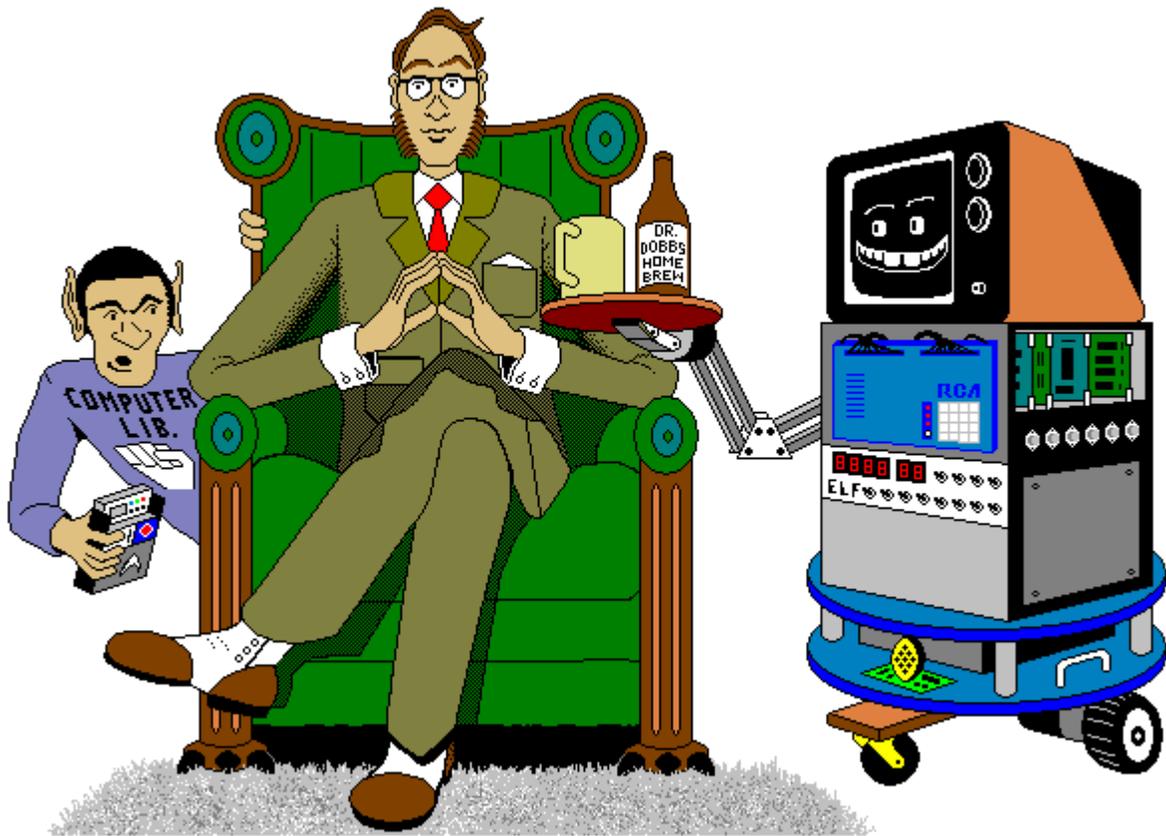


The 1802 Membership Card



For me and you and the 1802

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www.sunrise-ev.com/1802.htm

Rev. L -- last revised 14 Feb 2024

What the heck is this? It's an adventure, by cracky! The **Membership Card** is your ticket to the weird and wonderful world of microcomputing. Our guide will be the COSMAC 1802, perhaps the oddest and most entertaining microprocessor yet invented. I hope you'll find this manual to be equally odd and entertaining.

The COSMAC 1802 was created at the dawn of the microcomputer revolution, by Joseph Weisbecker <https://en.wikipedia.org/wiki/Joseph_Weisbecker> of RCA Corporation. It used their new CMOS process, which featured very low power consumption and high noise immunity. It was intended for military and aerospace; applications too tough for other microcomputers to survive.

But Joe was a hacker at heart. His "Build the COSMAC ELF" article in Popular Electronics Aug 1976 described a simple low-cost 1802 computer. At the time, microcomputer systems cost hundreds to thousands of dollars. (Hmm... they still do today.) But Weisbecker's ELF cost about \$80! Yet, it was an honest-to-goodness real live computer, able to do anything its much bigger cousins could do -- just a bit slower.

It was the ideal trainer. Thousands of hobbyists built ELFs, learning about computer design, construction, and programming in the process. It set me, and thousands more on a career in engineering. 1802's were designed into all sorts of amazing things; video games, music synthesizers, Nokia cellphones, Chrysler auto emission controls, military weapon systems, and even spacecraft such as NASA's Galileo mission to Jupiter and the Space Shuttle. Eat stardust, x86 PCs!

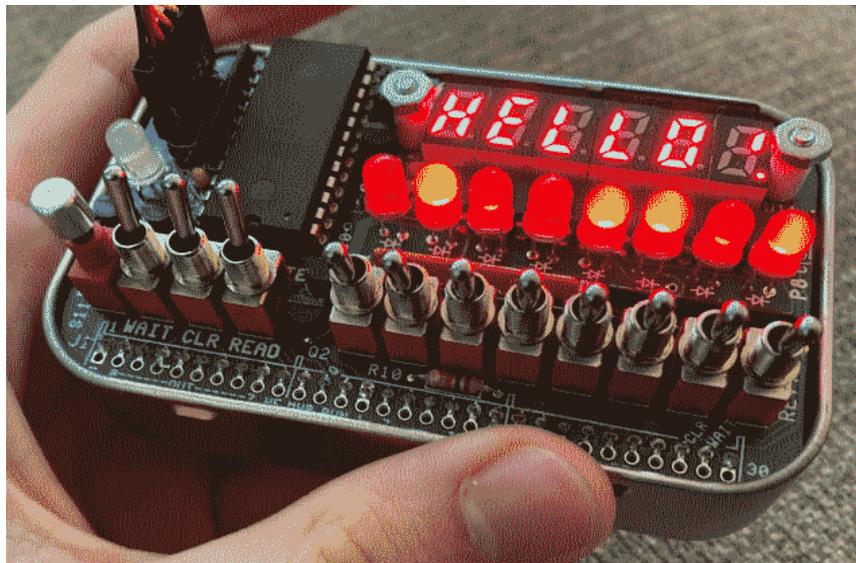
What can you do with an 1802?

The Membership Card is a computer, like the Arduino and Parallax BASIC Stamp. It can run displays, read sensors, make annoying sounds, perform calculations, make decisions, and more. But the 1802 is easier to learn, and free assemblers, BASIC interpreters, and C compilers are available for really ambitious programs.

Unlike modern micros, the Membership Card is totally self-contained. No PC or special software is required. You can power it with a few AA cells or a small solar panel, and program it with nothing but the front panel switches and LEDs.

If you need to compute on a desert island, this is the computer to have in your pocket!

So let's return to those thrilling days, when the heroic pioneers of the microcomputer revolution built their own machines from scratch, and programmed them to do incredible things, all for a tiny amount of money!



The complete package: The Membership Card, Front Panel, and Cover Card all fit in an Altoids tin.

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This manual was inspired by "Captain Cosmo's Whizbang" www.cosmacelf.com/publications/books/captain-cosmos-whizbang.pdf by Jeff Duntemann. The cover cartoon is by Chris Cloutier, and the one on the back cover is by Bill Higgins.

Specifications: What have we got here?

The Membership Card is a miniature version of the original Popular Electronics ELF, repackaged to fit in an Altoids(tm) tin. It's built entirely with vintage parts and techniques available back then (and still available today). It has the basics of every computer; a CPU, memory, and I/O.

CPU:	RCA CDP1802ACE microprocessor (the brains of this outfit).
Clock:	4 MHz ceramic resonator (that's MHz, not GHz).
Memory:	2K to 64K bytes, RAM and/or EPROM (and that's kilobytes, not megabytes). Comes with a 32K RAM at U8. Add an optional 32K of RAM or ROM at U2. Supercapacitor holds programs and data in RAM without power.
I/O:	One 8-bit output port, with individual LEDs and Hex/Alpha 7-segment LED display. One 8-bit input port, with switches. One 1-bit output, with red LED. Four 1-bit flag inputs, one with a pushbutton switch, and one with a green LED. One interrupt input.
Connectors:	6-pin power+serial I/O. A USB-serial adapter can supply both power and serial I/O. 30-pin header with all I/O, control, and power signals on it.
Size:	3-1/2" x 2-1/8" x 3/4" (89 x 54 x 19 mm).
Power:	Voltage: 3.6v to 5v DC. Current: 5-10ma (depends on voltage and memory size), plus 1-2ma for each LED that is on.
Aroma:	A hint of curiously strong peppermint.

Assembly: Getting it all together

This ain't no Heathkit, but I'm working to make it as easy to build as possible. I want it to be something you can give to your kids, and give them the thrill of saying, "I did it! It's alive! Bwoo-ha-ha-hah..."

You'll need the following tools:

