

DANSK DATA ELEKTRONIK
ID-7030 CPU MODULE
for the
SPC-1 MICROCOMPUTER SYSTEM
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1. DESCRIPTION.

The ID-7030 CPU module is the CPU module in the SPC-1 micro-computer. The CPU module drives the address bus and generates all the necessary control signals. The ID-7030 module works with the other modules in the ID-7000 series. In the SPC-1 it normally works with:

ID-7037:	32 K Dynamic RAM with bank switching.
ID-7038:	Refresh for the ID-7037 dynamic RAM.
ID-7045:	Floppy disk controller.
ID-7009:	DMA controller.
ID-7003:	Interrupt priority module.
ID-7012:	4-port communication module.
ID-7018:	General purpose I/O module.

The ID-7030 CPU module contains an 8085A microprocessor and the following peripheral units:

- Communication port 0.
- Communication port 1.
- Arithmetic processing Unit.
- Boot loader PROM.
- Baud rate generator.

2. MICROPROCESSOR 8085A.

The 8085A is the key component on the CPU module. It drives the address bus and generates all the necessary control signals.

The SOD output signal from the 8085A is used in a special way which is described later.

The odd interrupt levels 5.5, 6.5, and 7.5 are used by the communication ports and the timer on the CPU module while the odd interrupt level TRAP is used as a DEBUG CALL.

3. COMMUNICATION INTERFACES.

The CPU module contains two programmable communication interfaces type 8251A. In the following text these are referred to as port 0 and port 1.

In the SPC-1 microcomputer port 0 is normally used for the CRT terminal and port 1 is used for the printer.

The interface to each port consists of:

RxD: Receiver data.
TxD: Transmitter data.
CTS: Clear to send.
GND: Ground.

The baud rate can be strapped individually for port 0 and port 1. The interfaces to port 0 and port 1 are found in two 16 pin DIP sockets at the top of the module; see figure 2.

Addresses and interrupt levels for port 0 and port 1:

	BASE ADDRESS	INTERRUPT LEVEL
PORT 0	E2	6.5
PORT 1	E4	5.5

PORT 0 generates an interrupt request when TxRDY or RxRDY is true. PORT 1 generates an interrupt request when TxRDY or RxRDY is true and PORT 1 has CLEAR to SEND.

4. Arithmetic Processing Unit AM 9511.

The arithmetic processing unit, APU, is connected to the 8085A in order to facilitate calculations with floating point numbers and to facilitate calculations of mathematical functions

The base address of the APU is E8. The APU is not connected to the interrupt system.

The reset pin of the APU is connected to SOD inverted. SOD is an output pin from 8085 A.

5. Boot Loader PROM.

The CPU module contains an UV erasable PROM type 2708. The boot loader PROM is enabled when $ADR(15:10)=0$ and $SOD=0$. When the boot loader PROM is enabled the external memory modules are disabled.

During power up the reset signal is generated. This signal resets the CPU, port 0, port 1, and all the modules connected to the SPC-1 bus.

After power up SOD equals zero, and the CPU starts reading its first instruction in address zero. As SOD equals zero the instruction is read from the boot loader PROM. Notice that the APU is reset when $SOD=0$, so the program in the boot loader PROM cannot use the APU.

It is the responsibility of the boot loader program to reset the APU properly as described in the data sheet and to disable the PROM when the boot loader program has finished.

6. BAUD RATE GENERATOR AND TIMER.

The CPU module contains a 16 MHz crystal controlled oscillator. The oscillator drives the 16 MHz clock lines in the SPC-1 bus. The signal from the oscillator is divided down to 2 MHz which drives the 8085A, the communication ports, and the APU. The signal is divided further down to give the various baud rates for port 0 and port 1. The baud rate is selected by means of a strap at the top of the CPU module.

