theWickedWebDev/8-bit-computer

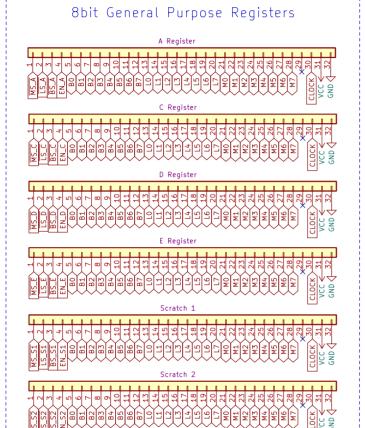
Archimedes8 CPU USER MANUAL

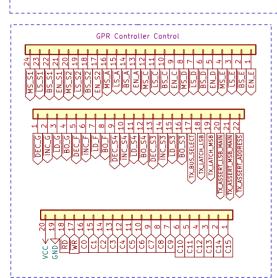
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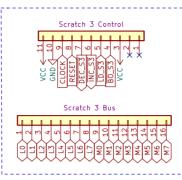
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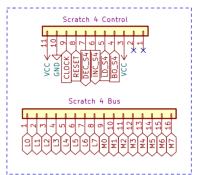


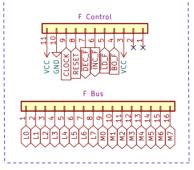
GPR Backplane

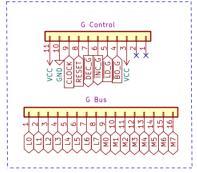


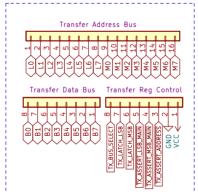


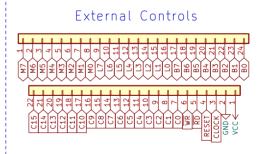














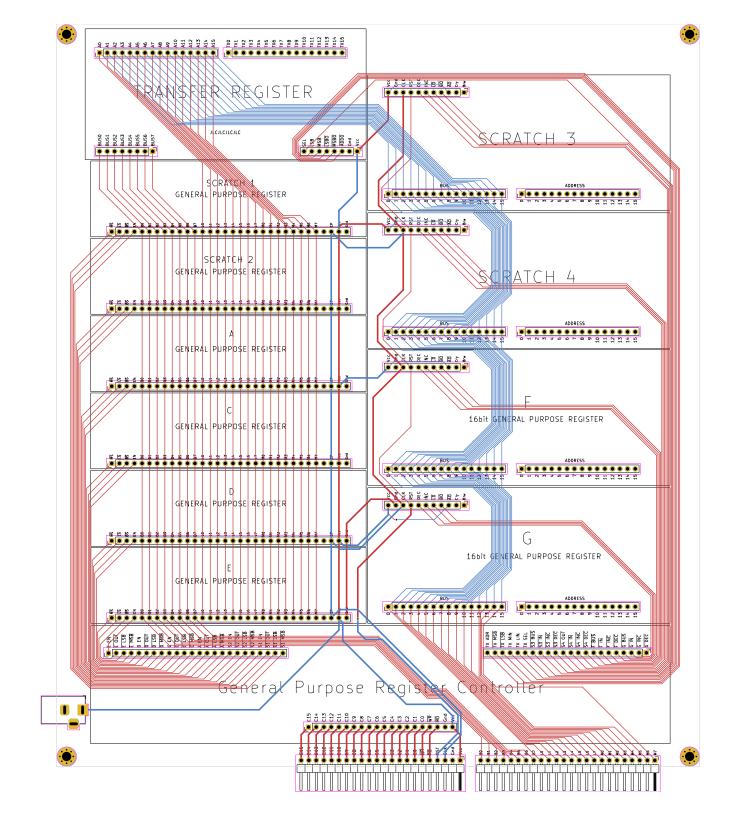
	heWickedWebDev/8-bit-comp	uter
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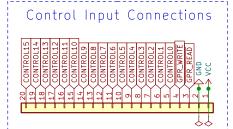
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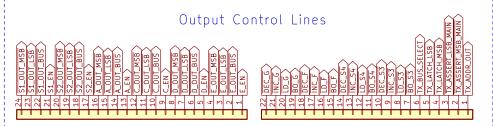
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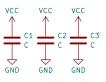
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KiCad E.D.A	. eeschema	(6.0.0-0)	ld: 1/1