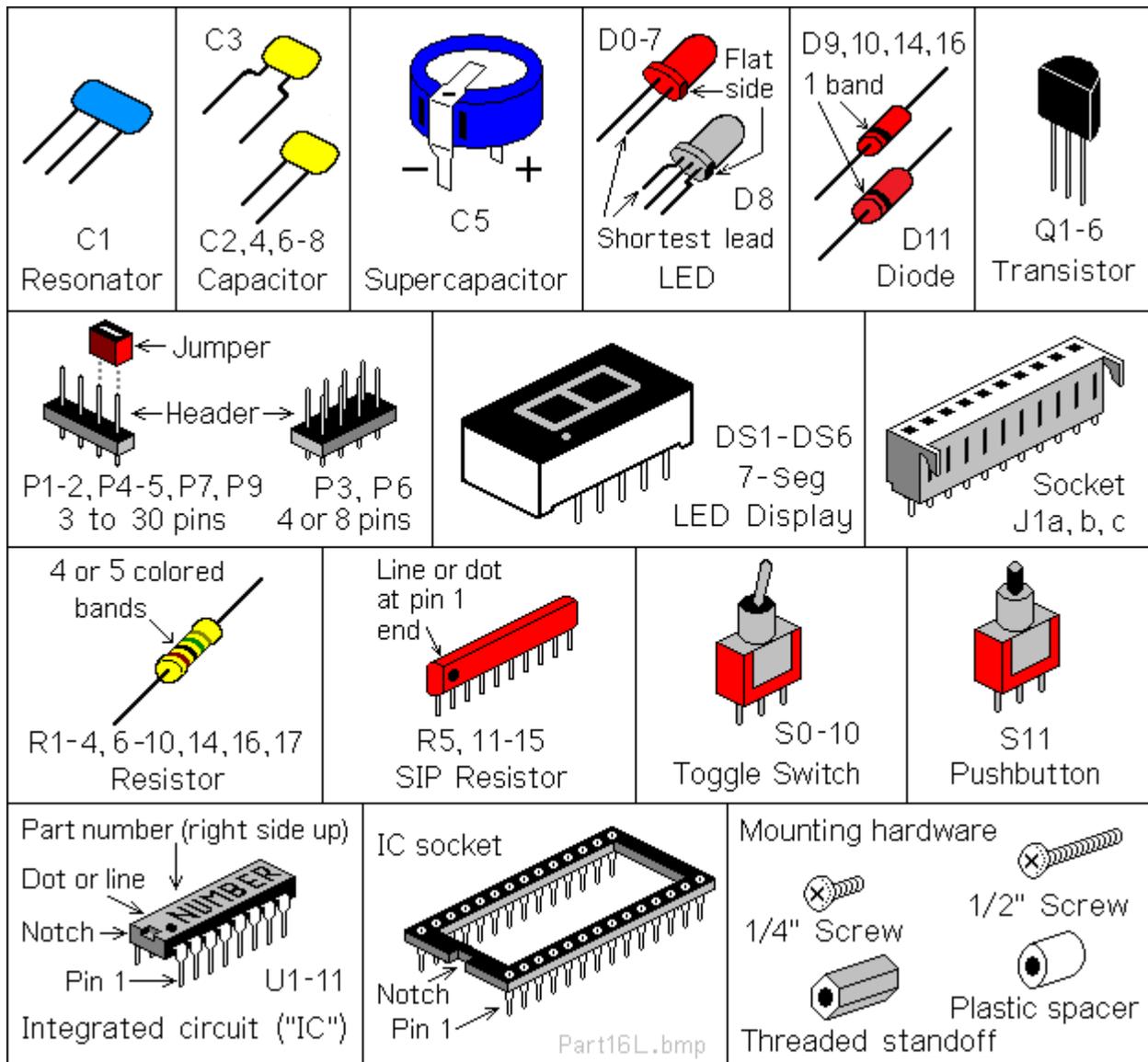
- A clean, well-lit, place to work. Preferably one without cats or small children.
Or if the kids are old enough, let them help. (Cats are never old enough to help.)
- Soldering iron with a small tip. Don't use a soldering gun unless you're desperate.
Soldering these tiny parts and pads with a big fat tip will be a real challenge.
- Solder. 63/37 tin/lead is best, or 60/40 is good. Lead-free electronics solder is OK, though it doesn't solder as well. It **must** be rosin core electronics solder; NOT acid core plumbing or sheet metal solder!
- Wire cutters. The smaller the better. Nothing is big here.
- Needle-nosed pliers. For bending or straightening lead wires, holding nuts, etc.
- Small Philips screwdriver. For tightening mounting screws.
- A magnifying glass. My old eyeballs aren't good enough to read the markings on some parts, or see if a solder joint is done right or is shorted to the pad next to it. Your eyes may not be that good, either.

You also need to know how to solder. This isn't the right kit to learn how to solder. The pads are small and close together. If you make a mistake, it can be a real fight to get a part off and put back on the right way.

The Membership Card is your admission into the **COSMAC College of Computer Knowledge**. We'll start with an aptitude test. The next page is the "Parts List". If you bought a bare board, it's your "shopping list". If you bought a kit, it comes with everything in the list. Mark each box (X) as you find and identify it. If any parts are missing, let me know so I can send it out before you get bored and go back to watching TV. Ready? Let's get started!

Quantity	Identifier	Parts List – CPU Card (rev.L)	Source for replacement parts
() 1	C1	ceramic resonator, 4 MHz (blue, marked 400Cm)	Mouser 81-CSTS0400MG03
() 2	C2, C4	capacitor, 0.1uF X7R ceramic 0.1" wide (yellow, marked 104)	Mouser 594-K104K15X7RF53L2
() 1	C3	capacitor, 0.1uF X7R ceramic 0.2" wide (yellow, marked 104)	Jameco 544921
() 1	C5	supercapacitor, 0.22F, 5.5Vdc (black disk, 0.4" diameter)	RS Electronics 377-388
() 1	C6	capacitor, 4.7uF X5R ceramic 0.1" wide (blue, marked 475)	Mouser 810-FG18X5R1E475KRT6
() 4	D9,10,14,16	diode, 1N4148 (smaller reddish glass tube)	Jameco 36038
() 1	D11	diode, 1N4734A 5.6v zener (larger reddish glass tube)	Jameco 36118
() 1	P1	header, 30-pin, with 0.025" square pins on 0.1" centers	Jameco 103342
() 1	P2	header, 5-pin, with 0.025" square pins on 0.1" centers	Jameco 2076789
() 1	P3	header, 4x2 pin, with 0.025" square pins on 0.1" centers	Jameco 109517
() 1	P4	header, 6-pin (w.pin#2 removed), 0.025" sq. pins on 0.1" centers	Jameco 153700
() 1	P6	header, 2x2 pin, with 0.025" square pins on 0.1" centers	Jameco 115027
() 1	Q1	transistor, FJN4303 PNP with 22k/22k resistors (marked R4303)	TMSI (that's me)
() 1	R1	resistor, 10meg 1/4w (brown-black-blue-gold)	Jameco 691817
() 4	R2, R7-9	resistor, 3.3k 1/4w (orange-orange-red-gold)	Jameco 690988
() 2	R3, R6	resistor, 100k 1/4w (brown-black-yellow-gold)	Jameco 691340
() 1	R4	resistor, 1 meg 1/4w (brown-black-green-gold)	Jameco 691585
() 1	R5	SIP resistor, 8-pin, 7 x 10k (black, marked 8A103G)	Mouser 256-10K-RC
() 1	U1	CDP1802ACE microprocessor	Alltronics.com CDP1802ACE
() 1	U1a socket	40-pin ultra-low height, Mill-Max 115-43-640-41-003000	Digikey ED90220-ND
() 1	U2a socket	28-pin very-low height, Mill-Max 115-43-628-41-001000	Digikey ED90205-ND
() 1	U3	74HC373 or 74HCT373 octal latch	Jameco 45831
() 1	U4	74HC139 or 74HCT139 dual 1-of-4 decoder	Jameco 45356
() 1	U5	4013 dual D flip-flop	Jameco 893443
() 1	U6	74HC541 or 74HCT541 octal buffer	Jameco 46050
() 1	U7	74HC273 or 74HCT273 octal D flip-flop	Jameco 45743
() 1	U8	32k RAM, 0.3" wide; CY7C199, CXK58257, HM62256, etc.	Jameco 242376
() 8	jumper	jumpers for P2, P3, and P6	Mouser 737-MSB-G
Quantity	Identifier	Parts List – Front Panel Card (rev.L)	Source for replacement parts
() 1	C7	capacitor, 0.1uF X7R ceramic 0.1" wide (yellow, marked 104)	Mouser 594-K104K15X7RF53L2
() 1	C8	capacitor, 0.022uF ceramic (yellow, marked 223)	Digikey K223K15X7RF53L2
() 8	D0-D7	LED, T1-3/4, red	Jameco 253753
() 1	D8	LED, T1-3/4, red/green, common cathode (white, 3 leads)	Digikey 754-1886-ND
() 2	DS3, DS4	7seg LED display, common anode, Lumex LDS-A3504RDSI	Mouser 696-LDS-A3506RD
() 3	J1a,b,c	socket, 10-pin top entry, Molex 22-18-2101	Digikey WM3241-ND
() 1	P5	header, 6-pin, with 0.025" square pins on 0.1" centers	Jameco 153700
() 1	P7	header, 3-pin, with 0.025" square pins on 0.1" centers	Jameco 109576
() 1	P9	header, 2-pin, with 0.025" square pins on 0.1" centers	Jameco 108338
() 2	Q2, Q3	transistor, FJN4303 PNP w. 22k/22k resistors (marked R4303)	TMSI (that's me)
() 3	Q4, Q5, Q6	transistor, FJN3304 NPN w. 47k/47k resistors (marked R3304)	TMSI (me again)
() 1	R10	resistor, 1k 1/4w (brown-black-red-gold)	Jameco 690865
() 1	R11	SIP resistor, 10-pin, 9 x 2.2k (yellow, marked 10A1-222G)	Mouser 652-4610X-1LF-2.2K
() 1	R12	SIP resistor, 8-pin, 7 x 100k (black, marked MEC A 104G)	Digikey 4608X-101-104LF-ND
() 1	R13	SIP resistor, 9-pin, 8 x 100k (yellow, marked 9R-1-104)	Digikey 4609X-101-104LF-ND
() 2	R14, R15	SIP resistor, 8-pin, 4 x 220 ohm (black, marked 8B221G)	Digikey 4308R-102-101LF-ND
() 1	R16	resistor, 100k 1/4w (brown-black-yellow-gold)	Jameco 691340
() 1	R17	resistor, 1.5k 1/4w (brown-green-red-gold)	Jameco 690902
() 11	S0-S10	toggle switch, subminiature SPDT	Digikey CKN1091-ND
() 3	nuts	for the toggle switches	(comes with the switches)
() 1	S11	pushbutton switch, subminiature SPDT	Digikey CKN1740-ND
() 1	U9	4071 quad 2-input OR	Jameco 13274
() 1	U10	2716, 27C16, 2732, 27C32 programmed as hex-to-7seg decoder	Jameco 40011
() 1	U10a socket	24-pin ultra-low height, Mill-Max 115-93-624-41-003000	Digikey ED90217-ND
() 1	U11	74HC4017 decade counter with 1-of-10 outputs	Jameco 45891
() 2	screw	#4-40 x 1/4" round head machine screw	Jameco 2094389
() 2	screw	#4-40 x 1/2" round head machine screw	Jameco 2094400
() 2	spacer	#4 x 3/16" dia, 5/16" long plastic spacer	Mouser 749-9908-312
() 2	standoff	#4-40 x 3/16" dia, 5/16" long, hex female threaded standoff	Mouser 728-FC2054-440-A
() 2	jumper	jumper for P7 and P9 headers	Mouser 737-MSB-G

Did you find them all? Here are some hints:



Comments on Components

Resistors use colored rings to identify their resistance in Ohms. The other parts have numbers, but you may need a magnifying glass to read them! Capacitors usually have their value in μF (Micro Farads) or pF (Pico Farads). For example, "104" means 10 with four zeroes after it; that's 100,000 pF (picoFarads). For more fun, this may also be written as 0.1 μF . 1 μF is a millionth of a Farad, and 1 pF is a millionth of a μF .

ICs have room for a part number, but it's usually obscured with extra letters. For example, the 1802 is marked "CDP1802ACE".

ICs and static electricity: (Old pros and young fools can skip this paragraph.) ICs are easy to damage with static electricity! You know that tiny little spark you get if you touch something metal after petting the cat or walking across a carpet? That's static electricity. In the microscopic world inside an IC, it hits like a lightning strike. **KABOOM!** Your IC is dead. Keep them in their protective packaging until needed. When you remove an IC, keep it in your hand until it is on the board. Pick up the board or tool with your other hand. Do not let the IC be the first thing to touch the tool or board. That way, any static electricity discharges into **YOU**, and not the IC.