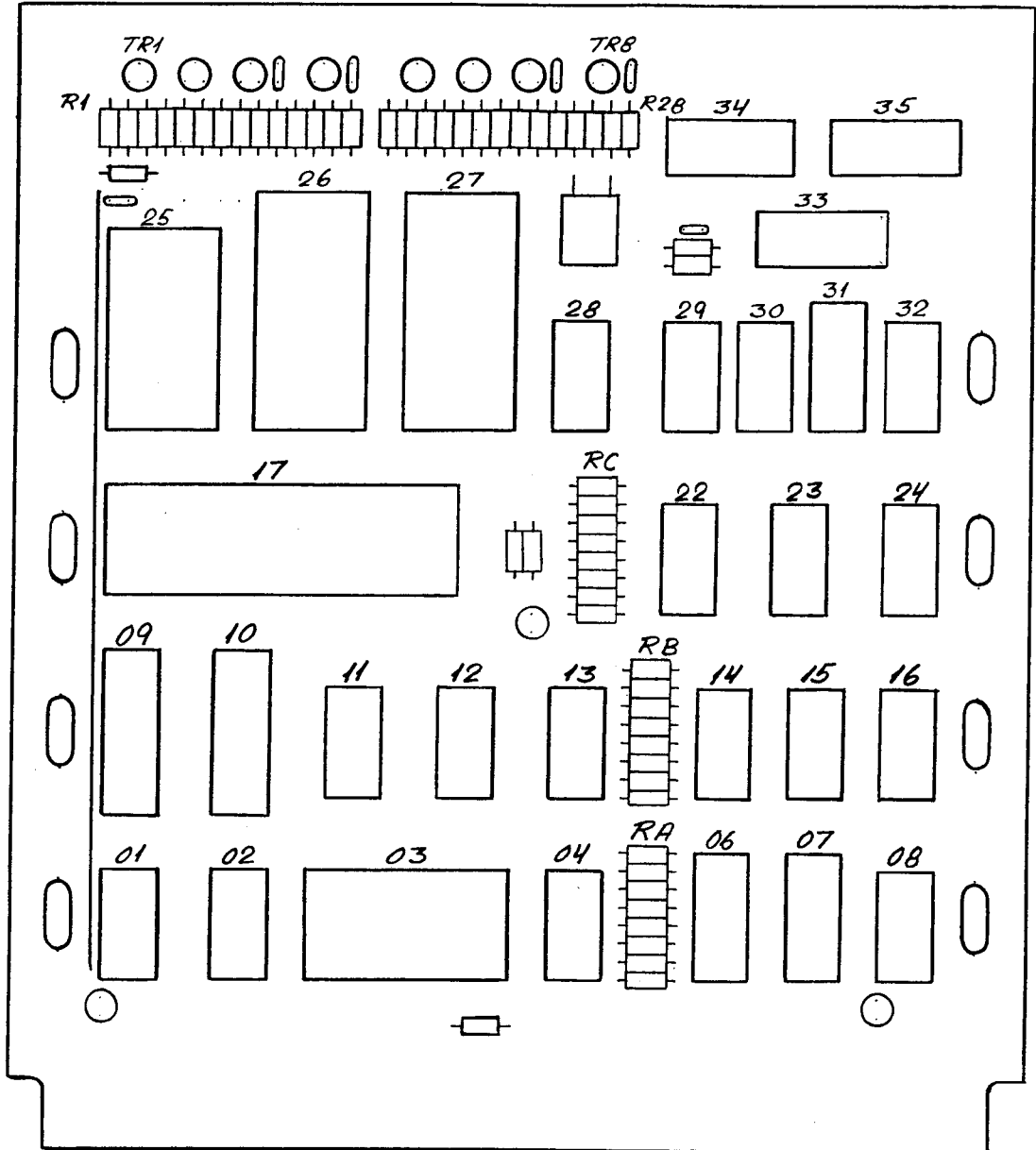
The strapping possibilities are shown in figure 1. The baud rates are as shown in the figure when the communication ports are programmed to divide by 16.

The baud rate counters is divided further down to be used as a timer interrupt. The timer interrupt is connected to the odd interrupt level 7.5. The possibilities for the timer interrupt are shown in figure 1.

7. DEBUG CALL.

The odd interrupt level TRAP can be connected to a switch through a debouncing flip flop. When the switch is activated a TRAP interrupt is generated. The CPU stacks its instruction counter and fetches its next instruction from location 24 hex. This location should contain a jump to the debug program. Notice that the TRAP interrupt cannot be disabled so the only reason why a debug call cannot be performed is that the jump instruction in location 24 hex has been destroyed.

