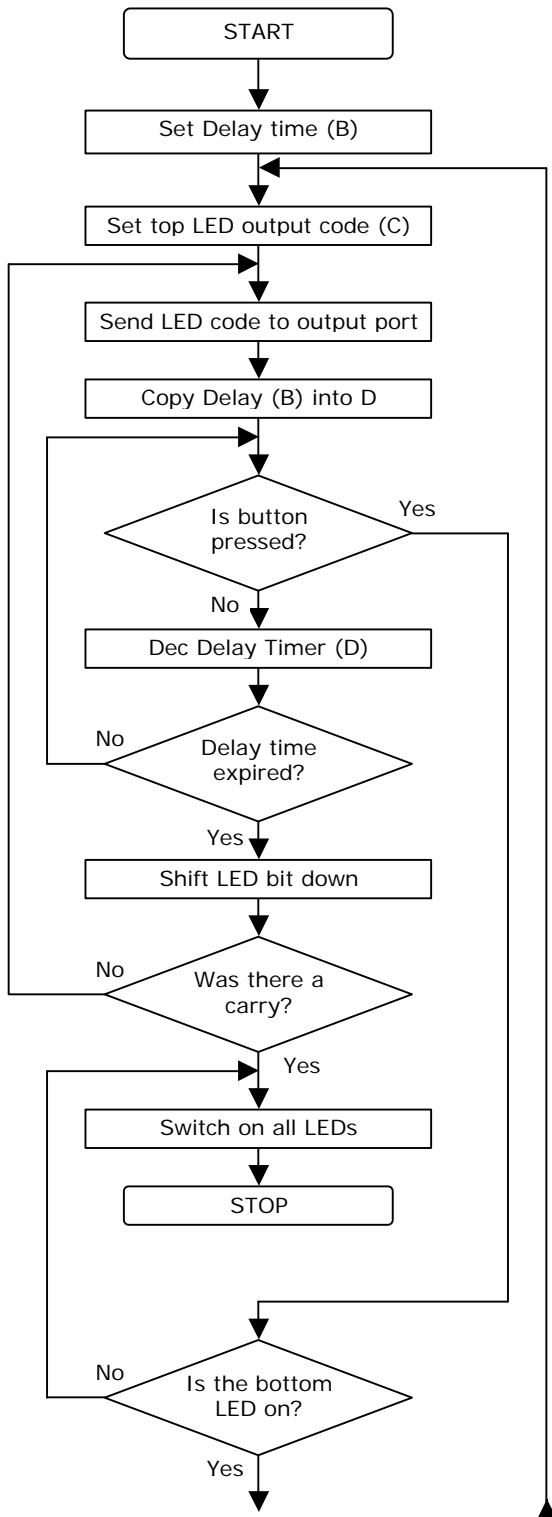


EZ-CPU CONTROL SYSTEM

CONTROLLING OUTPUTS – 3a

PROGRAM: BOUNCE GAME	IP MODULE: -
DESCRIPTION:	OP MODULE: -
	CPU SPEED: 10 KHz

The LED's simulate a ball falling and when the bottom LED comes on, you have to push the red button to hit it back to the top. The speed increases the more times you hit it. If you miss they all come on and the game stops.

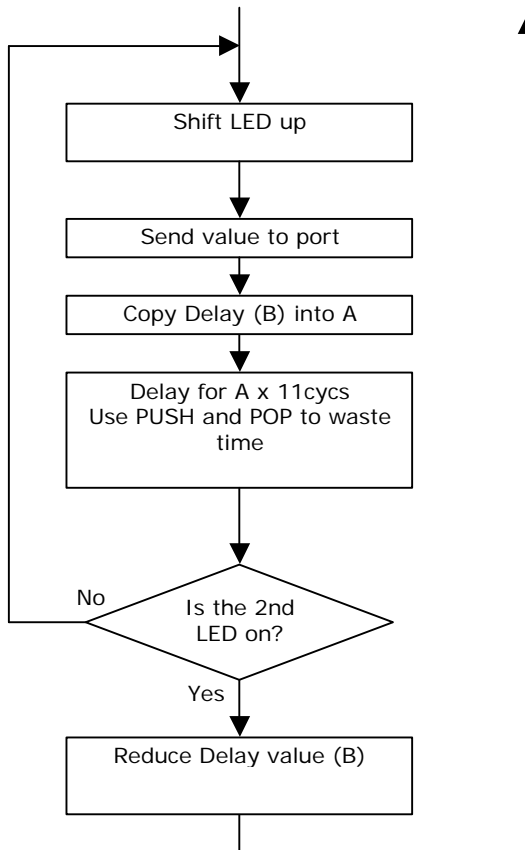


ADDR	INSTRUCTION	CODE
00	LD B,255	06 FF
02	LD C,128	0E 80
04	LD A,C	79
05	OUT (255),A	D3 FF
07	LD D,B	50
08	IN A,(254)	DB FE
0A	AND A,4	E6 04
0C	JR NZ +13	20 0D
0E	DEC D	15
0F	JR NZ -9	20 F7
11	LD A,C	79
12	RRCA	0F
13	LD C,A	4F
14	JR NC -18	30 EE
16	LD A,255	3E FF
18	OUT (255),A	D3 FF
1A	HALT	76
1B	LD A,C	79
1C	AND A,1	E6 01
1E	JR Z -10	28 F6

EZ-CPU CONTROL SYSTEM
CONTROLLING OUTPUTS – 3b

PROGRAM:	BOUNCE GAME	IP MODULE:	-
DESCRIPTION:	Ctd:	OP MODULE:	-
		CPU SPEED:	10 KHz

This section moves an LED back up to the 2nd from top, then reduces the delay time.



ADDR	INSTRUCTION	CODE
20	LD A,C	79
21	RLCA	07
22	LD C,A	4F
23	OUT (255),A	D3 FF
25	LD A,B	78
26	PUSH BC	C5
27	POP BC	C1
28	NOP	00
29	DEC A	3D
2A	JR NZ -6	20 FA
2C	LD A,C	79
2D	AND A,0x40	E6 40
2F	JR Z -17	28 EF
31	LD A,B	78
32	SUB A,16	D6 10
34	LD B,A	47
35	JR -53	18 CB