RAM Capabilities

The iSBC 86/12A microcomputer contains 32K bytes of dynamic read/write memory using 16K-bit 2117 RAMs. In addition, the on-board RAM complement may be expanded to 64K bytes with the iSBC 300 32K-byte RAM expansion module. Power for the on-board RAM and refresh circuitry may be optionally provided on an auxiliary power bus, and memory protect logic is included for RAM battery backup requirements. The iSBC 86/12A board contains a dual port controller which allows access to the on-board RAM (32K bytes or 64K bytes when the iSBC 300 module is included with the iSBC 86/12A board) from the iSBC 86/12A CPU and from any other MULTIBUS master via the system bus. The dual port controller allows 8- and 16-bit accesses from the MULTIBUS system bus, and the on-board CPU transfers data to RAM over a 16-bit data path. Priorities have been established such that memory refresh is guaranteed by the on-board refresh logic and that the on-board CPU has priority over MULTIBUS system bus requests for access to RAM. The dual port controller includes independent addressing logic for RAM access from the on-board CPU and from the MULTIBUS system bus. The on-board CPU will always access RAM starting at location 00000_H. Address jumpers allow on-board RAM to be located starting on any 8K-byte boundary within a 1 megabyte address range for accesses from the MULTIBUS system bus. In conjunction with this feature, the iSBC 86/12A microcomputer has the ability to protect on-board memory from MULTIBUS access to any contiguous 8K-byte segments (or 16K-byte segments with iSBC 300 module). These features allow multiprocessor systems to establish local memory for each processor and shared system (MULTIBUS) memory configurations where the total system memory size (including local on-board memory) can exceed 1 megabyte without addressing conflicts.

EPROM/ROM Capabilities

Four sockets are provided for up to 16K-bytes of nonvolatile read only memory on the iSBC 86/12A board. EPROM/ROM may be added in 2K-byte increments up to a maximum of 4K-bytes by using Intel 2758 electrically programmable ROMs (EPROMs); in 4K-byte increments up to 8K bytes by using Intel 2716 EPROMs or Intel 2316E masked ROMs; or in 8K-byte increments up to 16K bytes by using Intel 2732 EPROMs or 2332A ROMs. On-board EPROM/ROM is accessed via 16-bit data paths. On-board EPROM/ROM capacity may be expanded to 32K bytes with the addition of the iSBC 340 16K-byte EPROM expansion module. It provides an additional four sockets for Intel 2732 EPROMs or Intel 2332A ROMs. With user modification of the iSBC 86/12A's on-board memory and MULTIBUS address decode, Intel 2758 and 2716 EPROMs or 2316E ROMs may be optionally supported. System memory size is easily expanded by the addition of MULTIBUS system bus compatible memory boards available in the iSBC product family.

Parallel I/O Interface

The iSBC 86/12A single board computer contains 24 programmable parallel I/O lines implemented using the Intel 8255A Programmable Peripheral Interface. The system software is used to configure the I/O lines in any combination of unidirectional input/output and bidirectional ports indicated in Table 1. Therefore, the I/O interface may be customized to meet specific peripheral requirements. In order to take full advantage of the large number of possible I/O configurations, sockets are provided for interchangeable I/O line drivers and terminators. Hence, the flexibility of the I/O interface is further enhanced by the capability of selecting the appropriate combination of optional line drivers and terminators to provide the required sink current, polarity, and drive/termination characteristics for each application. The 24 programmable I/O lines and signal ground lines are brought out to a 50-pin edge connector that mates with flat, woven, or round cable.

Serial I/O

A programmable communications interface using the Intel 8251A Universal Synchronous/Asynchronous Receiver/Transmitter (USART) is contained on the iSBC 86/12A board. A software selectable baud rate generator provides the USART with all common communication

Port	Lines (qty)	Mode of Operation					Control
		Unidirectional				Bidirectional	
		Input		Output			
		Latched	Latched & Strobed	Latched	Latched & Strobed		
1	8	X	X	X	X	X	
2	8	X	X	X	X		
3	4	X		X			X[1]
	4	X		X			X[1]

Note
1. Part of port 3 must be used as a control port when either port 1 or port 2 are used as a latched and strobed input or a latched and strobed output port or port 1 is used as a bidirectional port.

Table 1. Input/Output Port Modes of Operation

frequencies. The USART can be programmed by the system software to select the desired asynchronous or synchronous serial data transmission technique (including IBM Bi-Sync). The mode of operation (i.e., synchronous or asynchronous), data format, control character format, parity, and baud rate are all under program control. The 8251A provides full duplex, double buffered transmit and receive capability. Parity, overrun, and framing error detection are all incorporated in the USART. The RS232C compatible interface on each board, in conjunction with the USART, provides a direct interface to RS232C compatible terminals, cassettes, and asynchronous and synchronous modems. The RS232C command lines, serial data lines, and signal ground line are brought out to a 26 pin edge connector that mates with RS232C compatible flat or round cable. The iSBC 530 Teletypewriter Adapter provides an optically isolated interface for those systems requiring a 20 mA current loop. The iSBC 530 unit may be used to interface the iSBC 86/12A board to teletypewriters or other 20 mA current loop equipment.

Programmable Timers

The iSBC 86/12A board provides three independent, fully programmable 16-bit interval timers/event counters utilizing the Intel 8253 Programmable Interval Timer. Each counter is capable of operating in either BCD or binary modes. Two of these timers/counters are available to the systems designer to generate accurate time intervals under software control. Routing for the outputs and gate/trigger inputs of two of these counters is jumper selectable. The outputs may be independently routed to the 8259A Programmable Interrupt Controller and to the I/O line drivers associated with the 8255A Programmable Peripheral Interface, or may be routed as inputs to the 8255A chip. The gate/trigger inputs may be routed to I/O terminators associated with the 8255A or as output connections from the 8255A. The third interval timer in the 8253 provides the programmable baud rate generator for the iSBC 86/12A board RS232C USART serial port. In utilizing the iSBC 86/12A board the systems designer simply configures, via software, each timer independently to meet system requirements. Whenever a given time delay or count is needed, software commands to the programmable timers/event counters select the desired function. Seven functions are available, as shown in Table 2. The contents of each counter may be read at any time during system operation with simple read operations for event counting applications, and special commands are included so that the contents can be read "on the fly".

MULTIBUS System Bus and Multimaster Capabilities

The MULTIBUS system bus features asynchronous data transfers for the accommodation of devices with various transfer rates while maintaining maximum throughput. Twenty address lines and sixteen separate data lines eliminate the need for address/data multiplexing/demultiplexing logic used in other systems, and allow for data transfer rates up to 5 megawords/sec. A failsafe timer is included in the iSBC 86/12A board which can be used to generate an interrupt if an addressed device does not respond within 6 msec.

Function	Operation
Interrupt on terminal count	When terminal count is reached, an interrupt request is generated. This function is extremely useful for generation of real-time clocks.
Programmable one-shot	Output goes low upon receipt of an external trigger edge or software command and returns high when terminal count is reached. This function is retriggerable.
Rate generator	Divide by N counter. The output will go low for one input clock cycle, and the period from one low going pulse to the next is N times the input clock period.
Square-wave rate generator	Output will remain high until one-half the count has been completed, and go low for the other half of the count.
Software triggered strobe	Output remains high until software loads count (N). N counts after count is loaded, output goes low for one input clock period.
Hardware triggered strobe	Output goes low for one clock period N counts after rising edge counter trigger input. The counter is retriggerable.
Event counter	On a jumper selectable basis, the clock input becomes an input from the external system. CPU may read the number of events occurring after the counting "window" has been enabled or an interrupt may be generated after N events occur in the system.

Table 2. Programmable Timer Functions

Multimaster Capabilities — The iSBC 86/12A board is a full computer on a single board with resources capable of supporting a great variety of OEM system requirements. For those applications requiring additional processing capacity and the benefits of multiprocessing (i.e., several CPUs and/or controllers logically sharing system tasks through communication over the system bus), the iSBC 86/12A board provides full MULTIBUS arbitration control logic. This control logic allows up to three iSBC 86/12A boards or other bus masters, including iSBC 80 family MULTIBUS compatible 8-bit single board computers, to share the system bus in serial (daisy chain) priority fashion and up to 16 masters to share the MULTIBUS system bus with the addition of an external priority network. The MULTIBUS arbitration logic operates synchronously with a MULTIBUS clock (provided by the iSBC 86/12A board or optionally provided directly from the MULTIBUS) while data is transferred via a handshake between the master and slave modules. This allows different speed controllers to share resources on the same bus, and transfers via the bus proceed asynchronously. Thus, transfer speed is dependent on transmitting and receiving devices only. This design prevents slow master modules from being handicapped in their attempts to gain control of the bus, but does not restrict the speed at which faster modules can transfer data via the same bus. The most obvious applications for the master-slave capabilities of the bus are multiprocessor configurations, high speed peripheral control, but are by no means limited to these three.

Interrupt Capablity

The iSBC 86/12A board provides 9 vectored interrupt levels. The highest level is the NMI (Non-maskable Interrupt) line which is directly tied to the 8086 CPU. This interrupt cannot be inhibited by software and is typically used for signalling catastrophic events (i.e., power failure). On servicing this interrupt, program control will be implicitly transferred through location 00008_H. The Intel 8259A Programmable Interrupt Controller (PIC) provides vectoring for the next eight interrupt levels. As shown in Table 3, a selection of four priority processing modes is available to the systems designer for use in designing request processing configurations to match system requirements. Operating mode and priority assignments may be reconfigured dynamically via software at any time during system operation. The PIC accepts interrupt requests from the programmable parallel and serial I/O interfaces, the programmable timers, the system bus, or directly from peripheral equipment. The PIC then determines which of the incoming requests is of the highest priority, determines whether this request is of higher priority than the level currently being serviced, and, if appropriate, issues an interrupt to the CPU. Any combination of interrupt levels may be masked, via software, by storing a single byte in the interrupt mask register of the PIC. The PIC generates a unique memory address for each interrupt level. These addresses are equally spaced at 4 byte intervals. This 32-byte block may begin at any 32-byte boundary in the lowest 1K-bytes of memory,* and contains unique instruction pointers and code segment offset values (for expanded memory operation) for each interrupt level. After acknowledging an interrupt and obtaining a device identifier byte from the 8259A PIC, the CPU will store its status flags on the stack and execute an indirect CALL instruction through the vector location (derived from the device identifier) to the interrupt service routine. In systems requiring additional interrupt levels, slave 8259A PIC's may be interfaced via the MULTIBUS system bus, to generate additional vector addresses, yielding a total of 65 unique interrupt levels.

Mode	Operation
Fully nested	Interrupt request line priorities fixed at 0 as highest, 7 as lowest.
Auto-rotating	Equal priority. Each level, after receiving service, becomes the lowest priority level until next interrupt occurs.
Specific priority	System software assigns lowest priority level. Priority of all other levels based in sequence numerically on this assignment.
Polled	System software examines priority-encoded system interrupt status via interrupt status register.