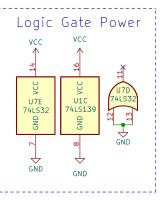


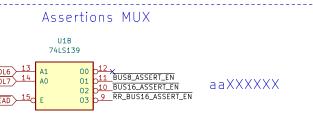
GENERAL PURPOSE REGISTER ARRAY CONTROLLER

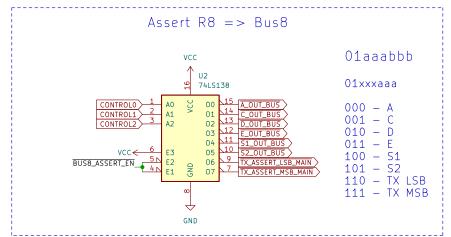


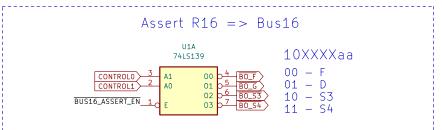


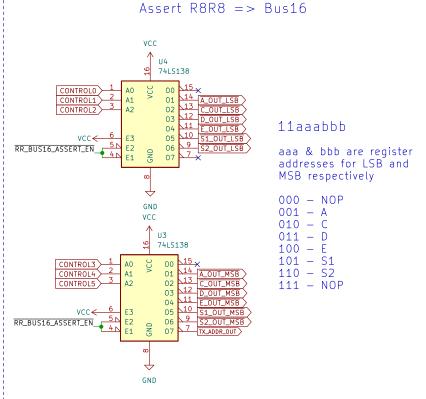


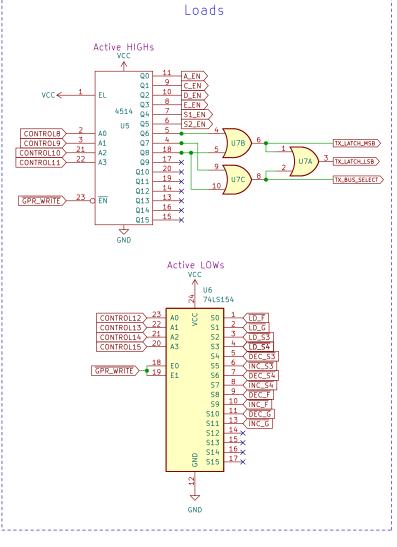


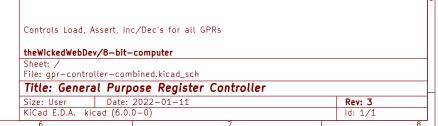


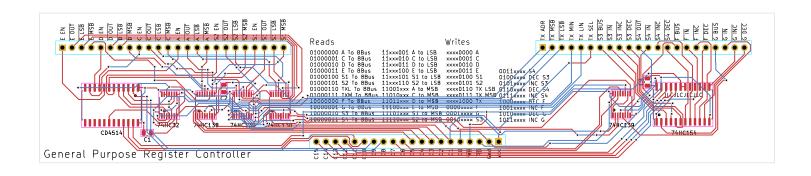


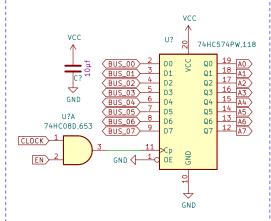






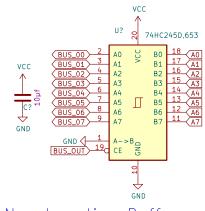






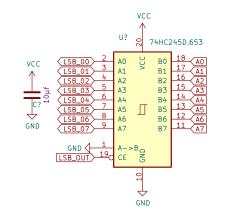
8bit Register

This will latch in data from the Data BUS with the rising edge of the clock and a HIGH signal on EN line



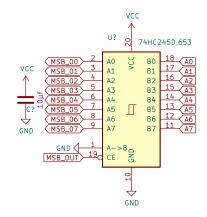


When BUS_OUT is set LOW, this register will assert its value out onto the DATA BUS



