



Z80 CPU MICROPROCESSOR INSTANT REFERENCE CARD

LSD →

Single-Byte-Opcode to Instruction Conversion

Table mapping single-byte opcodes (0-FF) to instructions. Columns 0-15 represent hex digits. Includes instructions like NOP, LD, INC, DEC, ADD, SUB, etc.

Multi-Byte-Opcode to Instruction Conversion

Table mapping multi-byte opcodes (e.g., ED40, ED41) to instructions. Includes instructions like ADD XY, BC, LD XY, AA, etc.

Hex and Decimal Conversion

Hex and decimal conversion table. Columns 0-15 for hex, 0-255 for decimal.

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INSTANT ACCESS

Powers of Two

Table of powers of two (2^1 to 2^17).

Unsigned Comparisons

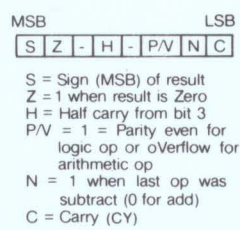
Table for unsigned comparisons (A < B, A = B, etc.) with JP instructions.

YES represents label for code to be executed if condition is true. Internally, A-B is computed to determine flags as for 'SUB B'.

ASCII Character Set

ASCII character set table with columns for MSD, LSD, and characters (0-111).

Status Flags



S = Sign (MSB) of result Z = 1 when result is Zero H = Half carry from bit 3 P/V = 1 = Parity even for logic op or overflow for arithmetic op N = 1 when last op was subtract (0 for add) C = Carry (CY)

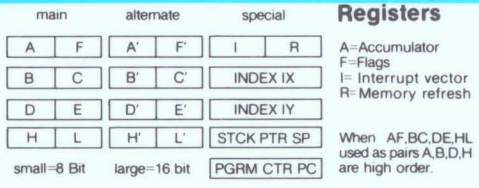
General Instruction Description (except shifts)

- ADC x, y: Add y+CY to x. ADD x, y: Add y to x. AND x, y: AND x to A. BIT b, x: Test bit b of x. CALL x, c: Call subroutine at x (push PC and jump to x). CARRY: Complement carry flag. CFC: Compare A with x (see "Unsigned Comparisons"). CP x: Compare A with (HL), DEC HL, DEC BC. CPD: Like CPD, but repeat until A=(HL) or BC=0. CPDR: Compare A with (HL), INC HL, DEC BC. CPI: Like CPI, but repeat until A=(HL) or BC=0. CPL: Complement A (1's comp.). DAA: Decimal adjust A (after add or sub of BCD data). DEC x: Decrement x by 1. DI: Disable interrupts. DJNZ d: Decrement B; jump relative by d if B not zero. EI: Enable interrupts after next instruction. EX x, y: Exchange x with y. EXX: Exchange BC, DE, HL with BC, DE, HL. HALT: Halt (wait for interrupt or reset). IM x: Set interrupt mode to x. IN A, (n): Input port n into A (6). IN r, (C): Input port (C) into r (7). INC x: Increment x by 1. IND: Load (HL) from port (C); DEC B, DEC HL. (7). INDI: Like IND, but repeat until B=0 (7). INI: Load (HL) from port (C); DEC B, INC HL. (7). INIR: Like INI, but repeat until B=0 (7). JP c, x: Jump to location x if condition c is true. Jump to location x. JR c, d: Jump relative by d if condition c is true. Jump relative by d. JR d: Jump relative by d. LD x, y: Load x with y (move y to x). LDD: Load (DE) with (HL), DEC DE, DEC HL, DEC BC. LDDR: Like LDD, but repeat until BC=0. LDI: Load (DE) with (HL), INC DE, INC HL, DEC BC. LDIR: Like LDI, but repeat until BC=0. NEG: Negate A (2's comp.). NOP: No operation. OR x, y: OR x to A. OTDR: Like OUTD, but repeat until B=0 (7). OTIR: Like OUTI, but repeat until B=0 (7). OUT (C), r: Output r to port (C) (7). OUT (n), A: Output A to port n (7). OUTD: Output (HL) to port (C); DEC B, DEC HL. (7). OUTI: Output (HL) to port (C); DEC B, INC HL. (7). POP x: Pop x from top of stack updating SP. PUSH x: Push x onto top of stack updating SP. RES b, x: Res b of x to (0). RET: Return from subroutine (pop PC). RETC: Return from interrupt if condition c is true return from subroutine. RETI: Return from interrupt. RETN: Call subroutine at x (1 byte inst). SBC x, y: Subtract y+CY from x. SCF: Set carry flag (to 1). SET b, x: Set bit b of x (to 1). SUB x: Subtract x from A. XOR x: XOR x to A.

