unknownOP

11

MDR <- PSR

PSR[15] = 0

Vector = 0x04

To 34

MDR <- PSR

PSR[15] = 0

Vector = 0x04

10

unknownOP

To 34

Protection Exception

Unaligned Exception

To 34

To 34

55

53

MDR <- PSR

PSR[15] = 0

Vector = 0x02

MDR <- PSR

PSR[15] = 0

Vector = 0x03

8

18

R

R

To 34

To 34

MDR <- PSR

PSR[15] = 0

Vector = 0x04

MDR <- PSR

PSR[15] = 0

Vector = 0x04

To 53

To 55

To 55

To 53

09

09

09

09

19

19

19

19

29

29

23

25

To 53

To 53

24

29

MAR <- R6

[MAR>0x2FFF] + [MAR & 0x1]

MAR <- R6

[MAR>0x2FFF]

MAR <- R6

[MAR>0x2FFF] | [MAR & 0x1]

MAR <- B + off6

[MAR>0x2FFF]

MAR <- R6

LDW

LDB

STW

STB

61

59

62

57

60

39

26

To 18

R6 <- USP

R6 <- R6 + 2

SSP <- R6

PSR <- MDR

MDR <- M[MAR]

R6 <- R6 + 2

MAR <- R6

58

PC <- MDR

MDR <- M[MAR]

56

**. . . .**

USP <- R6

R6 <- SSP

46

32

**.**

**.**

**.**

0

1

54

52

50

48

44

34

41

To 18

R

R6 <- R6 – 2

MAR <- R6

MDR <- PC - 2

PC <- MDR

MDR <- PSR

PSR[15] = 0

Vector = 0x01

MDR <- PSR

PSR[15] = 0

Vector = 0x01

MDR <- PSR

PSR[15] = 0

Vector = 0x01

MDR <- M[MAR]

MAR <- IVT + LSHF(Vector, 1)

M[MAR] <- MDR

R

R

M[MAR] <- MDR

R6 <- R6 – 2

MAR <- R6

MDR <- PSR

PSR[15] = 0

Vector = 0x01

MAR <- PC

PC <- PC + 2

[INT]