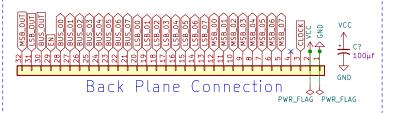
Non Inverting Buffer

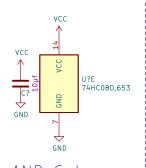
When LSB_OUT is set LOW, this register will assert its value out onto the LSB BUS



Non Inverting Buffer

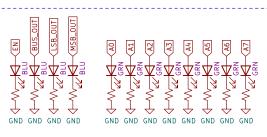
When MSB_OUT is set LOW, this register will assert its value out onto the MSB BUS





AND Gate

Used to Enable the Register along with the Clock Pulse



LED Indicators

theWickedWebDev/8-bit-computer

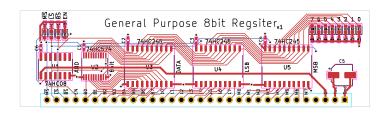
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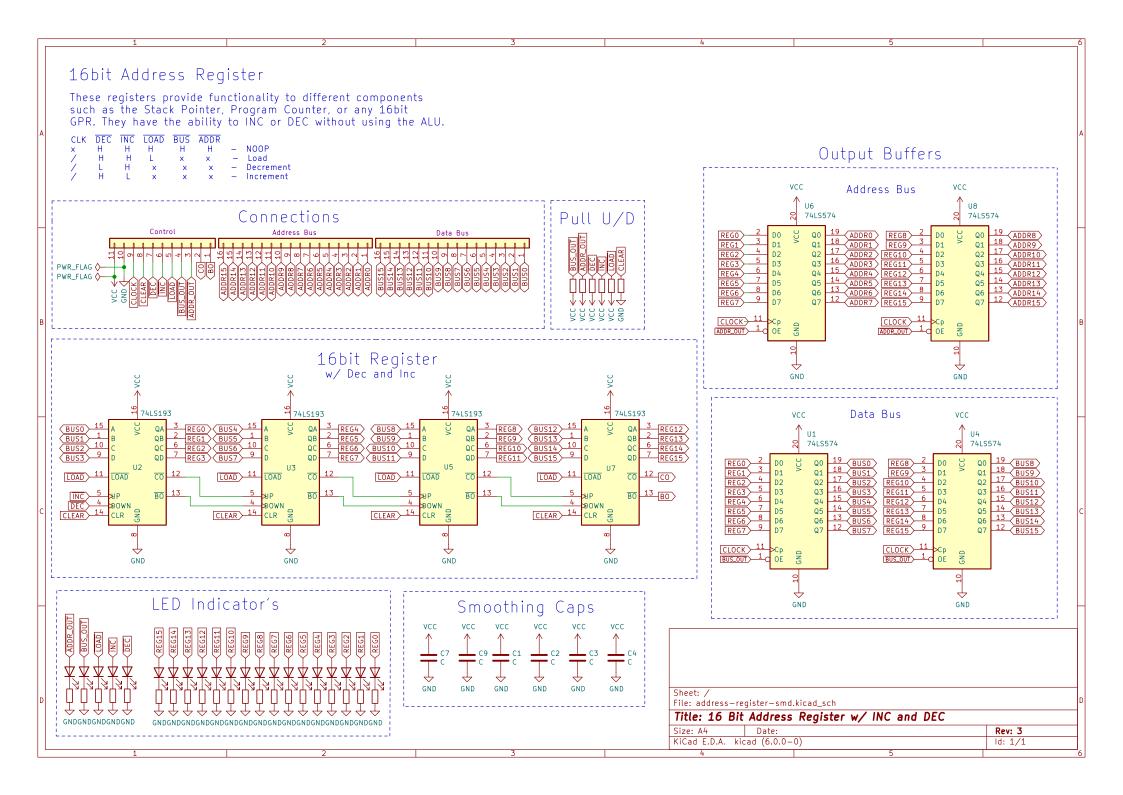
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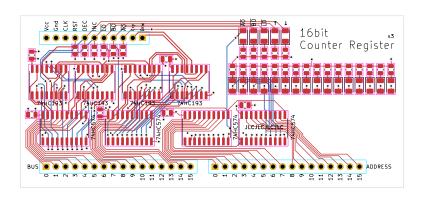
Title: 8-bit General Purpose Register

