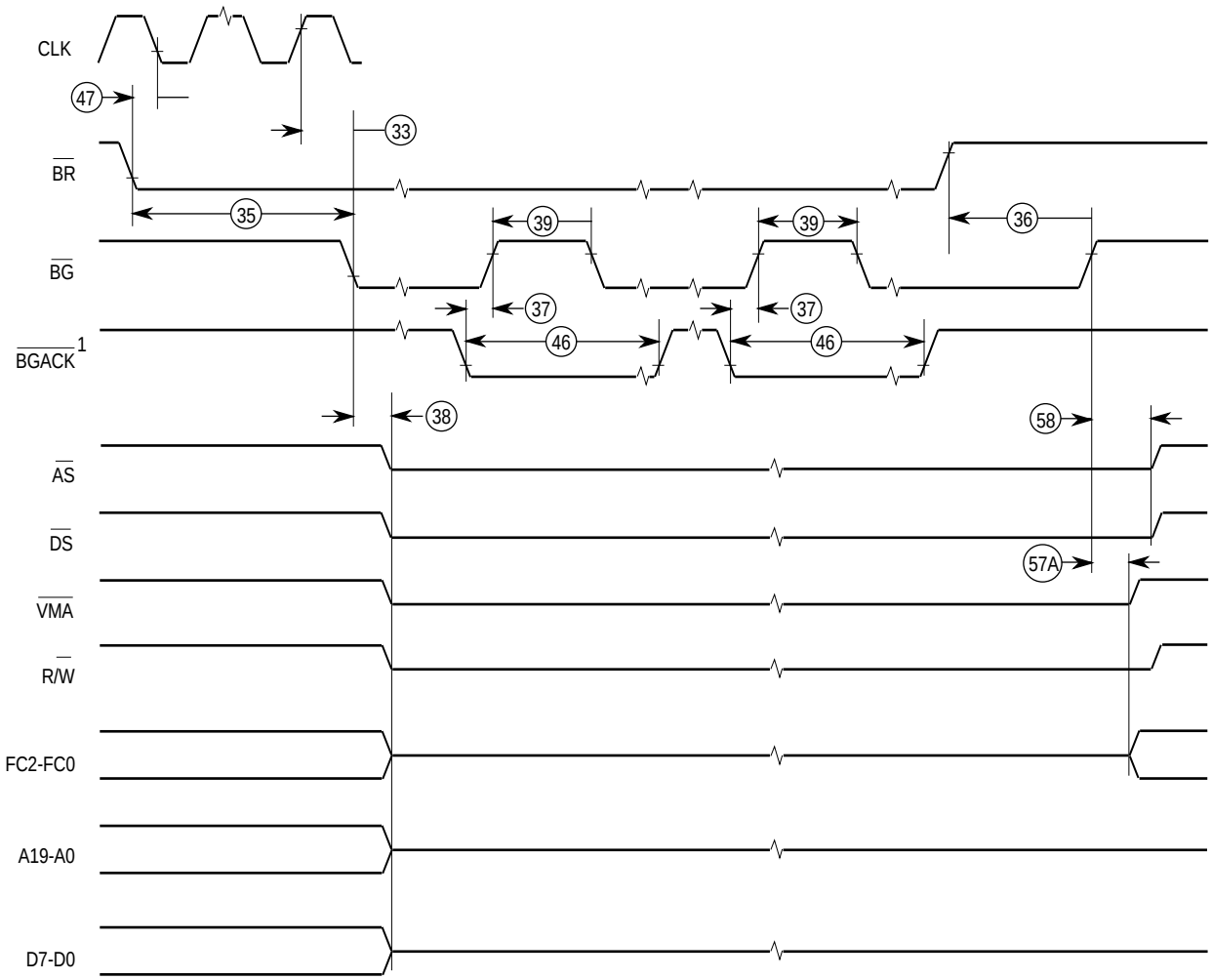
NOTES: Waveform measurements for all inputs and outputs are specified at: logic high 2.0 V, logic low = 0.8 V.
1. MC68008 52-Pin Version only.

Figure 10-9. Bus Arbitration Timing — Idle Bus Case
(Applies To All Processors Except The MC68EC000)



NOTE: Waveform measurements for all inputs and outputs are specified at: logic high 2.0 V, logic low = 0.8 V.
1 MC68008 52-Pin Version Only.

Figure 10-10. Bus Arbitration Timing — Active Bus Case
(Applies To All Processors Except The MC68EC000)



NOTES: Waveform measurements for all inputs and outputs are specified at: logic high 2.0 V, logic low = 0.8 V.
1. MC68008 52-Pin Version only.

Figure 10-11. Bus Arbitration Timing — Multiple Bus Request
(Applies To All Processors Except The MC68EC000)

10.13 MC68EC000 DC ELECTRICAL SPECIFICATIONS (VCC=5.0 VDC ± 5;PC; GND=0 VDC; $T_A = T_L$ TO T_H)

Characteristic		Symbol	Min	Max	Unit
Input High Voltage		V_{IH}	2.0	V_{CC}	V
Input Low Voltage		V_{IL}	GND–0.3	0.8	V
Input Leakage Current @5.25 V	$\overline{BERR}$, $\overline{BR}$, $\overline{DTACK}$, CLK, $\overline{IPL2}$–$\overline{IPL0}$, $\overline{AVEC}$ MODE, $\overline{HALT}$, $\overline{RESET}$	I_{in}	— —	2.5 20	µA
Three-State (Off State) Input Current @2.4 V/0.4 V	AS, A23–A0, D15–D0, FC2–FC0, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$	I_{TSI}	—	20	µA
Output High Voltage (I_{OH}=–400 µA)	AS, A23–A0, $\overline{BG}$, D15–D0, FC2–FC0, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$	V_{OH}	VCC –0.75	—	V
Output Low Voltage		V_{OL}			V
(IOL = 1.6 mA)	$\overline{HALT}$		—	0.5	
(IOL = 3.2 mA)	A23–A0, $\overline{BG}$, FC2–FC0		—	0.5	
(IOL = 5.0 mA)	$\overline{RESET}$		—	0.5	
(IOL = 5.3 mA)	$\overline{AS}$, D15–D0, $\overline{LDS}$, R/$\overline{W}$, $\overline{UDS}$		—	0.5	
Current Dissipation*	f=8 MHz	I_D	—	25	mA
	f=10 MHz		—	30	
	f=12.5 MHz		—	35	
	f=16.67 MHz		—	50	
	f= 20 MHz		—	70	
Power Dissipation	f=8 MHz	P_D	—	0.13	W
	f=10 MHz		—	0.16	
	f=12.5 MHz		—	0.19	
	f=16.67 MHz		—	0.26	
	f=20 MHz		—	0.38	
Capacitance (Vin=0 V, TA=25°C, Frequency=1 MHz)**		C_{in}	—	20.0	pF
Load Capacitance	$\overline{HALT}$	C_L	—	70	pF
	All Others		—	130	

*Currents listed are with no loading.

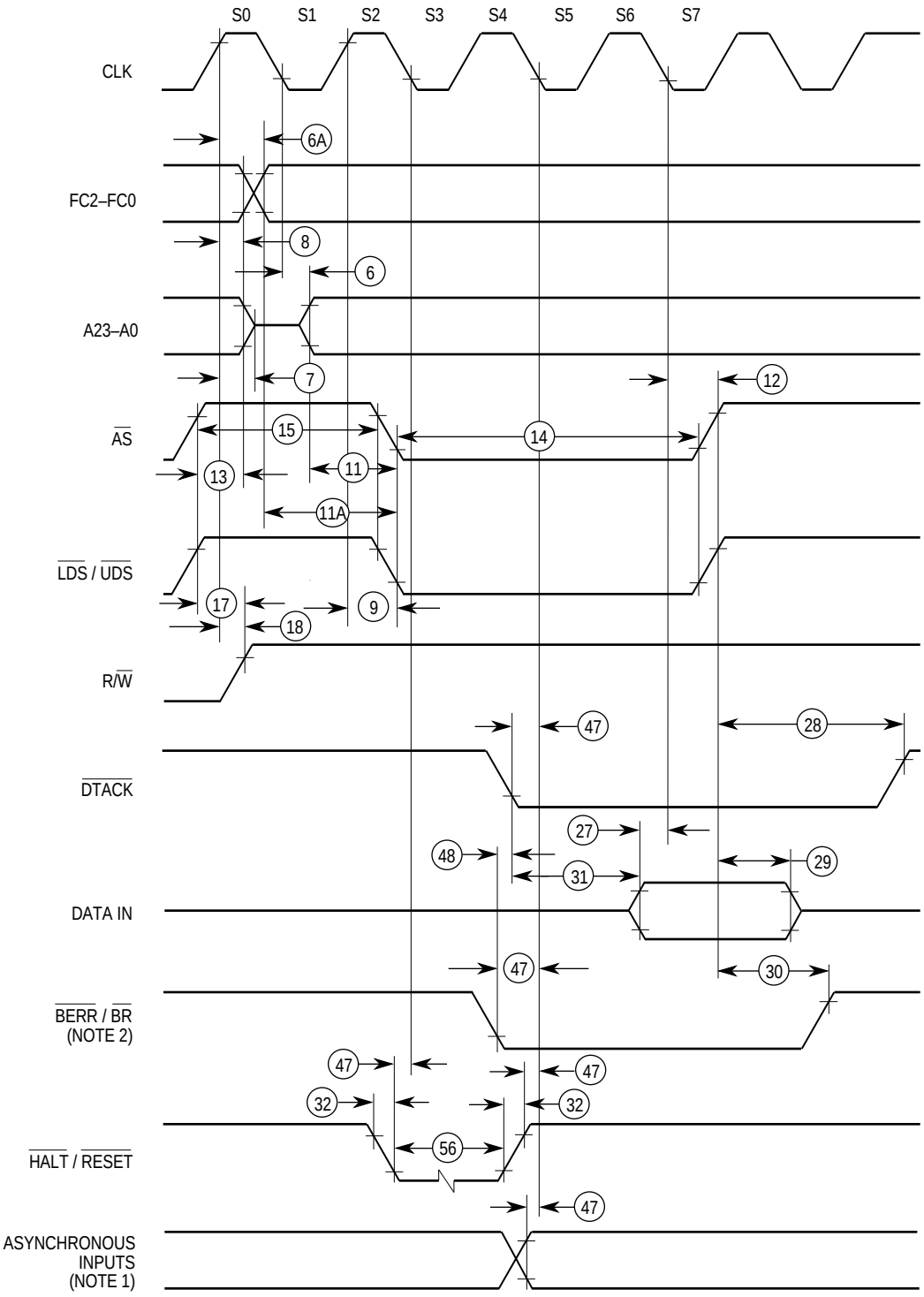
**Capacitance is periodically sampled rather than 100% tested.