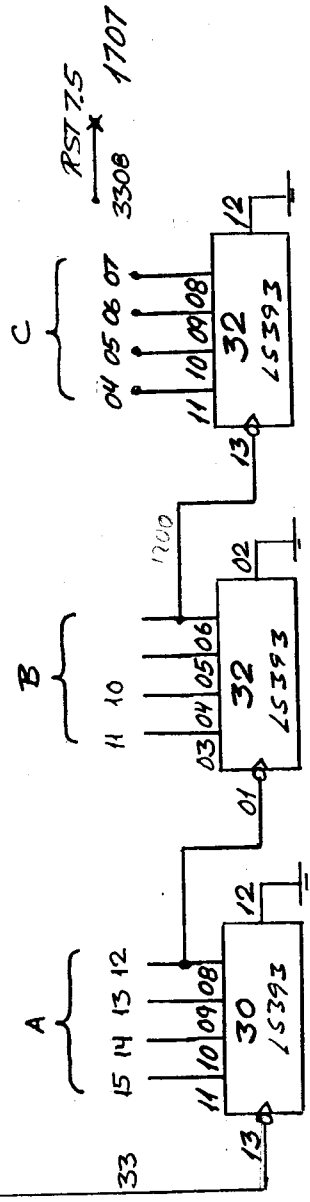
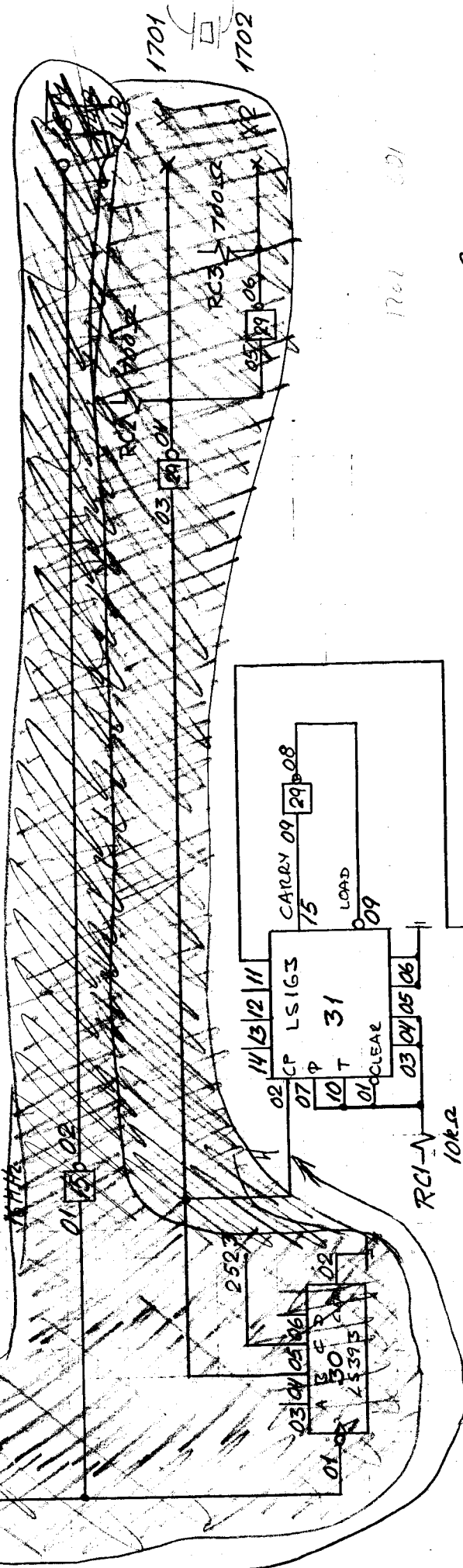
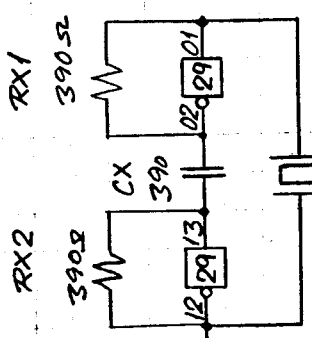
ID-7030