 Size: A4
 Date: 2022-01-18
 Rev: 2

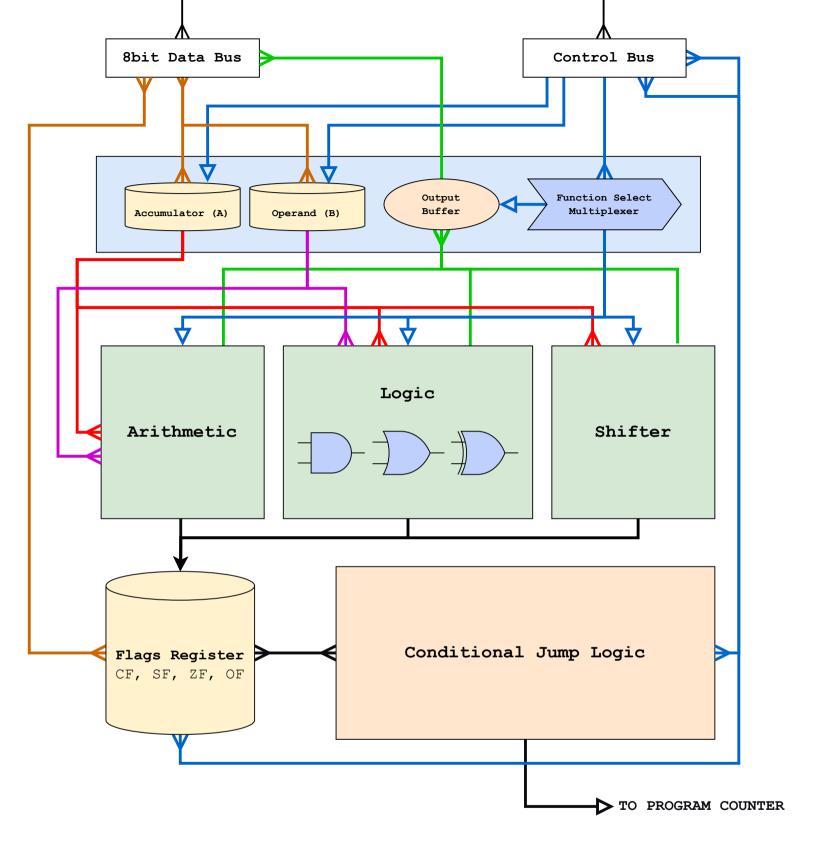
 KiCad E.D.A. kicad (6.0.0-0)
 Id: 1/1







Arithmetic Logic Unit (ALU) & Flags Register



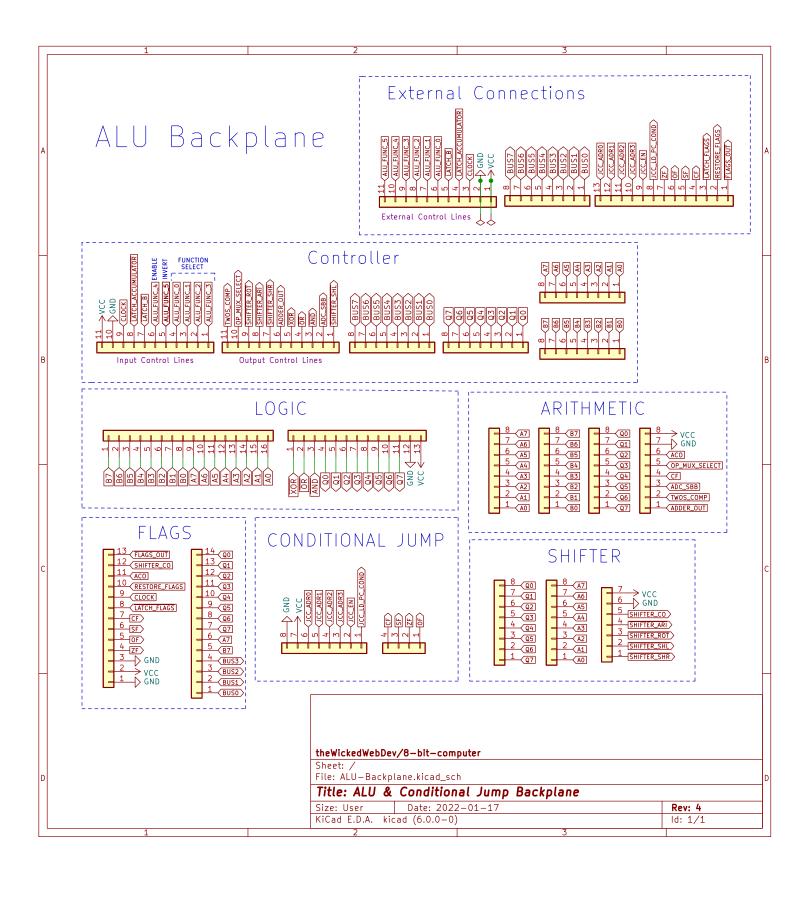
Arithmetic Logic Unit and Conditional Jump