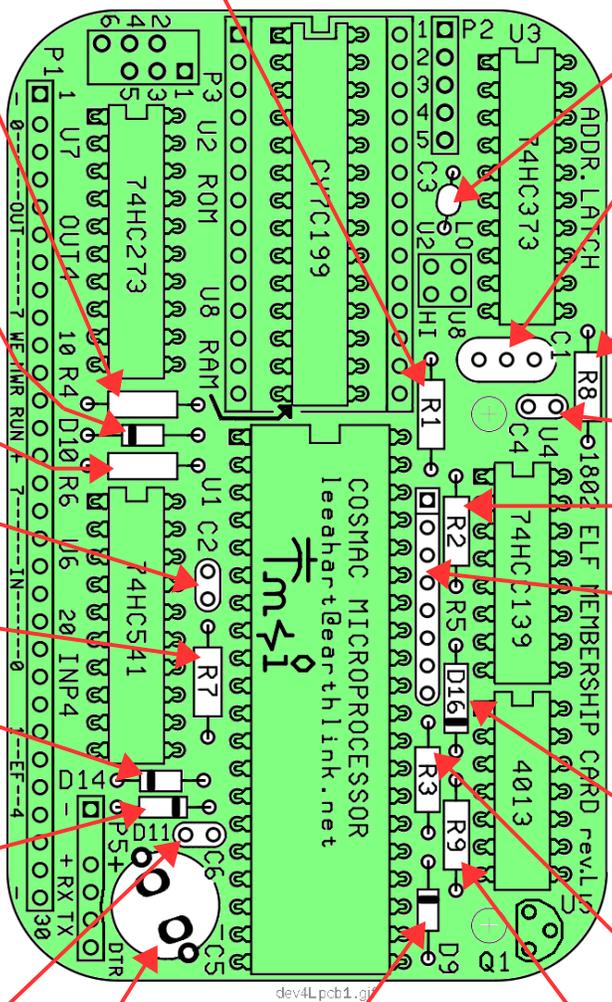
Membership Card Assembly

All parts go on the side of the board with the white lettering (the top, or "component" side). All soldering is done on the other side (the bottom, or "solder" side). The only exception is the Front Panel J1 connector (and I'll remind you when we get to it).

Some parts are POLARIZED; they must installed the right way around. Be sure the end with the band or dot or "+" and "-" signs are positioned exactly as shown below.

Solder all the leads of each component, and check off the steps as you go (X).

- () R1: 10 megohm resistor (tan body, with brown-black-blue-gold color bands). Bend the wire leads close to the body, and place it on the board at the location marked "R1". Bend the leads outward slightly to hold it in place. Turn the board over, solder each wire, and cut off the excess as short as possible.
- () R4: 1 meg. Tan body, with brown-black-green-gold bands.
- () D10: 1N4148. Red glass body, marked "4148". Install so the banded end is on the LEFT as shown.
- () R6: 100k. Tan body, with brown-black-yellow-gold bands.
- () C2: 0.1uF. Yellow body marked "104".
- () R7: 3.3k. Tan body, orange-orange-red-gold.
- () D14: 1N4148. Red glass body, marked "4148". Banded end on LEFT.
- () D11: 1N4734A. A larger red glass body, marked "4734A". Banded end on RIGHT.
- () C6: 4.7uF. Blue body, marked "475".
- () C5: 0.22F. A black disk, marked "5.5V" and "0.22F". The lead on top has a "-" sign, and goes in the hole near the "-" and "C5" markings, closest to the edge of the board. Hint: Slip a scrap of paper under C5 when you solder it, so the bottom "+" tab won't short to the "-" pad! Remove the paper when done.
- () C3: 0.1uF. Yellow body 0.2" wide, marked "104"
- () C1: 4.0 MHz resonator. Blue body with 3 pins, marked "400Cm".
- () R8: 3.3k. Tan body, orange-orange-red-gold.
- () C4: 0.1uF. Yellow body marked "104".
- () R2: 3.3k. Tan body, orange-orange-red-gold.
- () R5: 10k x 7 8-pin SIP, Black, marked "8A103G". The printed side must be on the LEFT, so the end with the dot is on TOP.
- () D16: 1N4148. Red glass body, marked "4148". Banded end DOWN.
- () R3: 100k. Tan body, with brown-black-yellow-gold bands.
- () D9: 1N4148. Red glass body, marked "4148". Banded end UP.
- () R9: 3.3k. Tan body, orange-orange-red-gold.



Before you continue...

There are a few decisions you need to make. First, do you want to keep it as small as possible, so it will fit in the Altoids tin? Second, do you want to use IC sockets?

Pin Headers

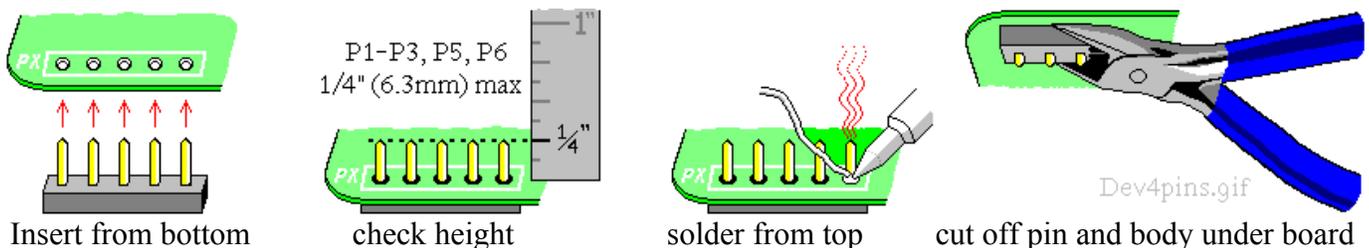
Pin headers P1-P3 and P5-P6 can be installed the EASY way, or the HARD way. Pick ONE method (A or B):

A. **The EASY way:** Do it this way if you do NOT plan to fit both cards into the Altoids tin. Just install the headers as supplied. The black plastic body will sit on the TOP of the board, and you solder the pins from the bottom normally. Use a taller case (such as this one from Amazon; it's 3.54" x 2.36" x 1.26" inside). <https://www.amazon.com/dp/B07FK95HTM>

B. **The HARD way:** This way keeps the height as low as possible, so both cards fit inside the Altoids tin. The header pins will be installed WITHOUT their plastic body, so the cards sit 0.1" closer together. See the illustration below, and do the following steps as you install headers P2, P3, P5, and P6:

- Push or tap the **short** end of each pin so it is flush with the plastic body.
- Insert the pins with the plastic body against the **bottom** of the board (see drawing below). Be sure the pins are no more than 1/4" (6.2mm) high, or they will short to the Front Panel!
- Solder the pins on the **top** side. Don't use too much solder!
- Cut or pry off the plastic body, and cut the pins on the bottom as short as possible.

Hint: To remove excess solder on top, temporarily plug a 10-pin female connector (like J1) on top of the pins to hold them in place. Touch your soldering iron to the pin from underneath, so the excess solder flows down onto the iron. Then unplug the female connector.



IC Sockets

IC sockets make troubleshooting and chip replacements easier. But they add cost, and make the board taller so it won't fit in the Altoids tin. They are also the least reliable part of the whole computer, especially if you use el-cheapo sockets!

I supply high-quality very-low-height sockets for U1 and U2 (the 1802, and expansion memory chip). You can add sockets for the rest if you watch out for height and quality issues. If you want to socket everything, I suggest Mill-Max 115-43-3##-41-003000 where ## is the number of pins (digikey.com and mouser.com carry them). Or, use individual socket pins for the lowest possible height; Mill-Max #0552-1-15-01-11-27-10-0 (digikey.com ED5037-ND, mouser.com 575-055210). Socket pins are the best option for RAM chip U8, as it is mounted under U2.

Made up your mind? Then let's continue...

Membership Card Assembly (continued)

ICs are polarity sensitive; they **must** be installed with the pins in the correct holes. The pin 1 end may be marked in a number of ways; with a dot, notch, or line, etc. When the printing on the IC is right side up and facing you, pin 1 is in the lower left corner. See the illustration on page 5 to find pin 1.

ICs usually come with the pins bent outward a bit. To fix this, stand each IC on its side on the table. Press down, and tip the IC slightly inward to bend the pins so they are straight and parallel to each other. If it still does not fit into the holes on the board, use your needle-nosed pliers to straighten the leads.

-
- () P3: 6-pin header. An 8-pin part is supplied; remove the 2 extra corner pins.
 - () P2: 5-pin header.
 - () P6: 4-pin header.
 - () P6: Shorting jumpers. Plug 2 onto P6 to short U2-HI, and U8-LO.
 - () P1: 30-pin header.
 - () U2a: 28-pin IC socket (or two 14-pin socket strips). If a socket, cut it into two 14-pin rows and smooth the sides. Solder each half into the holes for U2.
 - () P5: 6-pin header, with pin 2 removed (to act as a key, so the mating connector can't be plugged on backwards).
 - () U3: 74HC373 latch IC. Pin 1 is on TOP, so the lettering faces as shown.
 - () U8: 32k RAM (or socket pins if desired). Pin 1 is on TOP.
 - () U7: 74HC273 latch (or socket). Pin 1 on TOP.
 - () U4: 74HC139 IC (or socket). Pin 1 on TOP.
 - () U6: 74HC541 IC (or socket). Pin 1 on TOP.
 - () U5: 4013 flip-flop (or socket). Pin 1 on TOP.
 - () U1a: 40-pin IC socket. Notched end on TOP.
 - () Q1: FJN4303 transistor, marked "R4303". It is on the **RED** tape strip. Wiggle it down so it is no more than 0.3" (0.76mm) high.
- dev4L pcb2.gif

Note: Do **NOT** install Q1 if using the CPU card by itself (no Front Panel Card).

- () U1: 1802 (marked "CDP1802ACE"). Plug it into the socket, with the notched pin 1 end on TOP. Note: The socket is **tight** when new! You have to push hard to fully seat U1 in its socket. When it is fully inserted, the skinny part of the pin will go all the way into the socket.
- () U2 Expansion Memory (Optional): To install a programmed EPROM, or your own chip at U2, see **TABLE 1** on the schematic at the end of this manual. For 32K 27C256 EPROM, install shorting jumpers as shown between P2 pins 2-3 and 4-5, and between P3 pins 1-3 and 4-6.
- () P6 Memory Map Jumpers: For a standard ELF, short U8-LO (RAM at 0-32k) and U2-HI (U2 at 32-64k). If you install an optional EPROM at U2, its programs should be org 8000h (32-64k). If you install an EPROM with org 0h programs, then short U2-LO (ROM at 0-32k) and U8-HI (RAM at 32-64k) instead.

Front Panel Card Assembly

Install the parts on the Front Panel card the same way you did on the CPU Card. Remember; ICs, diodes, and transistors are polarity sensitive; they **must** be installed with their polarizing marks as shown.

Install transistors Q2-Q6 with their flat sides on the right. Wiggle each one down to 0.3" (7.6mm) max height. Solder each wire and cut off the excess.

() Q3: FJN4303, marked "R4303".
It's on the **RED** tape strip.

() Q6: FJN3304, marked "R3304".
It's on the **BLACK** strip.

() Q4: FJN3304, marked "R3304", on **BLACK** strip

() Q5: FJN3304, marked "R3304", on **BLACK** strip

() Q2: FJN4303, marked "R4303", on **RED** strip.