Interrupts and Reset

Falling edge sensitive NMI does a RST 66H regardless of IFF1, 2 (Interrupt Flip Flop). If interrupts are enabled (IFF1=1), low level sensitive INT depends on mode: MODE 0: Interrupting device puts instruction on bus (e.g. RST or CALL). Takes 2 extra time states. MODE 1: Does a RST 3BH (Z13). MODE 2: Location pointed to by INT is 87H. and next hold vector of service subroutine. ivi (7 bit int vector index) is put on data bus by interrupting device (Z19). IFF1 and IFF2 are both cleared by INT or DI. Both are set by EI. NMI clears IFF1. RETN loads IFF1 from IFF2 LD A,1 and LD A,R set P/V flag to IFF2. Reset sets PC=0, IFF1=IFF2=0, I=0, R=0, MODE=0.

Registers



A=Accumulator F=Flags I=Interrupt vector R=Memory refresh When AF,BC,DE,HL used as pairs A,B,D,H are high order.



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Example of reading instruction set tables: ADC A,A... ADC A,- entry says to see table, table shows opcode 8F, 4 states; and flag code 'A' which is defined under 'Flag Codes'.

Instruction Set

Table listing instruction sets with columns for instruction name, addressing mode, and other details. Includes instructions like ADD, ADC, AND, etc.

Table showing bit patterns for instructions, with columns A through (IY+d) and rows for BIT 0 through BIT 7.

Table showing bit patterns for instructions, with columns A through (IY+d) and rows for RES 0 through RES 7.

Table showing bit patterns for instructions, with columns A through (IY+d) and rows for RLC through SRL.

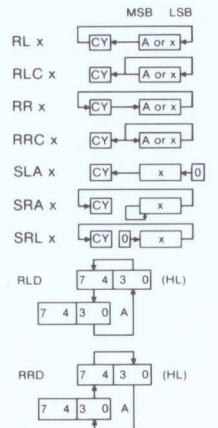
Flag Codes

Table for Flag Codes with columns C, Z, V, S, N, H and rows for instructions A through Z.

Codes: 0: reset, 1: set, C: Carry*, F: Footnote, H: Half carry*, N: Add/Sub*, P: Parity*, S: Sign*, U: Undefined, V: overflow*, Z: Zero*, =: not affected

Table showing bit patterns for instructions, with columns A through (IY+d) and rows for ADC A, ADD A, AND A, etc.

Rotates and Shifts



Addressing

n n is immediate 8-bit data, aa aa is immediate 16-bit data or address to CALL, to JP to, (aa) aa is address of data, (rr) 16-bit reg rr holds address of data or address to CALL or to JP to, (n) n is port number, (r) 8-bit reg r holds port number, (IX+d) IX+d is address of data (d is a 1 byte signed displacement), d In relative jumping, address to jump to is d + address of next instruction (d is signed).

Full 2 byte addresses in code, stack, and data areas are stored low byte followed by high byte. Thus JP 1234H is: C3,34,12.

SP points to used byte at top of stack. PUSH decrements SP by 2.

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Notes

- (1) Z=1 except 16 at termination, (2) 13 except 8 at termination, (3) 12 for success; 7 for failure, (4) 11 for success; 5 for failure, (5) 17 for success; 10 for failure, (6) A to A15, A8 and n to A7, A0, (7) B to A15, A8 and C to A7, A0, (8) See faster version of 'Rotate A' instructions

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