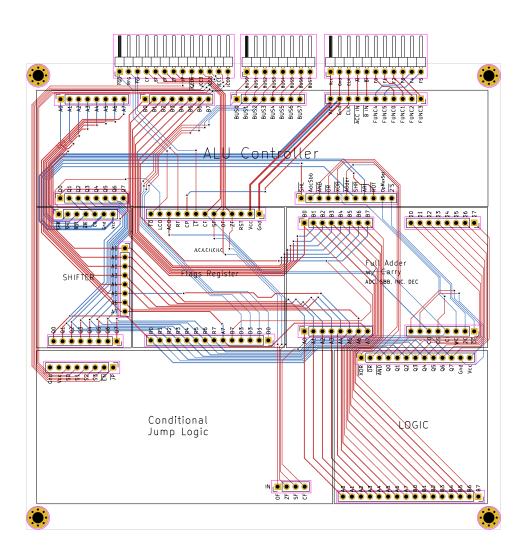
TRUTH TABLE

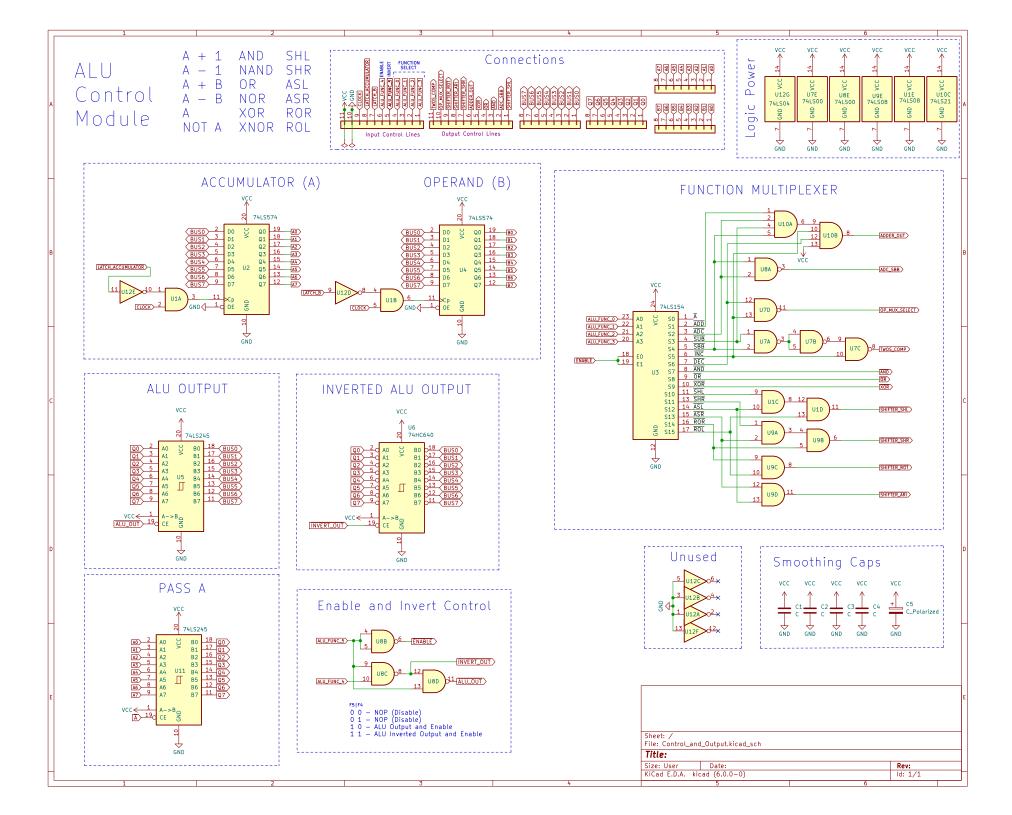
	A*	ADD	ADC	SUB	SBB	INC	DEC	AND	OR	XOR	SHL	SHR	ASL	ASR	ROR	ROL	СМР	TEST	NAND	NOR	XNOR	NOT A
AI L	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/
BI L	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/
FLAG_IN L	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0
ALU FO	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	1	1	1	0	1	0
ALU F1	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	1	1	1	0	0	0
ALU F2	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1	0	1	1	0	0	0
ALU F3	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	1	1	0
(Invert Output) F4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0
(Enable ALU) F5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