Table 3. Programmable Interrupt Modes

Interrupt Request Generation — Interrupt requests may originate from 17 sources. Two jumper selectable interrupt requests can be automatically generated by the programmable peripheral interface when a byte of information is ready to be transferred to the CPU (i.e., input buffer is full) or a byte of information has been transferred to a peripheral device (i.e., output buffer is empty). Two jumper selectable interrupt requests can be automatically generated by the USART when a character is ready to be transferred to the CPU (i.e., receive channel buffer is full, or a character is ready to be transmitted (i.e., transmit channel data buffer is empty). A jumper selectable request can be generated by each of the programmable timers. An additional interrupt request line may be jumpered directly from the parallel I/O driver terminator section. Eight prioritized interrupt request lines allow the iSBC 86/12A board to recognize and service interrupts originating from peripheral boards interfaced via the MULTIBUS system bus. The MULTIBUS fail safe timer also can be selected as an interrupt source.

*Note: The first 32 vector locations are reserved by Intel for dedicated vectors. Users who wish to maintain compatibility with present and future Intel products should not use these locations for user-defined vector addresses.

Power-Fail Control

Control logic is also included to accept a power-fail interrupt in conjunction with the AC-low signal from the iSBC 635 and iSBC 640 Power Supply or equivalent.

Expansion Capabilities

Memory and I/O capacity may be expanded and additional functions added using Intel MULTIBUS compatible expansion boards. Memory may be expanded by adding user specified combinations of RAM boards, EPROM boards, or combination boards. Input/output capacity may be increased by adding digital I/O and analog I/O expansion boards. Mass storage capability may be achieved by adding single or double density diskette controllers, or hard disk controllers. Modular expandable backplanes and cardcages are available to support multiboard systems.

Note: Certain system restrictions may be incurred by the inclusion of some of the iSBC 80 family options in an iSBC 86/12A system. Consult the Intel OEM Microcomputer System Configuration Guide for specific data.

System Development Capabilities

The development cycle of iSBC 86/12A products can be significantly reduced by using the Intellec® series microcomputer development systems. The Assembler, Locating Linker, Library Manager, Text Editor and system monitor are all supported by the ISIS-II disk based operating system. A minimum of 64K-bytes of RAM is needed in the Intellec system to support program development for the iSBC 86/12A board. To facilitate conversion of 8080A/8085A assembly language programs to un on the iSBC 86/12A board CONV-86 is available under the ISIS-II operating system.

In-Circuit Emulator — ICE-86 in-circuit emulator provides the necessary link between the software development environment provided by the Intellec system and the "target" iSBC 86/12A execution system. In addition to providing the mechanism for loading executable code and data into the iSBC 86/12A board, ICE-86 in-circuit emulator provides a sophisticated command set to assist in debugging software and final integration of the user hardware and software. ICE-86 in-circuit emulator maximizes the use of available development resources by allowing Intellec resident resources (e.g., memory and peripherals) to be accessed by software running on the target iSBC 86/12A system. In addition, software can be executed without an iSBC 86/12A execution vehicle, in 2K bytes of RAM resident in the ICE-86 system itself. Symbolic references to instruction and data locations can be made through ICE-86 in-circuit emulator to allow the user to reference memory locations with assigned names.

PL/M-86 — Intel's high level programming language, PL/M-86, is also available as an Intellec Microcomputer Development System option. PL/M-86 provides the capability to program in a natural, algorithmic language and eliminates the need to manage register usage or allocate memory. PL/M-86 programs can be written in a much shorter time than assembly language programs for a given application. PL/M-86 includes byte and word, integer, pointer and floating point (32-bit) data types and also includes conditional compilation and macro features.

SPECIFICATIONS

Word Size

Instruction — 8, 16, 24, or 32 bits
Data — 8, 16 bits

Cycle Time

Basic Instruction Cycle — 1.2 μsec
— 400 nsec (assumes instruction in the queue)

Note:
Basic instruction cycle is defined as the fastest instruction time (i.e., two clock cycles)

Memory Capacity

On-Board Read Only Memory — 16K bytes (sockets only); expandable to 32K bytes with iSBC 340 EPROM/ROM expansion module.

On-Board RAM — 32K bytes; expandable to 64K bytes with iSBC 300 RAM expansion module.

Off-Board Expansion — Up to 1 megabyte in user specified combinations of RAM, ROM, and EPROM.

Note:
Read only memory may be added in 2K, 4K, or 8K-byte increments.

Memory Addressing

On-Board EPROM/ROM — FF000-FFFFF$_H$ (using 2758 EPROMs); FE000-FFFFF$_H$ (using 2716 EPROMs or 2316 ROMs); FC000-FFFFF$_H$ (using 2732 EPROMs or 2332A ROMs); F8000-FFFFF$_H$ (with iSBC 340 EPROM option and four additional 2732 EPROMs).

On-Board RAM — 32K bytes of dual port RAM. Optionally expandable to 64K bytes with iSBC 300 RAM option.

CPU Access — 32K bytes: 00000-07FFF$_H$; 64K bytes: 00000-0FFFF$_H$.

MULTIBUS Access — Jumper selectable for any 8K-byte boundary, but not crossing a 128K-byte boundary. Access for 8K, 16K, 24K or 32K (16K, 32K, 48K, 64K with iSBC 300 option) bytes may be selected for on-board CPU use only.

I/O Capacity

Parallel — 24 programmable lines using one 8255A.
Serial — 1 programmable line using one 8251A.

I/O Addressing

On-Board Programmable I/O

Port	8255A				USART	
	1	2	3	Control	Data	Control
Address	C8	CA	CC	CE	D8 or DC	DA or DE

Serial Communications Characteristics

Synchronous — 5—8 bit characters; internal or external character synchronization; automatic sync insertion.

Asynchronous — 5—8 bit characters; break character generation; 1, 1½, or 2 stop bits; false start bit detection.

Baud Rates

Frequency (kHz) (Software Selectable)	Baud Rate (Hz)		
	Synchronous	Asynchronous	
		÷ 16	÷ 64
153.6	—	9600	2400
76.8	—	4800	1200
38.4	38400	2400	600
19.2	19200	1200	300
9.6	9600	600	150
4.8	4800	300	75
2.4	2400	150	—
1.76	1760	110	—

Note:
Frequency selected by I/O write of appropriate 16-bit frequency factor to baud rate register (8253 Timer 2).

Interrupts

Addresses for 8259A Registers (Hex notation I/O address space)

C0 or C4 Write: Initialization Command Word 1 (ICW1) and Operation Control Words 2 and 3 (OCW2 and OCW3)

Read: Status and Poll Registers

C2 or C6 Write: ICW2, ICW3, ICW4, OCW1 (Mask Register)

Read: OCW1 (Mask Register)

Note:
Several registers have the same physical address; sequence of access and one data bit of control word determine which register will respond.

Interrupt Levels — 8086 CPU includes a non-maskable Interrupt (NMI) and a maskable interrupt (INTR). NMI interrupt is provided for catastrophic events such as power failure. NMI vector address is 00008. INTR interrupt is driven by on-board 8259A PIC, which provides 8-bit identifier of interrupting device to CPU. CPU multiplies identifier by four to derive vector address. Jumpers select interrupts from 17 sources without necessity of external hardware. PIC may be programmed to accommodate edge-sensitive or level-sensitive inputs.

Timers

Register Addresses (Hex notation, I/O address space)

D0 Timer 0
D2 Timer 1
D4 Timer 2
D6 Control register

Note:
Timer counts are loaded as two sequential output operations to same address as given.

Input Frequencies

Reference: 2.46 MHz ±0.1% (0.041 μs period, nominal); 1.23 MHz ±0.1% (0.81 μs period, nominal); or 153.60 kHz ±0.1% (6.51 μs period nominal).

Note:
Above frequencies are user selectable.

Event Rate: 2.46 MHz max

Output Frequencies/Timing Intervals

Function	Single Timer/Counter		Dual Timer/Counter (Two Timers Cascaded)	
	Min	Max	Min	Max
Real-time interrupt	1.63 μs	427.1 ms	3.26 s	466.50 min
Programmable one-shot	1.63 μs	427.1 ms	3.26 s	466.50 min
Rate generator	2.342 Hz	613.5 kHz	0.000036 Hz	306.8 kHz
Square-wave rate generator	2.342 Hz	613.5 kHz	0.000036 Hz	306.8 kHz
Software triggered strobe	1.63 μs	427.1 ms	3.26 s	466.50 min
Hardware triggered strobe	1.63 μs	427.1 ms	3.26 s	466.50 min
Event counter	—	2.46 MHz	—	—

Interfaces

MULTIBUS — All signals TTL compatible
Parallel I/O — All signals TTL compatible
Interrupt Requests — All TTL compatible
Timer — All signals TTL compatible
Serial I/O — RS232C compatible, data set configuration

System Clock (8086 CPU)

5.00 MHz ± 0.1%

Auxiliary Power

An auxiliary power bus is provided to allow separate power to RAM for systems requiring battery backup of read/write memory. Selection of this auxiliary RAM power bus is made via jumpers on the board.

Connectors

Interface	Pins (qty)	Centers (in.)	Mating Connectors
Bus	86	0.156	VIKING 3KH43/9AMK12
Parallel I/O	50	0.1	3M 3415-000
Serial I/O	26	0.1	3M 3462-000

Memory Protect

An active low TTL compatible memory protect signal is brought out on the auxiliary connector which, when asserted, disables read/write access to RAM memory on the board. This input is provided for the protection of RAM contents during system power down sequences.

Line Drivers and Terminators

I/O Drivers — The following line drivers are all compatible with the I/O driver sockets on the iSBC 86/12A board.

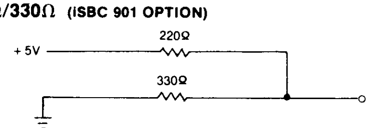
Driver	Characteristic	Sink Current (mA)
7438	I,OC	48
7437	I	48
7432	NI	16
7426	I,OC	16
7409	NI,OC	16
7408	NI	16
7403	I,OC	16
7400	I	16

Note:
I = inverting; NI = non-inverting; OC = open collector.

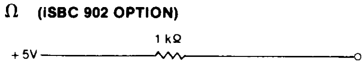
Port 1 of the 8255A has 20 mA totem-pole bidirectional drivers and 1 kΩ terminators.

I/O Terminators — 220Ω/330Ω divider or 1 kΩ pullup

220Ω/330Ω (iSBC 901 OPTION)



1 K Ω (iSBC 902 OPTION)



Bus Drivers

Function	Characteristic	Sink Current (mA)
Data	Tri-state	50
Address	Tri-state	50
Commands	Tri-state	32

Physical Characteristics

Width — 12.00 in. (30.48 cm)
Height — 6.75 in. (17.15 cm)
Depth — 0.70 in. (1.78 cm)
Weight — 19 oz. (539 gm)

Electrical Characteristics

DC Power Requirements

Configuration	Current Requirements			
	V_{CC} = +5V ±5% (max)	V_{DD} = +12V ±5% (max)	V_{BB} = −5V ±5% (max)	V_{AA} = −12V ±5% (max)
Without EPROM[1]	5.2A	350 mA	—	40 mA
RAM Only[3]	390 mA	40 mA	1.0 mA	—
With iSBC 530[4]	5.2A	450 mA	—	140 mA
With 4K EPROM[5] (using 2758)	5.5A	350 mA	—	40 mA
With 8K ROM[5] (using 2316E)	6.1A	350 mA	—	40 mA
With 8K EPROM[5] (using 2716)	5.5A	350 mA	—	40 mA
With 16K ROM[5] (using 2732 or 2332A)	5.4A	350 mA	—	40 mA

Notes:
1. Does not include power for optional ROM/EPROM, I/O drivers, and I/O terminators.
2. Does not include power required for optional ROM/EPROM, I/O drivers and I/O terminators.
3. RAM chips powered via auxiliary power bus.
4. Does not include power for optional ROM/EPROM, I/O drivers, and I/O terminators. Power for iSBC 530 is supplied via serial port connector.
5. Includes power required for four ROM/EPROM chips, and I/O terminators installed for 16 I/O lines; all terminator inputs low.