() R11: 2.2Kx9 10-pin SIP. Yellow, "10A1-222G".
Printed side on **LEFT**.

() R10: 1K resistor. Tan, brown-black-red-gold.

() R16: 100K. Tan body, brown-black-yellow-gold.

() R17: 1.5K. Tan body, brown-green-red-gold.

() R13: 100Kx8 9-pin SIP. Yellow, marked "9R-1-104"
Printed side on **LEFT**.

() J1a,b,c: 30-pin socket. (3 10-pin parts are supplied). Mount them on the **BOTTOM** of the card, with the pins in the **RIGHT** row of holes, and "ears" on the right. Solder the pins & cut off the "ears".

() C7: 0.1uF capacitor. Yellow body, marked "104".

() P4: 6-pin header. Remove pin 2 as a key. Install it with its body; height does not matter.

() R12: 100Kx7 8-pin SIP. Black, marked "MEC A 104G". Printed side **DOWN**.

() U10: 24-pin IC socket. & FONT2732 EPROM. Notched end on **LEFT**.

() P7: 3-pin header. Install it like P2-P3 on the CPU card so the pins are no higher than 1/4" (6.3mm).

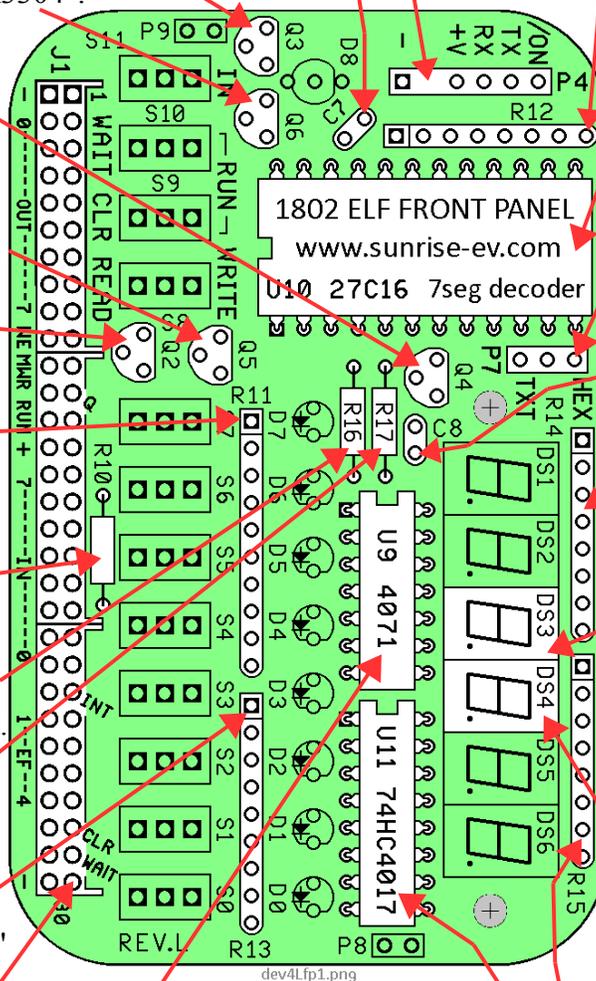
() C8: 0.022uF capacitor. Yellow, marked "223".

() R14: 220x4 8-pin SIP. Black, "8B221G".
Printed side on **LEFT**.

() DS3: 7seg LED display. Be sure decimal point is **LEFT** as shown. Bend its leads slightly to fit into the holes on the PCB. Push the display down just enough so its pins are even with the bottom of the PC board. **DO NOT SOLDER** it until DS4 (or all six displays) are in position and lined up evenly.

() DS4: 7seg LED display. Mount the same as DS3. **NOW** solder all the pins.

() R15: 220x4 8-pin SIP. Black, "8B221G".
Printed side on **LEFT**.



() U9: 4071 quad OR gate. Pin 1 goes on top, so the lettering faces as shown.

() U11: 74HC4017 counter IC. Pin 1 goes on top, so the lettering faces as shown.

Note: A 30-pin header can be installed on top in the LEFT row of holes to provide access to all the I/O and control signals. Install it **BEFORE** J1a,b,c.

Front Panel Card Assembly (continued)

Note: The optional Cover Card is a decorative panel with all the labels and holes made for you (see photo on page 2). It is available at www.sunrise-ev.com/1802.htm and makes final assembly easier; just remove the cover from the Altoids tin, and drop the finished unit into it. Or, use a nibbling tool to remove the bottom of the tin, and solder the Cover Card in its place (**after** you finish assembly, so you know everything fits).

If you don't have a Cover Card, you can make your own panel (using the Front Panel as a template). It's good to have **SOME** kind of support for the toggle switches, so vigorous use won't break a switch. But if you're careful, you can operate it "naked" (without any panel).

DO NOT SOLDER D0-D8 and S0-S11 yet. We'll use the Cover Card to position them, and solder them later.

() P9: 2-pin header. Install it like P2-P3 on the CPU board, so the pins are no higher than 1/4" (6.3mm).

() P7: Install a shorting jumper between the Hex and center pin as shown. (This displays the OUT4 port as two hex digits.)

() Loosely mount the Cover Card (or your panel) on the Front Panel with #4 hardware as shown. Only tighten it finger-tight.

() D8: White 3-lead LED. Place the **SHORTEST** wire in the **LEFT** hole, so the flat side is on the right. Bend a wire so it won't fall off the card.

() S11: Pushbutton switch. Mount it with the printed side on **TOP** (toward P9). Bend a pin to hold it in place.

() S0-S10: Toggle switches. Mount them with the side marked "1A 120V" on **TOP**. Bend a pin on each to hold it place.

() D0-D7: Red LEDs. Put the **SHORT** wire in the **BOTTOM** hole, so the flat side is down. Bend a lead to hold them on the board.

- () Wiggle the switches so their raised rims fit into the countersunk depressions around the holes in the Cover Card. **NOW** solder the pins of all the switches.
- () Position the LEDs in the holes in the Cover Card (or your panel) so they are all the same height. Hint: A 1/8" (3mm) strip of cardboard between the LEDs and PC card can be used to space them up for a better appearance. **NOW** solder the LEDs to the board, with the Cover Card holding everything in position.
- () Remove the #4 hardware and Cover Card. Check to be sure you can easily re-install it. If not, adjust parts or enlarge holes in your panel so it fits easily. This may seem tedious, but it makes sure everything is soldered in the right places so nothing will get forced or broken!

Final Assembly

- () Re-install the Cover Card with #4 mounting hardware as shown on page 10. Plug the Membership Card and Front Panel cards together. Look between them to be sure that **NOTHING** touches between the two boards except 30-pin connectors P1-J1, and the two hex standoffs. If anything else touches, rework your solder joints or trim the leads on the back of the Front Panel so there are no shorts. Note: If you left the plastic body on the P1 header, add #4 nuts under the hex standoffs for the extra height.
- () Put nuts on a few of the switches (like the ones at each end). There isn't room for nuts on all of them, and they aren't all needed anyway.
- () Finally, screw the Membership Card to the threaded standoffs with two #4-40 x 1/4" screws.
- () The last page of this manual is a "cheat sheet" summary of operation. Cut out one vertical column, trim the corners, and fold it to fit inside the Altoids box. It's a handy reminder, and also keeps the pins on the back of the board from shorting to the metal case!

Power On!

Now it's time for the smoke test. We'll connect power, and try not to let any of the magic smoke out. (Old timers will tell you that electronic devices don't work if the smoke gets out.)

The Membership Card takes very little power; 3.6-5Vdc at a few ma to Run, and microamps in Standby. The Front Panel takes up to 50ma, depending on how many LEDs are on. You can power it with three 1.5v AA cells, a USB cable to a computer, an old cellphone charger that outputs 5Vdc, a single 3.6v lithium cell, or even a little solar panel.

Connecting Power and Serial I/O

Power and serial connectors are P4 on the front panel, and P5 on the CPU card. They are standard 6-pin headers, with 0.025" square pins on 0.100" centers. For example, the Molex KK series: 22-01-2061 housing, and 08-55-0102 terminals (www.digikey.com WM1579-ND and WM2312-ND respectively).

<u>P4 pin</u>	<u>Name</u>	<u>Function</u>
1	-	VSS. Ground, common; the power supply negative.
2		key (remove the pin, and plug the hole in your mating connector).
3	+	VDD. Power supply positive; +3.6 to +5 volts DC (battery, USB supply, etc.)
4	RX	Serial TTL data input (connects to PC TX output).
5	TX	Serial TTL data output (connects to PC RX input).
6	/ON	Off/On control. Ground or low for ON; open or high for OFF (standby).

If you're the impatient type, connect your positive supply to pin 3, and ground to pins 1 and 6. Plug/unplug it for on/off. Supercapacitor C5 will hold memory for hours even when off. Then go to the **Operation** section.

If your power supply is a battery, it can maintain memory indefinitely. Wire an SPST switch between P4 pins 1-6. Off is "Standby" (minimum power consumption); memory is retained, the clock stops, the Front Panel LEDs are disabled, and the 1802 is reset. On is "Run"; the clock and LEDs are enabled, and the 1802 runs programs. (Pin 6 combines the function of the RUN and LED pins on rev.H2 and earlier Membership Cards.)

For a more permanent setup, get the Sparkfun #9716 FTDI 5V USB-serial Basic adapter (a naked PCB) or #9718 FTDI 5V USB-serial Cable (packaged, in the cable) at www.sparkfun.com. Block pin 2 (CTS; the brown wire) with a toothpick or something as a key. Then plug it into P4 (black to -, green to /ON) to provide power and serial I/O from a USB port. Note: You still have to ground pin 6 to turn the 1802MC "on" (with a piece of wire, or a switch, or by telling your Terminal program to go "on line" or "connect").

- Notes:
- /ON (P4 pin 6) must be grounded (P4 pin 1) to enable the 1802, clock, and LEDs.
 - The Front Panel switches over-ride "Standby" unless you set the WAIT switch up.
 - Standby power at 4v is under 50uA with the chips supplied; so three AA cells will last for years.
 - If you install a fast modern EPROM or RAM, the standby power will be higher.

Zener diode D11 is an "idiot" diode. If power is over 5.6v, or connected backwards, D11 shorts it out to protect the rest of the board. At worst, D11 will get hot and fail shorted; but it's cheap and easy to replace.

Operation with Front Panel

OK; so you connected power (and nothing smoked). Let's see if it works! The Front Panel controls the 1802's operation, and shows its status.

Q LED shows status of the Q and EF3 pins:
 RED if Q=1
 GREEN if EF3=1

IN button sets EF4 pin low (in RUN mode), and in LOAD mode:
 - write Data to address,
 - read Data to verify,
 - advance to next address.

Q LED shows status of the Q and EF3 pins:
 RED if Q=1
 GREEN if EF3=1

Data LEDs show output data bits:
 RED=1, off=0.

Data switches set input data bits.
 Up=1, Down=0.

Read/Write switch
 Up=Write enable
 Down=Read only

RUN (both up): Run the program in memory.
WAIT (Wait down): Pause program right where it is.
CLEAR (CLR down): Reset Q, X, P, and R0 all to 0.
LOAD (both down): Read/write Data when IN is pressed.