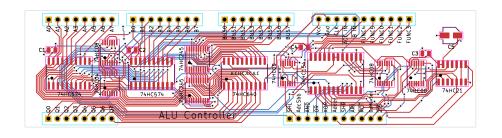
			JLE	JG	JGE	JL	JA	JBE	JNB	JВ	JNE	JE JZ	JE				
	NOP	JP	JNG	JNLE	JNL	JNGE	JNBE	JNA	JAE	JNAE	JNZ		JNS	JS	JNO	JO	
			DNG	ONLE	ONL	UNGE	UNDE	JNA	JNC	JC	UNZ						
JCC_EN L	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
JCC_ADD3	х	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	
JCC_ADD2	х	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	
JCC_ADD1	х	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	
JCC_ADD0	х	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	

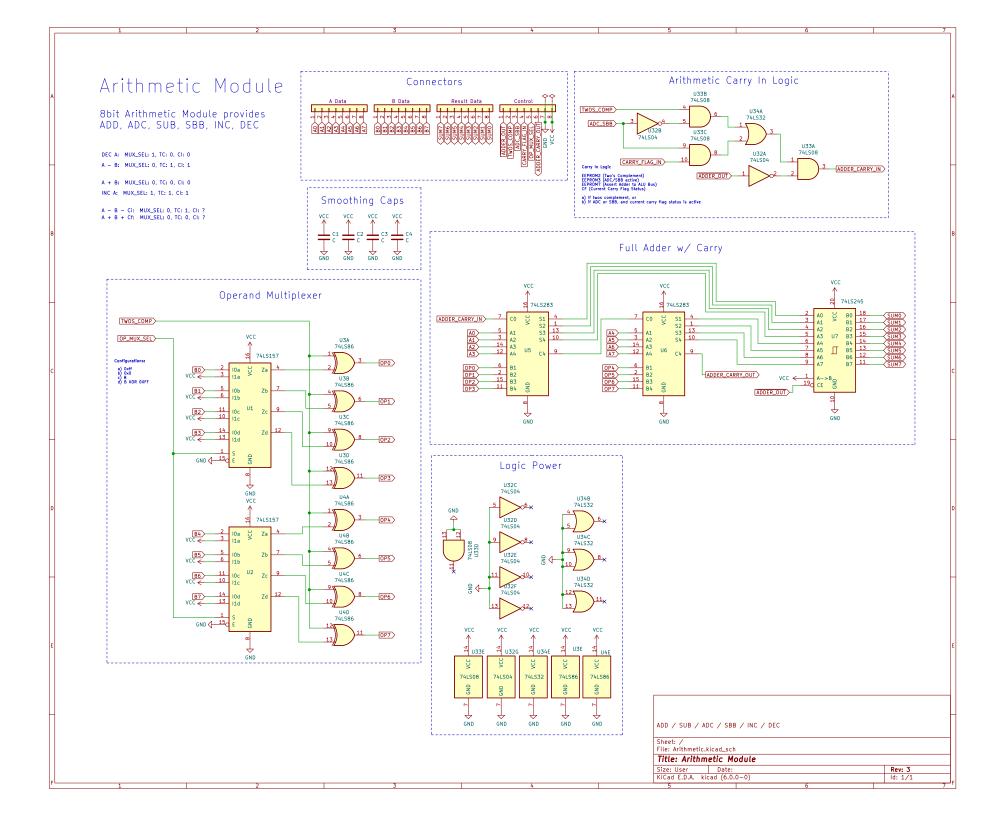
		PUSH FLG*	PUSH FLG*
FLAG_OUT	L	L	L
RESTORE_FLAGS	Н	L	Н