Klokgenerator

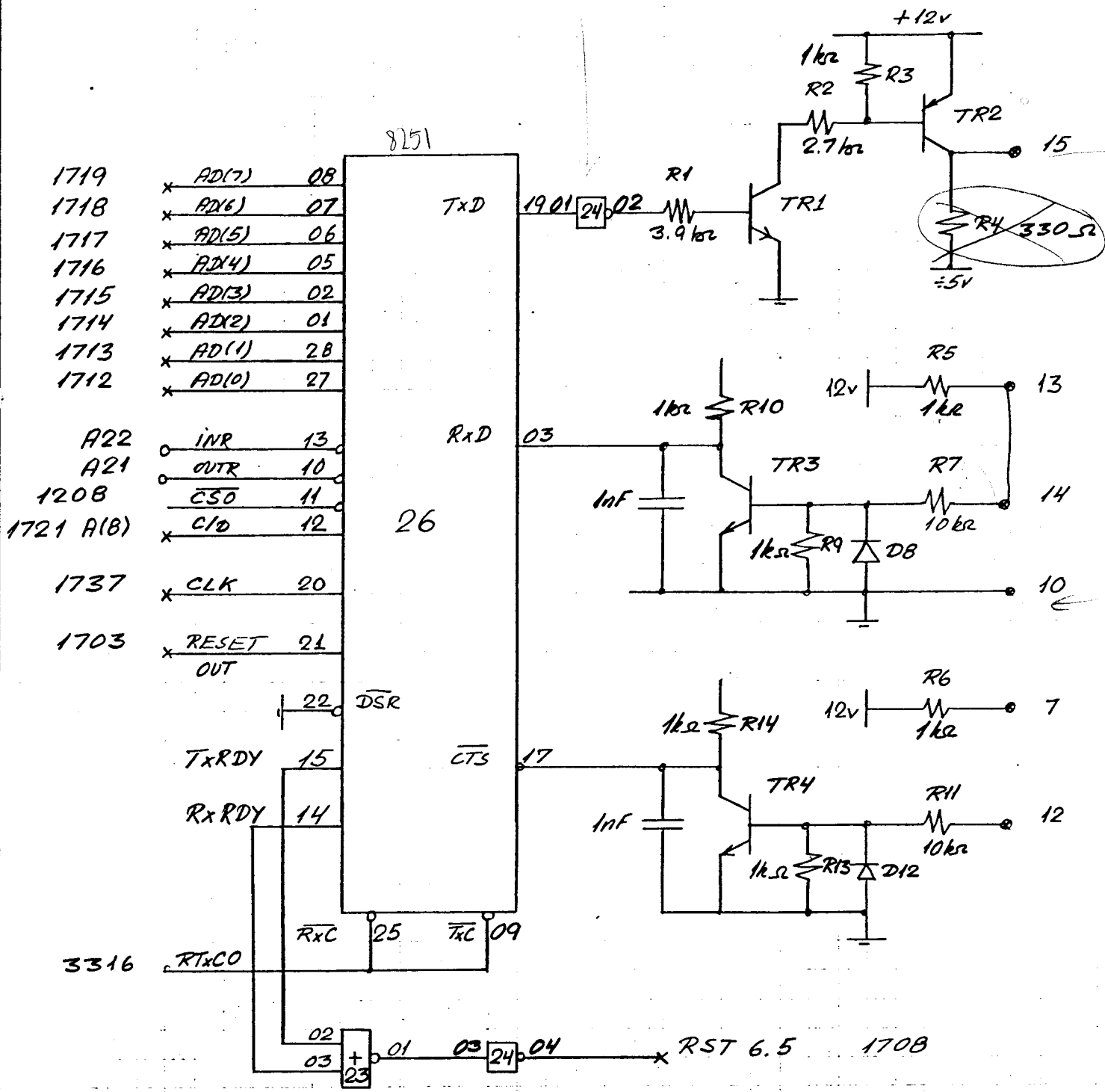
Initialer/dato KATV 19/12	Side 1
Revideret	Projekt 7030