Let's load a program and see if it works! I'll show the switch positions like this: "1" means the switch is up, "0" means it is down, "X" means push and release the IN button, "." means the switch position doesn't matter.

<u>IN</u>	<u>WAIT</u>	<u>CLR</u>	<u>READ</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>Mode</u>	<u>Description</u>
.	1	0	CLEAR	Resets the 1802.

Program 1 -- Blink Q Fast

This is a simple program to blink the "Q" LED:

<u>IN</u>	<u>WAIT</u>	<u>CLR</u>	<u>READ</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>Mode</u>	<u>Description</u>
2.	.	1	0	CLEAR	Reset the 1802 (sets R0 to address 0000).
3.	.	1	0	1	WRITE	Set WRITE up, so we can write to memory.
4.	.	0	0	1	LOAD	Set WAIT down (for LOAD mode).
	X	0	0	1	0	1	1	1	1	0	1	a.	Set Data to "0111 1011", then press IN. This loads hex 7b (the SEQ or "Set Q" instruction) into memory address 0000, displays it in the binary and Hex LEDs, then advances R0 from address 0000 to 0001.
					7		b						
	X	0	0	1	0	1	1	1	1	0	1	b.	Set Data to "0111 1010", then press IN. This loads hex 7A (the REQ or "Reset Q" instruction) into 0001, displays it, then advances R0 to 0002.
					7		A						
	X	0	0	1	0	0	1	1	0	0	0	c.	Set Data to "0011 0000", then press IN. This loads hex 30 (BR or "Branch Unconditionally") into 0002, displays it, then advances R0 to 0003.
					3		0						
	X	0	0	1	0	0	0	0	0	0	0	d.	Set Data to "0000 0000", then press IN. Loads hex 00 (tells "Branch Unconditionally" where to jump; in this case, back to 0), displays it, then advances R0 to 0004.
					0		0						

Our program is loaded. Let's read it back to see if it is correct.

<u>IN</u>	<u>WAIT</u>	<u>CLR</u>	<u>READ</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>Mode</u>	<u>Description</u>
5.	.	1	0	CLEAR	Set WAIT up to reset the 1802 (set R0 to address 0000).
6.	.	1	0	0	READ	Set READ down, so we can read memory.
7.	.	0	0	0	LOAD	Set WAIT down, for LOAD mode.
	X	0	0	0	0	1	1	1	1	0	1		a. Press IN to read address 0000, display its contents ("0111 1011"=7b), then advance R0 from 0000 to 0001.
						$\underbrace{\quad\quad}_7$		$\underbrace{\quad\quad}_b$					
	X	0	0	0	0	1	1	1	1	0	1		b. Press IN again. Displays "0111 1010" = hex 7A from address 0001, then advances R0 from 0001 to 0002.
						$\underbrace{\quad\quad}_7$		$\underbrace{\quad\quad}_A$					
	X	0	0	0	0	0	1	1	0	0	0		c. Press IN again. Displays "0011 0000" = hex 30 from address 0002, then advances R0 to 0003.
						$\underbrace{\quad\quad}_3$		$\underbrace{\quad\quad}_0$					
	X	0	0	0	0	0	0	0	0	0	0		d. Press IN again. Displays "0000 0000" = hex 00 from address 0003, then advances to 0004.
						$\underbrace{\quad\quad}_0$		$\underbrace{\quad\quad}_0$					

If our program is correct, now we can run it!

<u>IN</u>	<u>WAIT</u>	<u>CLR</u>	<u>READ</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>Mode</u>	<u>Description</u>
8.	.	1	0	CLEAR	Reset the 1802 (sets R0 back to address 0000).
9.	.	1	1	RUN	Set WAIT up, for RUN mode. The 1802 begins running the program starting at address 0000.

This program is very simple; it tells the 1802 to turn the "Q" LED on, then off, and repeat forever. But it does it too fast to see! To prove it's really going on and off, use WAIT mode to temporarily stop the program.

10.	.	0	1	WAIT	Stop right where you are! The 1802 "freezes" where it is in the program. The Q bit may be caught set, or reset.
-----	---	---	---	---	---	---	---	---	---	---	---	------	---

Flipping the WAIT switch up and down will RUN and WAIT the program, sometimes catching Q on, or off. Use WAIT for debugging; you can stop at any time to check any point in the circuit, then continue execution.

Program 2 -- Blink Q Slow

Blink the Q LED slowly.

Here is a bit longer program. It does the same thing (blinks Q), but much s-l-o-w-e-r. Use the same sequence of switch flipping as above. Let's simplify the description so it's not so wordy. See if you can figure out how to enter it. (Hint: There's a hex-binary "cheat sheet" at the end of this manual).

address	machine code			
<u>(R0)</u>	<u>Hex</u>	<u>Binary</u>	<u>Mnemonic</u>	<u>Human readable comments</u>
0000	F8	1111 1000	LDI	LoaD Immediately...
0001	A2	1010 0010	...162	...162 decimal, which is A2 hex (check it for yourself!)
0002	b2	1011 0010	PHI R2	Put it in the HI half of register 2
0003	22	0010 0010	DEC R2	DECRe ment (i.e. subtract 1 from) register 2
0004	92	1001 0010	GHI R2	Get the HI half of register 2
0005	3A	0011 1010	BNZ	Branch if Not Zero...
0006	03	0000 0011	...3	...to address 3 (loops (162-1) x 256 = 41216 times)
0007	Cd	1100 1101	LSQ	Long Skip over next 2 instructions if Q=1...
0008	7b	0111 1011	SEQ	...if Q was 0, then SEt Q=1
0009	38	0011 1000	SKP	...and SKIP next instruction
000A	7A	0111 1010	REQ	else Q was 1, so REset Q=0
000B	30	0011 0000	BR	BRanch unconditionally...
000C	00	0000 0000	...0	...to address 0 (to begin again)

The instructions at 0000 to 0002 set up a 16-bit counter in register 2, and sets it to hex A2xx. Instructions 0003 to 0006 are a loop; so register 2 counts down until it gets to hex 00FF. The high byte is then 00 (and the low byte is left at FF); so the BNZ instruction stops looping and the program continues at address 0007.

The LSQ instruction tests Q; if Q=1, it skips ahead 2 to reset Q to 0. If Q=0, it continues to set Q to 1. The result is to "toggle" Q on/off with each pass. The BR instruction at 000B jumps back to the beginning to repeat the whole thing forever. The A2h at 0001 causes Q to blink once per second with 4 MHz resonator C1.

Change the value at 0001 to control the speed. How fast can it go? Set it to 01. Connect a small speaker or headphones between P4 pin 5 (TXD, controlled by Q) and pin P4 pin 3 (VCC). You'll hear an audio tone!

Program 3 -- Read Switches and Display Value in LEDs

This program is a bit more complex. It reads the 8 data switches, displays them on the LEDs, and pulses Q at a rate set by the switches. It tests the 1802's ability to read the switches and write to the lights. If you connect a speaker as described above, you'll hear a tone whose frequency is set by the switches. See if you can enter it in hex, without the binary values. Note that some instructions have TWO bytes on the same line; they go in consecutive memory addresses. Set S8 to WRITE (up) to run this program.

<u>Address</u>	<u>Hex opcode</u>	<u>Mnemonic</u>	<u>Comments</u>
0000	E1	SEX 1	Set X register to 1 (OMG! The 1802 has sex!)
0001	90	GHI 0	Get HI byte of register 0 in D (which is 0; so this sets D=0)
0002	B1	PHI 1	Put D in HI byte of register 1 (so R1=00xx)
0003	F8 13	LDI 13h	Load D Immediately with 13 hex (TWO bytes in this instruction)
0005	A1	PLO 1	Put D in the LOw half of R1 (so R1=0013)
0006	6C	INP 4	INPut port 4 (front panel switches), and write to D and memory at (R1)
0007	64	OUT 4	OUTput to port 4 (front panel LEDs) contents of memory at (R1)
0008	Cd	LSQ	Long Skip over next 2 instructions if Q=1...
0009	7B	SEQ	...if Q was 0, then Set Q=1
000A	38	SKP	...and SKIP next instruction
000B	7A	REQ	else Q was 1, so Reset Q=0
000C	FF 01	SMI 1	Subtract Memory Immediately from D (this means D=D-1)
000E	3A 0C	BNZ 0Ch	Branch if Not Zero to address 000C (so this loops "switch" times)
0010	7A	REQ	Reset Q
0011	30 00	BR 0	BRanch unconditionally back to address 0000
0013	xx		(address used by INP and OUT to store the switch and LED values)

More Programming

Toggling in programs with the Front Panel gets old fast, doesn't it? It's really just there for debugging and testing. You'll soon want to use the Serial port to download and run bigger programs from your PC.

Serial I/O

Serial I/O uses the 1802's EF3 and Q pins, available on P4 and P5. The pinouts match the Sparkfun #9718 5v USB-serial cable to provide both serial I/O and power (<https://www.sparkfun.com/products/9718>). The logic levels are TTL: +3.3v to +5v idle, and 0v to +0.5v active.

D8 is a 2-color LED. It is red when Q is high (active), green when the EF3 input pin is low (active), and yellow if both are active at once. Since Q and EF3 are used for serial I/O, D8 is red when sending data, and green when receiving data. If Q is low and no serial input is connected, D8 will be off.

Serial I/O needs a program. You can "toggle in" a simple serial loader, or, add an EPROM at U2 with a serial monitor to communicate with a Terminal program such as Hyperterm, RealTerm, or TeraTerm with a PC's RS-232 port and RS-232-to-TTL serial adapter, or a USB port with a USB-to-TTL adapter. For example:

- Herb Johnson's IDIOT monitor www.retrotechnology.com/memship/idiot_ramrom.html
- Chuck Yakym's monitor + BASIC3 ROM www.sunrise-ev.com/MembershipCard/MS20ANSJ.bin
- Spare Time Gizmo's Elf2K ROM www.sparetimegizmos.com/Downloads/v88.hex
- Mike Riley's Diskless Elf/OS ROM www.sunrise-ev.com/MembershipCard/disklessElfOS.hex

New with rev.L: Hold down the IN button as you switch from CLEAR to RUN to jump to a ROM at 8000h.

Note: Front Panels before rev.J did not invert Q. Front Panels from rev.J to present invert Q. Your software needs to use the right level for serial I/O to work. See www.retrotechnology.com/memship/elf2k_mship.html and www.retrotechnology.com/memship/mem_rom_serial.html for help. Also see www.sunrise-ev.com/1802.htm#projects for other ways to load programs.

Operation without a Front Panel card

To use the 1802MC CPU card by itself, install an EPROM at U2 with a program that starts at org.0, such as MS20ANSA. See www.sunrise-ev.com/1802.htm for more org.0 programs and ordering information. Then...