Environmental Characteristics

Operating Temperature — 0°C to 55°C
Relative Humidity — to 90% (without condensation)

Reference Manual

9803074-01 — iSBC 896/12A Single Board Computer Hardware Reference Manual (NOT SUPPLIED)

Reference manuals are shipped with each product only if designated SUPPLIED (see above). Manuals may be ordered from any Intel Literature Department, 3065 Bowers Avenue, Santa Clara, California 95051.

ORDERING INFORMATION

Part Number	Description
SBC 86/12A	Single Board Computer with 32K bytes RAM

Intel Corporation
3065 Bowers Avenue
Santa Clara, California 95051
Tel: (408) 987-8088**
TWX: 910-338-0026
TELEX: 34-6372

iSBC 957
INTELLEC - iSBC 86/12A INTERFACE AND EXECUTION PACKAGE

Establishes communication between the iSBC 86/12A and the Intellec Development Systems to aid in MCS-86™ software development

Allows full speed execution of MCS-86™ programs

Includes EPROM resident system monitor for iSBC 86/12A

Allows Intellec ISIS-II files to be transferred between iSBC 86/12A and Intellec Microcomputer Development System

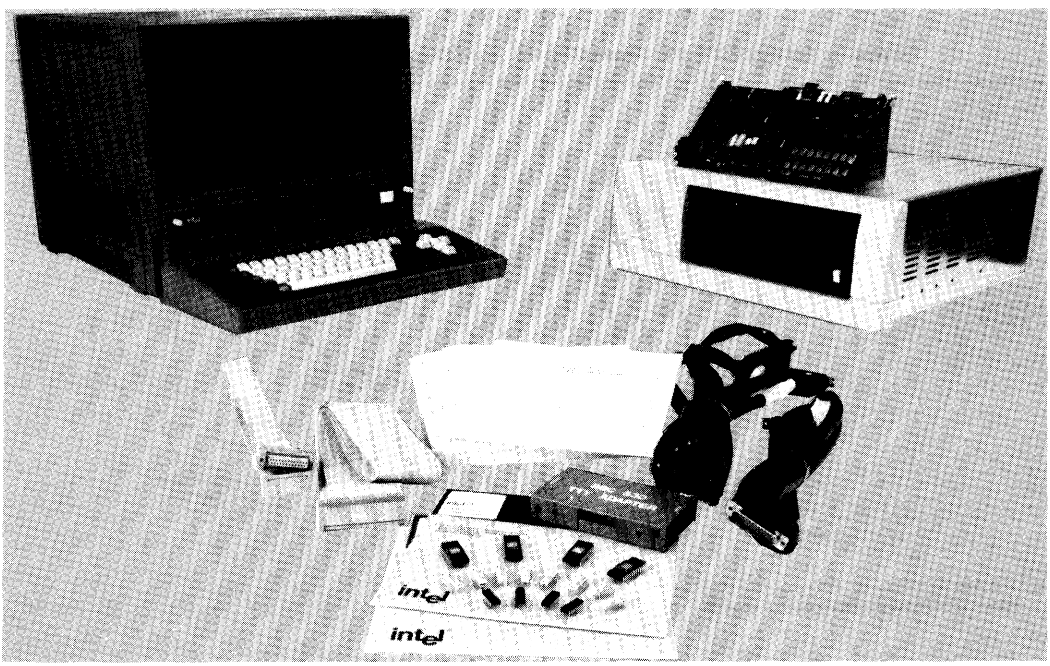
Offers "Virtual Terminal" capability which permits the Intellec console to access the iSBC 86/12A Monitor

Provides powerful console commands for software debug

Allows access to all iSBC 86/12A memory, registers, flags and I/O ports

Includes all necessary hardware, software and documentation

The iSBC 957 Intellec-iSBC 86/12A Interface and Execution Package contains all the necessary hardware, software cables and documentation required to interface an iSBC 86/12A Single Board Computer to an Intellec Microcomputer Development System for software development and full speed execution.



FUNCTIONAL DESCRIPTION

Overview

The iSBC 957 Intellec-iSBC 86/12A Interface and Execution Package extends the software development capabilities of the Intellec Microcomputer Development Systems to the iSBC 86/12 and iSBC 86/12A Single Board Computers. It allows software modules developed under the Intellec resident ISIS-II Operating Systems to be down loaded to the iSBC 86/12A for full-speed execution and debug. In addition, the iSBC 957 allows segments of iSBC 86/12A memory to be saved on floppy disk files. Special communication software allows transparent access to the powerful debug commands in the iSBC 86/12A monitor from the Intellec console terminal.

Software Capabilities

The software included in the iSBC 957 package consists of the iSBC 86/12A monitor residing on four Intel EPROMs which are inserted into sockets on the iSBC 86/12A board. A diskette is also included which contains the Intellec resident communications software that links the iSBC 86/12A with the Intellec Microcomputer Development System. The EPROM resident software creates an execution environment in which object modules may be loaded into the iSBC 86/12A memory, executed at full speed, modified if necessary and saved on the Intellec system floppy disk. The monitor provides the ability to execute selected program segments with breakpoints or by single stepping, examine and modify registers and memory, perform port I/O, move a block of memory, compare blocks of memory, search for a word/

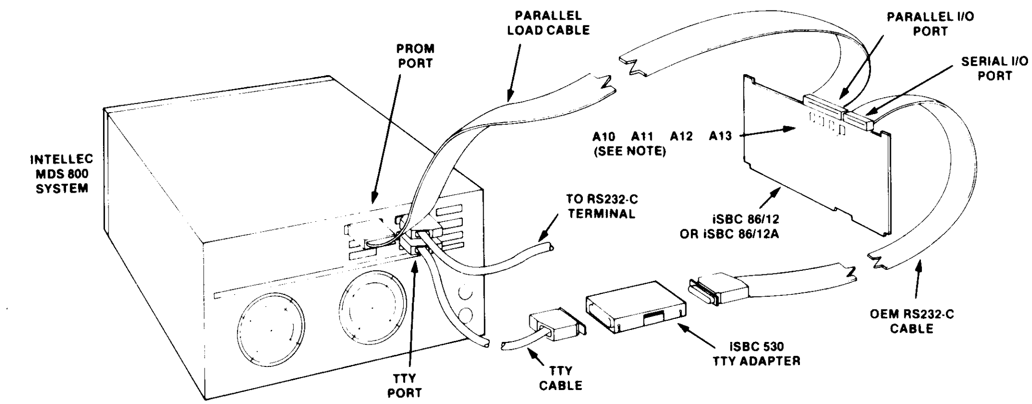
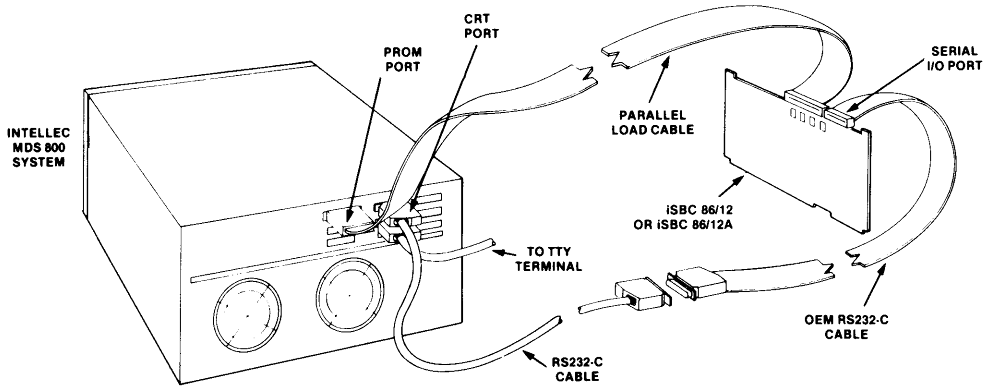


Figure 1a. Intellec MDS-800 Series System Using RS232-C Compatible Terminal



Note: A10, A12, A13 — Insert Terminator Pack (supplied)
A11 — Insert Status Adapter Ass'y (supplied)

Figure 1b. Intellec MDS-800 Series System with TTY Terminal

byte value, and perform hex arithmetic. In addition, the monitor provides for the recognition of interrupts via a user-defined table. The program on the diskette contains communication software which passes appropriate console commands to the iSBC 86/12A resident monitor and also interfaces with the ISIS-II operating system to transfer files between the development system diskettes and the iSBC 86/12A.

System Interfacing

The physical interface between the Intellec Microcomputer Development System and the iSBC 86/12A is accomplished with cables supplied with the iSBC 957 package. The cabling arrangement varies depending on whether the system is a member of the Intellec MDS-800 family or one of the Intellec Series II family.

Intellec MDS-800 Interface — In the case of the Intellec MDS-800 family, cables connect the serial I/O port of the iSBC 86/12A to the available serial port on the Intellec system (if the TTY port is used for the iSBC 86/12A interface, the iSBC 530 TTY adapter is inserted into the line). (See Figure 1.) This serial port implements the communication link from the Intellec console terminal to the iSBC 86/12A resident monitor via the Intellec based communication software and is used to pass commands to the iSBC 86/12A. Additionally, a cable is run from the Universal PROM Programmer (UPP) port on the Intellec system to the parallel I/O port on the iSBC 86/12A. The necessary terminators/line drivers and a status adapter assembly are also included to complete this parallel interface on the iSBC 86/12A. This interconnection is used for transferring the ISIS-II disk files between the development system and the iSBC 86/12A.

