



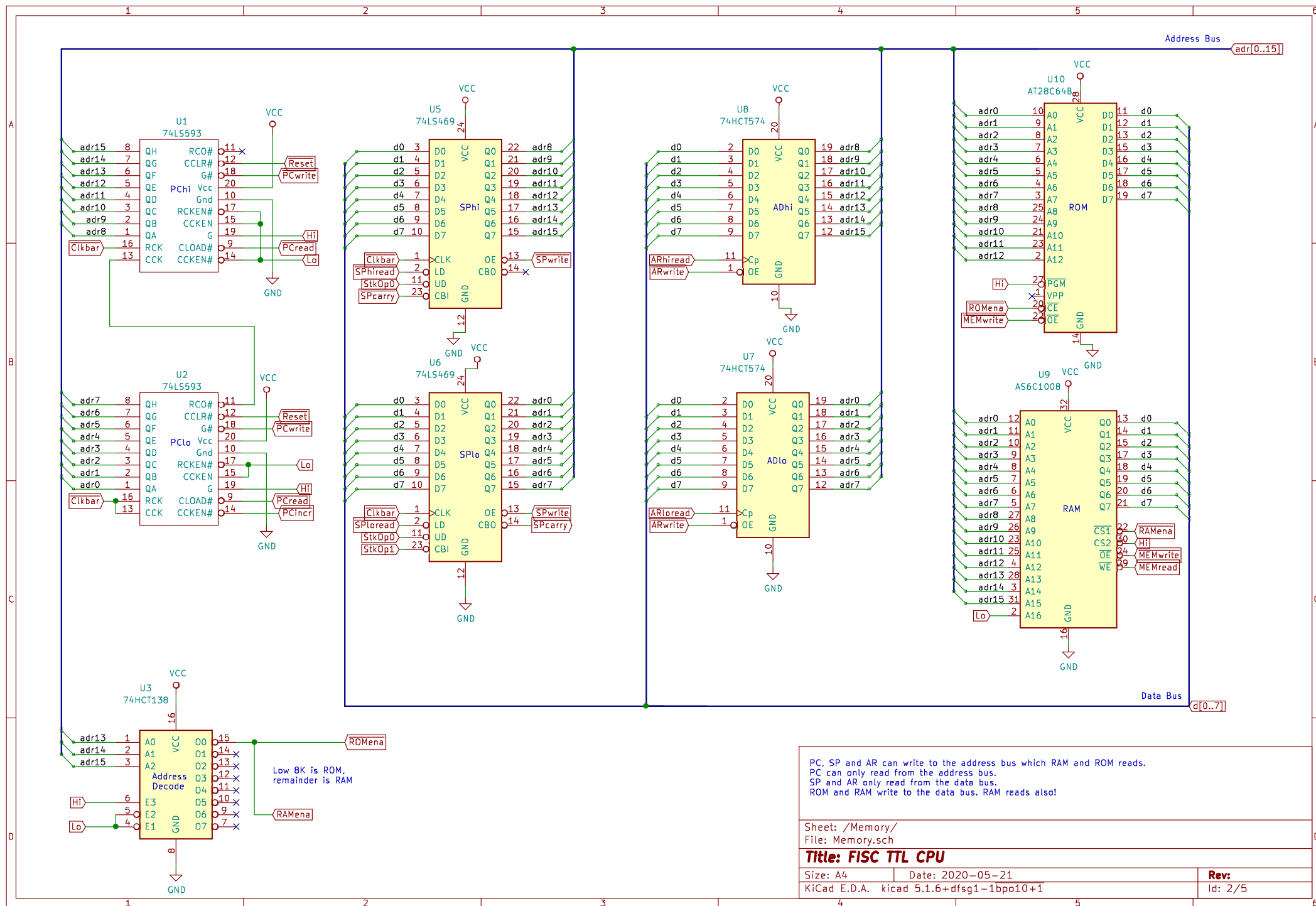
File: Memory.sch

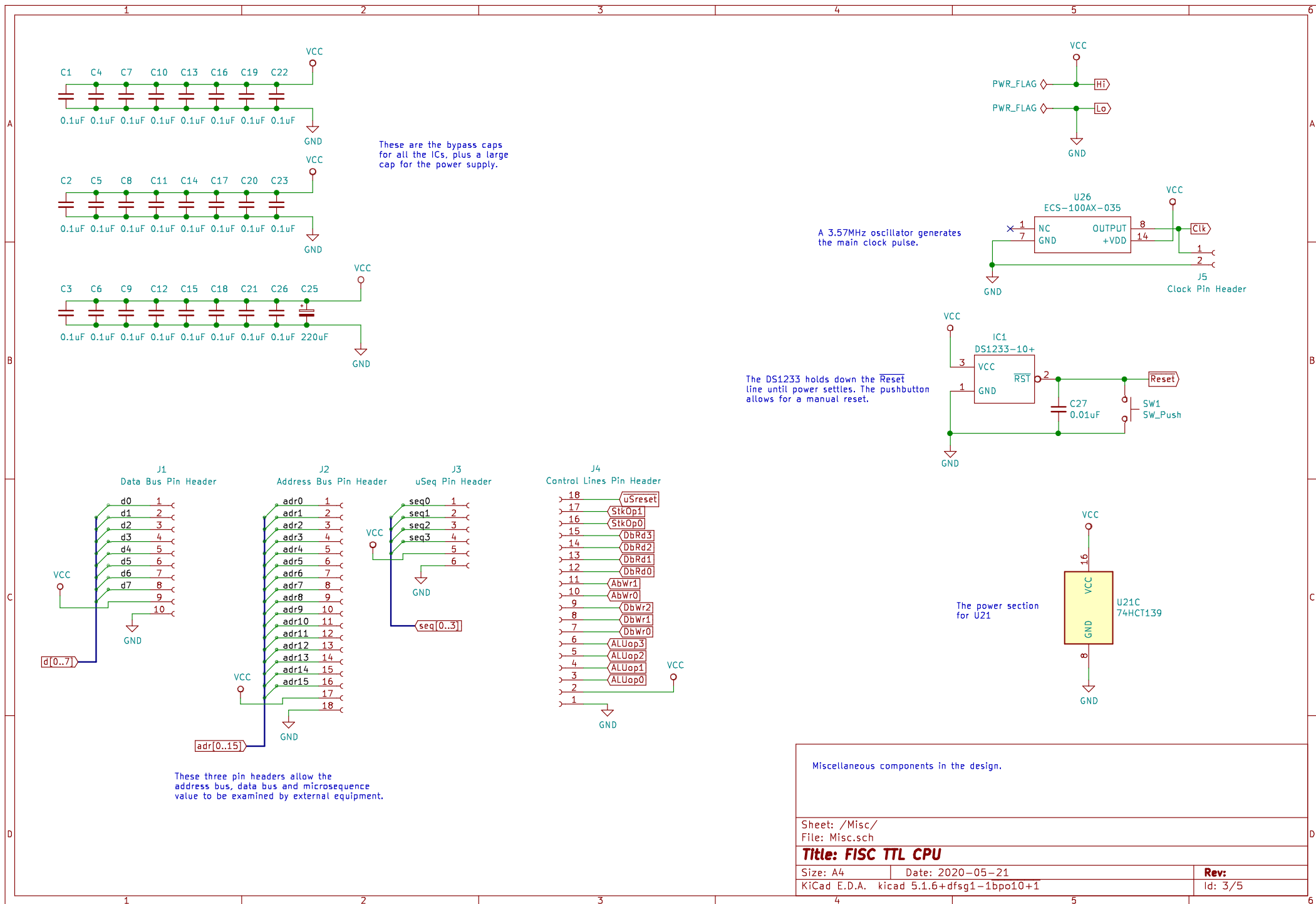
File: Data.sch

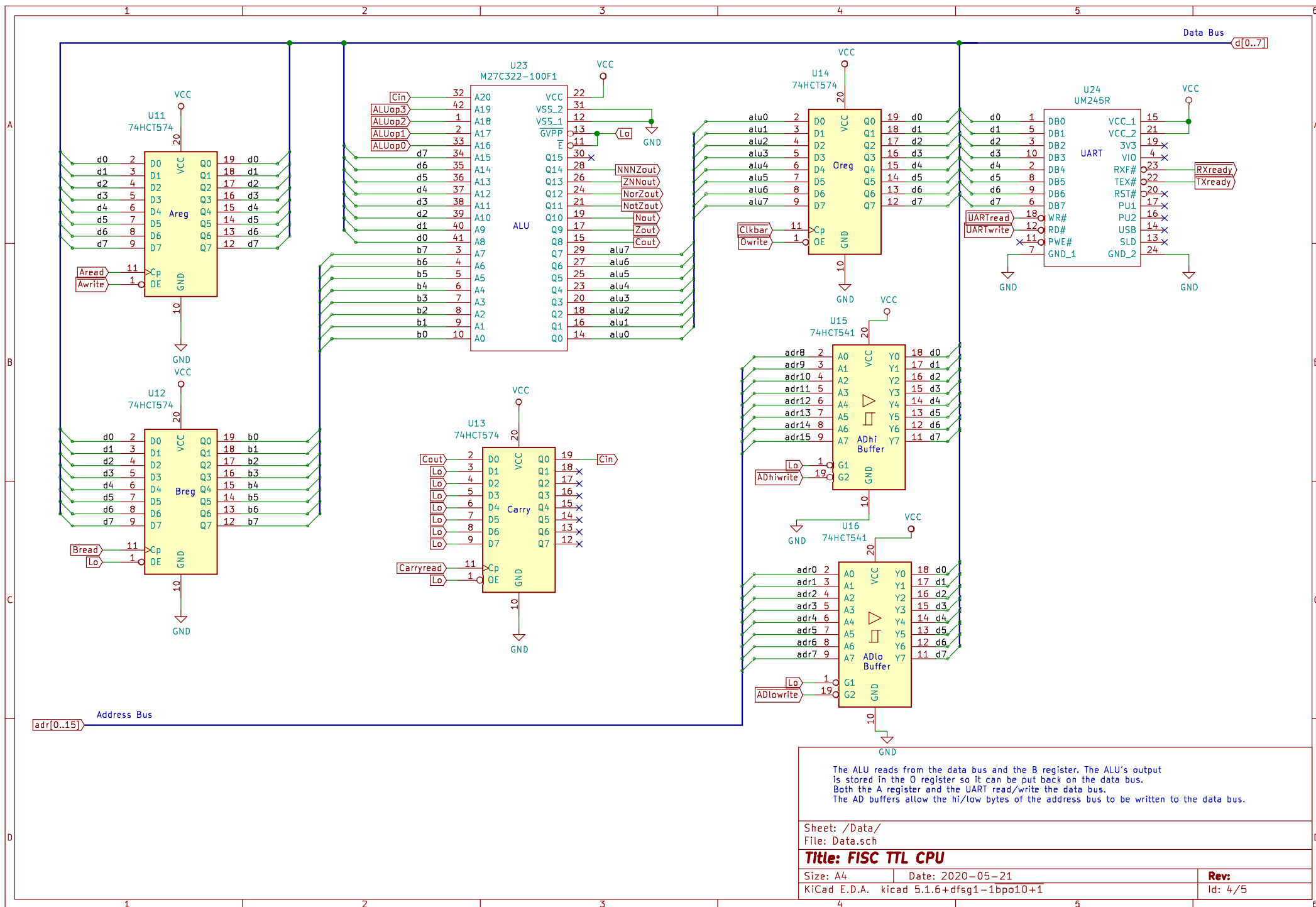