- () Do not install Q1 (see page 8). If Q1 is already installed, jumper EF4 (P1 pin 27) to VDD (P1 pin 13).
- () Install your 32k EPROM at U2. (Naturally, pin 1 and the notch must match the outline on the board.)
- () Install jumpers at P2 to short pins 2-3 and 4-5, and at P3 pins 1-3 and 4-6. These configure U2 for a 27256 or 27C256 EPROM. (To install a different part, see TABLE 1 on the schematic on page 20).
- () Install jumpers at P6 to short U2-LO and U8-HI. This puts the EPROM at org 0h, and RAM at 8000h.
- () Install a jumper to short RUN to VDD (P1 pin 13-14). RUN=VDD runs the 1802. RUN=open is Standby; power consumption falls and the 1802 clock stops; but data is retained in the registers and memory. (You can use an SPST switch to connect RUN and VDD to provide an ON-Standby function.)
- () Install a jumper to short /WE to /MWR (P1 pins 10-11). This enables programs to write to RAM. (Opening this jumper write-protects memory.)
- () Connect your USB-serial adapter to your PC (see "Serial I/O" on page 15). Don't connect the 1802MC yet; get the serial adapter working first. The Sparkfun cable is easy. Others may need experimentation.
- () Start your Terminal program (HyperTerm, TeraTerm, RealTerm, etc.). Configure it as follows:
 - 4800 baud, 1 Start, 8 data, no parity, 1 Stop, Full Duplex
 - No hardware or software handshaking.
 - Set the Pacing or Transmit Delay to 10 msec/char and 250 msec/line.
 - Set the ENTER key to send only an ASCII <CR>.
- () Short your adapter's TX to RX. When you type on your keyboard, it should appear on the screen! If so, you were successful. If not, keep "fiddling" until you get this to work.
- () Now connect your USB adapter to P5 on the 1802MC. Tell your Terminal program to go "on-line" or "connect". (If your USB adapter has the DTR or RTS signal on P5 pin 6, then going "on-line" or "connecting" will reset the 1802 and start its program running).
- () The first key you type must be ENTER (to send the ASCII <CR> code). The MS20ANSA program will figure out the baud rate, and display its sign-on message. If so, you're in business!

See the online MCSMP20 and BASIC3 manuals at www.sunrise-ev.com/1802.htm to use the monitor and BASIC. Now the fun begins! :-)

In Case of Difficulty...

The most common problems are poor soldering, and parts installed backwards or in the wrong places. Look for bad solder joints: A pin that's not soldered, or one with too much solder so it shorts to another pin.

Look for something on the Membership Card that is shorting to the back of the Front Panel. Good candidates are pin headers P2 and P3. You should be able to freely slide a piece of paper between the two boards.

Look for parts installed backwards (like diodes, ICs, or SIP resistors), or in the wrong place (like resistors).

Power: Check for +3.6 to +5 Vdc between GND (P1 pin 1 or 30) and VDD (P1 pin 14).

RUN: Check to see that RUN (P1 pin 13) is high to enable the oscillator. If the oscillator is running, the DC voltage on U1 pin 39 should be about 1/2 the supply voltage (it's actually a 4 MHz sine/triangle wave).

Switch to RUN, and look for signals on the 1802 TPA, TPB, /MRD, and SC0 pins. Even if it is executing nonsense (no program), these pins will still be pulsing high/low as the 1802 tries to read memory. Also check to see that all the 1802 MA0-7 and BUS0-7 pins are going high and low (so none are open or shorted).

Check the voltage on the 1802 /EF4 input. It should be high, and go low when you push the IN button. If it's the opposite, pushbutton S11 was installed backwards. Here is how LOAD mode works:

- Press IN. The 1802 /EF4 pin and flip-flop U5B pin 11 go low.
- Release IN. /EF4 goes high. U5B sets, so its /Q output pin 12 goes low. This sets 1802 /DMA-IN low.
- The 1802 does a DMA in cycle. It puts an address on MA0-7, and pulses /MWR low to write to memory.
- During a Write cycle, /MRD is high. N2.or.LOAD is also high as we are in LOAD mode, so U4C pin 10 is low. This enables U6 to put the 8 DATA switches on BUS0-BUS7, where they get written into memory.
- 1802 SC1 is high during a DMA cycle; this resets U5B. The 1802 then does a read cycle (/MRD low) to read the byte just written to memory. /MRD low lets U5A set when TPB goes high, to latch the byte in U7 and display it on the Front Panel LEDs.

The two boards can be checked separately. The Front Panel is just a set of independent switch outputs and LED inputs. To test it, unplug the Membership Card. Connect +3.6 to +5 Vdc to VDD (P4 pin 3), negative to GND (P4 pin 1) and /ON (P4 pin 6). Now use a piece of wire in J1 to jumper any output to any input. Operate the corresponding switch and confirm it's working with the LED. For example, jumper Q (J1 pin 12) to /EF4 (J1 pin 27); when the IN button is up, the red Q LED is on; when IN is down, the Q LED is off. The Hex LEDs should display whatever value is on the OUT4 pins.

To check the CPU board by itself, connect power + to VDD (P1 pin 14), and - to GND (P1 pin 1 or 30). Jumper P1 pin 13 to pin 14 (RUN). The 1802 will "run" the program in U2. If there is no program (because you haven't loaded one), remove U2 and use resistors to pull the data bus pins in socket U2 high (pins 11-13 and 15-19). This is FFh, the "Subtract immediate" instruction. The 1802 will march through memory, incrementing the address bus and doing a read cycle (/MRD low) at each address. Other instructions (like C4h, the NOP instruction) can be forced the same way. Use an oscilloscope to check the address, data, and control signals to be sure they are all working, and producing digital logic level. A short between two traces will generally cause a voltage that is halfway between VDD and GND as the two outputs "fight" each other.

If you don't have an oscilloscope, the 1802 will run at "zero" clock speed. You can jumper /EF4 to 1802 pin 1, and "clock" the 1802 with the IN button. Now you can single-step through each bus cycle to see what the 1802 is doing. The RCA 1802 datasheet or MPM-201B manual (link below) describe what it should happen.

Still doesn't work? Email me for help. Failing that, send it to me at Lee Hart, 814 8th Ave N, Sartell MN 56377 USA and I'll try to fix it! :-)

Links for more information about the 1802 and ELF computers:

www.sunrise-ev.com/1802.htm

My website, with ordering information, manual updates, schematics, cheat sheets, and more.

<https://billr.incolor.com/elf/html/elf-1-33.htm>

The Aug 1976 Popular Electronics article that introduced the Elf. Most of it applies directly to the 1802MC.

http://datasheets.chipdb.org/RCA/MPM-201B_CDP1802_Users_Manual_Nov77.pdf

An online copy of RCA's User Manual for the 1802. "Must read" reference material!

www.ittybittycomputers.com/IttyBitty/ShortCor.htm

"A Short Course in Programming" by Tom Pittman. An excellent introduction to programming the 1802.

www.cosmacelf.com

The COSMAC ELF "fan club", with lots of information on the many commercial and hobbyist variants.

www.retrotechnology.com/memship/memship.html

Herb Johnson's Membership Card "home" page, with tons of design notes, history, software, and info.

His website has lots of data on other vintage microcomputers as well.

Last Writes

The 1802MC was first introduced in 2010, and still undergoing improvements. Please contact me with corrections and improvements. Also watch my web pages for updates! Here's a list of the recent changes:

Feb 2017 Rev.I: Front Panel: Added TTL serial I/O.

Jun 2017 Rev.J: Added transistor to invert serial output, so red Q LED is off (instead of on) when idle.

May 2018 Rev.K: U4 was 4093, now 74HC00. Increased clock speed from 1.8 MHz to 4 MHz.

Apr 2019 Rev.K2: U6 was 74HC244, now 74HC541.

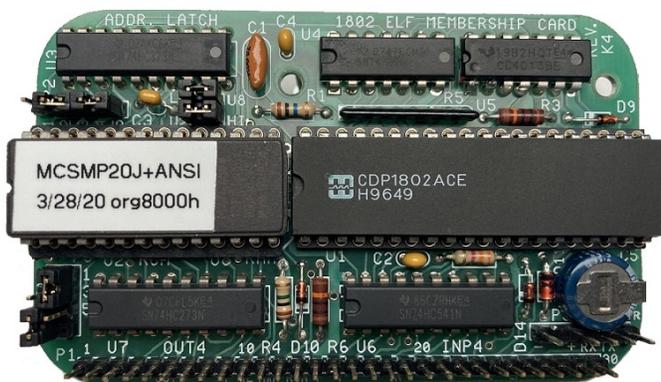
Sep 2020 Rev.K3: U7 was 74HC374, now 74HC273. C5 was 0.22F, now 0.10F.

Jun 2021 Rev.K4: Added P5 and R7 to use CPU card with USB-serial adapter and no Front Panel.

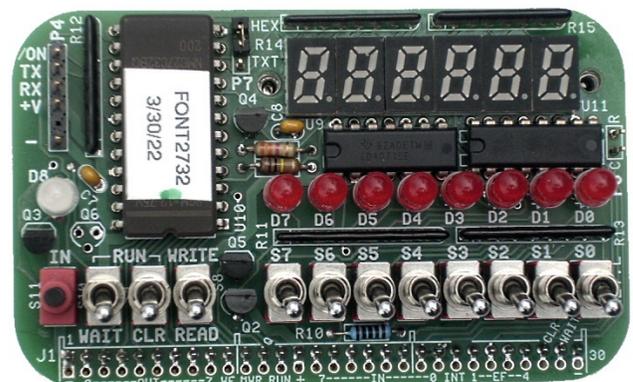
Apr 2022 Rev.L: CPU card U4 was 74HC00, now 74HC139. Added C6, D16, R2, R9, and Q1 to jump to 8000h if IN button is held down when you switch from CLEAR to RUN. Front Panel replaced PC parallel port with a 7-seg LED hex display.

Oct 2022 Rev.L: CPU C5 was 0.1F, now 0.22F. C6 was 0.1uF, now 4.7uF. Front Panel added jumper P9 to disable LED scan interrupts.

