

Project

LS8-16

Design

Notes

example_clock_cycle.md

src

software

tools

boottokeyboard.ls8

bus.js

clock.js

commands.ls8

cpu.js

display.js

genericController.js

index.js

keyboard.js

LICENSE

ls8.js

membusController.js

memory.js

README.md

.gitignore

example... ls8.js boottokeyboard... membus.. memory...

```

1 00000001 # initialize #initializes the app in rom
2 00100000 # Set interrupt 0 to memory address
3 00000000 #      interrupt 0
4 00000110 #      interrupt location in memory
5 00010001 # jump to memory address
6 00000111 #      memory address 7
7 ----- # set register to
8 ----- #      register 0
9 ----- # write value to directly to memory
10 ----- #      memory location (let's say 24 to allow for the first 24 v
11 ----- #      value to save (25)
12 ----- # read extension register buffer (should write to current regist
13 ----- # set register to
14 ----- #      register 1
15 ----- # save the value to memory address
16 ----- #      memory location
17
18 00000010 # set register
19 00000000 #      register address 0
20 00010001 # jump to memory address
21 00000111 #      memory address 7
22 # set register to 0 # keyboard interrupt
23 # get EXT register for interrupt
24 #      interrupt 0
25 # copy extension register to register
26

```

0000|_____/ 0_____/000 00001000 00001000 00001000

00001000 00001000 00001000 00001000 00001000 00001000 00001000

00001000 00001000 00001000 00001000 00001000 00001000 00001000

1521849562912

1521849563115

last index: 255

interrupt location address: 255

Interrupt Memory Jump Location: 6

1521849563318

undefined

1521849563519

1521849563725

ERROR: invalid instruction NaN

MEMORY STACK:

ROM:

undefined

MEM:

undefined

0 0 + src/boottokey 2 LF 1 deprecation UTF-8 Plain Text master 1 file 5 upc