10.14 MC68EC000 AC ELECTRICAL SPECIFICATIONS — READ AND WRITE CYCLES (VCC=5.0 VDC ± 5;PC; GND = 0 VDC; $T_A = T_L$ TO T_H; (See Figures 10-12 and 10-13)

Num	Characteristic	8 MHz		10 MHz		12.5 MHz		16.67 MHz		20 MHz		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
6	Clock Low to Address Valid	—	35	—	35	—	35	—	30	—	25	ns
6A	Clock High to FC Valid	—	35	—	35	—	35	—	30	0	25	ns
7	Clock High to Address, Data Bus High Impedance (Maximum)	—	55	—	55	—	55	—	50	—	42	ns
8	Clock High to Address, FC Invalid (Minimum)	0	—	0	—	0	—	0	—	0	—	ns
9[1]	Clock High to $\overline{AS}$, $\overline{DS}$ Asserted	3	35	3	35	3	35	3	30	3	25	ns
11[2]	Address Valid to $\overline{AS}$, $\overline{DS}$ Asserted (Read)/$\overline{AS}$ Asserted (Write)	30	—	20	—	15	—	15	—	10	—	ns
11A[2]	FC Valid to $\overline{AS}$, $\overline{DS}$ Asserted (Read)/ $\overline{AS}$ Asserted (Write)	45	—	45	—	45	—	45	—	40	—	ns
12[1]	Clock Low to $\overline{AS}$, $\overline{DS}$ Negated	3	35	3	35	3	35	3	30	3	25	ns
13[2]	$\overline{AS}$, $\overline{DS}$ Negated to Address, FC Invalid	15	—	15	—	15	—	15	—	10	—	ns
14[2]	$\overline{AS}$ (and $\overline{DS}$ Read) Width Asserted	270	—	195	—	160	—	120	—	100	—	ns
14A[2]	$\overline{DS}$ Width Asserted (Write)	140	—	95	—	80	—	60	—	50	—	ns
15[2]	$\overline{AS}$, $\overline{DS}$ Width Negated	150	—	105	—	65	—	60	—	50	—	ns
16	Clock High to Control Bus High Impedance	—	55	—	55	—	55	—	50	—	42	ns
17[2]	$\overline{AS}$, $\overline{DS}$ Negated to R/$\overline{W}$ Invalid	15	—	15	—	15	—	15	—	10	—	ns
18[1]	Clock High to R/$\overline{W}$ High (Read)	0	35	0	35	0	35	0	30	0	25	ns
20[1]	Clock High to R/$\overline{W}$ Low (Write)	0	35	0	35	0	35	0	30	0	25	ns
20A[2,6]	$\overline{AS}$ Asserted to R/$\overline{W}$ Low (Write)	—	10	—	10	—	10	—	10	—	10	ns
21[2]	Address Valid to R/$\overline{W}$ Low (Write)	0	—	0	—	0	—	0	—	0	—	ns
21A[2]	FC Valid to R/$\overline{W}$ Low (Write)	60	—	50	—	30	—	30	—	25	—	ns
22[2]	R/$\overline{W}$ Low to $\overline{DS}$ Asserted (Write)	80	—	50	—	30	—	30	—	25	—	ns
23	Clock Low to Data-Out Valid (Write)	—	35	—	35	—	35	—	30	—	25	ns
25[2]	$\overline{AS}$, $\overline{DS}$ Negated to Data-Out Invalid (Write)	40	—	30	—	20	—	15	—	10	—	ns
26[2]	Data-Out Valid to $\overline{DS}$ Asserted (Write)	40	—	30	—	20	—	15	—	10	—	ns
27[5]	Data-In Valid to Clock Low (Setup Time on Read)	5	—	5	—	5	—	5	—	5	—	ns
28[2]	$\overline{AS}$, $\overline{DS}$ Negated to $\overline{DTACK}$ Negated (Asynchronous Hold)	0	110	0	110	0	110	0	110	0	95	ns
28A	Clock High to $\overline{DTACK}$ Negated	0	110	0	110	0	110	0	110	0	95	ns

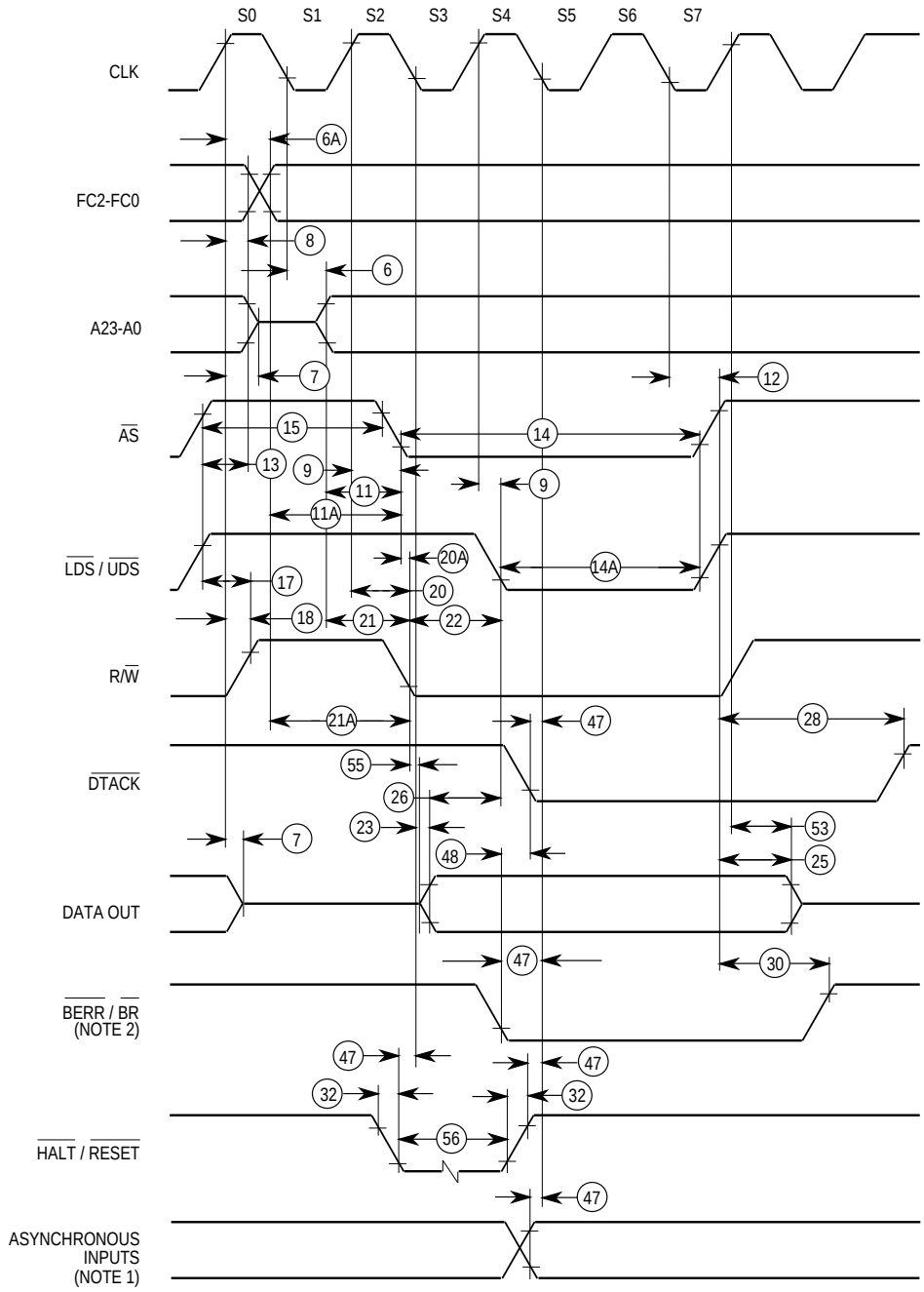
Num	Characteristic	8 MHz		10 MHz		12.5 MHz		16.67 MHz		20 MHz		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
29	AS, DS Negated to Data-In Invalid (Hold Time on Read)	0	—	0	—	0	—	0	—	0	—	ns
29A	AS, DS Negated to Data-In High Impedance	—	187	—	150	—	120	—	90	—	75	ns
30	AS, DS Negated to BERR Negated	0	—	0	—	0	—	0	—	0	—	ns
31[2,5]	DTACK Asserted to Data-In Valid (Setup Time)	—	90	—	65	—	50	—	50	—	42	ns
32	HALT and RESET Input Transition Time	0	150	0	150	0	150	0	150	0	150	ns
33	Clock High to BG Asserted	—	35	—	35	—	35	0	30	0	25	ns
34	Clock High to BG Negated	—	35	—	35	—	35	0	30	0	25	ns
35	BR Asserted to BG Asserted	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
36[7]	BR Negated to BG Negated	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
38	BG Asserted to Control, Address, Data Bus High Impedance (AS Negated)	—	55	—	55	—	55	—	50	—	42	ns
39	BG Width Negated	1.5		1.5		1.5		1.5		1.5	—	Clks
44	AS, DS Negated to VPA Negated	0	55	0	55	0	55	0	50	0	42	ns
47[5]	Asynchronous Input Setup Time	5	—	5	—	5	—	5	—	5	—	ns
48[2,3]	BERR Asserted to DTACK Asserted	20	—	20	—	20	—	10	—	10	—	ns
53	Data-Out Hold from Clock High	0	—	0	—	0	—	0	—	0	—	ns
55	R/W Asserted to Data Bus Impedance Change	30	—	20	—	10	—	0	—	0	—	ns
56[4]	HALT/RESET Pulse Width	10	—	10	—	10	—	10	—	10	—	Clks
58[7]	BR Negated to AS, DS, R/W Driven	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	Clks
58A[7]	BR Negated to FC, VMA Driven	1	—	1	—	1	—	1	—	1	—	Clks

NOTES:1. For a loading capacitance of less than or equal to 50 pF, subtract 5 ns from the value given in the maximum columns.
2. Actual value depends on clock period.
3. I f #47 is satisfied for both DTACK and BERR, #48 may be ignored. In the absence of DTACK, BERR is an asynchronous input using the asynchronous input setup time (#47).
4. For power-up, the MC68EC000 must be held in the reset state for 520 clocks to allow stabilization of on-chip circuitry. After the system is powered up, #56 refers to the minimum pulse width required to reset the processor.
5. If the asynchronous input setup time (#47) requirement is satisfied for DTACK, the DTACK-asserted to data setup time (#31) requirement can be ignored. The data must only satisfy the data-in to clock low setup time (#27) for the following clock cycle.
6. When AS and R/W are equally loaded (±20;pc), subtract 5 ns from the values given in these columns.
7. The minimum value must be met to guarantee proper operation. If the maximum value is exceeded, BG may be reasserted.
8. DS is used in this specification to indicate UDS and LDS.