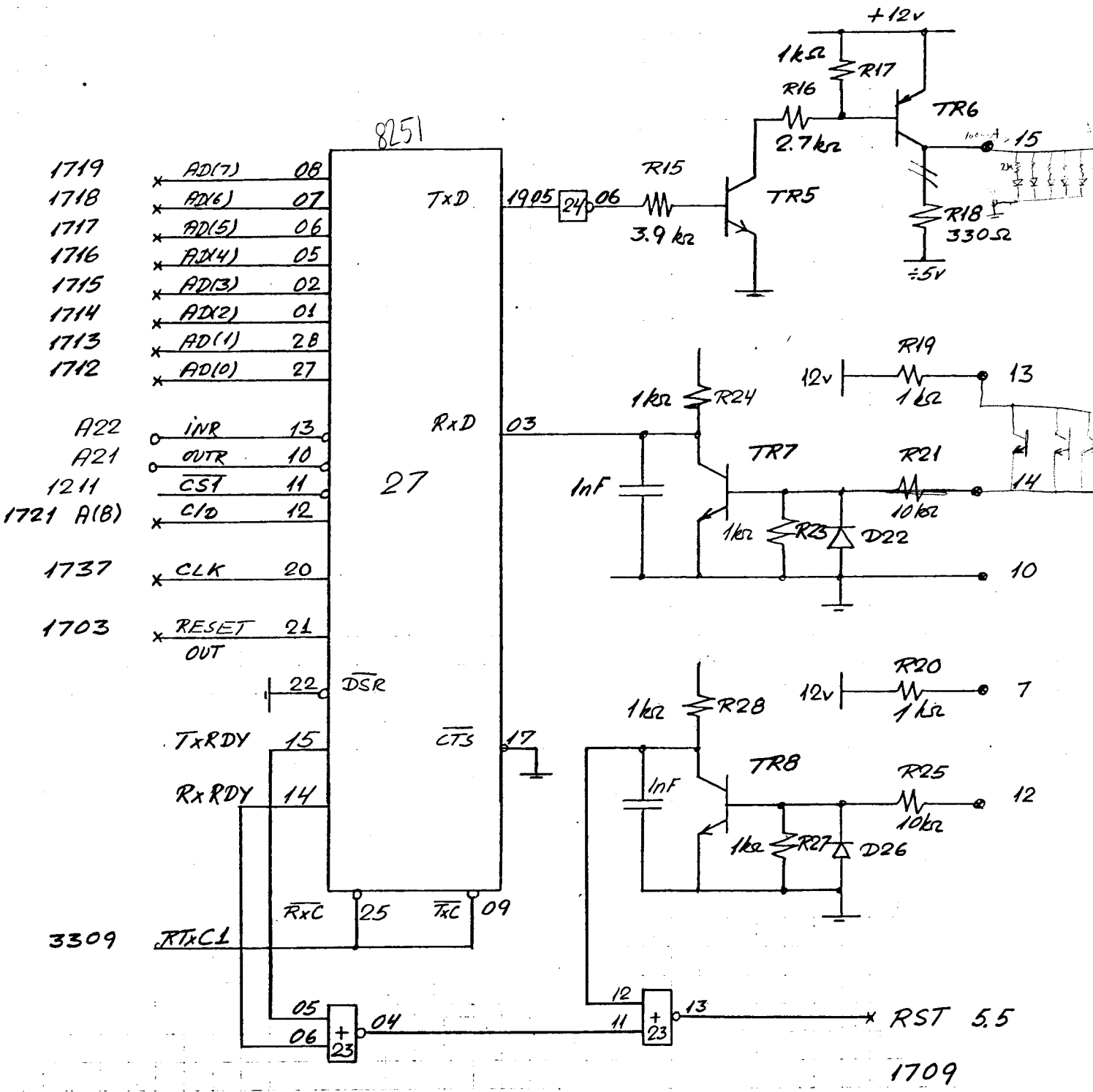
96 502
 192
 48
 49 152
 4616
 153856 · 16
 2461096 · 2
