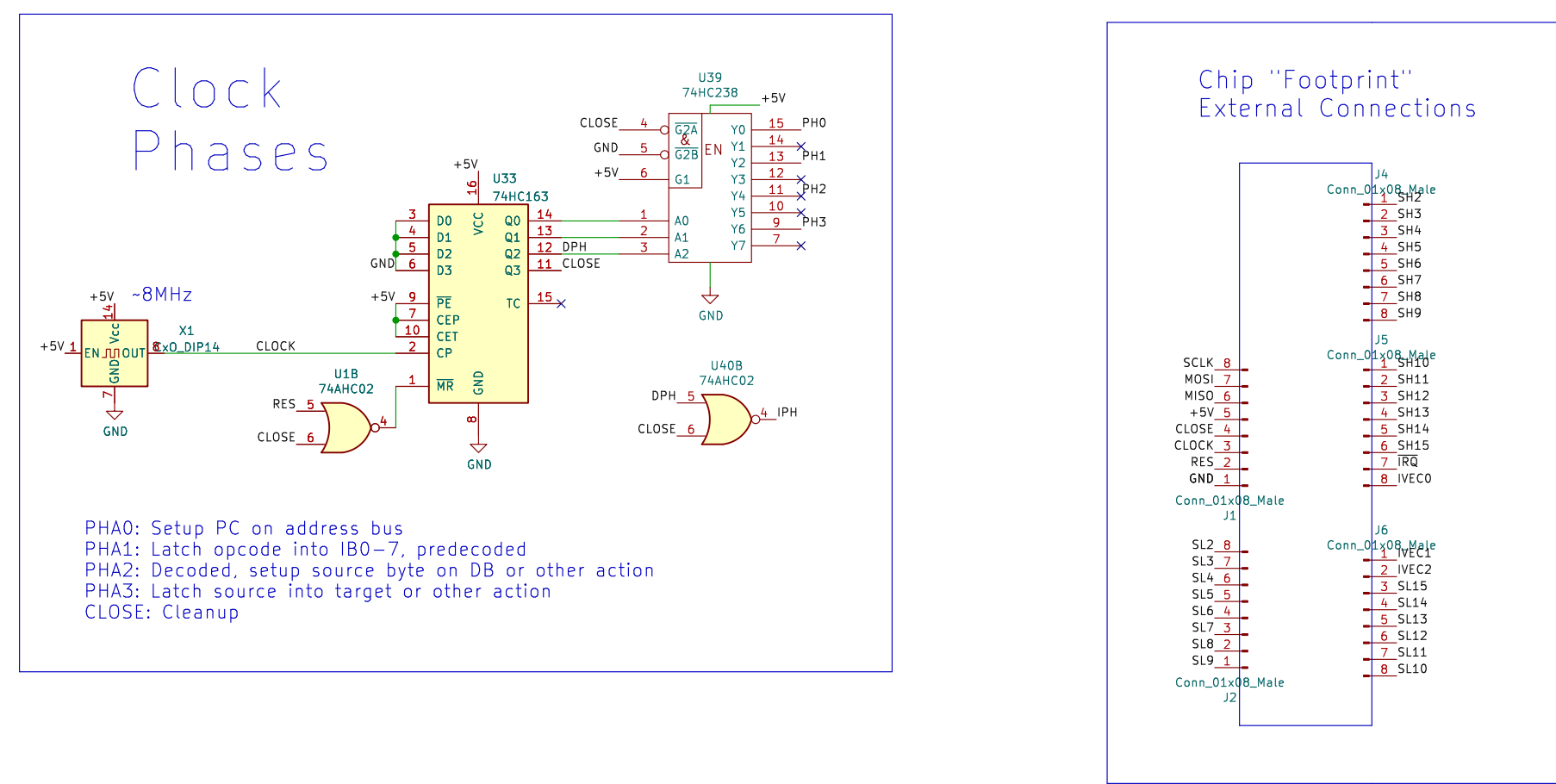
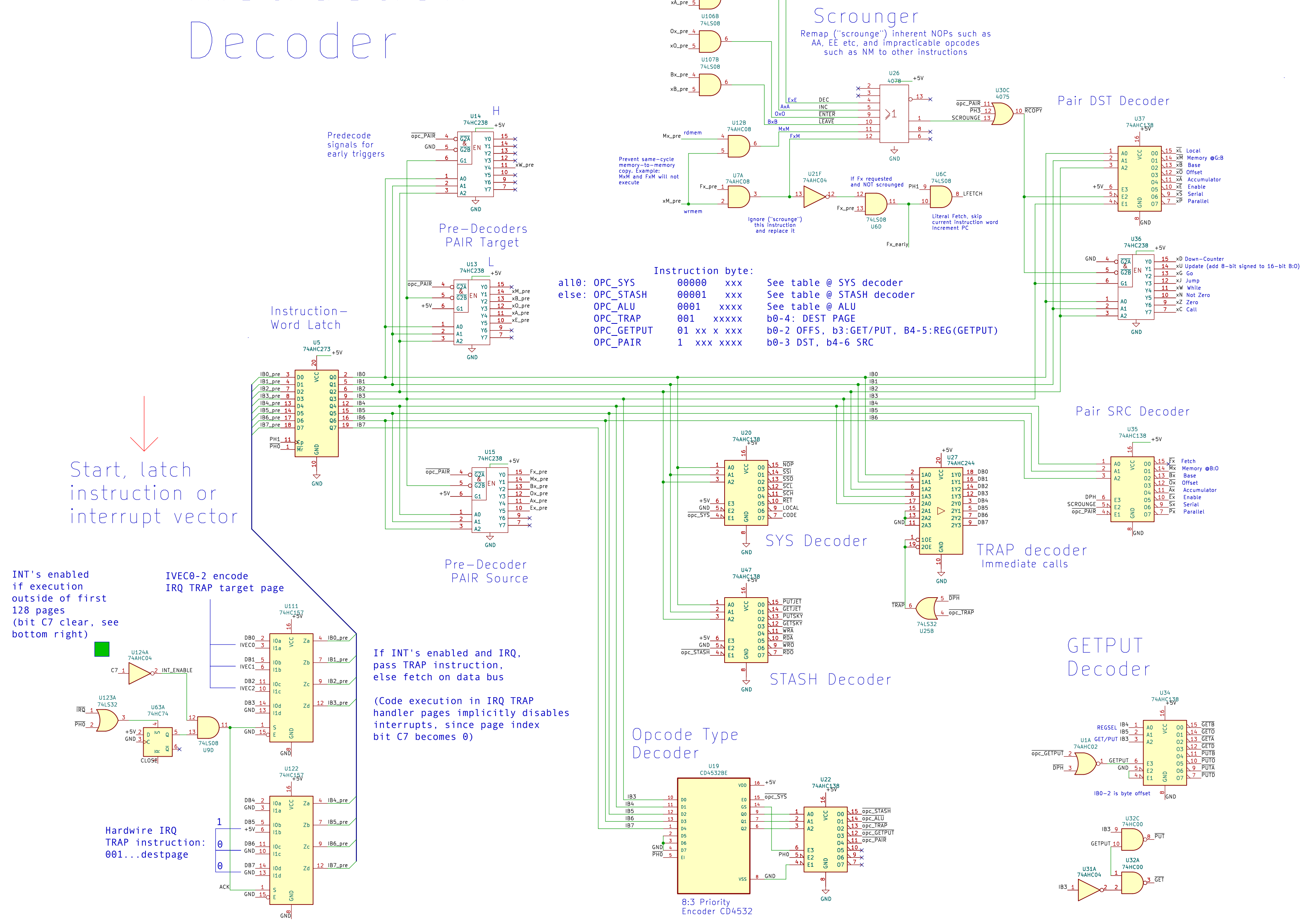


Sonne-8 Microcontroller
Reference Schematics
Rev. Myth

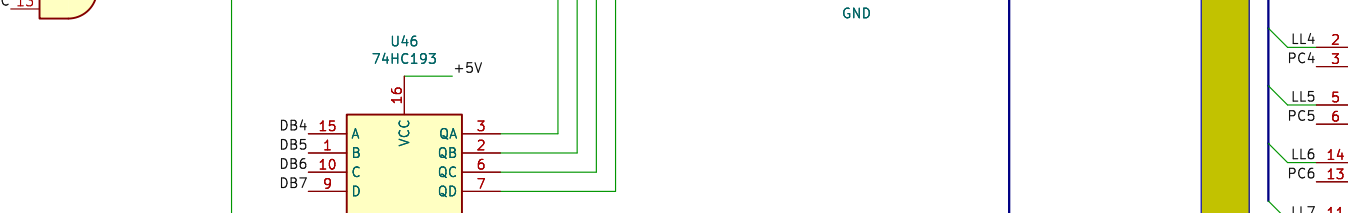
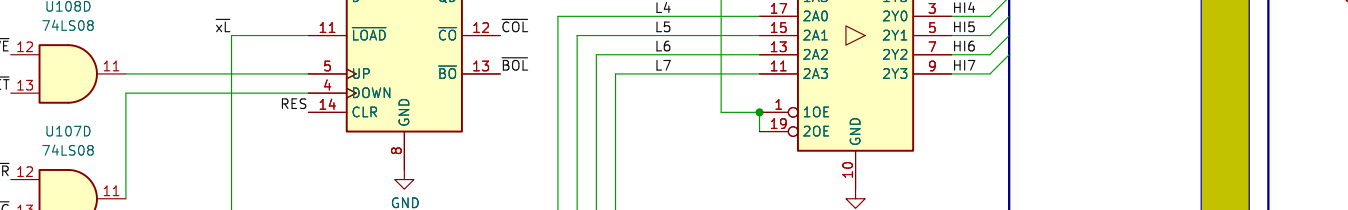