NOTES:
1. Setup time for the asynchronous inputs IPL2–IPL0 and AVEC (#47) guarantees their recognition at the next falling edge of the clock.
2. BR need fall at this time only to insure being recognized at the end of the bus cycle.
3. Timing measurements are referenced to and from a low voltage of 0.8 V and a high voltage of 2.0 V, unless otherwise noted. The voltage swing through this range should start outside and pass through the range such that the rise or fall is linear between 0.8 V and 2.0 V.

Figure 10-12. MC68EC000 Read Cycle Timing Diagram



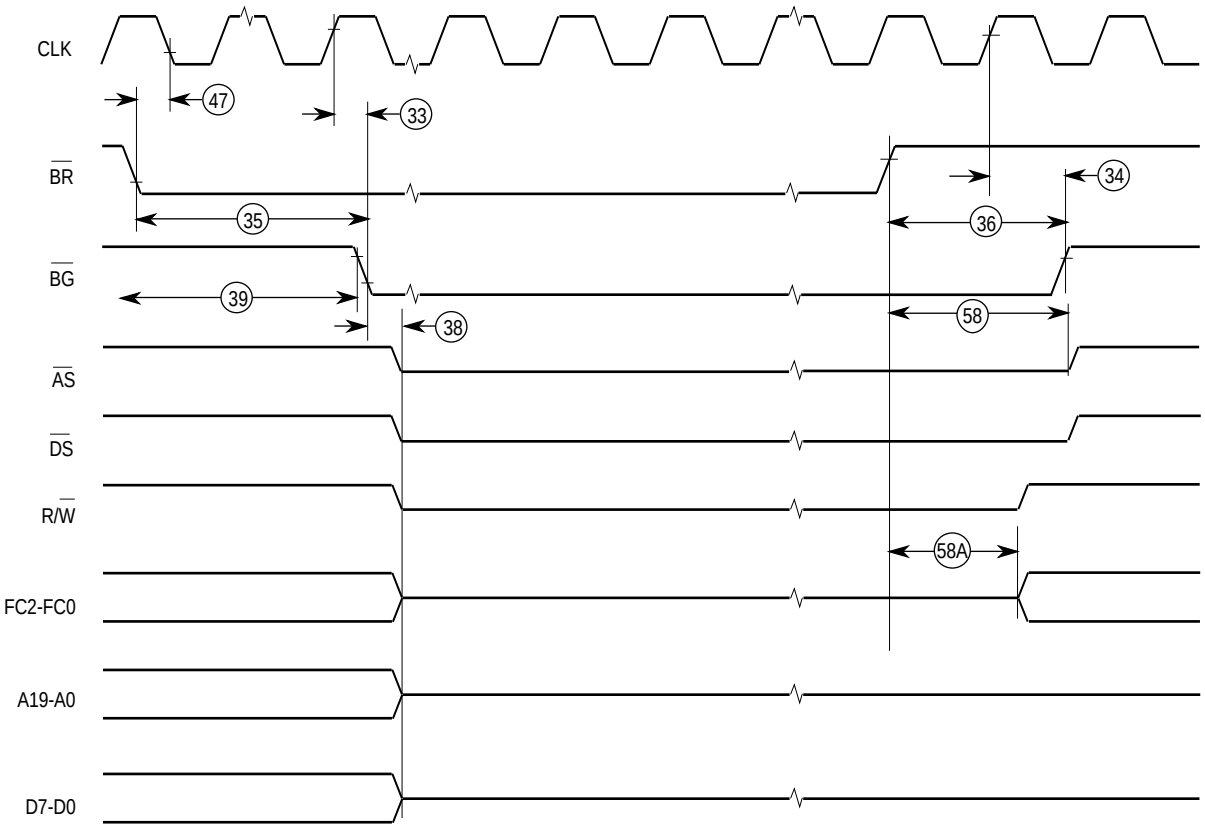
NOTES:
1. Timing measurements are referenced to and from a low voltage of 0.8 V and a high voltage of 2.0 V, unless otherwise noted. The voltage swing through this range should start outside and pass through the range such that the rise or fall is linear between 0.8 V and 2.0 V.
2. Because of loading variations, R/W may be valid after AS even though both are initiated by the rising edge of S2 (specification #20A).

Figure 10-13. MC68EC000 Write Cycle Timing Diagram

10.15 MC68EC000 AC ELECTRICAL SPECIFICATIONS—BUS ARBITRATION (VCC=5.0VDC ± 5%; GND=0 VDC; $T_A = T_L$ TO T_H; see Figure 10-14)

Num	Characteristic	8 MHz		10 MHz		12.5 MHz		16.67 MHz		20 MHz		Unit
		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
7	Clock High to Address, Data Bus High Impedance (Maximum)	—	55	—	55	—	55	—	50	—	42	ns
16	Clock High to Control Bus High Impedance	—	55	—	55	—	55	—	50	—	42	ns
33	Clock High to $\overline{BG}$ Asserted	—	35	—	35	—	35	0	30	0	25	ns
34	Clock High to $\overline{BG}$ Negated	—	35	—	35	—	35	0	30	0	25	ns
35	$\overline{BR}$ Asserted to $\overline{BG}$ Asserted	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
36[7]	$\overline{BR}$ Negated to $\overline{BG}$ Negated	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	1.5	3.5	Clks
38	$\overline{BG}$ Asserted to Control, Address, Data Bus High Impedance ($\overline{AS}$ Negated)	—	55	—	55	—	55	—	50	—	42	ns
39	$\overline{BG}$ Width Negated	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	Clks
47	Asynchronous Input Setup Time	5	—	5	—	5	—	5	—	5	—	ns
58[1]	$\overline{BR}$ Negated to $\overline{AS}$, $\overline{DS}$, R/$\overline{W}$ Driven	1.5	—	1.5	—	1.5	—	1.5	—	1.5	—	Clks
58A[1]	$\overline{BR}$ Negated to FC Driven	1	—	1	—	1	—	1	—	1	—	Clks

NOTES: 1. The minimum value must be met to guarantee proper operation. If the maximum value is exceeded, $\overline{BG}$ may be reasserted.
2. $\overline{DS}$ is used in this specification to indicate $\overline{UDS}$ and $\overline{LDS}$.



NOTES: Waveform measurements for all inputs and outputs are specified at: logic high 2.0 V, logic low = 0.8 V.

Figure 10-14. MC68EC000 Bus Arbitration Timing Diagram

SECTION 11
ORDERING INFORMATION AND MECHANICAL DATA

This section provides pin assignments and package dimensions for the devices described in this manual.

11.1 PIN ASSIGNMENTS

Package	68000	68008	68010	68HC000	68HC001	68EC000
64-Pin Dual-In-Line	✔		✔	✔		
68-Terminal Pin Grid Array	✔		✔	✔	✔	
64-Lead Quad Pack						✔
68-Lead Quad Flat Pack	✔		✔	✔	✔	✔
52-Lead Quad		✔				
48-Pin Dual-In-Line		✔				

