

FOREGROUND PROCESSOR INSTRUCTION SET

				Reserved Clocks	
000	J	data_15	;Branch always, immediate address	9	
001	JB		;Branch always, address in reg. B	9	
002	JCR	data_15	;Branch if console ready	4-9	4-branch
003	JCNR	data_15	;Branch if console not ready	4-9	fall through
004	JZ	data_15	;Branch if B is zero	4-9	
005	JN	data_15	;Branch if B is nonzero	4-9	9-branch
006	JP	data_15	;Branch if B is positive	4-9	performed
007	JM	data_15	;Branch if B is negative	4-9	
010	JC0B	data_15	;Branch on channel zero busy	4-9	
011	JC1B	data_15	;Branch on channel one busy	4-9	
012	JC2B	data_15	;Branch on channel two busy	4-9	
013	JC3B	data_15	;Branch on channel three busy	4-9	
014	JC0I	data_15	;Branch on channel zero idle	4-9	
015	JC1I	data_15	;Branch on channel one idle	4-9	
016	JC2I	data_15	;Branch on channel two idle	4-9	
017	JC3I	data_15	;Branch on channel three idle	4-9	
020	LUA	data_16	;Enter upper A with 16 bit constant	4	
021	LLA	data_16	;Enter lower A with 16 bit constant	4	
022	LA32	data_32	;Enter A with 32 bit constant	6	
023	LA32	data_32	;Enter A with 32 bit constant	6	
024	LAC0		;Enter A with channel zero data	2	
025	LAC1		;Enter A with channel one data	2	
026	LAC2		;Enter A with channel two data	2	
027	LAC3		;Enter A with channel three data	2	
030	LUB	data_16	;Enter upper B with 16 bit data	4	
031	LLB	data_16	;Enter lower B with 16 bit data	4	
032	LB32	data_32	;Enter B with 32 bit data	6	
033	LB32	data_32	;Enter B with 32 bit data	6	
034	LBC0		;Enter B with channel zero data	2	
035	LBC1		;Enter B with channel one data	2	
036	LBC2		;Enter B with channel two data	2	
037	LBC3		;Enter B with channel three data	2	
040	ADD		;Add A to B	3	
041	SUB		;Subtract A from B	3	
042			;Pass	3	
043			;Pass	3	