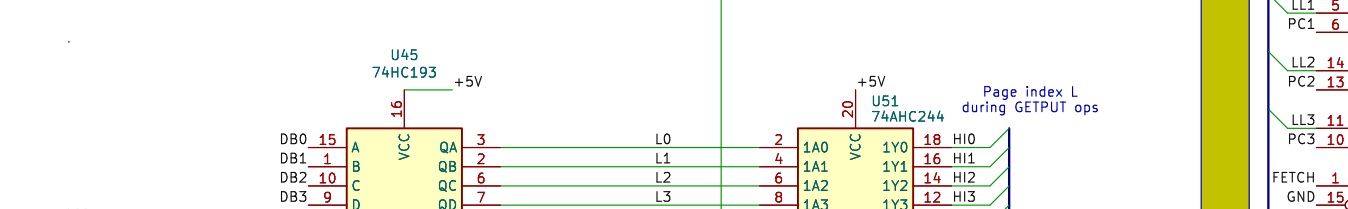
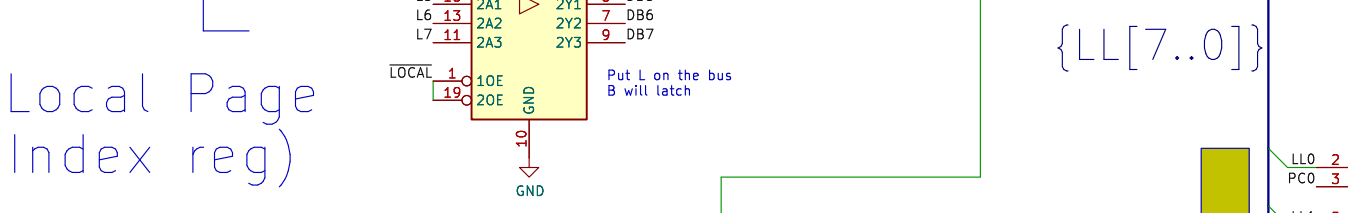
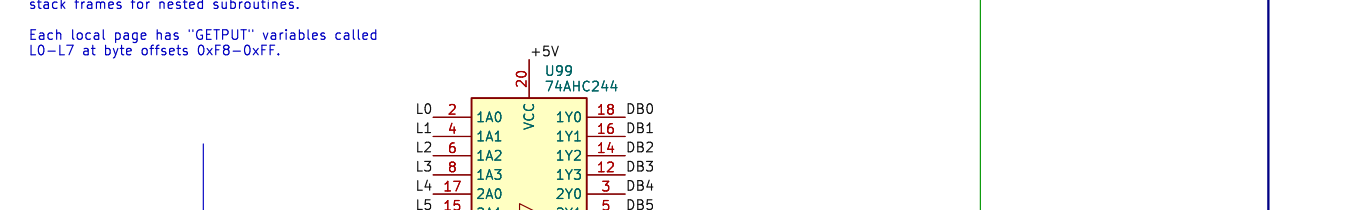
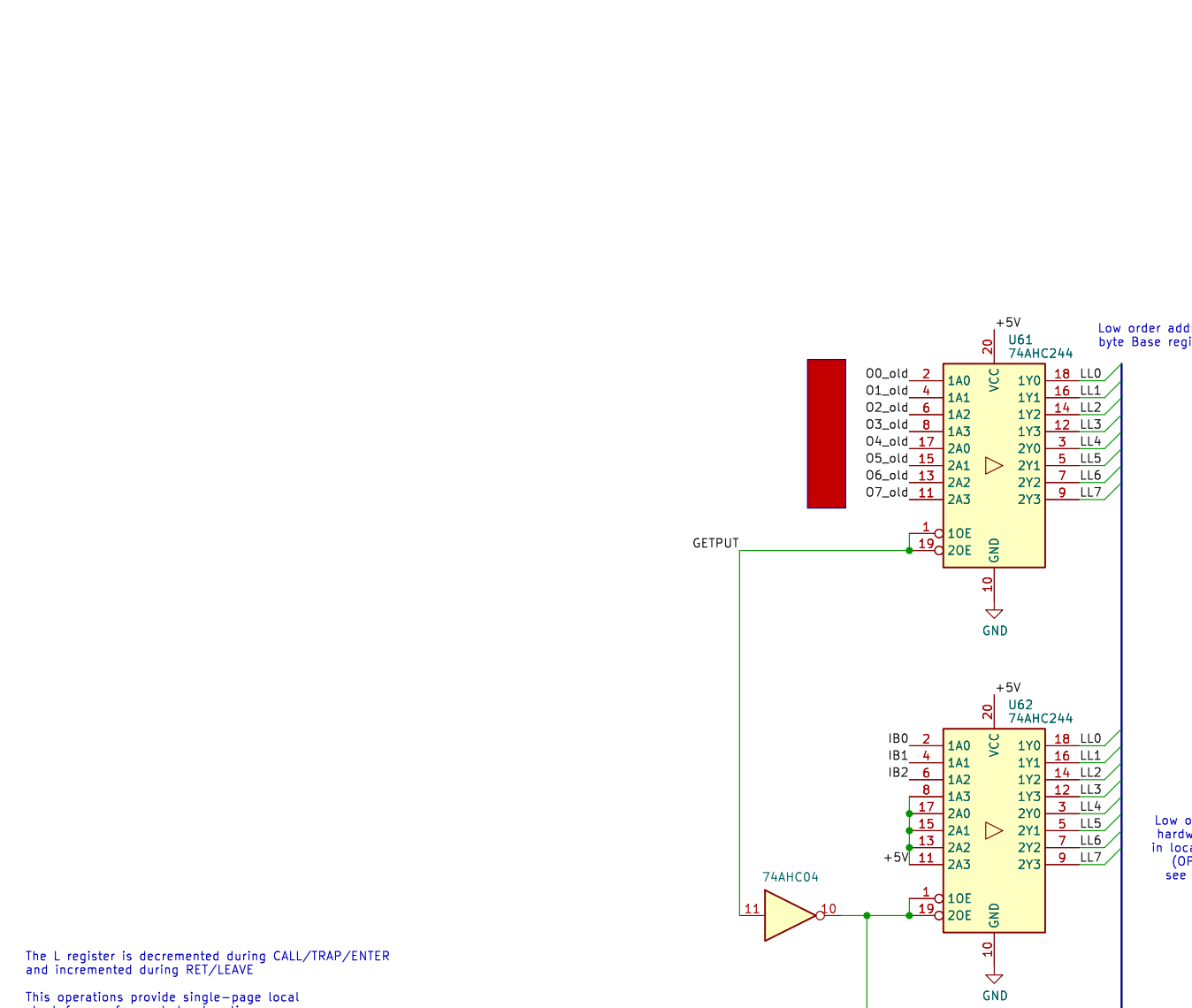