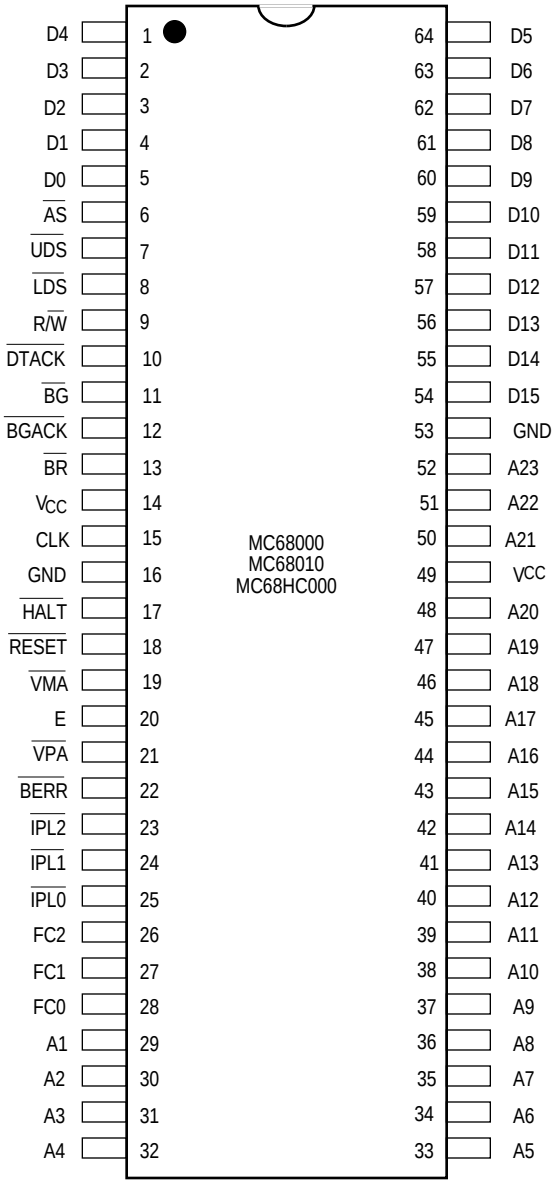


Figure 11-1. 64-Pin Dual In Line

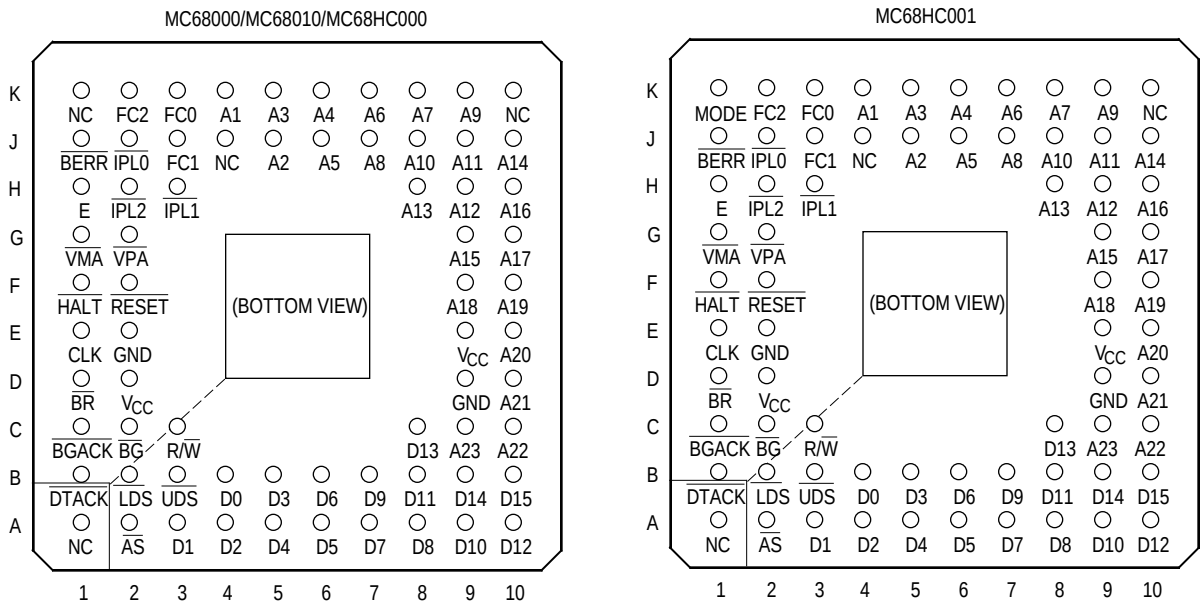


Figure 11-2. 68-Lead Pin Grid Array

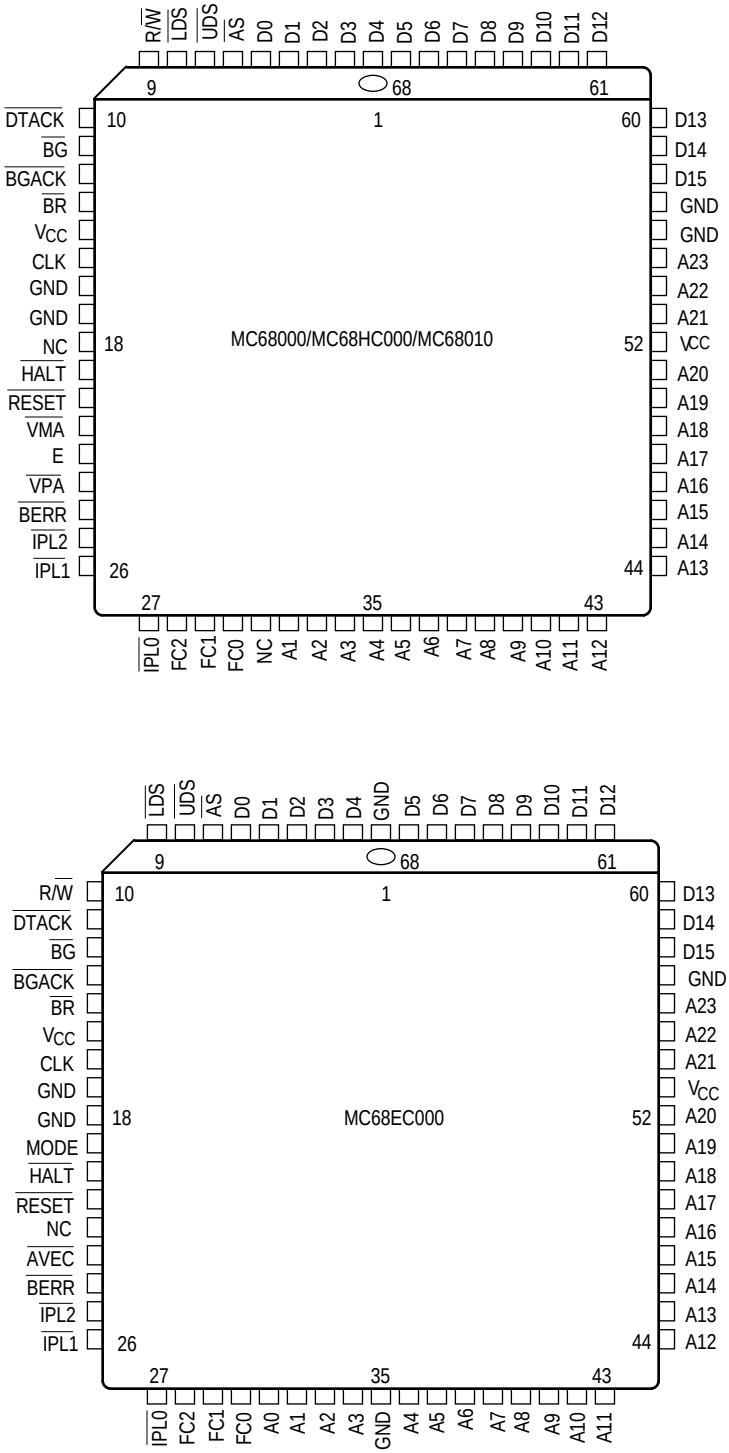


Figure 11-3. 68-Lead Quad Pack (1 of 2)

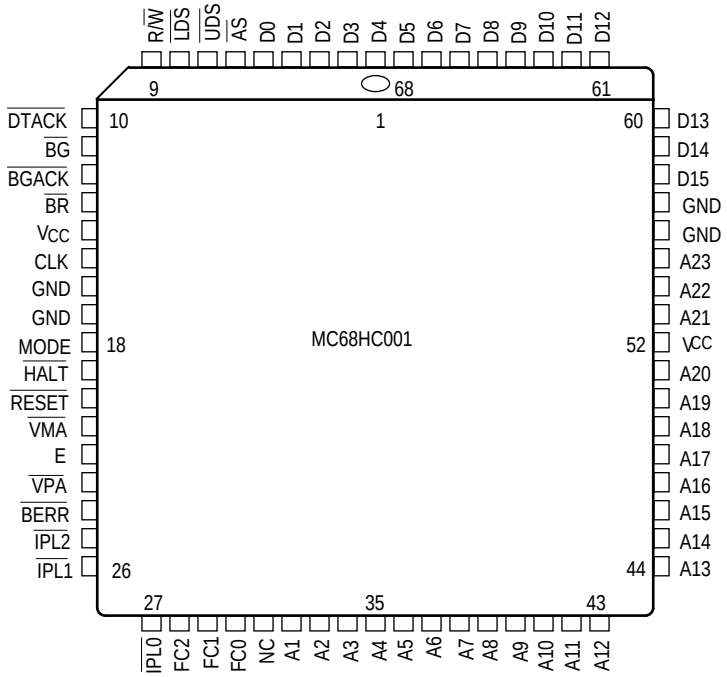


Figure 11-3. 68-Lead Quad Pack (2 of 2)