 5528192



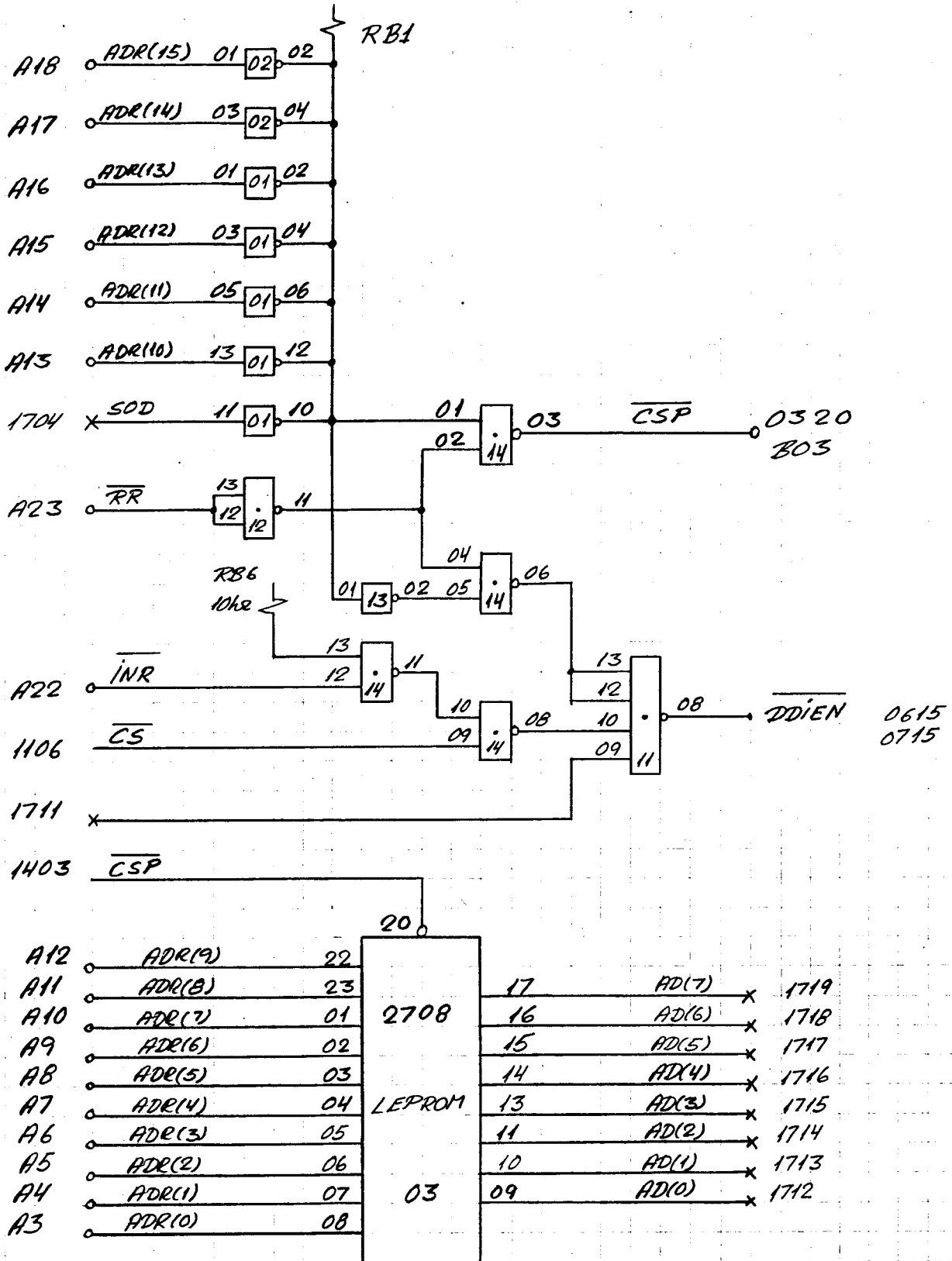
C : 1.67 ms
 : 3.3 ms
 : 6.7 ms
 : 13 ms