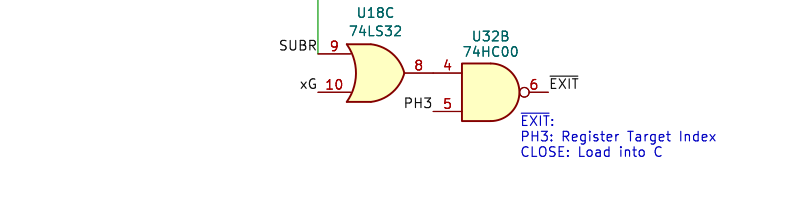
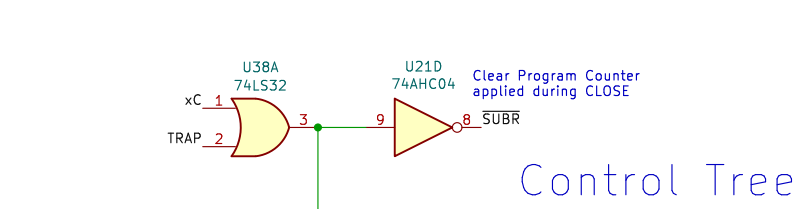
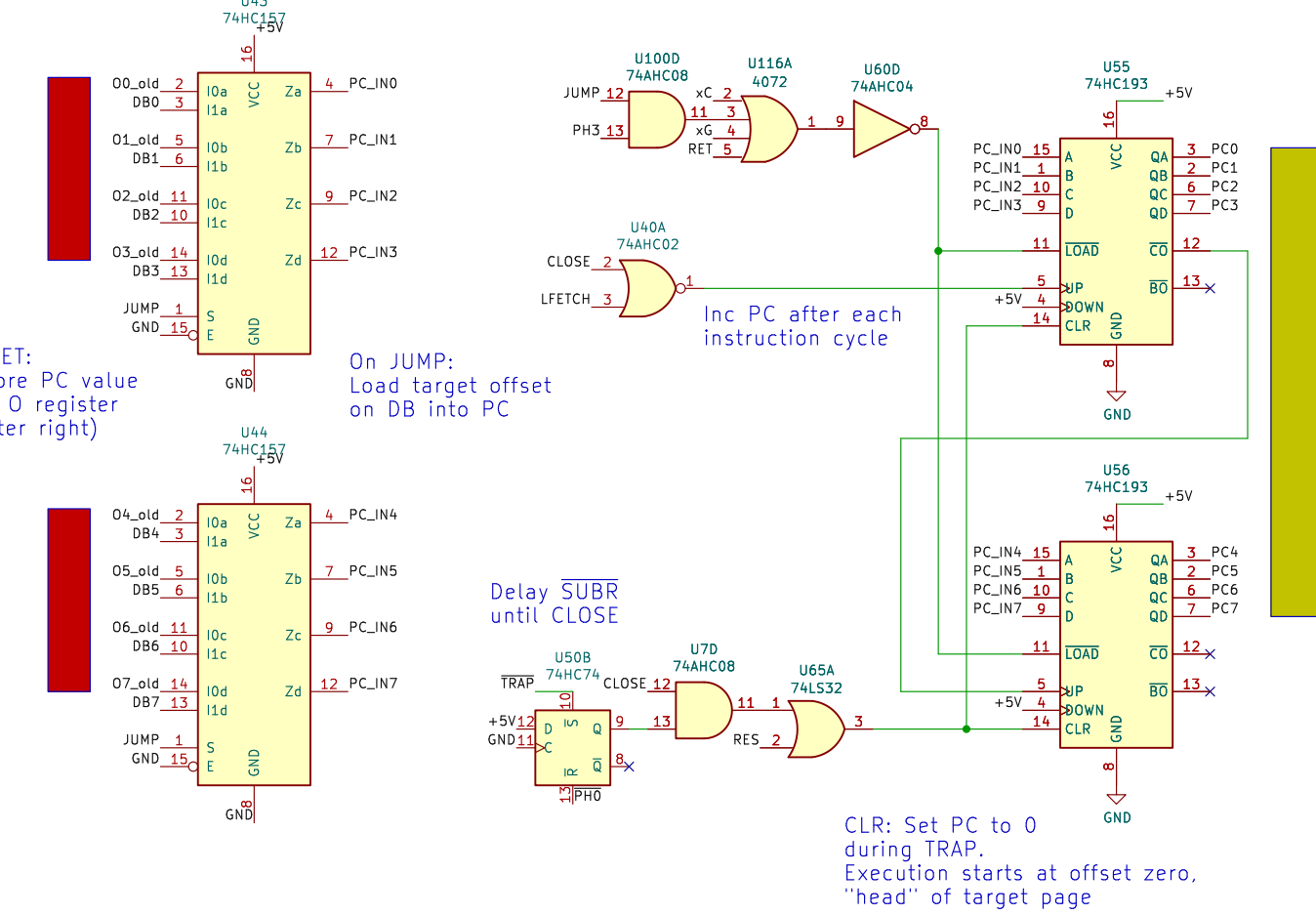
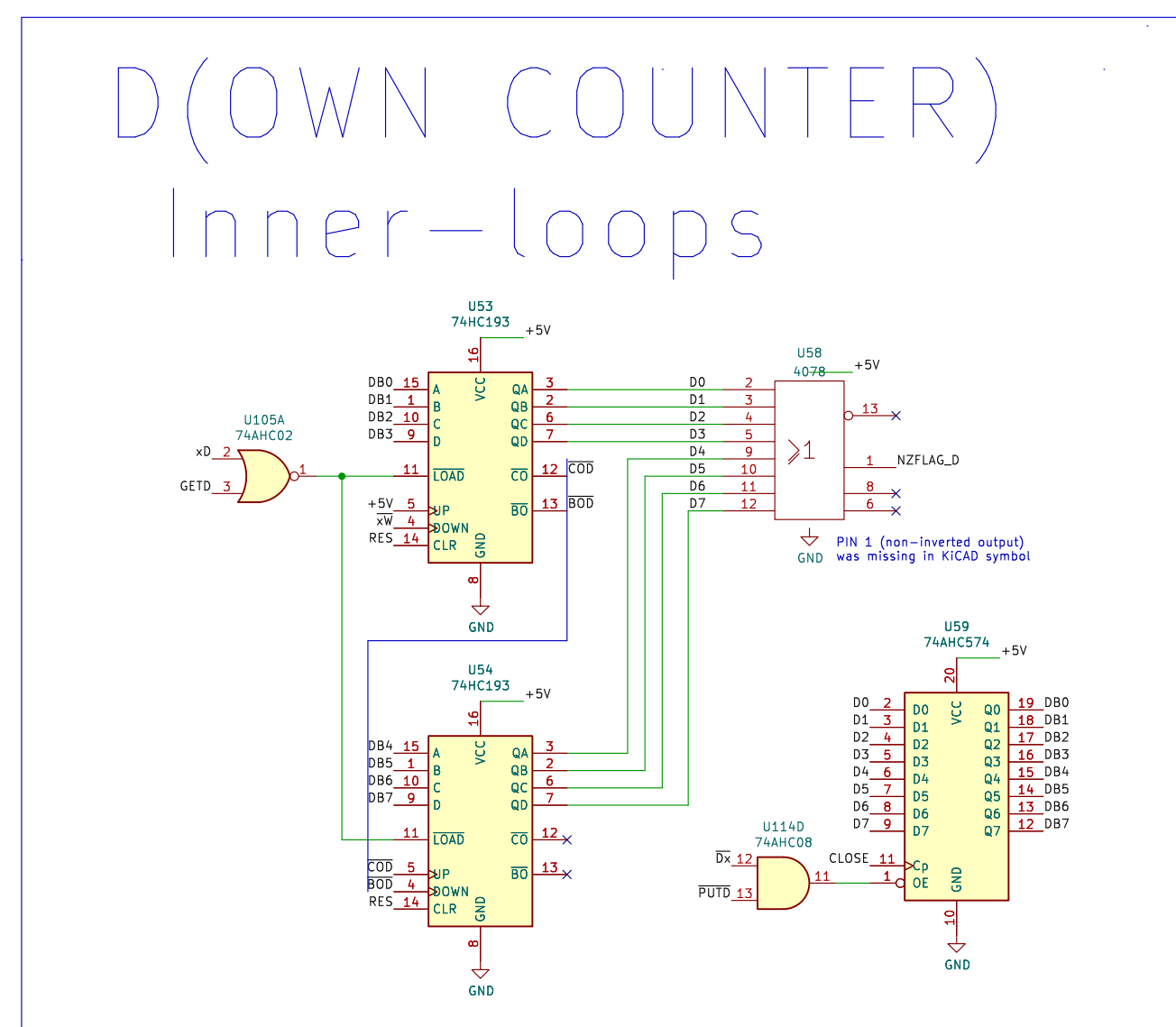
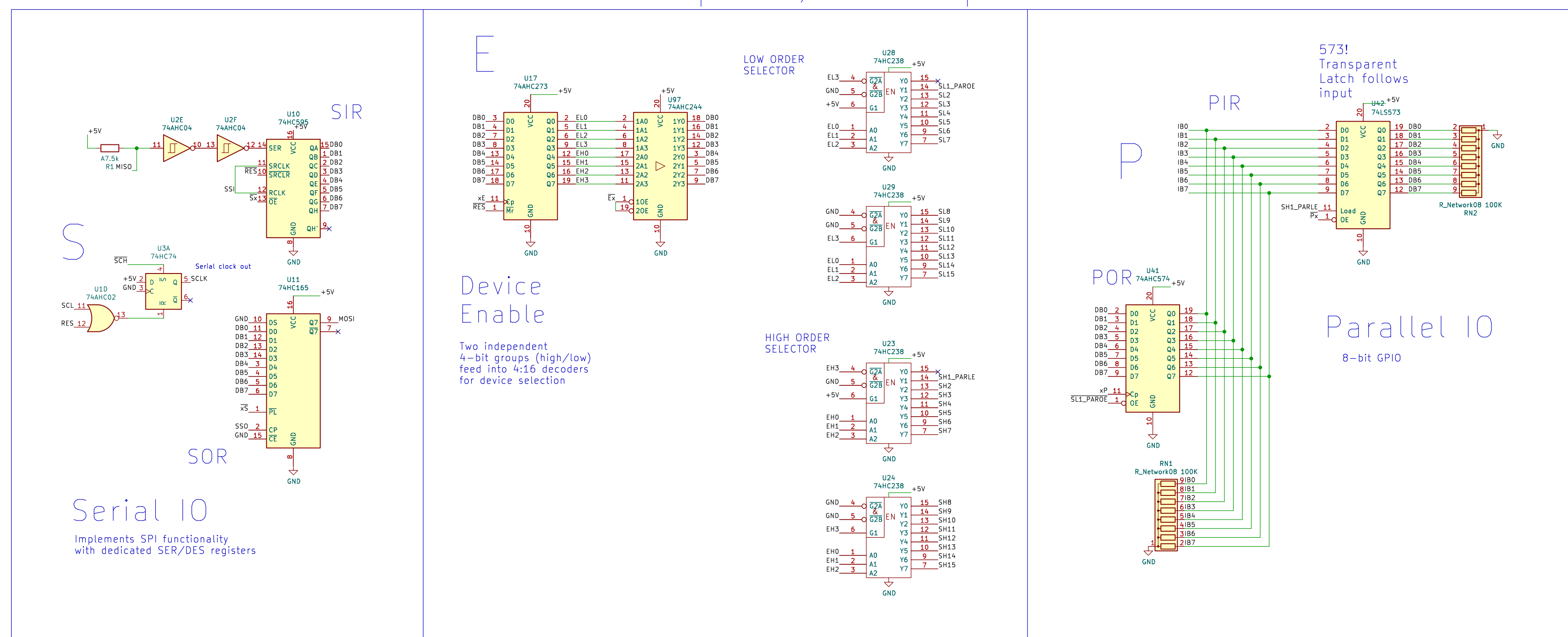
D(OWN) COUNTER