Intellec Series II Interface — For Intellec Series II Development Systems the connection between it and the iSBC 86/12A is accomplished with a single serial line in-

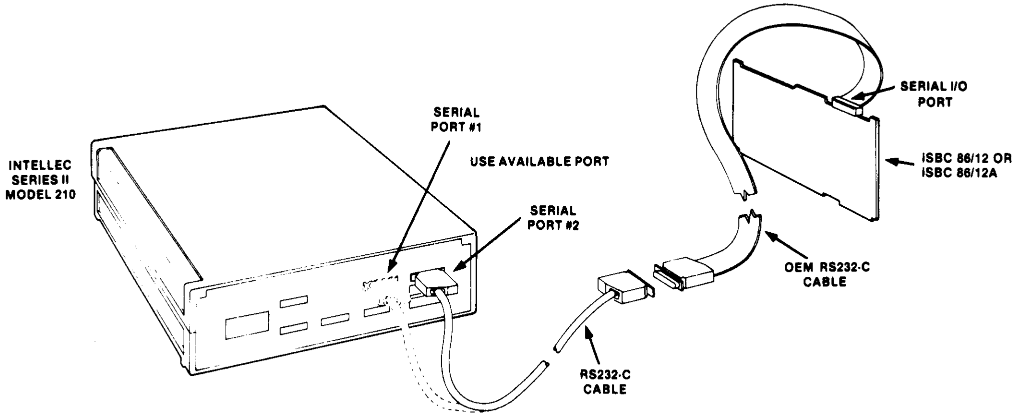


Figure 2a. Intellec Series II Model 210

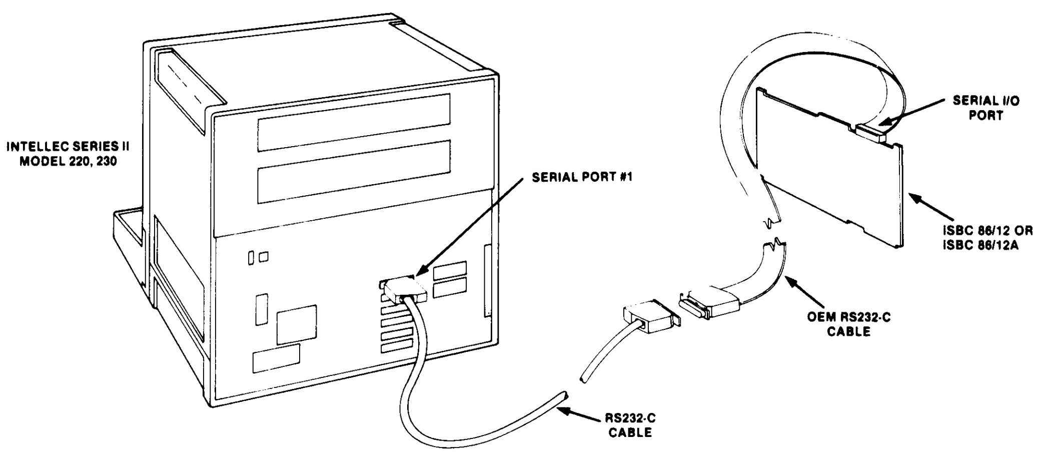


Figure 2b. Intellec Series Models 220, 230

terconnecting the iSBC 86/12A serial port with an available serial port on the Intellec system. All communication including command and data transfer occurs over this serial line. Development systems based on the Intellec Model 210 can use either one of the two available serial ports. (See Figure 2a.) On Models 220 and 230, Serial Port 1 is specified. (See Figure 2b.)

Intellec Environment

An Intellec Microcomputer Development System to be used in conjunction with the iSBC 957 package and an iSBC 86/12A must have the following necessary functionality to support program development and storage:

1. Intellec Development System with 64K bytes of RAM.
2. Console CRT or TTY terminal.
3. Intellec MDS-DDS Dual Double Density Diskette Drive and ISIS-II Operating System or Intellec MDS-2DS Dual Single Density Diskette Drive and ISIS-II Operating System.
4. User-selected language translators.

Note: The Intellec Series II Model 230 Microcomputer Development System and the Intellec MDS-888 Microcomputer Development Center contain all necessary hardware and operating system software to be used with the iSBC 957 package and the iSBC 86/12A.

Execution Environment

A full capability iSBC 86/12A execution environment should include the following components for effective utilization:

1. An iSBC 86/12A Single Board Computer.
2. An iSBC 957 Intellec-iSBC 86/12A Interface and Execution Package.
3. An iSBC 655 or iSBC 660 System Chassis for power and MULTIBUS expansion.
4. One or more iSBC 032, 048, or 064 RAM boards for programs requiring more than 32K bytes of RAM.

Note: The iSBC 86/12A cannot be mounted in the Intellec system and requires a separate operating environment.

Additional memory boards, analog and digital I/O boards, and peripheral controllers can be included in the iSBC 660 System Chassis with the iSBC 86/12A to allow the execution environment to be equivalent to the expected final product configuration.

SPECIFICATIONS

Hardware

Cables

(1) OEM RS232-C cable — Mates with serial I/O port on iSBC 86/12A

(1) RS232-C port cable — Mates with RS232-C port on Intellec system

(1) TTY port cable — Mates with TTY port on Intellec system

(1) Parallel load cable — Mates with UPP port on Intellec system and parallel I/O port on iSBC 86/12A (only used on Intellec MDS-800 series systems)

All cables allow separation of Intellec system and iSBC 86/12A of up to 6 feet.

I/O Drivers and Terminators

(1) 7437 48 mA open collector drivers

(4) iSBC 901 220Ω/330Ω terminator packs

(4) iSBC 902 1 kΩ terminator packs

Drivers and terminators needed when parallel load cable is required

Interface Adapters

(1) iSBC 530 TTY adapter — Used when serial I/O line connects with TTY port on Intellec system

(1) Parallel port status adapter — Mounts on iSBC 86/12A when parallel load cable is required

Miscellaneous — Attachment screws for Intellec mounted connectors

Software

(4) EPROMs with iSBC 86/12A system monitor

(1) Single density floppy diskette with iSBC 86/12A ISIS-II communication software

(1) Double density floppy diskette with iSBC 86/12A ISIS-II communication software

System Monitor

Addresses: RAM: $00000\text{-}00180_H$; ROM: $FE000\text{-}FFFF_H$

Commands

Basic Commands		
N	(Next)	Single stepped program execution
G	(Go)	Program start with optional breakpoints
S	(Substitute)	Examine and modify memory
X	(Examine)	Examine and modify registers
D	(Display)	Display blocks of memory
M	(Move)	Moves (duplicates) blocks of memory
C	(Compare)	Compare two blocks of memory
F	(Find)	Searches for byte/word value
H	(Hex Arithmetic)	Performs hexadecimal add and subtract
I	(Port Input)	Reads an I/O port
O	(Port Output)	Writes to an I/O port
R	(Read Tape)	Reads and loads paper tape object file
W	(Write Tape)	Writes memory block to paper tape
Intellec Mode Commands		
L	(Load File)	Loads ISIS-II file to iSBC 86/12A
T	(Transfer File)	Writes memory block to ISIS-II file
E	(Exit)	Return to ISIS (Basic Command Mode)

Transfer Rates

Intellec MDS-800 Family

Serial transfer: 110 baud

Parallel transfer: 1K bytes/sec

Intellec Series II Family

Serial transfer: Determined by system console (up to 9600 baud)

Reference Manuals

9800645 — iSBC 86/12 Hardware Reference Manual

9803074-01 — iSBC 86/12A Hardware Reference Manual

9800743 — iSBC 957 Intellec-iSBC 86/12 Interface and Execution Package User's Guide

9800640 — 8086 Assembly Language Manual

ORDERING INFORMATION

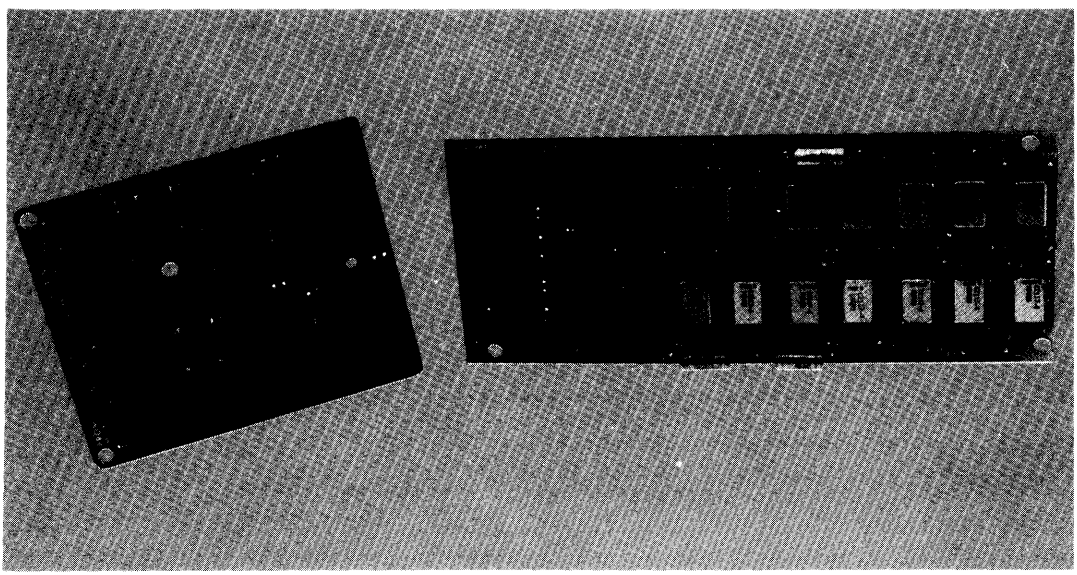
Part Number	Description
SBC 957	Intellec-iSBC 86/12A Interfacing and Execution Package

intel

iSBC 300 32K-BYTE RAM EXPANSION MODULE
iSBC 340 16K-BYTE EPROM/ROM EXPANSION MODULE

- **On-board memory expansion for iSBC 86/12A Single Board Computer**
- **iSBC 300 module provides 32K bytes of dual port dynamic RAM and plugs directly into the iSBC 86/12A board**
- **iSBC 340 module provides sockets for up to 16K bytes of additional EPROM/ROM and plugs directly into the iSBC 86/12A board**
- **On-board memory expansion eliminates MULTIBUS system bus latency and increases system throughput**
- **Low power requirements**
- **Simple, reliable mechanical and electrical interconnection**

The iSBC 300 32K-byte RAM expansion module and the iSBC 340 16K-byte EPROM/ROM expansion module provide simple, low cost expansion of the memory complement available on the iSBC 86/12A single board computer. Each module utilized individually or together can double the iSBC 86/12A board's on-board RAM and EPROM memory capacity. The iSBC 300 32K-byte RAM expansion module and the iSBC 340 16K-byte EPROM/ROM expansion module options for the iSBC 86/12A board offer system designers a new level of flexibility in defining and implementing Intel® single board computer systems. These options allow the systems designer to double the memory complement of an iSBC 86/12A board with a minimum of system implications. Because they expand the memory configuration on-board, they can be accessed as quickly as the existing iSBC 86/12A memory by eliminating the need for accessing the additional memory via the MULTIBUS system bus. With the iSBC 86/12A board mounted in the top slot of an iSBC 604 or iSBC 614 cardcage, sufficient clearance exists for mounting both the iSBC 300 and/or the iSBC 340 expansion module option(s). If the iSBC 86/12A board is inserted into some other slot, the combination of boards will physically (but not electrically) occupy two cardcage slots. Incremental power required by the options is minimal; for instance, only 305 mW is needed for the iSBC 300 RAM expansion module.



FUNCTIONAL DESCRIPTION

iSBC 300 32K-Byte Expansion Module

The iSBC 300 board measures 7.75" by 2.35" and mounts above the RAM area on the iSBC 86/12A single board computer. It expands the iSBC 86/12A board's on-board dual port RAM capacity from 32K bytes to 64K bytes. The iSBC 300 module contains sixteen 16K-byte dynamic RAM devices, sockets for the Intel® 8202 Dynamic RAM Controller and memory interface latching. To install the iSBC 300 module, the latches and controller from the iSBC 86/12A board are removed and inserted into the sockets on the iSBC 300 module. The add-on board is then mounted onto the iSBC 86/12A board. Pins extending from the controller's and latches' sockets mate with the devices' sockets underneath (see Figure 1). Additional pins mate to supply power and other signals to complete the electrical interface. The module is then secured at three additional points with nylon hardware to insure the mechanical security of the assembly.