File: Misc.sch

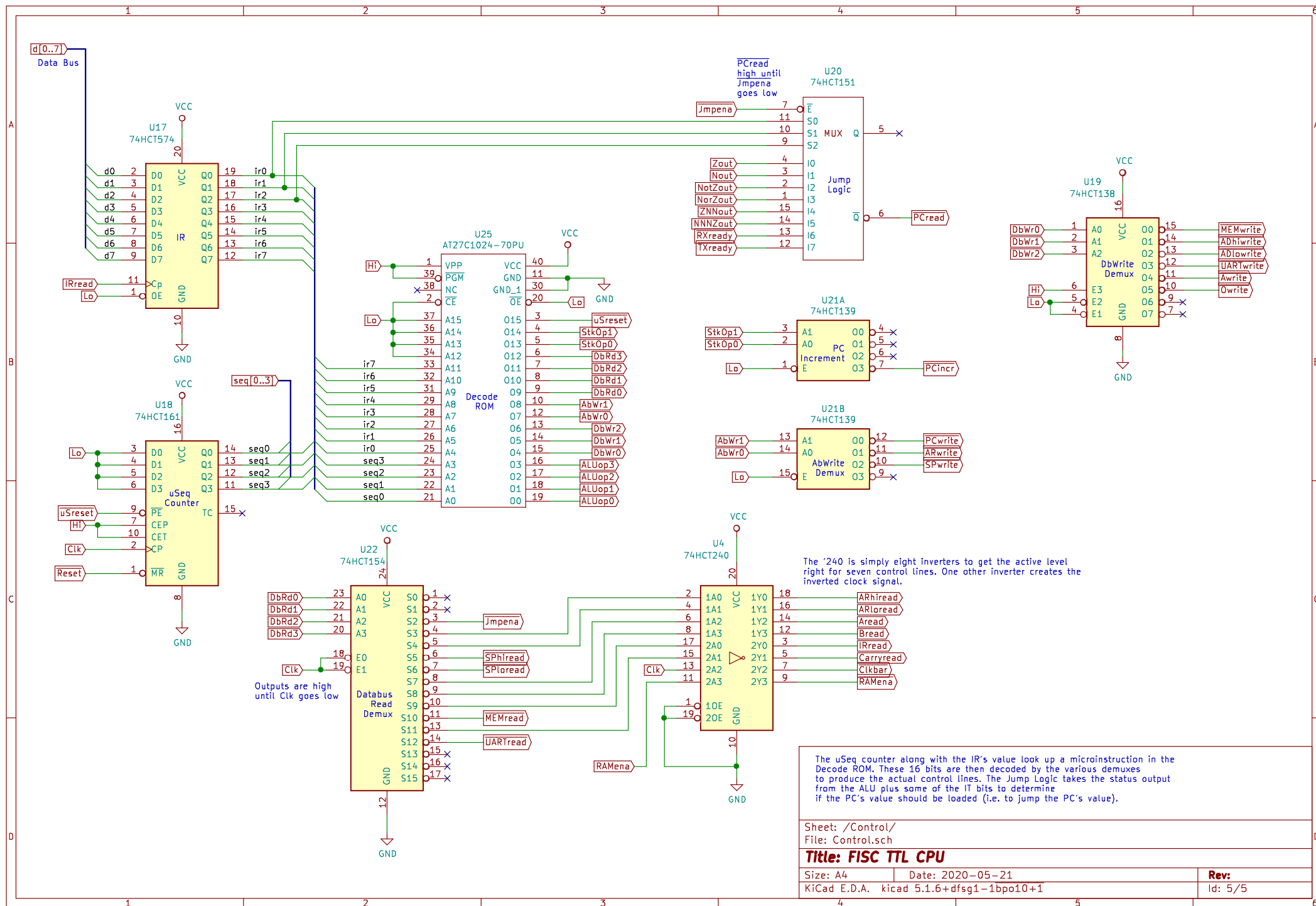
File: Control.sch

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The uSeq counter along with the IR's value look up a microinstruction in the Decode ROM. These 16 bits are then decoded by the various demuxes to produce the actual control lines. The Jump Logic takes the status output from the ALU plus some of the IT bits to determine if the PC's value should be loaded (i.e. to jump the PC's value).