Instruction Decoder



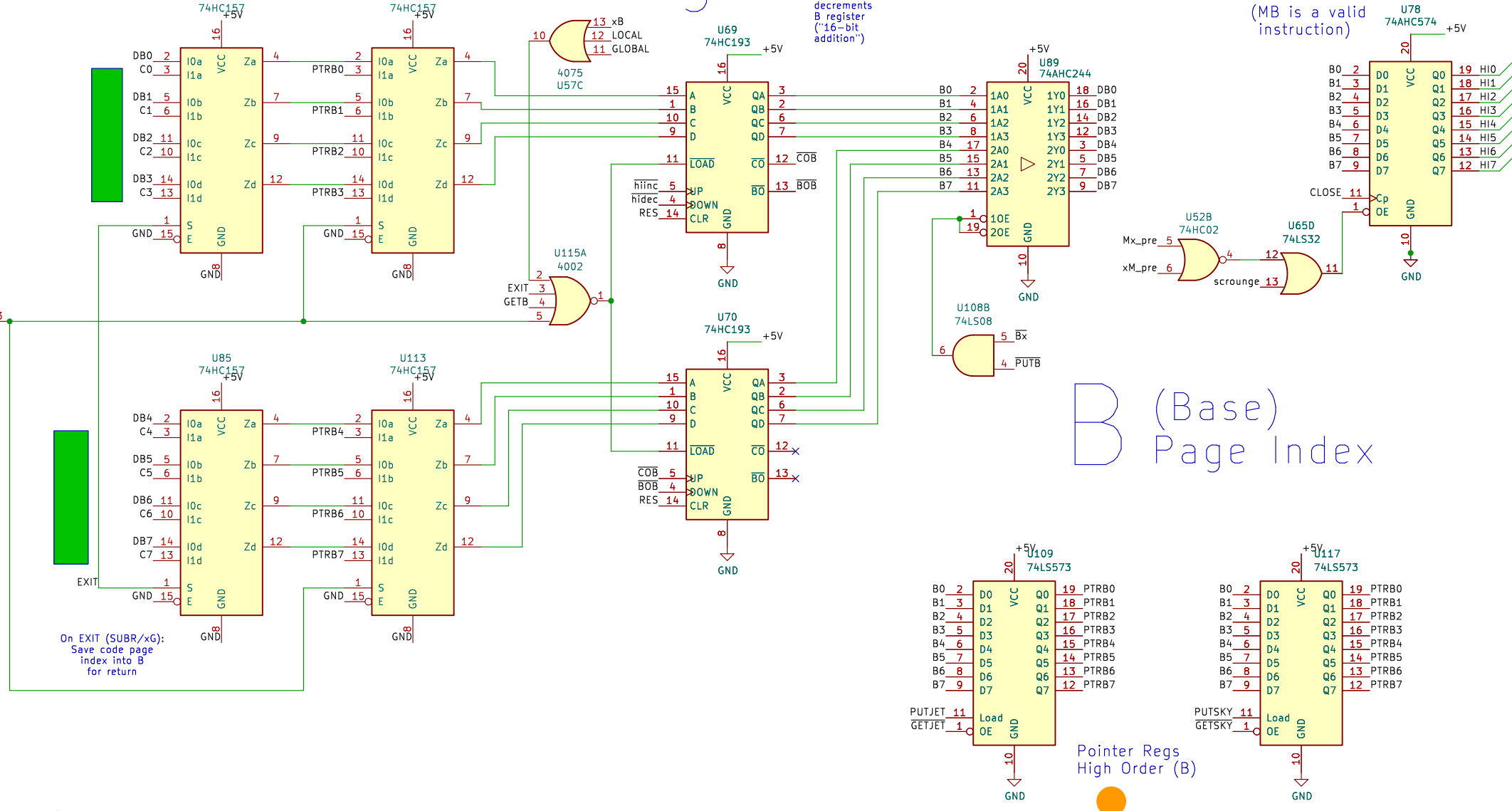
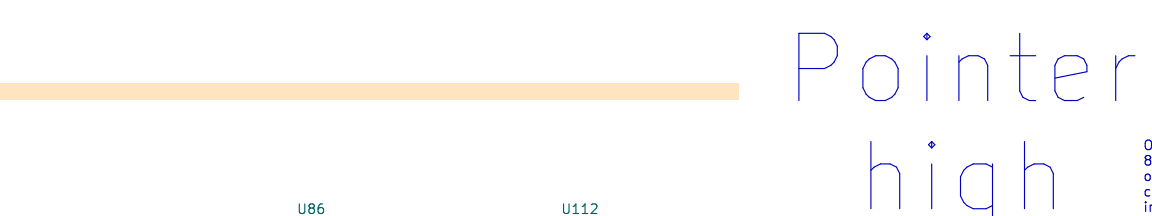
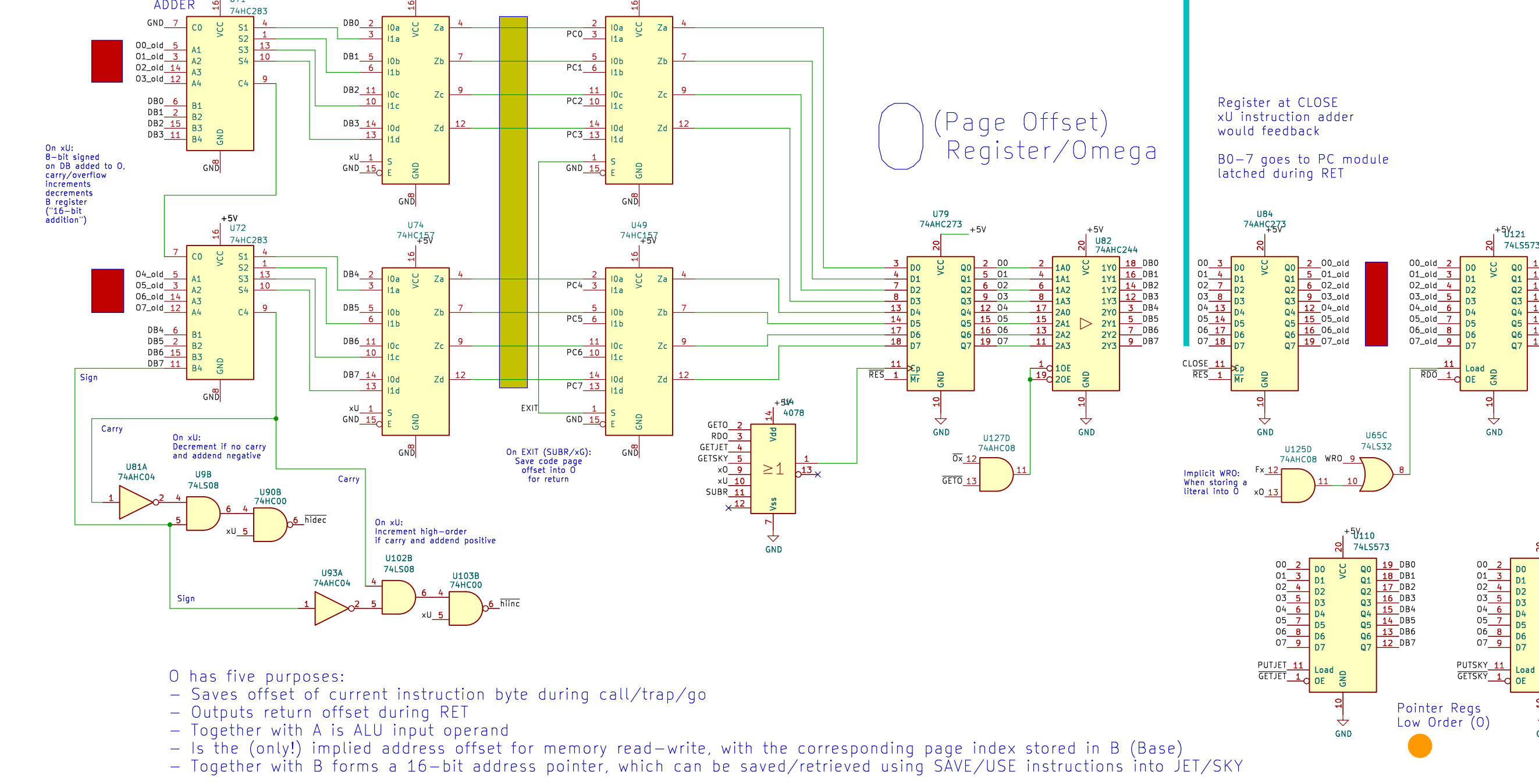
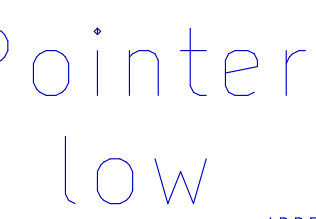
Input/Output



- ```

1 OCA ("One's Complement A")
2 OCB ("One's Complement B")
3 OSL ("A shifted left")
4 OSR ("A shifted right")
5 ASR ("A shifted right")
6 OSR ("B shifted right")
7 SBA ("Sign bit A")
8 SBO ("Sign bit B")
9 AND ("A boolean—and O")
9 IOR ("A boolean—or O")
10 EOR ("A exclusive—or O")
11 ADD ("Add O to A")
12 CAR ("Carry bit of A plus O")
13 ALO ("Is A less than O")
14 AEO ("Is A equal to O")
15 AGO ("Is A greater than O")

```



- has four purposes:
  - Saves page index of current instruction byte during call/trap/go
  - Outputs return page index during RET
  - Is the implied page index for memory read–write, with the corresponding byte offset stored in O (Offset)
  - Together with O forms a 16–bit address pointer, which can be saved/retrieved using SAVE/USE instructions into JET/SKY