To complete the installation, two socketed PROMs are replaced on the iSBC 86/12A board with those supplied with the iSBC 300 kit. These are the on-board memory and MULTIBUS address decode PROMs which allow the iSBC 86/12A board logic to recognize its expanded on-board memory complement.

iSBC 340 16K-Byte Expansion Module

The iSBC 340 module expands the iSBC 86/12A Single Board Computer's on-board EPROM capacity from 16K bytes to 32K bytes. It measures 3.3" by 2.8" and consists of a PC board with six 24-pin special sockets. Two of the sockets have extended pins which mate with two of the EPROM sockets on the iSBC 86/12A board. Two of the EPROMs which would have been inserted on the iSBC 86/12A board are then reinserted in the iSBC 340 module. Additional pins also mate for bringing chip selects for the remaining EPROM devices (see Figure 2). The mechanical interface is similar to that used on the iSBC 300 RAM module and consists of two additional mounting holes and the necessary mounting hardware.

The iSBC 340 module supports Intel® 2732 EPROM or 2332A ROMs as supplied by Intel. One section of the iSBC 86/12A on-board memory and MULTIBUS address decode PROMs (the same decode PROMs mentioned for the iSBC 300 module) is already preprogrammed to support the iSBC 340 module with Intel® 2732 EPROMs. This section is selected through the EPROM configuration switches on the iSBC 86/12A board. The iSBC 340 board can optionally be configured by the user to support Intel® 2758 or 2716 EPROMs or 2316E ROMs by programming new iSBC 86/12A decode PROMs to support these devices. Necessary documentation and PROM map listings are in the iSBC 86/12A Harware Reference Manual (order number 9803074-01).

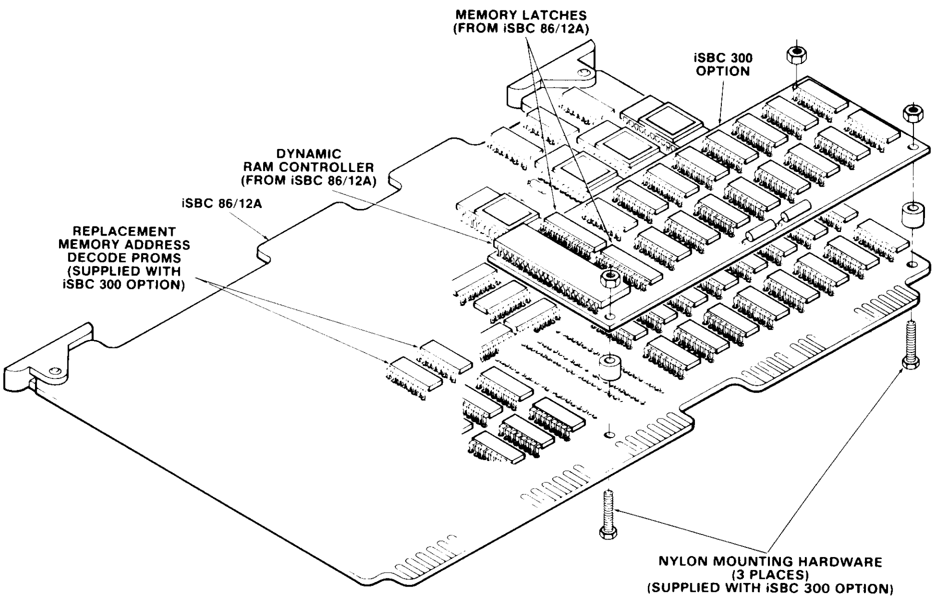


Figure 1. Installation of iSBC 300 RAM Expansion Module on iSBC 86/12A Single Board Computer

SPECIFICATIONS

Word Size

8 or 16 bits (16-bit data paths)

Memory Size

iSBC 300 Module — 32,768 bytes of RAM
iSBC 340 Module — 16,384 bytes (max) of EPROM/ROM

Access Time

iSBC 300 Module — Read: 1 μsec, write: 1.2 μsec
iSBC 340 Module — Standard EPROMs (450 nsec): 1 μsec, fast EPROMs (350 or 390 nsec): 800 nsec

Interface

The interface for the iSBC 300 and iSBC 340 module options is designed only for Intel's iSBC 86/12A Single Board Computer.

Memory Addressing

On-board RAM

CPU Access

iSBC 86/12A board only (32K bytes) — 00000-07FFFH.
iSBC 86/12A board + iSBC 300 module (64K bytes) — 00000-0FFFFH.
MULTIBUS Access — Jumper selectable for any 8K-byte boundary, but not crossing a 128K-byte boundary.

On-board EPROM/ROM

iSBC 86/12A board only (16K-bytes max.) — FF000-FFFFFH (using 2758 EPROMs); FE000-FFFFFH (using 2316E ROMs or 2716 EPROMs); and FC000-FFFFFH (using 2332A ROMs or 2732 EPROMs).

iSBC 86/12A board + iSBC 340 module (32K-bytes max.) — FE000-FFFFFH (using 2758 EPROMs); FC000-FFFFFH (using 2316E ROMs or 2716 EPROMs); F8000-FFFFFH (using 2332A ROMs or 2732 EPROMs).

On-board EPROM/ROM is not accessible via the MULTIBUS interface.

Auxiliary Power/Memory Protection

The low power memory protection option included on the iSBC 86/12A boards supports the iSBC 300 RAM module.

"Local Only" Memory Protection

The iSBC 86/12A Single Board Computer supports dedication of on-board RAM for on-board CPU access only in 8K, 16K, 24K, or 32K-byte segements. Installation of the iSBC 300 option allows protection of 16K, 32K, 48K, or 64K-byte segments.

Physical Characteristics

	iSBC 300	iSBC 340
Width	5.75"	3.3"
Length	2.35"	2.8"
Height of iSBC 86/12A plus mounted option	.718	.718*
Weight	13 oz.	5 oz.

*Includes EPROM/ROM's

All necessary mounting hardware (nylon, screws, spacers, nuts) are supplied with each kit.

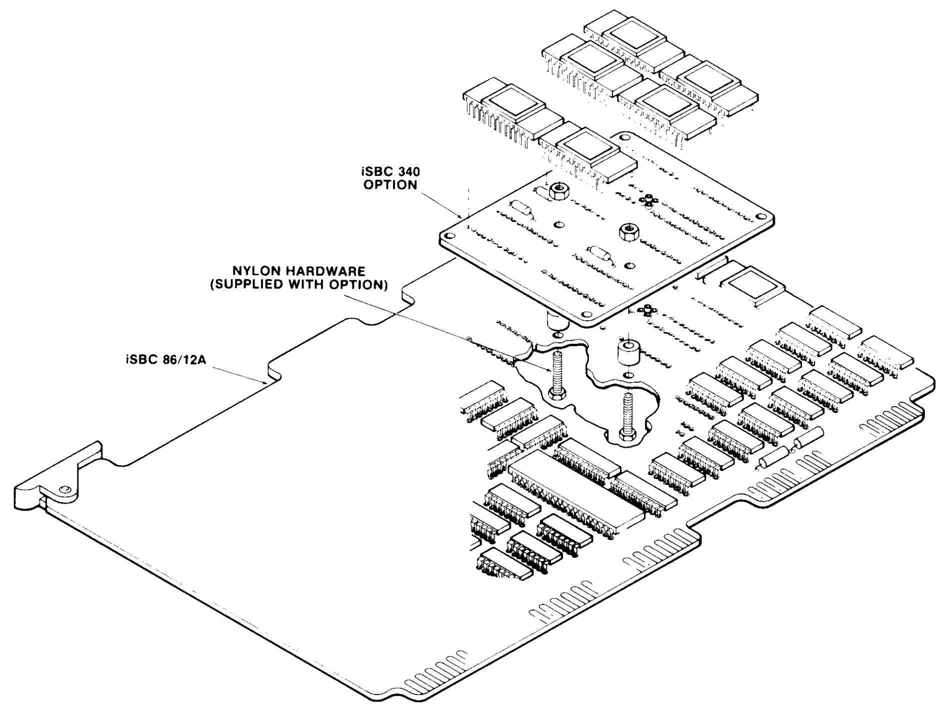


Figure 2. Installation of iSBC 340 EPROM/ROM Option on iSBC 86/12A Single Board Computer

Electrical Characteristics

DC power requirements:

Voltage	iSBC 300	iSBC 340
+5 ±5%	1 mA	120 mA[1]
+12 ±5%	24 mA	—
-12 ±5%	1 mA	—

Note:
1. Loaded with Intel 2732 EPROMs.

Environmental Characteristics

Operating Temperature — 0° to +55°C
Relative Humidity — to 90% (without condensation)

Reference Manuals

All necessary documentation for the iSBC 300 module and iSBC 340 module is included in the iSBC 86/12A Hardware Reference Manual; order #9803074-01. (NOT SUPPLIED)

Manuals may be ordered from any Intel sales representative distributor office or from Intel Literature Department, 3065 Bowers Avenue, Santa Clara, CA 95051.

ORDERING INFORMATION

Part Number	Description
SBC 300	32K-byte RAM Expansion Module
SBC 340	16K-byte EPROM Expansion Module

SDK-86
MCS-86 SYSTEM DESIGN KIT

Complete single board microcomputer system including CPU, memory, and I/O

Easy to assemble kit form

High performance 8086 16-bit CPU

Interfaces directly with TTY or CRT

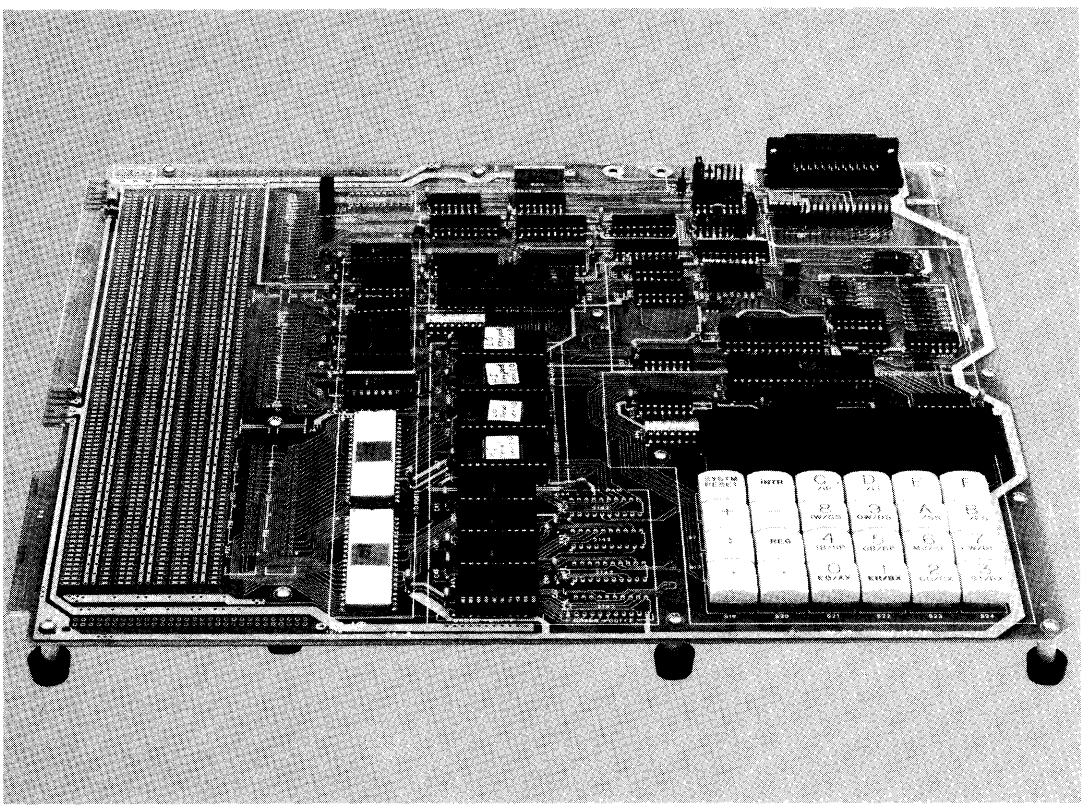
Interactive LED display and keyboard

Wire wrap area for custom interfaces

Extensive system monitor software in ROM

Comprehensive design library included

The SDK-86 MCS-86 System Design Kit is a complete single board 8086 microcomputer system in kit form. It contains all necessary components to complete construction of the kit, including LED display, keyboard, resistors, caps, crystal, and miscellaneous hardware. Included are preprogrammed ROMs containing a system monitor for general software utilities and system diagnostics. The complete kit includes an 8-digit LED display and a mnemonic 24-key keyboard for direct insertion, examination, and execution of a user's program. In addition, it can be directly interfaced with a teletype terminal, CRT terminal, or the serial port of an Intellec system. The SDK-86 is a high performance proto type system with designed-in flexibility for simple interface to the user's application.