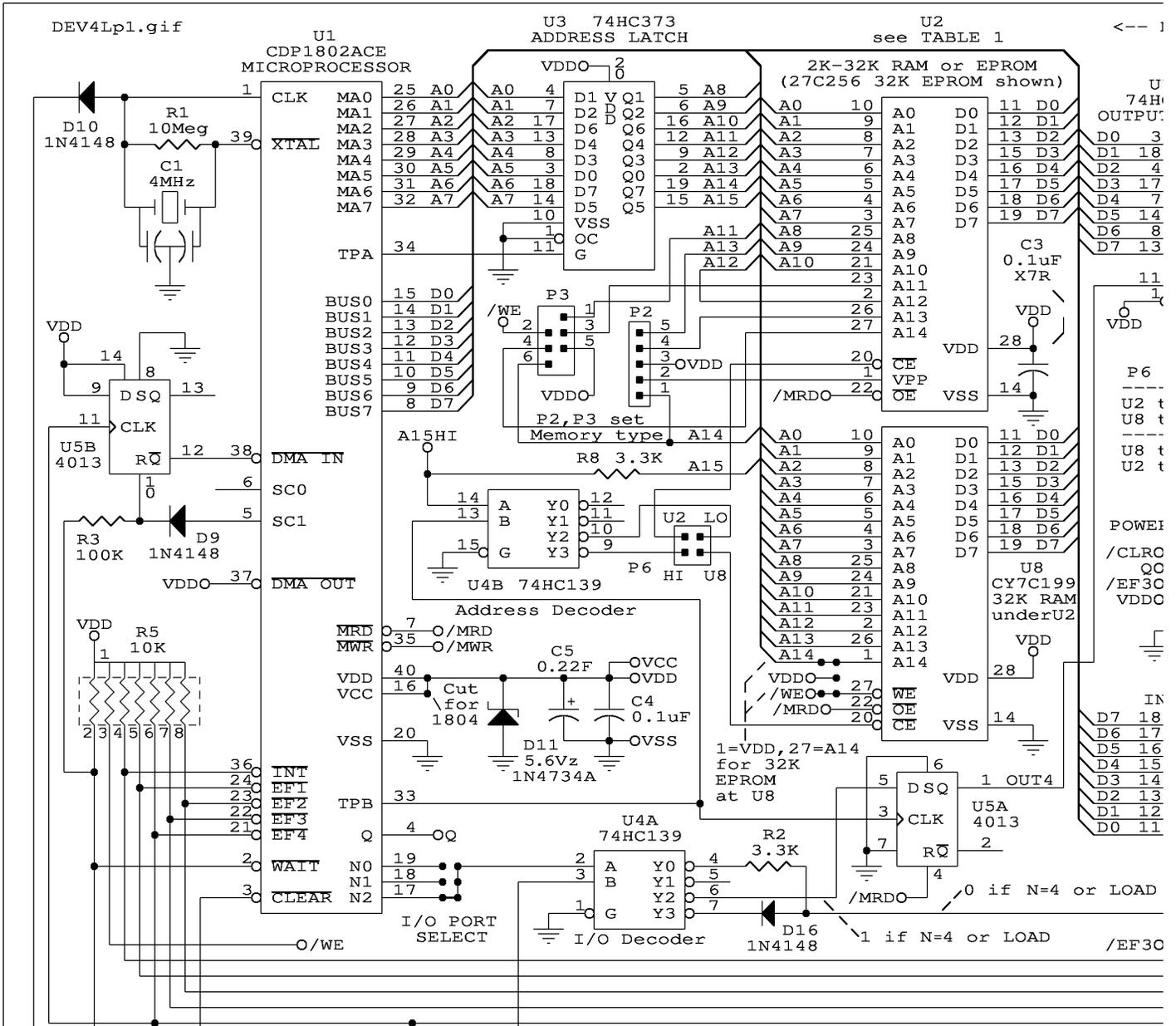
"Mugshots" of the completed 1802MC cards



Membership Card rev.K4
(with optional memory upgrade)



Front Panel Card rev.L
(with 4 optional 7-seg LEDs)

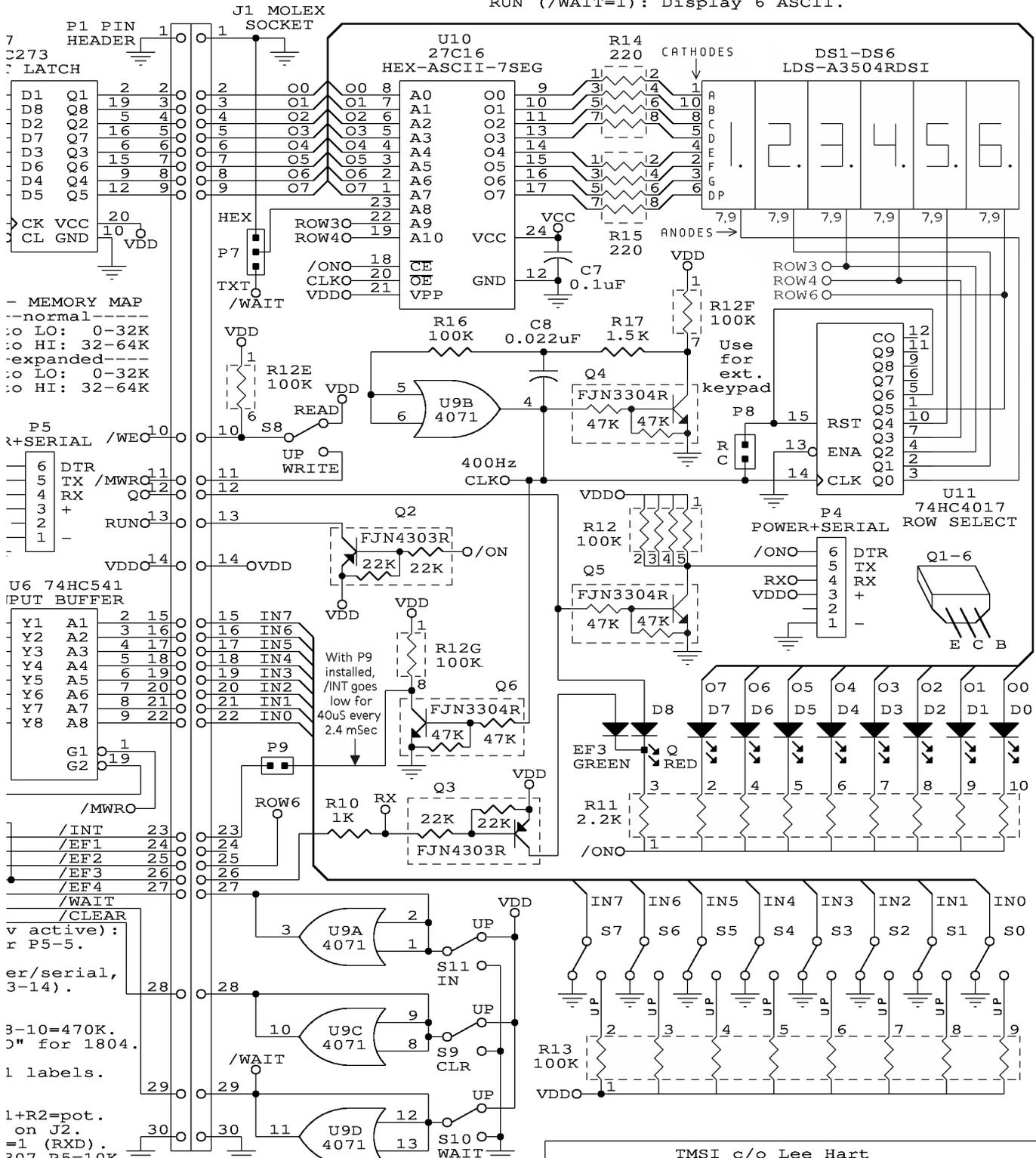


TTL serial I/O (+3.3 to +5v idle, 0 to +0.5 Receive on P4-4 or P5-4, Transmit on P4-5 or P5-5)
 Stand-alone (CPU card only): Use P5 for power short /WE-/MWR (P1 10-11) and RUN-VDD (P1 1)

Rev.A: Initial run (in 2010)!
 Rev.B: Add Q1 /CE=TPB & /A15. Add C6. R. Add RUN on P4-2. I/O port=4-7. Drill "
 Rev.C: R4,8,9,10=499K, C6=100pF.
 Rev.D: R2=6.8K. Add R14, D12. Swap J1-P. Add jumpers for Q0-Q3, A/B, N0-2, Q1.
 Rev.E: C5=0.22F, was 0.047F. Delete C6.
 Rev.F: C1=1.8MHz resonator, was 20pF. R. Rev.G: Add U8, C6. Add Q/EF3 serial I/O D8: red if Q=1 (TXD), green if EF3 pin Rev.H: Add D14 R4=GND was /CLR. Q1=FJN3. Rev.I: Add Q1+Q2 for /A15 inverter. De. Rev.H2: P4 now 6-pin (use Sparkfun #9718 PCB across C8. P4 /ON is RUN+LED: GND= Rev.J: Fix Q4 silkscreen. Add D15. Add Rev.K: R1=10meg, was trimpot. U4=74HC00 controls U8 /CE. U8 unscramble A0,2,3, Rev.K2: U6=74HC541, was 74HC244. R8-10=4 Rev.K3: U7=74HC273, was 74HC374. C1=4MH. Rev.K4: Add P5 to CPU so USB adapter pr Rev.L: Add Q1, R15, D16, U4=74HC139, wa. Replace J2, U10 with 6-digit 7-seg LED

TABLE 1		Pin Numbers			Jumpers		
U2 part#	type	1	23	26	27	P2	P3
62256	32K RAM	A14	A11	A13	/WE	1-2,4-5	1-3,2-4
6264	8K RAM		A11	VDD	/WE	3-4	1-3,2-4
* 6116	2K RAM		/WE	VDD		3-4	2-3
27256	32K EPROM	VDD	A11	A13	A14	2-3,4-5	1-3,4-6
28C256	32K EEPROM	A14	A11	A13	/WE	1-2,4-5	1-3,2-4
27128	16K EPROM	VDD	A11	A13	VDD	2-3,4-5	1-3,4-5
2764	8K EPROM	VDD	A11	NC	VDD	2-3	1-3,4-5
28C64	8K EEPROM	VDD	A11	NC	/WE	2-3	1-3,2-4
* 2732	4K EPROM	A11	VDD			3-4	1-3
* 2716	2K EPROM	VDD	VDD			3-4	3-5

* is a 24-pin IC: put its pin 1 into socket pin 3.
 pin 6 /ON: GND to Run, Open for Standby.
 P4 power + serial connector
 pin 5 TX: TTL serial out.
 pin 4 RX: TTL serial in.
 pin 3 VDD: +3 to +5 VDC (3 AA cells etc)
 pin 1 GND: Common for power (VSS).

