

Boolean Signals											
LD.MAR	GateMARMUX										
LD.MDR	GateMDR										
LD.REG	GatePC										
LD.CC	GateALU										
LD.PC	LD.IR										
MEM.EN											

MUX Name	Possible Values
ALUK	ADD, AND, NOT, PASSA
ADDR1MUX	PC, BaseR
ADDR2MUX	ZERO, offset6, PCoffset9, PCoffset11
PCMUX	PC+1, ADDER, BUS
MARMUX	ZEXT, ADDER
SR2MUX	SR2, SEXT
R.W	R, W

CS2110 Reference Sheet

ADD 0001 DR SR1 0 00 S	R2
ADD 0001 DR SR1 1 imm	5
	1 0
15 14 13 12 11 10 9 8 7 6 5 4 3 2	1 0

	15 14 13 12	11 10 9	8 7 6	5	4 3	2 1 0
AND	0101	DR	SR1	0	00	SR2
AND	0101	DR	SR1	1	in	nm5

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	U
NOT		10	01]	DR	Š	,	SR	,		1	11	11	1	

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
BR		00	00		Ν	Z	Р			P	PC (affe	set'	9		

	15 14 13 12	11	10 9	8	6	5	4	3	2	1	U
JMP	1100	(000	Bas	seR		0	000	00	0	
JSR	0100	1	PCoffset11								
JSRR	0100	0	00	Bas	seR		0	000	00	0	

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0												
LD		0010			0010 DR						PCoffset9									PCoffset9								
LDI		10	10]	DR	,	PCoffset9																				
LDR		01	10]	DR	,	BaseR offset6																				
LEA		11	10]	DR	,	PCoffset9																				

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0								
ST		00	11			SR		PCoffset9																
STI		10	11			SR		PCoffset9																
STR		01	11			SR		В	ase	R		(offs	et(3									

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TRAP		11	11			00	00				tr	apv	vec	t8		

Trap Vector	Assembler Name
x20	GETC
x21	OUT
x22	PUTS
x23	IN
x25	HALT

Device Register	Addr
Keybd Status Reg	xFE00
Keybd Data Reg	xFE02
Display Status Reg	xFE04
Display Data Reg	xFE06