FUNCTIONAL DESCRIPTION

The SDK-86 is a complete MCS-86 microcomputer system on a single board, in kit form. It contains all necessary components to build a useful, functional system. Such items as resistors, caps, and sockets are included. Assembly time varies from 4 to 10 hours, depending on the skill of the user. The SDK-86 functional block diagram is shown in Figure 1.

8086 Processor

The SDK-86 is designed around Intel's 8086 microprocessor. The Intel 8086 is a new generation, high performance microprocessor implemented in N-channel, depletion load, silicon gate technology (HMOS), and packaged in a 40-pin CerDIP package. The processor features attributes of both 8-bit and 16-bit microprocessors in that it addresses memory as a sequence of 8-bit bytes, but has a 16-bit wide physical path to memory for high performance. Additional features of the 8086 include the following:

- Direct addressing capability to one megabyte of memory
- Assembly language compatibility with 8080/8085
- 14 word × 16-bit register set with symmetrical operations
- 24 operand addressing modes
- Bit, byte, word, and block operations
- 8 and 16-byte signed and unsigned arithmetic in binary or decimal mode, including multiply and divide
- 5 MHz clock rate
- MULTIBUS compatible system interface

A block diagram of the 8086 microprocessor is shown in Figure 2.

System Monitor

A compact but powerful system monitor is supplied with the SDK-86 to provide general software utilities and system diagnostics. It comes in preprogrammed read only memories (ROMs).

Communications Interface

The SDK-86 communicates with the outside world through either the on-board light emitting diode (LED) display/keyboard combination or the user's TTY or CRT terminal (jumper selectable), or by means of a special mode in which an Intellec development system transports finished programs to and from the SDK-86. Memory may be easily expanded by simply soldering in additional devices in locations provided for this purpose. A large area of the board (22 square inches) is laid out as general purpose wire-wrap for the user's custom interfaces.

Assembly

Only a few simple tools are required for assembly: soldering iron, cutters, screwdriver, etc. The SDK-86 assembly manual contains step-by-step instructions for easy assembly with a minimum of mistakes. Once construction is complete, the user connects his kit to a power supply and the SDK-86 is ready to go. The monitor starts immediately upon power-on or reset.

Commands — Keyboard mode commands, serial port commands, and Intellec slave mode commands are summarized in Table 1, Table 2, and Table 3, respectively. The SDK-86 keyboard is shown in Figure 3.

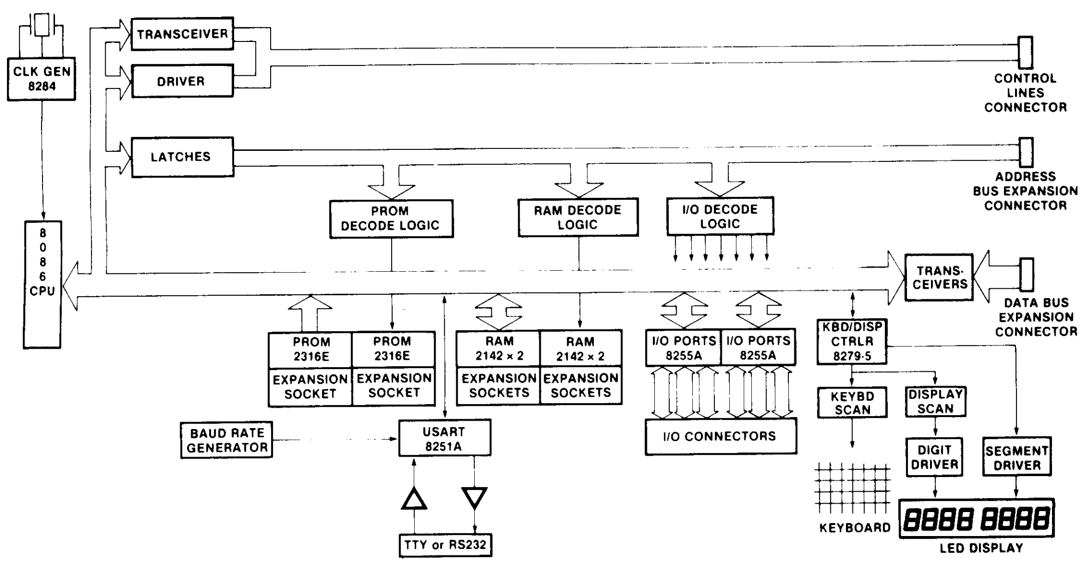


Figure 1. SDK-86 System Design Kit Functional Block Diagram

Documentation

In addition to detailed information on using the monitors, the SDK-86 user's manual provides circuit diagrams, a monitor listing, and a description of how the system works. The complete design library for the SDK-86 is shown in Figure 4 and listed in the specifications section under Reference Manuals.

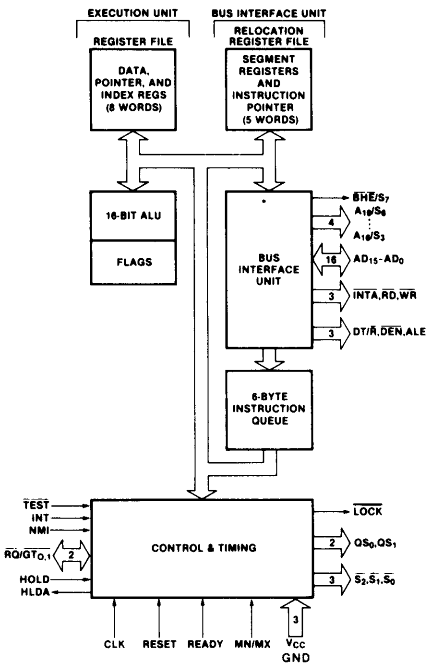


Figure 2. 8086 Microprocessor Block Diagram

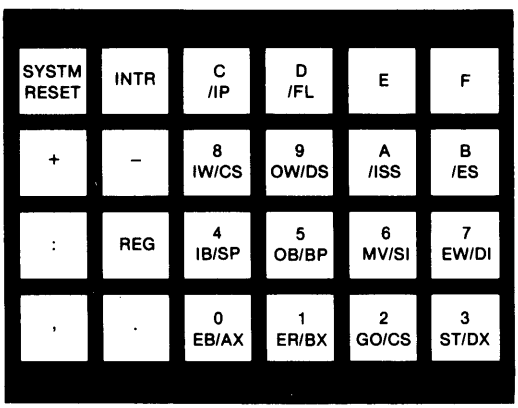


Figure 3. SDK-86 Keyboard

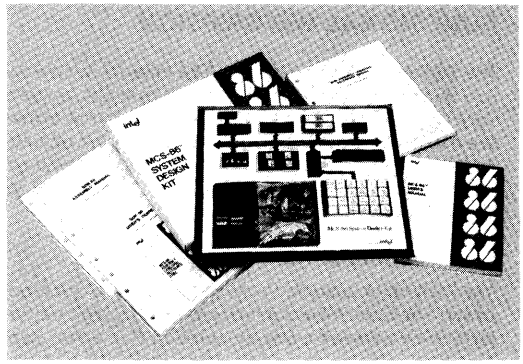


Figure 4. SDK-86 Design Library

Command	Operation
Reset	Starts monitor.
Go	Allows user to execute user program, and causes it to halt at predetermined program stop. Useful for debugging.
Single step	Allows user to execute user program one instruction at a time. Useful for debugging.
Substitute memory	Allows user to examine and modify memory locations in byte or word mode.
Examine register	Allows user to examine and modify 8086 register contents.
Block move	Allows user to relocate program and data portions in memory.
Input or output	Allows direct control of SDK-86 I/O facilities in byte or mode.

Table 1. Keyboard Mode Commands

Command	Operation
Dump memory	Allows user to print or display large blocks of memory information in hex format than amount visible on terminal's CRT display.
Start/continue display	Allows user to display blocks of memory information larger than amount visible on terminal's CRT display.
Punch/read paper tape	Allows user to transmit finished programs into and out of SDK-86 via TTY paper tape punch.

Table 2. Serial Mode Commands

8086 INSTRUCTION SET.

Table 4 contains a summary of processor instructions used for the 8086 microprocessor.