after division med 16
 A : 9600
 4800
 2400
 1200
 B : 600
 300

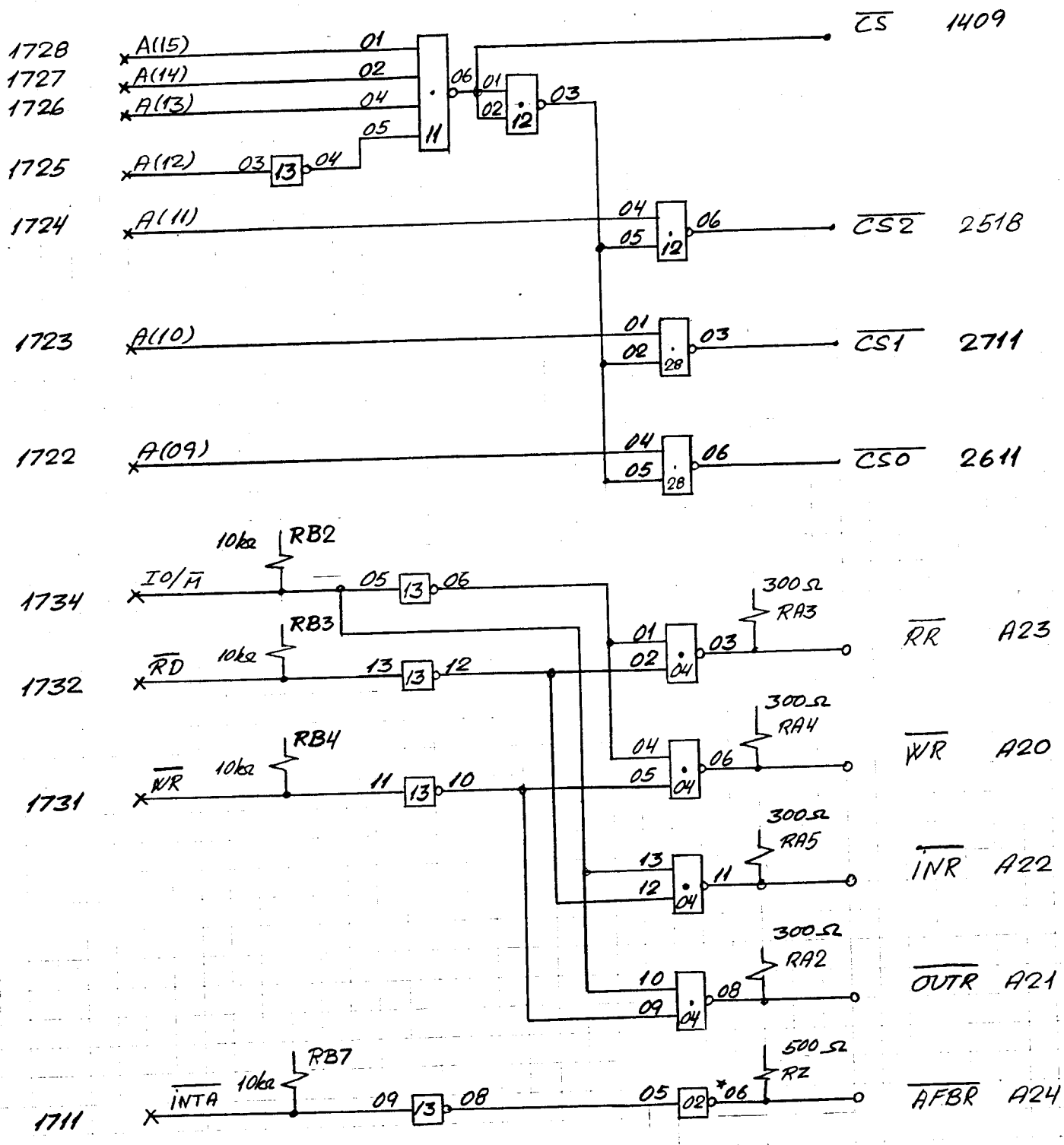


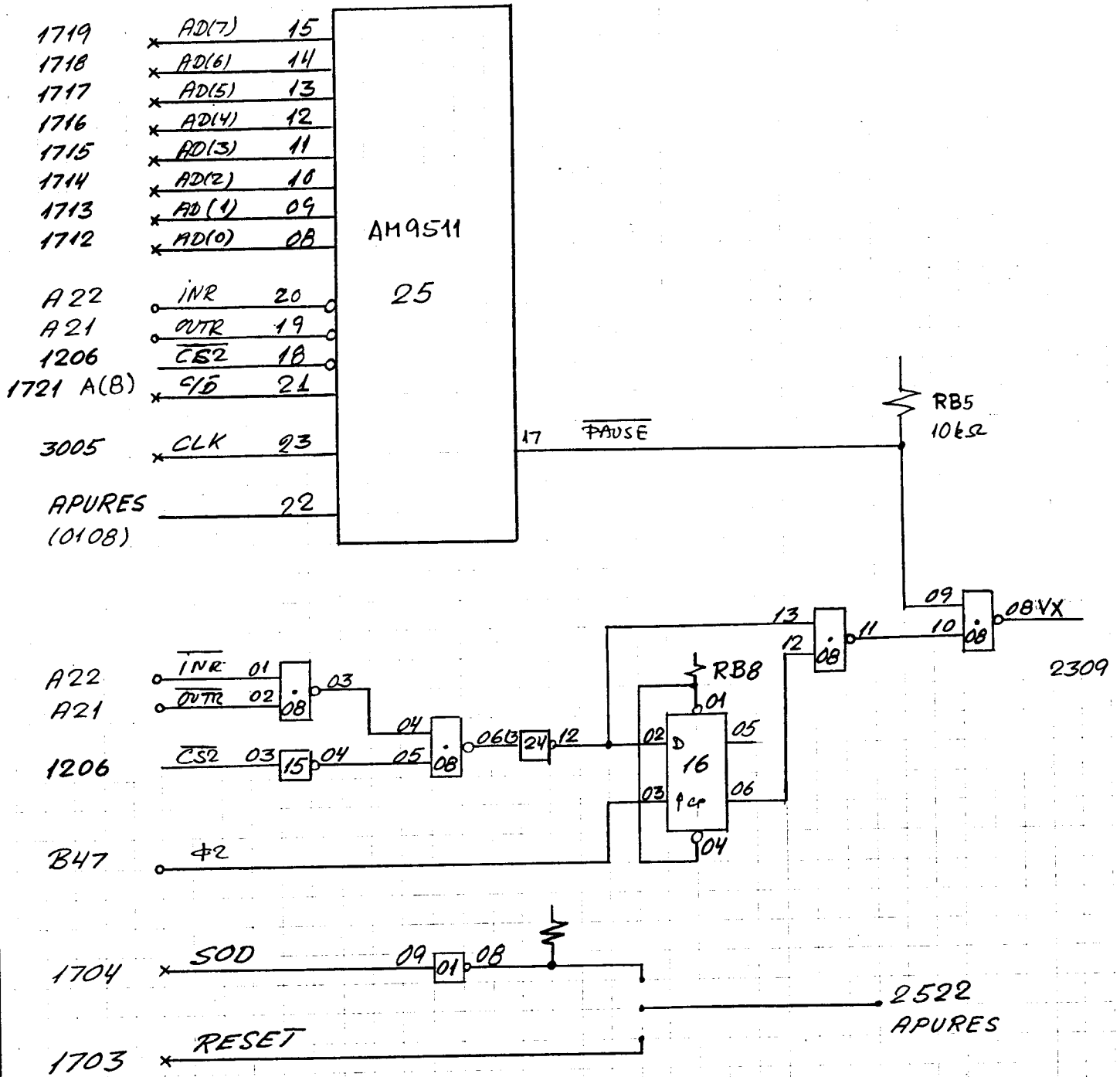