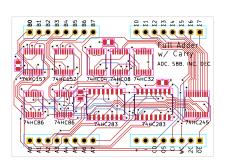


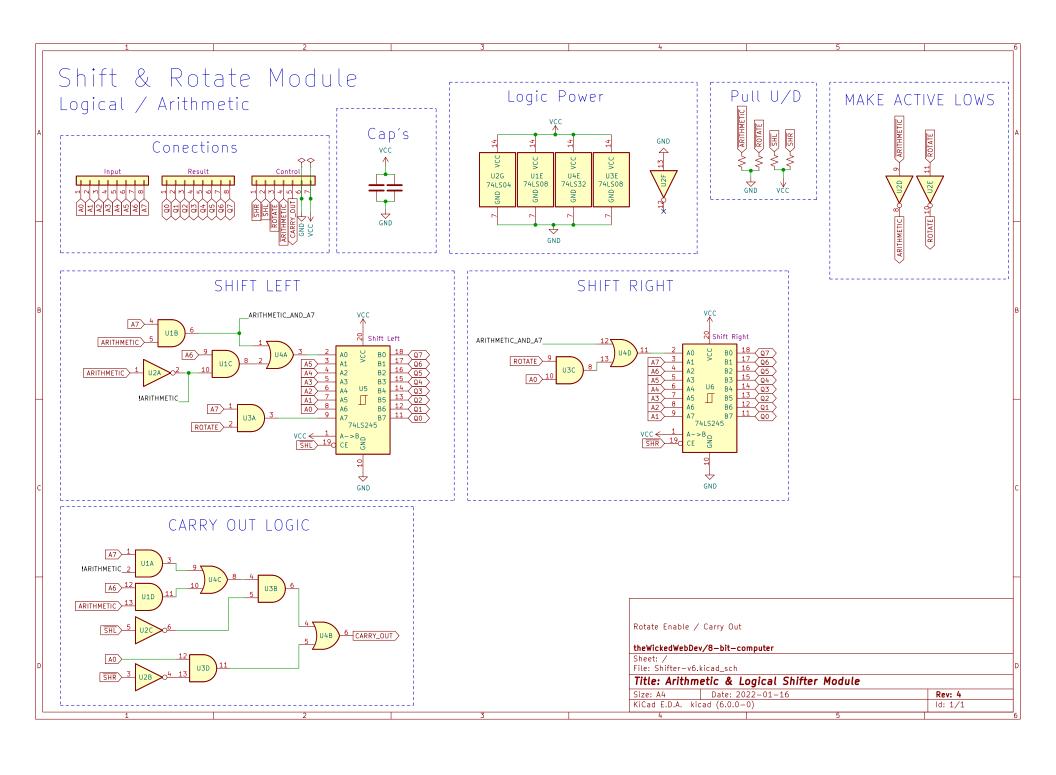


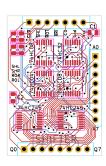


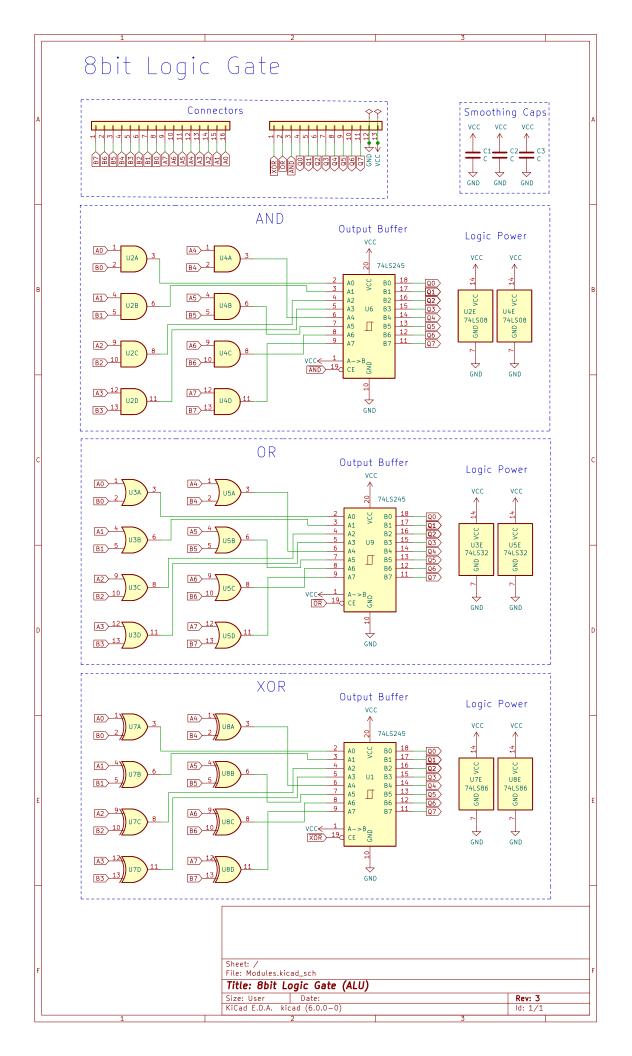


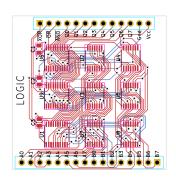












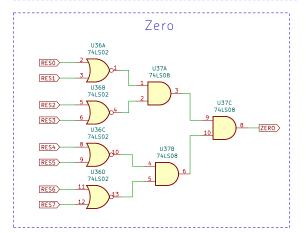
FLAGS REGISTER

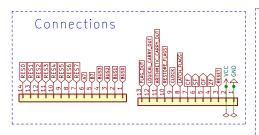
LATCH_FLAGS — A LOW signal will store the data asserted from the multiplexer into the Flags Register (FR)

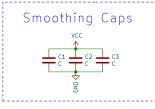
- RESTORE: LOW, uses signals from ALU - RESTORE: HIGH, uses signal asserted on data bus

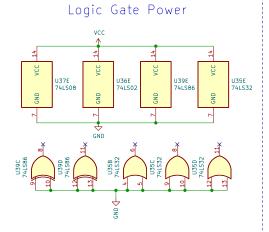
 $\overline{\rm FLAG_OUT}$ — Assers the current flags statuses onto the Data bus, typically used to push it onto the stack to handle an ISR