Mnemonic and Description	Instruction Code			
Data Transfer				
MOV = Move:	76543210	76543210	76543210	76543210
Register/memory to/from register	1 0 0 0 1 0 d w	mod reg r/m		
Immediate to register/memory	1 1 0 0 0 1 1 w	mod 0 0 0 r/m	data	data if w 1
Immediate to register	1 0 1 1 w reg	data	data if w 1	
Memory to accumulator	1 0 1 0 0 0 0 w	addr-low	addr-high	
Accumulator to memory	1 0 1 0 0 0 1 w	addr-low	addr-high	
Register/memory to segment register	1 0 0 0 1 1 1 0	mod 0 reg r/m		
Segment register to register/memory	1 0 0 0 1 1 0 0	mod 0 reg r/m		
PUSH = Push:				
Register/memory	1 1 1 1 1 1 1 1	mod 1 1 0 r/m		
Register	0 1 0 1 0 reg			
Segment register	0 0 0 reg 1 1 0			
POP = Pop:				
Register/memory	1 0 0 0 1 1 1 1	mod 0 0 0 r/m		
Register	0 1 0 1 1 reg			
Segment register	0 0 0 reg 1 1 1			
XCHG = Exchange:				
Register/memory with register	1 0 0 0 0 1 1 w	mod reg r/m		
Register with accumulator	1 0 0 1 0 reg			
IN = Input				
Fixed port	1 1 1 0 0 1 0 w	port		
Variable port	1 1 1 0 1 1 0 w			
OUT = Output				
Fixed port	1 1 1 0 0 1 1 w	port		
Variable port	1 1 1 0 1 1 1 w			
XLAT=Translate byte to AL	1 1 0 1 0 1 1 1			
LEA=Load EA to register	1 0 0 0 1 1 0 1	mod reg r/m		
LDS=Load pointer to DS	1 1 0 0 0 1 0 1	mod reg r/m		
LES=Load pointer to ES	1 1 0 0 0 1 0 0	mod reg r/m		
LAHF=Load AH with flags	1 0 0 1 1 1 1 1			
SAHF=Store AH into flags	1 0 0 1 1 1 1 0			
PUSHF=Push flags	1 0 0 1 1 1 0 0			
POPF=Pop flags	1 0 0 1 1 1 0 1			
Arithmetic				
ADD = Add:				
Reg./memory with register to either	0 0 0 0 0 0 d w	mod reg r/m		
Immediate to register/memory	1 0 0 0 0 0 s w	mod 0 0 0 r/m	data	data if s w=01
Immediate to accumulator	0 0 0 0 0 1 0 w	data	data if w=1	
ADC = Add with carry:				
Reg./memory with register to either	0 0 0 1 0 0 d w	mod reg r/m		
Immediate to register/memory	1 0 0 0 0 0 s w	mod 0 1 0 r/m	data	data if s w=01
Immediate to accumulator	0 0 0 1 0 1 0 w	data	data if w=1	
INC = Increment:				
Register/memory	1 1 1 1 1 1 1 w	mod 0 0 0 r/m		
Register	0 1 0 0 0 reg			
AAA=ASCII adjust for add	0 0 1 1 0 1 1 1			
DAA=Decimal adjust for add	0 0 1 0 0 1 1 1			
SUB = Subtract:				
Reg./memory and register to either	0 0 1 0 1 0 d w	mod reg r/m		
Immediate from register/memory	1 0 0 0 0 0 s w	mod 1 0 1 r/m	25 data	data if s w=01
Immediate from accumulator	0 0 1 0 1 1 0 w	data	uata if w=1	
SBB = Subtract with borrow				
Reg./memory and register to either	0 0 0 1 1 0 d w	mod reg r/m		
Immediate from register/memory	1 0 0 0 0 0 s w	mod 0 1 1 r/m	data	data if s w=01
Immediate from accumulator	0 0 0 1 1 1 0 w	data	data if w=1	
DEC = Decrement:				
Register/memory	1 1 1 1 1 1 1 w	mod 0 0 1 r/m		
Register	0'1 0 0 1 reg			
NEG=Change sign	1 1 1 1 0 1 1 w	mod 0 1 1 r/m		

Mnemonic and Description	Instruction Code			
CMP = Compare:	76543210	76543210	76543210	76543210
Register/memory and register	0 0 1 1 1 0 d w	mod reg r/m		
Immediate with register/memory	1 0 0 0 0 0 s w	mod 1 1 1 r/m	data	data if s w=01
Immediate with accumulator	0 0 1 1 1 1 0 w	data	data if w=1	
AAS=ASCII adjust for subtract	0 0 1 1 1 1 1 1			
DAS=Decimal adjust for subtract	0 0 1 0 1 1 1 1			
MUL=Multiply (unsigned)	1 1 1 1 0 1 1 w	mod 1 0 0 r/m		
IMUL=Integer multiply (signed)	1 1 1 1 0 1 1 w	mod 1 0 i r/m		
AAM=ASCII adjust for multiply	1 1 0 1 0 1 0 0	0 0 0 0 1 0 1 0		
DIV=Divide (unsigned)	1 1 1 1 0 1 1 w	mod 1 1 0 r/m		
IDIV=Integer divide (signed)	1 1 1 1 0 1 1 w	mod 1 1,1 r/m		
AAD=ASCII adjust for divide	1 1 0 1 0 1 0 1	0 0 0 0 1 0 1 0		
CBW=Convert byte to word	1 0 0 1 1 0 0 0			
CWD=Convert word to double word	1 0 0 1 1 0 0 1			
Logic				
NOT Invert	1 1 1 1 0 1 1 w	mod 0 1 0 r/m		
SHL/SAL Shift logical/arithmetic left	1 1 0 1 0 0 v w	mod 1 0 0 r/m		
SHR=Shift logical right	1 1 0 1 0 0 v w	mod 1 0 1 r/m		
SAR=Shift arithmetic right	1 1 0 1 0 0 v w	mod 1 1 1 r/m		
ROL-Rotate left	1 1 0 1 0 0 v w	mod 0 0 0 r/m		
ROR-Rotate right	1 1 0 1 0 0 v w	mod 0 0 1 r/m		
RCL-Rotate through carry flag left	1 1 0 1 0 0 v w	mod 0 1 0 r/m		
RCR-Rotate through carry right	1 1 0 1 0 0 v w	mod 0 1 1 r/m		
AND And:				
Reg./memory and register to either	0 0 1 0 0 0 d w	mod reg r/m		
Immediate to register/memory	1 0 0 0 0 0 0 w	mod 1 0 0 r/m	data	data if w=1
Immediate to accumulator	0 0 1 0 0 1 0 w	data	data if w=1	
TEST - And function to flags, no result:				
Register/memory and register	1 0 0 0 0 1 0 w	mod reg r/m		
Immediate data and register/memory	1 1 1 1 0 1 1 w	mod 0 0 0 r/m	data	data if w=1
Immediate data and accumulator	1 0 1 0 1 0 0 w	data	data if w=1	
OR = Or:				
Reg./memory and register to either	0 0 0 0 1 0 d w	mod reg r/m		
Immediate to register/memory	1 0 0 0 0 0 0 w	mod 0 0 1 r/m	data	data if w=1
Immediate to accumulator	0 0 0 0 1 1 0 w	data	data if w=1	
XOR = Exclusive or:				
Reg./memory and register to either	0 0 1 1 0 0 d w	mod reg r/m		
Immediate to register/memory	1 0 0 0 0 0 0 w	mod 1 1 0 r/m	data	data if w=1
Immediate to accumulator	0 0 1 1 0 1 0 w	data	data if w=1	
String Manipulation				
REP=Repeat	1 1 1 1 0 0 1 z			
MOVS = Move byte/word	1 0 1 0 0 1 0 w			
CMPS = Compare byte/word	1 0 1 0 0 1 1 w			
SCAS = Scan byte/word	1 0 1 0 1 1 1 w			
LODS = Load byte/wd to AL/AX	1 0 1 0 1 1 0 w			
STOS = Stor byte/wd frm AL/A	1 0 1 0 1 0 1 w			
Control Transfer				
CALL = Call:				
Direct within segment	1 1 1 0 1 0 0 0	disp-low	disp-high	
Indirect within segment	1 1 1 1 1 1 1 1	mod 0 1 0 r/m		
Direct intersegment	1 0 0 1 1 0 1 0	offset-low	offset-high	
		seg-low	seg-high	
Indirect intersegment	1 1 1 1 1 1 1 1	mod 0 1 1 r/m		

continued

Mnemonic and Description	Instruction Code		
JMP = Unconditional Jump:	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
Direct within segment	1 1 1 0 1 0 0 1	disp-low	disp-high
Direct within segment-short	1 1 1 0 1 0 1 1	disp	
Indirect within segment	1 1 1 1 1 1 1 1	mod 1 0 0 r/m	
Direct intersegment	1 1 1 0 1 0 1 0	offset-low	offset-high
		seg-low	seg-high
Indirect intersegment	1 1 1 1 1 1 1 1	mod 1 0 1 r/m	
RET = Return from CALL:			
Within segment	1 1 0 0 0 0 1 1		
Within seg adding immed to SP	1 1 0 0 0 0 1 0	data-low	data-high
Intersegment	1 1 0 0 1 0 1 1		
Intersegment, adding immediate to SP	1 1 0 0 1 0 1 0	data-low	data-high
JE/JZ=Jump on equal/zero	0 1 1 1 0 1 0 0	disp	
JL/JNGE=Jump on less/not greater or equal	0 1 1 1 1 1 0 0	disp	
JLE/JNG=Jump on less or equal/not greater	0 1 1 1 1 1 1 0	disp	
JB/JNAE=Jump on below/not above or equal	0 1 1 1 0 0 1 0	disp	
JBE/JNA=Jump on below or equal/not above	0 1 1 1 0 1 1 0	disp	
JP/JPE=Jump on parity/parity even	0 1 1 1 1 0 1 0	disp	
JO=Jump on overflow	0 1 1 1 0 0 0 0	disp	
JS=Jump on sign	0 1 1 1 1 0 0 0	disp	
JNE/JNZ=Jump on not equal/not zero	0 1 1 1 0 1 0 1	disp	
JNL/JGE=Jump on not less/greater or equal	0 1 1 1 1 1 0 1	disp	
JNLE/JG=Jump on not less or equal/greater	0 1 1 1 1 1 1 1	disp	
JNB/JAE=Jump on not below/above or equal	0 1 1 1 0 0 1 1	disp	
JNBE/JA=Jump on not below or equal/above	0 1 1 1 0 1 1 1	disp	
JNP/JPO=Jump on not par/par odd	0 1 1 1 1 0 1 1	disp	
JNO=Jump on not overflow	0 1 1 1 0 0 0 1	disp	

Mnemonic and Description	Instruction Code	
	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0
JNS=Jump on not sign	0 1 1 1 1 0 0 1	disp
LOOP Loop CX times	1 1 1 0 0 0 1 0	disp
LOOPZ/LOOPE=Loop while zero/equal	1 1 1 0 0 0 0 1	disp
LOOPNZ/LOOPNE=Loop while not zero/equal	1 1 1 0 0 0 0 0	disp
JCXZ=Jump on CX zero	1 1 1 0 0 0 1 1	disp
INT Interrupt		
Type specified	1 1 0 0 1 1 0 1	type
Type 3	1 1 0 0 1 1 0 0	
INTO=Interrupt on overflow	1 1 0 0 1 1 1 0	
IRET=Interrupt return	1 1 0 0 1 1 1 1	
Processor Control		
CLC Clear carry	1 1 1 1 1 0 0 0	
CMC Complement carry	1 1 1 1 0 1 0 1	
STC Set carry	1 1 1 1 1 0 0 1	
CLD Clear direction	1 1 1 1 1 1 0 0	
STD Set direction	1 1 1 1 1 1 0 1	
CLI Clear interrupt	1 1 1 1 1 0 1 0	
STI Set interrupt	1 1 1 1 1 0 1 1	
HLT Halt	1 1 1 1 0 1 0 0	
WAIT Wait	1 0 0 1 1 0 1 1	
ESC Escape (to external device)	1 1 0 1 1 x x x	mod x x x r/m
LOCK Bus lock prefix	1 1 1 1 0 0 0 0	

Notes

AL = 8-bit accumulator
AX = 16-bit accumulator
CX = Count register
DS = Data segment
ES = Extra segment
Above/below refers to unsigned value
Greater = more positive;
Less = less positive (more negative) signed values
if d = 1 then "to" reg; if d = 0 then "from" reg
if w = 1 then word instruction; if w = 0 then byte instruction

if mod = 11 then r/m is treated as a REG field
if mod = 00 then DISP = 0*, disp-low and disp-high are absent
if mod = 01 then DISP = disp-low sign-extended to 16-bits, disp-high is absent
if mod = 10 then DISP = disp-high: disp-low
if r/m = 000 then EA = (BX) + (SI) + DISP
if r/m = 001 then EA = (BX) + (DI) + DISP
if r/m = 010 then EA = (BP) + (SI) + DISP
if r/m = 011 then EA = (BP) + (DI) + DISP
if r/m = 100 then EA = (SI) + DISP
if r/m = 101 then EA = (DI) + DISP
if r/m = 110 then EA = (BP) + DISP*
if r/m = 111 then EA = (BX) + DISP
DISP follows 2nd byte of instruction (before data if required)

*except if mod = 00 and r/m = 110 then EA = disp-high: disp-low.

if s:w = 01 then 16 bits of immediate data form the operand.
if s:w = 11 then an immediate data byte is sign extended to form the 16-bit operand.
if v = 0 then "count" = 1; if v = 0 then "count" in (CL)
x = don't care
if v = 0 then "count" = 1; if v = 1 then "count" in (CL) register
z is used for string primitives for comparison with ZF FLAG.