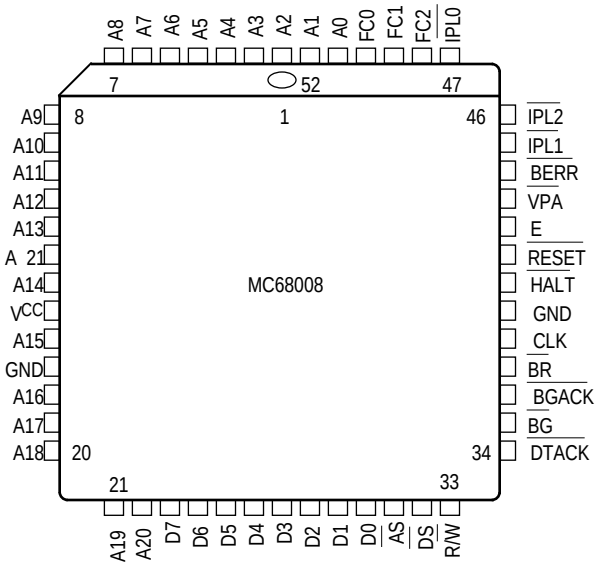


Figure 11-4. 52-Lead Quad Pack

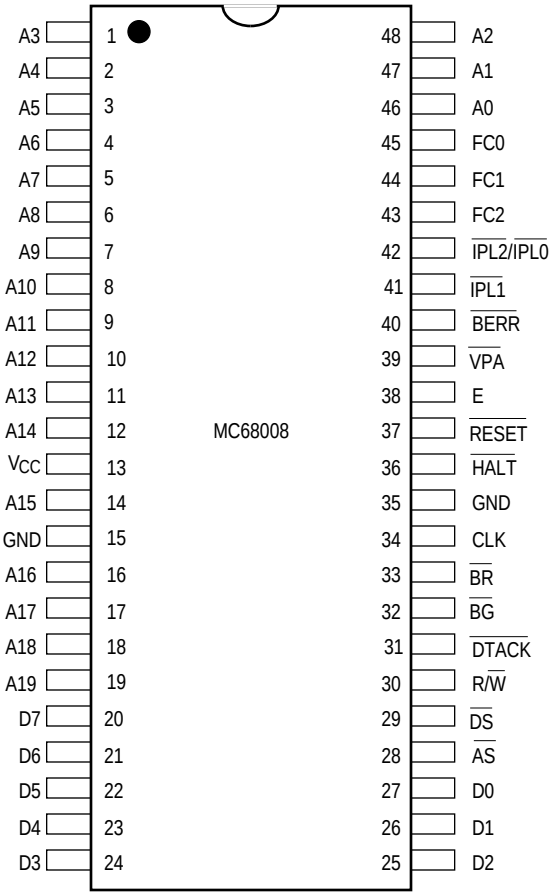


Figure 11-5. 48-Pin Dual In Line

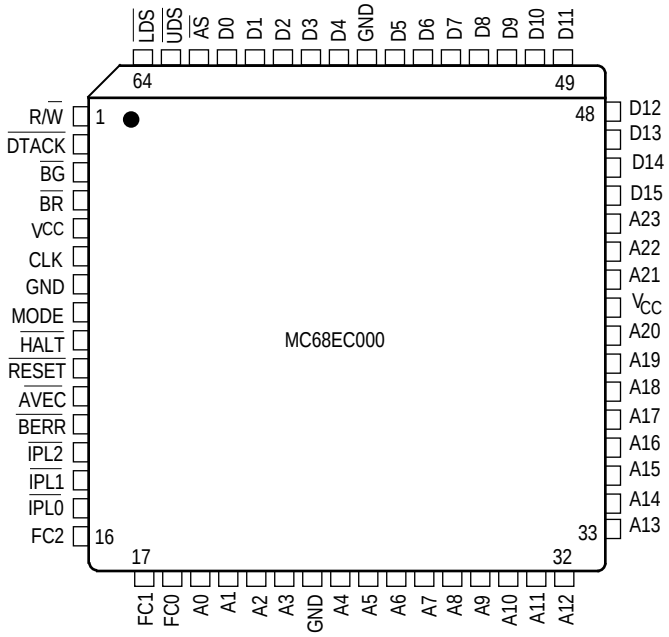
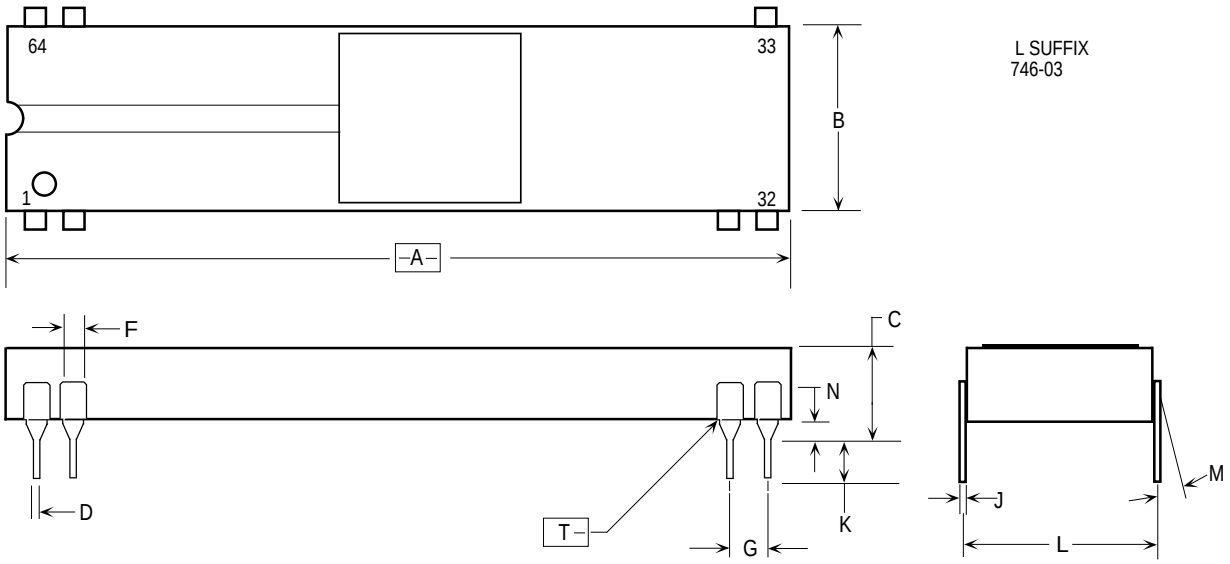


Figure 11-6. 64-Lead Quad Flat Pack

11.2 PACKAGE DIMENSIONS

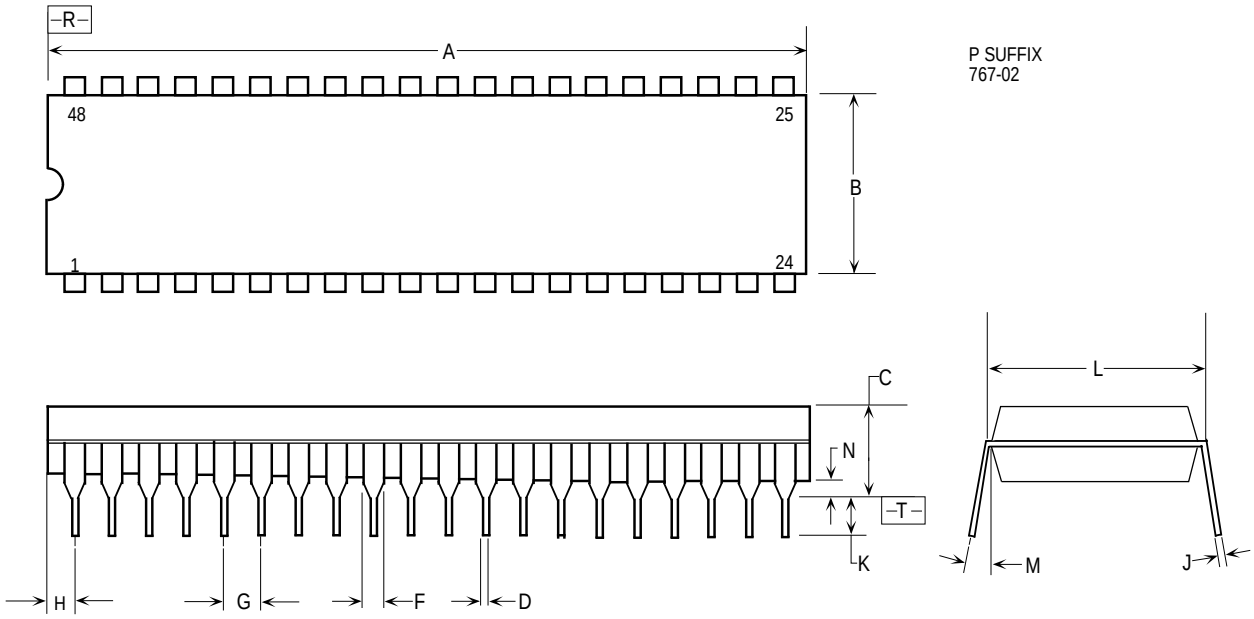
Case Package	68000	68008	68010	68HC000	68HC001	68EC000
740-03 L Suffix		✔				
767-02 P Suffix		✔				
746-01 LC Suffix	✔		✔	✔		
754-01 R and P Suffix	✔		✔	✔		
765A-05 RC Suffix	✔		✔	✔	✔	
778-02 FN Suffix		✔				
779-02 FN Suffix				✔		✔
779-01 FN Suffix	✔		✔		✔	
847-01 FC Suffix				✔		
840B-01 FU Suffix						✔



NOTES:
1. DIMENSION -A- IS DATUM.
2. POSTIONAL TOLERANCE FOR LEADS:
   ⌖ Ø 0.25 (0.010) Ⓜ T A Ⓜ
3. -T- IS SEATING PLANE
4. DIMENSION "L" TO CENTER OF LEADS WHEN FORMED PARALLEL.
5. DIMENSIONING AND TOLERANCING PER ANSI Y14.5m, 1982.

	MILLIMETERS		INCHES	
DIM	MIN	MAX	MIN	MAX
A	60.36	61.56	2.376	2.424
B	14.64	15.34	0.576	0.604
C	3.05	4.32	0.120	0.160
D	3.81	0.533	0.015	0.021
F	.762	1.397	0.030	0.055
G	2.54 BSC		0.100 BSC	
J	0.204	0.330	0.008	0.013
K	2.54	4.19	0.100	0.165
L	15.24 BSC		0.600 BSC	
M	0°	10°	0°	10°
N	1.016	1.524	0.040	0.060