1709

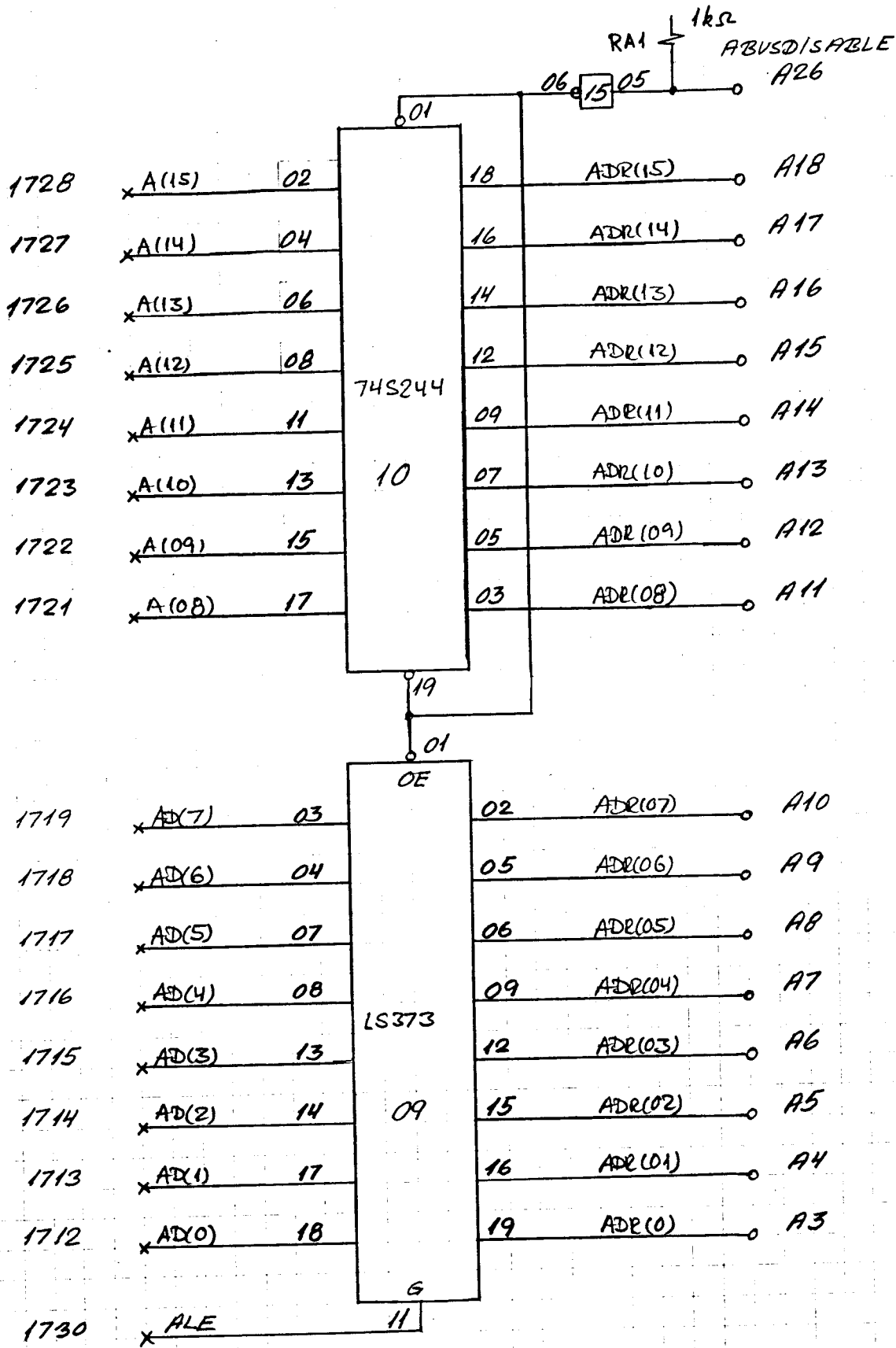


ADRESSE DEKODNING





ADDRESS BUS DRIVER



DATA BUS DRIVER