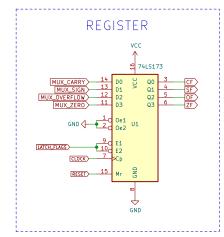
Source Multiplexer Flags come directly from ALU, or, from the flag/data buts to restore flags from the stack or another location VCC U35A 74LS32 3 2 10a 2 74LS157 ARITHMETIC CARRY OUT 2 10a 2 4 1 10a 2 4 1 10c 2 4 1 10a 2 4 1 10a 2 5 1 10a 2

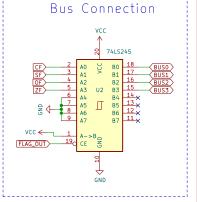


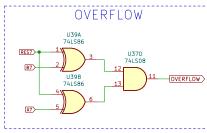


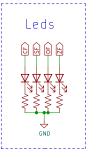








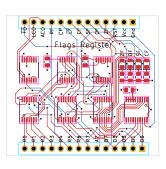




For storing and asserting current flag statuses from ALU
theWickedWebDev/8-Bit-Computer

Sheet: /
File: Flags Register.kicad_sch

Title: Flags Register
Size: User Date: 2022-01-03 Rev: 3
KiCad E.D.A. kicad (6.0.0-0) Id: 1/1



Memory ROM & RAM

Input & Output (I/O)