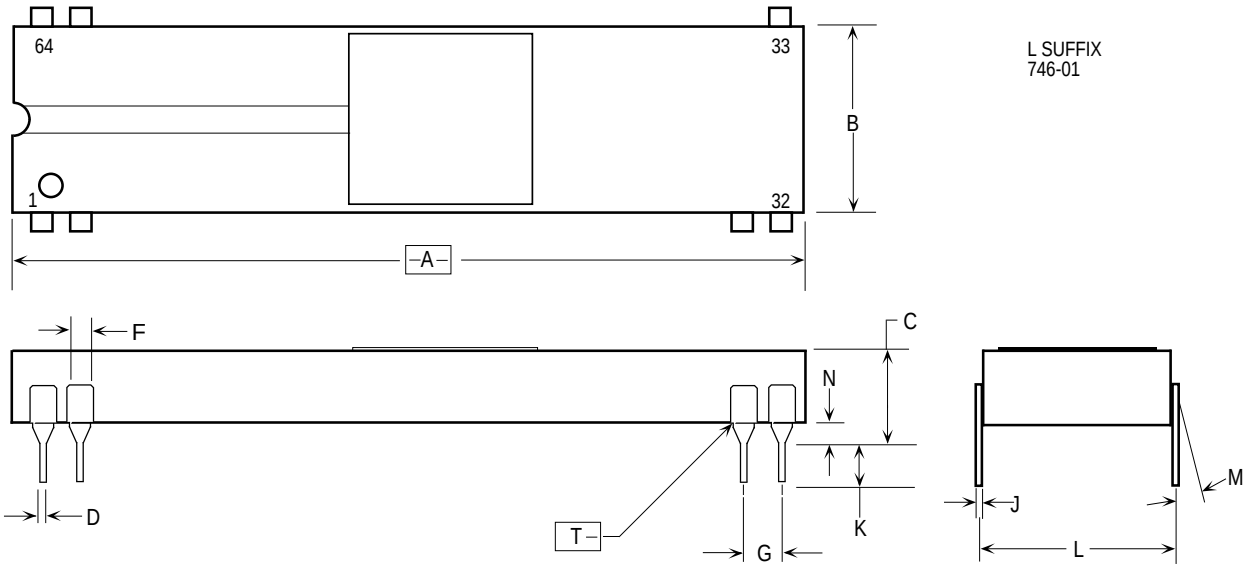
Figure 11-7. Case 740-03—L Suffix



NOTES:
1. -R- IS END OF PACKAGE DATUM PLANE
   -T- IS BOTH A DATUM AND SEATING PLANE
2. POSITIONAL TOLERANCE FOR LEADS 1 AND 48.
   ⌖ 0.51 (0.020) T B Ⓜ R
   POSITIONAL TOLERANCE FOR LEAD PATTERN;
   ⌖ 0.25 (0.020) T B Ⓜ
3. DIMENSION "A" AND "B" DOES NOT INCLUDE MOLD FLASH, MAXIMUM MOLD FLASH 0.25 (0.010).
4. DIMENSION "L" IS TO CENTER OF LEADS WHEN FORMED PARALLEL.
5. DIMENSIONING AND TOLERANCING PER ANSI Y14.5, 1982.
6. CONTROLLING DIMENSION: INCH.

	MILLIMETERS		INCHES	
DIM	MIN	MAX	MIN	MAX
A	61.34	62.10	2.415	2.445
B	13.72	14.22	0.540	0.560
C	3.94	5.08	0.155	0.200
D	0.36	0.55	0.014	0.022
F	1.02	1.52	0.040	0.060
G	2.54 BSC		0.100 BSC	
H	1.79 BSC		0.070 BSC	
J	0.20	0.38	0.008	0.015
K	2.92	3.81	0.115	0.135
L	15.24 BSC		0.600 BSC	
M	0°	15°	0°	15°
N	0.51	1.02	0.020	0.040

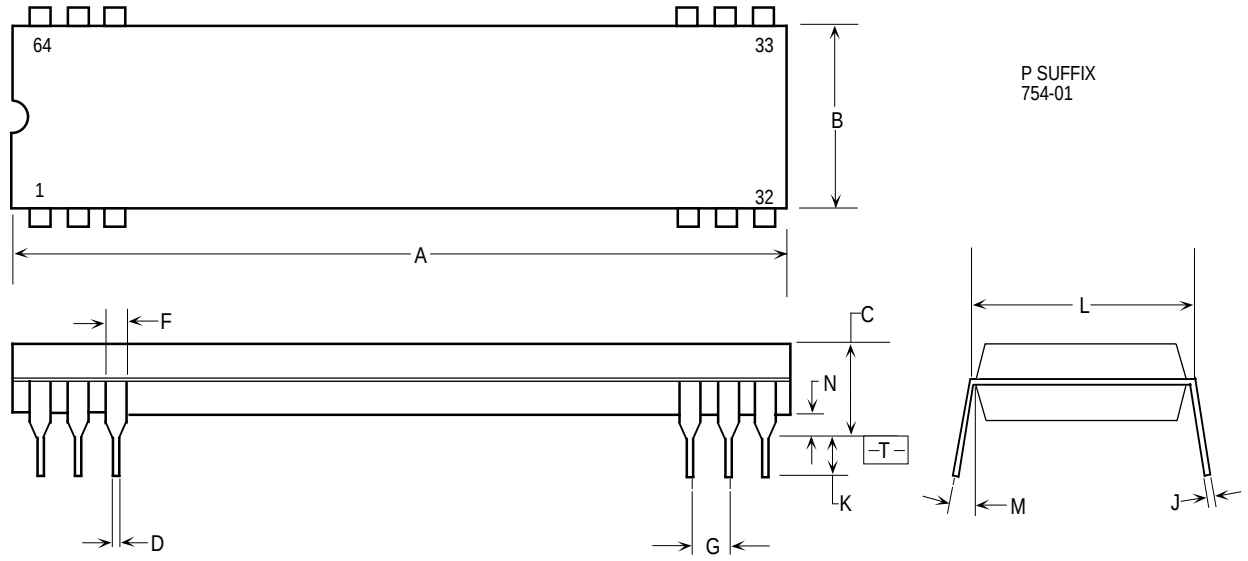
Figure 11-8. Case 767-02—P Suffix



NOTES:
1. DIMENSION -A- IS DATUM.
2. POSTIONAL TOLERANCE FOR LEADS:
   ⌖ ∅ 0.25 (0.010) Ⓜ T A Ⓜ
3. -T- IS SEATING PLANE
4. DIMENSION "L" TO CENTER OF LEADS WHEN FORMED PARALLEL.
5. DIMENSIONING AND TOLERANCING PER ANSI Y14.5, 1973.

	MILLIMETERS		INCHES	
DIM	MIN	MAX	MIN	MAX
A	80.52	82.04	3.170	3.230
B	22.25	22.96	0.876	0.904
C	3.05	4.32	0.120	0.160
D	0.38	0.53	0.015	0.021
F	.76	1.40	0.030	0.055
G	2.54 BSC		0.100 BSC	
J	0.20	0.33	0.008	0.013
K	2.54	4.19	0.100	0.165
L	22.61	23.11	0.890	0.910
M	0°	10°	0°	10°
N	1.02	1.52	0.040	0.060

Figure 11-9. Case 746-01—LC Suffix



NOTES:
1. DIMENSIONS A AND B ARE DATUMS.
2. -T- IS SEATING PLANE.
3. POSITIONAL TOLERANCE FOR LEADS (DIMENSION D):
   ⌖ Ø 0.25 (0.010) Ⓜ T A Ⓜ B Ⓜ
4. DIMENSION B DOES NOT INCLUDEMOLD FLASH.
5. DIMENSION L IS TO CENTER OF LEADS WHEN FORMED PARALLEL.
6. DIMENSIONING AND TOLERANCING PER ANSI Y14.5, 1982.

	MILLIMETERS		INCHES	
DIM	MIN	MAX	MIN	MAX
A	81.16	81.91	3.195	3.225
B	20.17	20.57	0.790	0.810
C	4.83	5.84	0.190	0.230
D	0.33	0.53	0.013	0.021
F	1.27	1.77	0.050	0.070
G	2.54 BSC		0.100 BSC	
J	0.20	0.38	0.008	0.015
K	3.05	3.55	0.120	0.140
L	22.86 BSC		0.9 00 BSC	
M	0°	15°	0°	15°
N	0.51	1.02	0.020	0.040

Figure 11-10. Case 754-01—R and P Suffix

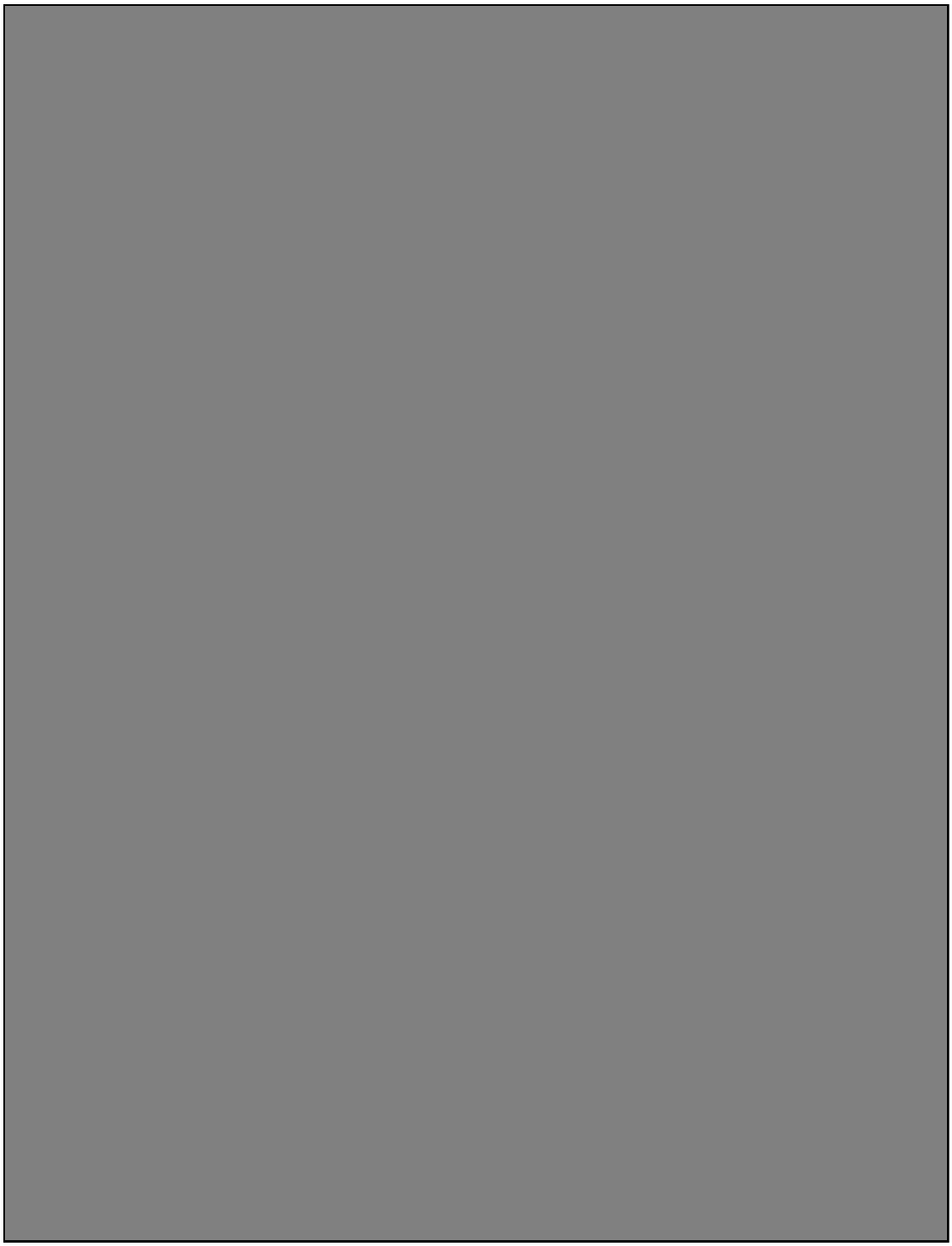


Figure 11-11. Case 765A-05—RC Suffix

APPENDIX A
MC68010 LOOP MODE OPERATION

In the loop mode of the MC68010, a single instruction is executed repeatedly under control of the test condition, decrement, and branch (DBcc) instruction without any instruction fetch bus cycles. The execution of a single-instruction loop without fetching an instruction provides a highly efficient means of repeating an instruction because the only bus cycles required are those that read and write the operands.