SEGMENT OVERRIDE PREFIX

| 0 0 1 reg 1 1 0 |

REG is assigned according to the following table:

16-Bit (w = 1)	8-Bit (w = 0)	Segment
000 AX	000 AL	00 ES
001 CX	001 CL	01 CS
010 DX	010 DL	10 SS
011 BX	011 BL	11 DS
100 SP	100 AH	
101 BP	101 CH	
110 SI	110 DH	
111 DI	111 BH	

Instructions which reference the flag register file as a 16-bit object use the symbol FLAGS to represent the file:

FLAGS = X:X:X:X:(OF):(DF):(IF):(TF):(SF):(ZF):X:(AF):X:(PF):X:(CF)

Table 4. 8086 Instruction Set Summary

SPECIFICATIONS

Central Processor

CPU — 8086-4

Note

May be operated at 2.5 MHz or 5 MHz, jumper selectable, for use with 8086.

Memory

ROM — 8K bytes 2316/2716

RAM — 2K bytes (expandable to 4K bytes) 2142

Addressing

ROM — FE000-FFFFF

RAM — 0-7FF (800-FFF available with additional 2142's)

Note

The wire-wrap area of the SDK-86 PC board may be used for additional custom memory expansion.

Input/Output

Parallel — 48 lines (two 8255A's)

Serial — RS232 or current loop (8251A)

Baud Rate — selectable from 110 to 4800 baud

Interfaces

Bus — All signals TTL compatible

Parallel I/O — All signals TTL compatible

Serial I/O — 20 mA current loop TTY or RS232

Note
The user has access to all bus signals which enable him to design custom system expansions into the kit's wire-wrap area.

Interrupts (256 vectored)

Maskable
Non-maskable
TRAP

DMA

Hold Request — Jumper selectable. TTL compatible input.

Software

System Monitor — Preprogrammed 2716 or 2316 ROMs

Addresses — FE000–FFFFF

Monitor I/O — Keyboard/display or TTY or CRT (serial I/O)

Physical Characteristics

Width — 13.5 in. (34.3 cm)

Height — 12 in. (30.5 cm)

Depth — 1.75 in. (4.45 cm)

Weight — approx. 24 oz. (3.3 kg)

Electrical Characteristics

DC Power Requirement

(Power supply not included in kit)

Voltage	Current
V_{CC} 5V ± 5%	3.5A
V_{TTY} − 12V ± 10%	0.3A
	(V_{TTY} required only if teletype is connected)

Environmental Characteristics

Operating Temperature — 0–50°C

Reference Manuals

9800697A — SDK-86 MCS-86 System Design Kit Assembly Manual

9800722 — MCS-86 User's Manual

9800640A — 8086 Assembly Language Programming Manual

8086 Assembly Language Reference Card

Reference manuals are shipped with each product only if designated SUPPLIED (see above). Manuals may be ordered from any Intel sales representative, distributor office or from Intel Literature Department, 3065 Bowers Avenue, Santa Clara, California 95051.

ORDERING INFORMATION

Part Number	Description
SDK-86	MCS-86 system design kit

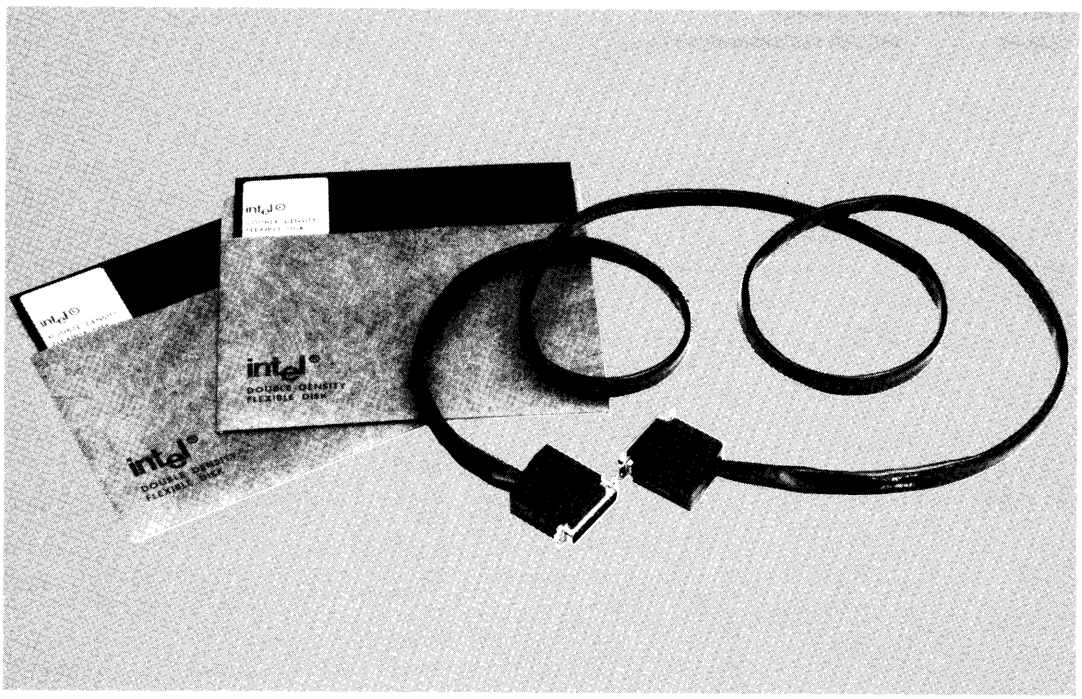
intel®

SDK-C86

MCS-86™ SYSTEM DESIGN KIT SOFTWARE AND CABLE INTERFACE TO INTELLEC® DEVELOPMENT SYSTEM

- **Provides the Software and Hardware Communications Link Between an Intellec® Development System and the SDK-86**
- **Intellec® System Files can be Accessed and Down loaded to the SDK-86 Resident Memory**
- **Data in SDK-86 Memory can be Uploaded and Saved in Intellec® System Files**
- **Enhances and Extends the Power and Usefulness of the SDK-86**
- **Allows the SDK-86 to Become an Execution Vehicle for ISIS-II Developed 8086 Object Code Using the MDS-311 Software Cross Development Package**
- **All SDK-86 Serial Port Mode Commands Become Available at Console of the Intellec® System**

The SDK-C86 product provides the software and hardware link for using the SDK-86 monitor in conjunction with an Intellec® Development System while adding features of data transfer between SDK-86 memory and Intellec® System files. The user may enter programs and data into the SDK-86 and then save them on a diskette. Also, programs and data may be created on the Intellec® System using the MDS-311 cross development software package, then loaded into the SDK-86 for testing and checkout. This provides a real time execution environment of the SDK-86 as a peripheral to the Intellec® System.



HARDWARE

There are two serial ports on the Intellec® System back panel, TTY and CRT. Assuming that one of the ports is used for the Intellec® console, the SDK-C86 cable can plug into the unused port. The SDK-86 is jumper selectable to accept either the CRT (RS232) or TTY (20mA current loop) signals.

The edge connector on the SDK-86 has the MULTIBUS™ form factor. No signals are connected to the fingers except the power supply traces. Therefore, the SDK-86 can plug directly into the Intellec® motherboard to obtain power while using the SDK-C86 cable as the communication link.

SOFTWARE

Two programs must be invoked to operate in the SDK-86 slave mode. One program runs on the SDK-86, and another runs in any ISIS-II environment that includes a diskette drive.

The serial I/O monitor is installed on the SDK-86 and operates as though it was talking to a terminal. The software in the Intellec® allows the Intellec®, with a console device, to behave as if it were a terminal to the SDK-86.

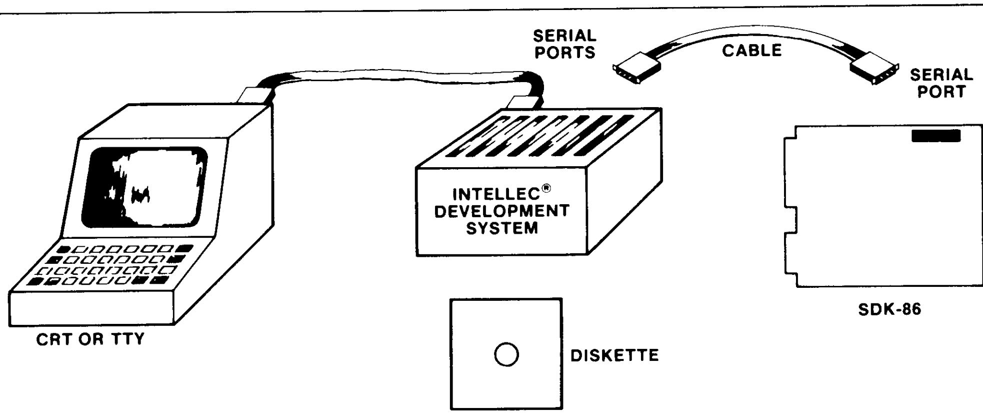
The SDK-C86 software program in the Intellec reads the console input device, then passes the character to the SDK-86 through the serial port. It also receives the characters from the SDK-86 and displays them at the console output device. Besides the basic transfer function, this program also recognizes and performs the Upload and Download functions.

COMMAND MODES

- Transparent: In this mode, the SDK-C86 software passes all characters through without any processing. All the commands of the SDK-86 monitor (except paper tape commands) are available and will function in exactly the same manner as if the terminal were attached directly to the serial port of the SDK-86.
- Upload/Download: In this mode the SDK-C86 software, in the Intellec®, recognizes the mnemonic for Upload or Download from the terminal. It "translates" the Download command to an R (Read hexadecimal tape) command and the Upload command to a W (Write hexadecimal tape). The R and W commands are then passed on to the SDK-86 monitor. Using these paper tape commands allows for a checksummed transfer of data between the Intellec® and the SDK-86 memory.

COMMAND SUMMARY

- Reset — starts the SDK-86 monitor.
- Execute with Breakpoint (G) — Allows you to execute a user program and cause it to halt at a predetermined program step — useful for debugging.
- Single Step (N) — allows you to execute a user program one instruction at a time — useful for debugging.
- Substitute Memory (S, SW) — allows you to examine and modify memory locations in byte or word mode.
- Examine Register (X) — allows you to examine and modify the 8086's register contents.
- Block Move (M) — allows you to relocate program and data portions in memory.
- Input or Output (I, IW, O, OW) — allows direct control of the SDK-86's I/O facilities in byte or word mode.
- Display Memory (D) — allows you to print or display large blocks of memory information in HEX format.
- Load (L) — allows you to load hex format object files into SDK-86 memory from an Intellec.
- Transfer (T) — allows you to save contents of SDK-86 memory in a hex format object file in the Intellec.



SDK-86/Intellec® Slave Mode Configuration