

	In/Out		
CLK	I	Input clock 32 MHz	
PHI11	O	1 MHz Output phase 1 (non-overlapping)	
PHI12	O	1 MHz Output phase 2 (non-overlapping)	
PHI81	O	8 MHz Output phase 1 (non-overlapping)	
PHI82	O	8 MHz Output phase 2 (non-overlapping)	
PHI3 ¹	O	32 MHz	
RST	I	reset	
IRQ	I		
NMI	I		
ABORTB	I	abort	
E	O	emulation status	
BE	I	bus enable (tri-state the output signals)	
BZ	I	bus zero (zero the output signals)	
MLB	O	memory lock	
MX	O	mode select (M/X bits of status reg)	
CS0	O	Chip select	
CS1	O	Chip select	
CS2	O	Chip select	
CS3	O	Chip select	
CS4	O	Chip select	
CS5	O	Chip select	
CS6	O	Chip Select Other	
VDA	O	valid data address	
VPB	O	vector pull	
VPA	O	valid program address	
RW	O	read/write	
RDY	I	bus ready	
A0-A23	O	Address bus	
D0-D7	I/O	data bus	
	51		
	13	Power and ground pins	

1. The MBV signal is generated when the bus is operating in 1MHz mode. Megahertz mode must be selected via a prefix instruction. It can be used to enable chip selects for a low speed bus.

The programmable chip select array is located at \$00F000. These registers are write-only. Once setup further programming of the chip select array can be disabled by writing 'E0' to register 15.

On reset the chip selects default to respond to the following addresses:

CS0 = \$00D0xx ; 256 bytes – 1MHz

CS1 = \$00D1xx ; 256 bytes – 1MHz

CS2 = \$00D2xx ; 256 bytes – 1MHz

CS3 = \$00D3xx ; 256 bytes – 1MHz

CS4 = \$008xxx ; 32k bytes – 8MHz

CS5 = \$01xxxx ; 32k bytes – 8MHz

CS6 = not (CS0 or CS1 or CS2 or CS3 or CS4 or CS5) ; full speed

Chip selects are active low.

Reg		Bits Covered	Reset Value	
0	CS0	15 to 8	D0	
1	CS0	23 to 16	00	
2	CS1	15 to 8	D1	
3	CS1	23 to 16	00	
4	CS2	15 to 8	D2	
5	CS2	23 to 16	00	
6	CS3	15 to 8	D3	
7	CS3	23 to 16	00	
8	CS4	22 to 15	01	
9	CS4	23	00	
A	CS5	22 to 15	02	
B	CS5	23	00	
C	SS1		0F	speed select 1MHz (1 = 1MHz)
D	SS8		30	speed select 8MHz (1 = 8MHz)
E	SS32		00	full speed select
F	EN			Write E0 to this register to disable the register set

Bit 0 of the speed select register corresponds to CS0

Bit 1 of the speed select register corresponds to CS1

etc.

Only one bit should be set in a speed select for a chip select.

Opcode Map – 8 bit mode W65C816 compatible

= Enhanced instructions not found on the 65C02

	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-A	-B	-C	-D	-E	-F
0-	BRK	ORA (d,x)	cop	ORA d,s	TSB d,r	ORA d	ASL d	ORA [d]	PHP	OR #i8	ASL acc	PHD	TSB abs	ORA abs	ASL abs	ORA AL
1-	BPL disp	ORA (d),y	ORA (d)	ORA (d,s),y	TRB d,r	OR d,x	ASL d,x	ORA [d],y	CLC	OR abs,y	INA	TAS	TRB abs	ORA abs,x	ASL abs,x	ORA AL,x
2-	JSR abs	AND (d,x)	JSL abs24	AND d,s	BIT d	AND d	ROL d	AND [d]	PLP	AND #i8	ROL acc	PLD	BIT abs	AND abs	ROL abs	~
3-	BMI disp	AND (d),y	AND (d)	AND (d,s),y	BIT d,x	AND d,x	ROL d,x	AND [d],y	SEC	AND abs,y	DEA	TSA	BIT abs,x	AND abs,x	ROL abs,x	~
4-	RTI	EOR (d,x)	WDM	EOR d,s	MVP	EOR d	LSR d	~	PHA	EOR #i8	LSR acc	PHK	JMP abs	EOR abs	LSR abs	~
5-	BVC disp	EOR (d),y	EOR (d)	EOR (d,s),y	MVN	EOR d,x	LSR d,x	~	CLI	EOR abs,y	PHY	TCD	JML abs24	EOR abs,x	LSR abs,x	~
6-	RTS	ADC (d,x)	PER	ADC d,s	STZ d	ADC d	ROR d	~	PLA	ADC #i8	ROR acc	RTL	JMP (abs)	ADC abs	ROR abs	~
7-	BVS disp	ADC (d),y	ADC (d)	ADC (d,s),y	STZ d,x	ADC d,x	ROR d,x	~	SEI	ADC abs,y	PLY	TDC	JMP (abs,x)	ADC abs,x	ROR abs,x	~
8-	BRA disp	STA (d,x)	BRL disp	STA d,s	STY d	STA d	STX d	~	DEY	BIT #	TXA	PHB	STY abs	STA abs	STX abs	~
9-	BCC disp	STA (d),y	STA (d)	STA (d,s),y	STY d,x	STA d,x	STX d,y	~	TYA	STA abs,y	TXS	TXY	STZ abs	STA abs,x	STZ abs,x	~
A-	LDY #i8	LDA (d,x)	LDX #i8	LDA d,s	LDY d	LDA d	LDX d	~	TAY	LDA #i8	TAX	PLB	LDY abs	LDA abs	LDX abs	~
B-	BCS disp	LDA (d),y	LDA (d)	LDA (d,s),y	LDY d,x	LDA d,x	LDX d,y	~	CLV	LDA abs,y	TSX	TYX	LDY abs,x	LDA abs,x	LDX abs,x	~
C-	CPY #i8	CMP (d,x)	REP #	CMP d,s	CPY d	CMP d	DEC d	~	INY	CMP #i8	DEX	WAI	CPY abs	CMP abs	DEC abs	~
D-	BNE disp	CMP (d),y	CMP (d)	CMP (d,s),y	PEI	CMP d,x	DEC d,r	~	CLD	CMP abs,y	PHX	STP	JML (a)	CMP abs,x	DEC abs,x	~
E-	CPX #i8	SBC(d,x)	SEP #	SBC d,s	CPX d	SUB d	INC d	~	INX	SBC #i8	NOP	XBA	CPX abs	SBC abs	INC abs	~
F-	BEQ disp	SBC (d),y	SBC(r)	SBC (d,s),y	PEA	SUB d,x	INC d,r	~	SED	SBC abs,y	PLX	NAT	JSR (abs,x)	SBC abs,x	INC abs,x	~