The DBcc instruction uses three operands: a loop counter, a branch condition, and a branch displacement. When this instruction is executed in the loop mode, the value in the low-order word of the register specified as the loop counter is decremented by one and compared to minus one. If the result after decrementing the value is equal to minus one, the result is placed in the loop counter, and the next instruction in sequence is executed. Otherwise, the condition code register is checked against the specified branch condition. If the branch condition is true, the result is discarded, and the next instruction in sequence is executed. When the count is not equal to minus one and the branch condition is false, the branch displacement is added to the value in the program counter, and the instruction at the resulting address is executed.

Figure A-1 shows the source code of a program fragment containing a loop that executes in the loop mode in the MC68010. The program moves a block of data at address SOURCE to a block starting at address DEST. The number of words in the block is labeled LENGTH. If any word in the block at address SOURCE contains zero, the move operation stops, and the program performs whatever processing follows this program fragment.

```
        LEA     SOURCE, A0      Load A Pointer To Source Data
        LEA     DEST, A1        Load A Pointer To Destination
        MOVE.W  #LENGTH, D0     Load The Counter Register
LOOP    MOVE.W  (A0);pl, (A1)+  Loop To Move The Block Of Data
        DBEQ    D0, LOOP        Stop If Data Word Is Zero
```

Figure A-1. DBcc Loop Mode Program Example

The first load effective address (LEA) instruction loads the address labeled SOURCE into address register A0. The second instruction, also an LEA instruction, loads the address labeled DEST into address register A1. Next, a move data from source to destination (MOVE) instruction moves the number of words into data register D0, the loop counter. The last two instructions, a MOVE and a test equal, decrement, and branch (DBEQ), form the loop that moves the block of data. The bus activity required to execute these instructions consists of the following cycles:

1. Fetch the MOVE instruction.
2. Fetch the DBEQ instruction.
3. Read the operand at the address in A0.
4. Write the operand at the address in A1.
5. Fetch the displacement word of the DBEQ instruction.

Of these five bus cycles, only two move the data. However, the MC68010 has a two-word prefetch queue in addition to the one-word instruction decode register. The loop mode uses the prefetch queue and the instruction decode register to eliminate the instruction fetch cycles. The processor places the MOVE instruction in the instruction decode register and the two words of the DBEQ instruction in the prefetch queue. With no additional opcode fetches, the processor executes these two instructions as required to move the entire block or to move all nonzero words that precede a zero.

The MC68010 enters the loop mode automatically when the conditions for loop mode operation are met. Entering the loop mode is transparent to the programmer. The conditions are that the loop count and branch condition of the DBcc instruction must result in looping, the branch displacement must be minus four, and the branch must be to a one-word loop mode instruction preceding the DBcc instruction. The looped instruction and the first word of the DBcc instruction are each fetched twice when the loop is entered. When the processor fetches the looped instruction the second time and determines that the looped instruction is a loop mode instruction, the processor automatically enters the loop mode, and no more instruction fetches occur until the count is exhausted or the loop condition is true.

In addition to the normal termination conditions for the loop, several abnormal conditions cause the MC68010 to exit the loop mode. These abnormal conditions are as follows:

- Interrupts
- Trace Exceptions
- Reset Operations
- Bus Errors

Any pending interrupt is taken after each execution of the DBcc instruction, but not after each execution of the looped instruction. Taking an interrupt exception terminates the loop mode operation; loop mode operation can be restarted on return from the interrupt handler. While the T bit is set, a trace exception occurs at the end of both the looped instruction and the DBcc instruction, making loop mode unavailable while tracing is enabled. A reset operation aborts all processing, including loop mode processing. A bus error during loop mode operation is handled the same as during other processing; however, when the return from exception (RTE) instruction continues execution of the looped instruction, the three-word loop is not fetched again.

Table A-1 lists the loop mode instructions of the MC68010. Only one-word versions of these instructions can operate in the loop mode. One-word instructions use the three address register indirect modes: (An), (An)+, and –(An).

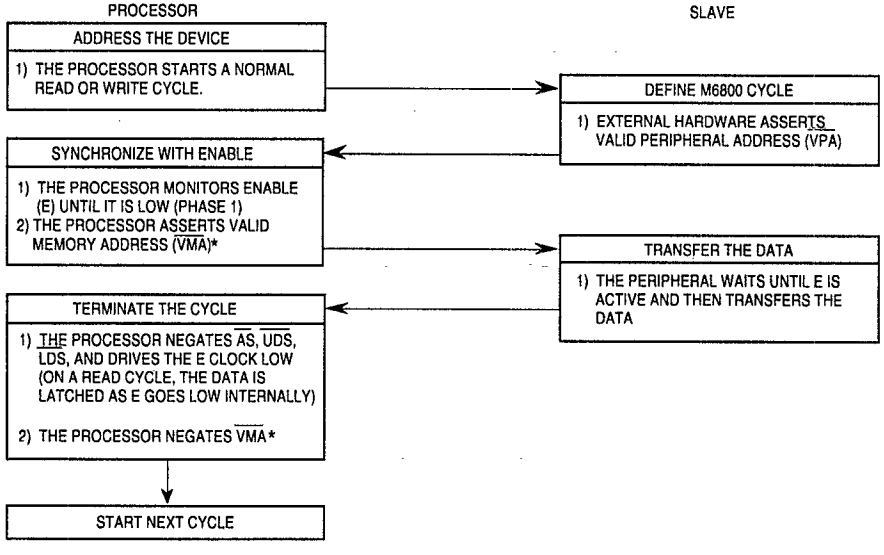
Table A-1. MC68010 Loop Mode Instructions

Opcodes	Applicable Addressing Modes
MOVE [BWL]	(Ay) to (Ax) (Ay) to (Ax)+ (Ay) to –(Ax) (Ay)+ to (Ax) (Ay)+ to –(Ax) –(Ay) to (Ax) –(Ay) to (Ax)+ –(Ay) to –(Ax) Ry to (Ax) Ry to (Ax)+
ADD [BWL] AND [BWL] CMP [BWL] OR [BWL] SUB [BWL]	(Ay) to Dx (Ay)+ to Dx –(Ay) to Dx
ADDA [WL] CMPA [WL] SUBA [WL]	(Ay) to Ax –(Ay) to Ax (Ay)+ to Ax
ADD [BWL] AND [BWL] EOR [BWL] OR [BWL] SUB [BWL]	Dx to (Ay) Dx to (Ay)+ Dx to –(Ay)
ABCD [B] ADDX [BWL] SBCD [B] SUBX [BWL]	–(Ay) to –(Ax)
CMP [BWL]	(Ay)+ to (Ax)+
CLR [BWL] NEG [BWL] NEGX [BWL} NOT [BWL] TST [BWL] NBCD [B]	(Ay) (Ay)+ –(Ay)
ASL [W] ASR [W] LSL [W] LSR [W] ROL [W] ROR [W] ROXL [W] ROXR	(Ay) by #1 (Ay)+ by #1 –(Ay) by #1

NOTE: [B, W, or L] indicate an operand size of byte, word, or long word.

APPENDIX B
M6800 PERIPHERAL INTERFACE

This appendix applies to all processors except the MC68EC000. Motorola's extensive line of M6800 peripherals is directly compatible with the M68000 Family. Since both the M6800 processors and the M68000 processors use memory-mapped I/O, interfacing the synchronous M6800 peripherals with the asynchronous M68000 Family processors works very well. The processor modifies its bus cycle to meet the M6800 cycle requirements whenever an M6800 device address is detected. Figure B-1 is a flowchart of the data transfer between the processor and M6800 devices.



* For MC68008-based systems, VMA is supplied by external circuitry.

Figure B-1. M6800 Data Transfer Flowchart

B.1 DATA TRANSFER OPERATION

Three signals on the processor provide the M6800 interface: enable (E), valid memory address (VMA), and valid peripheral address (VPA). Enable corresponds to the E or phase-two signal in M6800 systems. The bus frequency is one-tenth of the M68000 system clock frequency. The timing of E allows 1-MHz peripherals to be used with 8-MHz

processors. Enable has a 60/40 duty cycle; that is, it is low for six system clocks and high for four system clocks. This duty cycle allows $\overline{VPA}$ accesses on successive E pulses.

In the MC68000, MC68HC000, MC68HC001, and the MC68010, $\overline{VMA}$ is provided to indicate synchronization with E. The MC68008 does not provide a $\overline{VMA}$ signal; external circuitry similar to that shown in Figure B-2 using transistor-to-transistor (TTL) logic must be included in the system to provide $\overline{VMA}$. The $\overline{VMA}$ signal indicates to the M6800 devices that the address on the address bus is a valid device address and that the processor is synchronized to the enable clock. The VPA decode input is an active-high signal that is asserted when address strobe $\overline{AS}$ has been asserted and the address on the address bus is that of a peripheral device. The flip-flop on the left sets at the falling edge of E; the flip-flop on the right sets at the next fall of system clock, asserting $\overline{VMA}$. $\overline{VMA}$ remains asserted until the fall of system clock immediately following the negation of VPA decode. Figure B-3 shows the timing for the $\overline{VMA}$ signal provided by this circuitry.

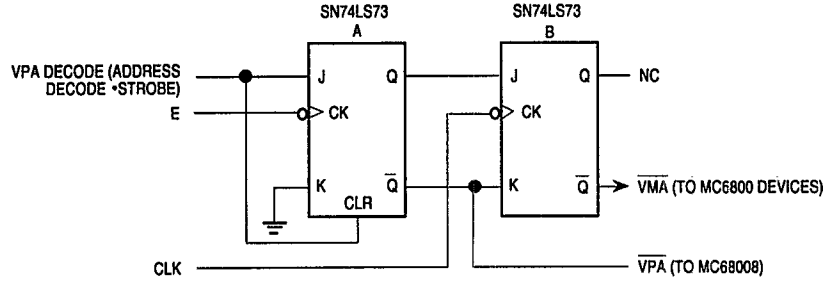


Figure B-2. Example External $\overline{VMA}$ Circuit

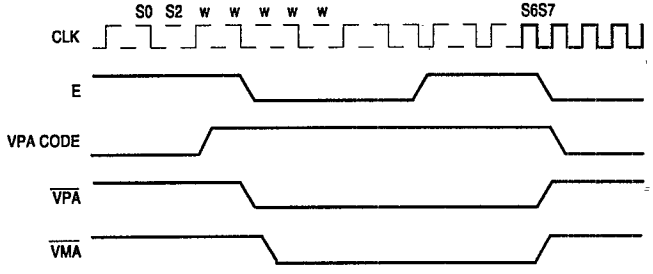


Figure B-3 External $\overline{VMA}$ Timing

B

M6800 cycle timing is shown in Figures B-4 and B-5. At state 0 (S0) in the cycle, the address bus is in the high-impedance state. A function code is asserted on the function code output lines. In state 1 (S1), the address is placed on the address bus. During state 2 (S2), the address strobe ($\overline{AS}$) is asserted to indicate that the address on the bus is valid. If the bus cycle is a read cycle, the upper and/or lower data strobe ($\overline{UDS}$, $\overline{LDS}$) (MC68000/MC68HC000/MC68HC001/MC68010) or data strobe ($\overline{DS}$) (MC68008) is also

asserted in S2. If the bus cycle is a write cycle, the read/write (R/$\overline{W}$) signal is driven low (for write) during S2. In state 3 (S3) of a write cycle, the write data is placed on the data bus, and in state 4 (S4), the data strobes are asserted to indicate valid data on the bus. Next, the processor inserts wait states until it recognizes the assertion of $\overline{VPA}$.

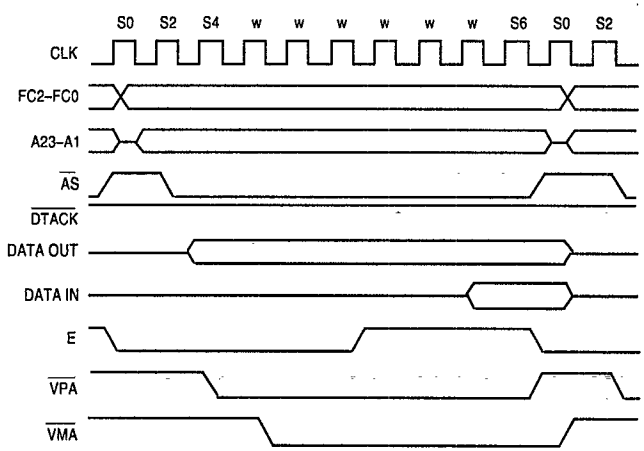


Figure B-4 M6800 Peripheral Timing—Best Case

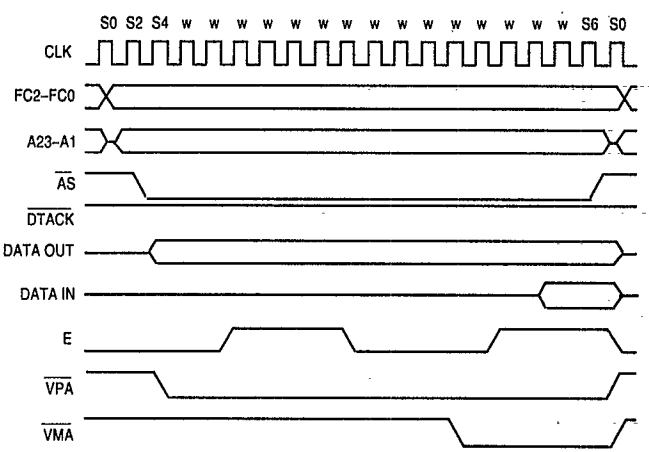


Figure B-5. M6800 Peripheral Timing—Worst Case

The $\overline{VPA}$ input indicates to the processor that the address on the bus is the address of an M6800 device (or an area reserved for M6800 devices) and that the bus should conform to the phase-two transfer characteristics of the M6800 bus. $\overline{VPA}$ is derived by decoding the address bus, conditioned by the address strobe ($\overline{AS}$).

B

After recognizing $\overline{VPA}$, the processor assures that enable (E) is low by waiting, if necessary, and subsequently asserts $\overline{VMA}$. $\overline{VMA}$ is then used as part of the chip-select equation of the peripheral to ensure correct timing for selection and deselection of the M6800 device. Once selected, the peripheral runs its cycle during the high portion of the E signal. Figure B-4 shows the best-case timing of an M6800 cycle, and Figure B-5 shows the worst-case timing. The cycle length is entirely dependent on the relationship of the assertion of $\overline{VPA}$ to the E clock.

When external circuitry asserts $\overline{VPA}$ as soon as possible following the assertion of $\overline{AS}$, the assertion of $\overline{VPA}$ is recognized on the falling edge of S4. In this case, no extra wait states are inserted (waiting for the assertion of $\overline{VPA}$). The only wait states inserted are those required to synchronize with the E clock. The synchronization delay is an integral number of system clock cycles within the following extremes:

1. Best Case—the assertion of $\overline{VPA}$ is recognized on the falling edge three clock cycles before E rises (or three clock cycles after E falls).
2. Worst Case—the assertion of $\overline{VPA}$ is recognized on the falling edge two clock cycles before E rises (or four clock cycles after E falls).

The processor latches the peripheral data in state 6 (S6) during a read cycle. For all cycles, the processor negates the address and data strobes one-half clock cycle later in state 7 (S7), and E goes low at this time. Another half clock later, the address bus is placed in the high-impedance state, and R/$\overline{W}$ is driven high. Logic in the peripheral must remove $\overline{VPA}$ within one clock after the negation of address strobe.

Data transfer acknowledge ($\overline{DTACK}$) must not be asserted while VPA is asserted. The state machine in the processor looks for $\overline{DTACK}$ to identify an asynchronous bus cycle and for $\overline{VPA}$ to identify a synchronous peripheral bus cycle. If both signals are asserted, the operation of the state machine is unpredictable.

To allow the processor to place its buses in the high-impedance state during DMA requests without inadvertently selecting the peripherals, $\overline{VMA}$ is active low for the M68000 Family of processors. The active-low $\overline{VMA}$ is in contrast to the active-high VMA signal of the M6800.

B.2 INTERRUPT INTERFACE OPERATION

During an interrupt acknowledge cycle while the processor is fetching the vector, $\overline{VPA}$ is asserted, and the processor (or external circuitry) asserts $\overline{VMA}$ and completes a normal M6800 read cycle as shown in Figure B-6. For the interrupt vector, the processor uses an internally generated vector number called an autovector. The autovector corresponds to the interrupt level being serviced. The seven autovectors are decimal vector numbers 25–31.

B

The autovector operation, which can be used with all peripherals, is similar to the normal interrupt acknowledge cycle. The autovector capability provides vectors for each of the six maskable interrupt levels and for the nonmaskable interrupt level. Whether the device supplies the vector number or the processor generates an autovector number, the

interrupt service routine can be located anywhere within the supervisor program address space because the user assigns the vectors in the vector table.

Since $\overline{\text{VMA}}$ is asserted during an autovector operation, care should be taken to prevent an unintended access to the device. An unintended access could occur if the peripheral address were on the address bus during the autovector operation.

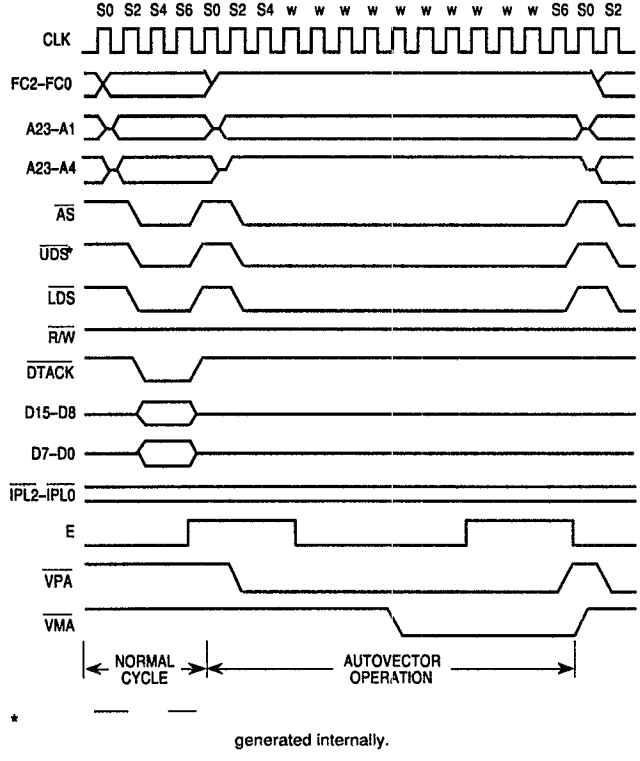


Figure B-6. Autovector Operation Timing Diagram