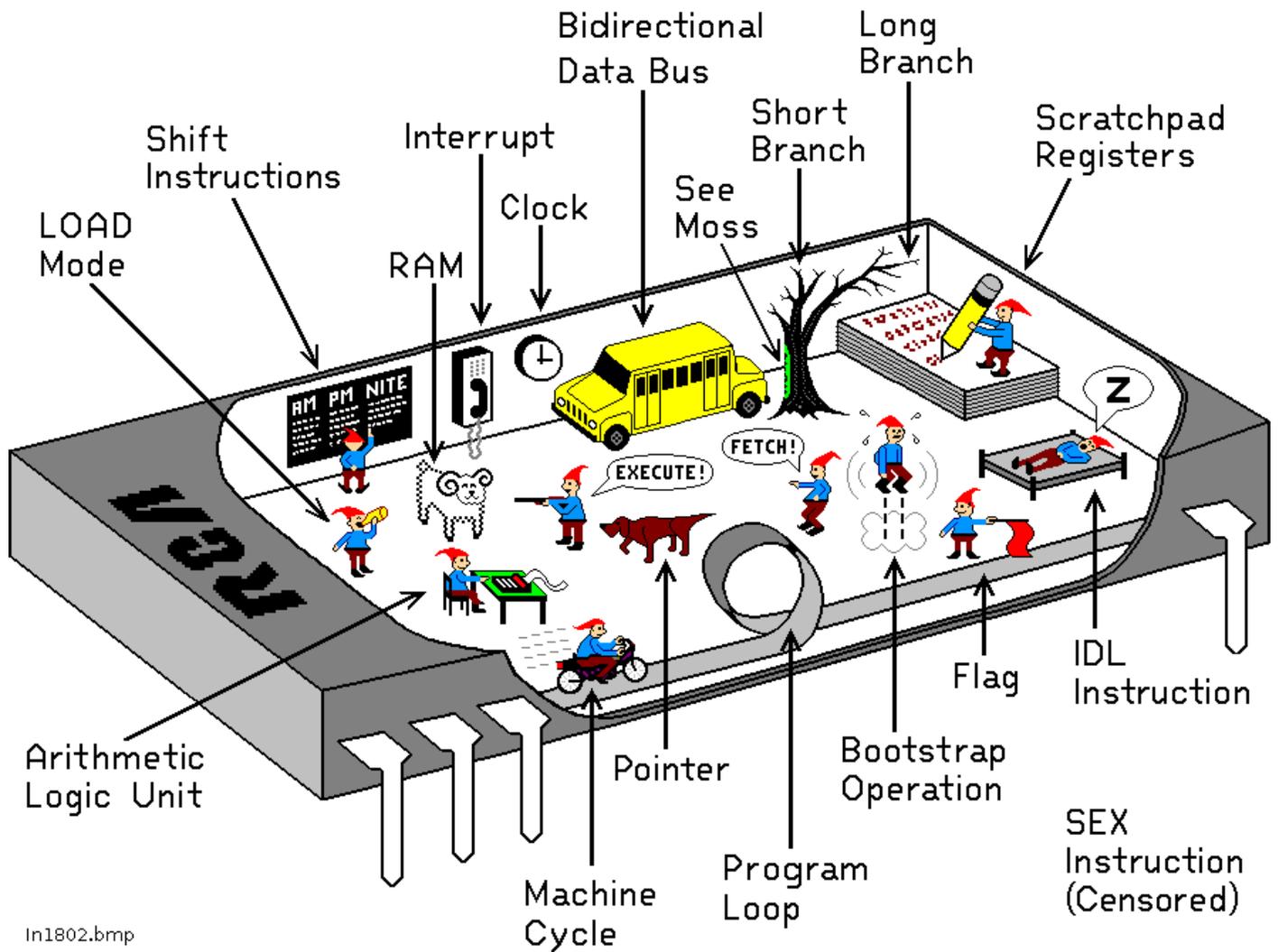


- MEMORY MAP
 --normal--
 :o LO: 0-32K
 :o HI: 32-64K
 --expanded--
 :o LO: 0-32K
 :o HI: 32-64K

v active):
 r P5-5.
 er/serial,
 3-14).
 3-10=470K.
 5" for 1804.
 1 labels.
 1+R2=pot.
 on J2.
 =1 (RXD).
 307 R5=10K.
 lete R15. Add P6 RXD jumper.
 USB-serial cable). Add Q6, R15. Add D15 under
 run clock, 1802, LEDs; VDD or open=standby.
 27 to invert serial out (Q=0 is idle, LED off).
 , was 4093. Eliminate C6, R7. U4D was osc, now
 4 & add jumpers to swap pins 1-27 for EPROM.
 70K, was 499K. D11=1N4734, was 1N5231. C5=0.33F.
 z, was 1.8MHz. Add signal names to P1/J1.
 ovides power+serial. Add R7 so DTR resets 1802.
 s 74HC00 (TPB selects memory to save power).
 hex-ASCII display. Add power-on jump to 8000h.

TMSI c/o Lee Hart		
814 8th Ave N		
Sartell MN 56377		
leeahart@earthlink.net		
Title	1802 Membership Card and Front Panel Card	
Size	Document Number	REV
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Date:	Aug 31, 2022	Sheet 1 of 1

The Inside Story...



How the 1802 in an Elf computer REALLY works!

1802 Membership Card Summary

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Register Summary

D	8 bit	D register (Accumulator)	DF	1 bit	Data flag (ALU carry)
Rn	16 bit	1 of 16 registers (n=0-F)	P	4 bit	Program register select
X	4 bit	Data register select	T	8 bit	Saved X,P after interrupt
IE	1 bit	Interrupt Enable	Q	1 bit	Output flip-flop

Interrupt: Finish executing current instruction, then save X and P in T, then set P=1, X=2 and IE=0 (Inhibit). Execution continues at M(R1).
DMA: Finish executing current instruction, then use R0 as memory address for data transfer. DMA-IN writes data from bus to memory, or DMA-OUT reads data from memory to Bus. Then increment R0.
EF1-4: External 1-bit flags that can be tested by Branch instructions.
Q: External 1-bit output that can be set, reset, and tested by Branch and Skip instructions.

<http://www.sunrise-ev.com/1802.htm>

Register Operations

1n .. INC Rn	Rn=Rn+1	0n .. LDN Rn	D=M(Rn) for n not 0
2n .. DEC Rn	Rn=Rn-1	4n .. LDA Rn	D=M(Rn), then inc Rn
6n .. IRX Rx	Rx=Rx+1	F0 .. LDX	D=M(Rx)
8n .. GLO Rn	D=Rn(low8)	72 .. LDXA	D=M(Rx), then inc Rx
9n .. GHI Rn	D=Rn(high8)	F8 nn .. LDI nn	D=M(Rp)
An .. PLO Rn	Rn(low8)=D	5n .. STR Rn	M(Rn)=D
Bn .. PHI Rn	Rn(high8)=D	73 .. STXD	M(Rx)=D, then dec Rx

Memory Load / Store

38 nn .. NBR nn	no branch (skip nn)
39 nn .. BNQ nn	branch if Q=0
3A nn .. BNZ nn	branch if D not 0
3B nn .. BNF nn	branch if DF=0, or BM nn branch if minus, or BL nn branch if less than
3C nn .. BN1 nn	branch if EF1=0
3D nn .. BN2 nn	branch if EF2=0
3E nn .. BN3 nn	branch if EF3=0
3F nn .. BN4 nn	branch if EF4=0

Short Branch Instructions (nn is low byte of address on same page)

30 nn .. BR nn	branch to nn
31 nn .. BQ nn	branch if Q=1
32 nn .. BZ nn	branch if D=0
33 nn .. BDF nn	branch if DF=1, or BPZ nn br. if positive or 0, or BGE nn br. if equal or greater
34 nn .. B1 nn	branch if EF1=1
35 nn .. B2 nn	branch if EF2=1
36 nn .. B3 nn	branch if EF3=1
37 nn .. B4 nn	branch if EF4=1

name dots=bus cycles opcode 2nd byte description

Long Branch & Skip (hhll=address high byte, low byte)

C0 hhll .. LBR hhll	branch to hhll	C8 hhll .. NLBR hhll	no br. (skip hhll)
C1 hhll .. LBQ hhll	branch if Q=1	C9 hhll .. LBNQ hhll	branch if Q=0
C2 hhll .. LBZ hhll	branch if D=0	CA hhll .. LBNZ hhll	branch if D not 0
C3 hhll .. LBDF hhll	branch if DF=1	CB hhll .. LBNF hhll	branch if DF=0
C4 .. NOP	no operation	CC .. LSIE	skip 2 if IE=1
C5 .. LSNQ	skip 2 if Q=0	CD .. LSQ	skip 2 if Q=1
C6 .. LSNZ	skip 2 if Dnot0	CE .. LSZ	skip 2 if D=0
C7 .. LSNF	skip 2 if DF=0	CF .. LSDF	skip 2 if DF=1

Logic, Arithmetic, and Shift (result in D, carry/borrow/shift in DF)

F1 .. OR	D=D or M(Rx)	F9 nn .. ORI nn	D=D or nn
F2 .. AND	D=D and M(Rx)	FA nn .. ANI nn	D=D and nn
F3 .. XOR	D=D xor M(Rx)	FB nn .. XRI nn	D=D xor nn
F4 .. ADD	D=D+M(Rx)	FC nn .. ADI nn	D=D+nn
F7 .. ADC	D=D+M(Rx)+DF	7C nn .. ADCI nn	D=D+nn+DF
F5 .. SD	D=M(Rx)-D	FD nn .. SDI nn	D=nn-D
F7 .. SDB	D=M(Rx)-D-not DF	7D nn .. SDBI nn	D=nn-D-not DF
F7 .. SM	D=D-M(Rx)	FF nn .. SMI nn	D=D-nn
F7 .. SMB	D=D-M(Rx)-not DF	7F nn .. SMBI nn	D=D-nn-not DF

only add, subtract, and shift instructions change DF

Logic, Arithmetic, and Shift Instructions (continued)

F6 .. SHR	shift D right; D(msb)=0, DF=D(lsb)	76 .. SHRC	shift D right with carry; or RSHR D(msb)=DF, DF=D(lsb)
FE .. SHL	shift D left; D(lsb)=0, DF=D(msb)	7E .. SHLC	shift D left with carry; or RSHL D(lsb)=DF, DF=D(msb)

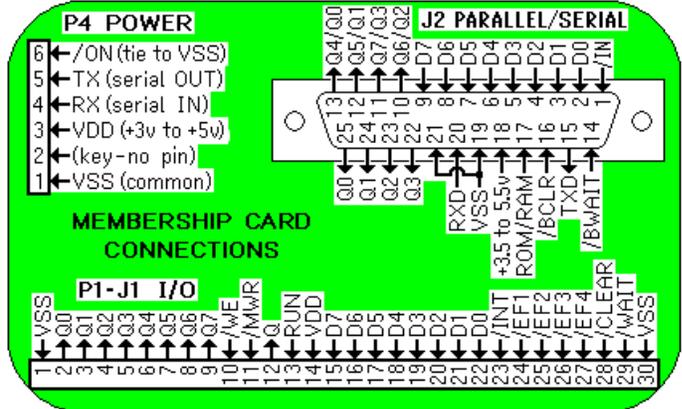
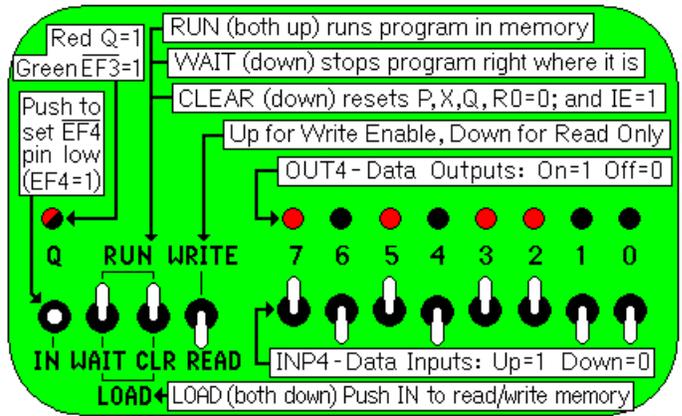
Control Instructions

00 .. IDL	wait for INT or DMA	78 .. SAV	M(Rx)=T
68 ..	reserved for 1804/5/6	7A .. REQ	reset Q=0
70 .. RET	X,P=M(Rx); inc Rx; IE=1	7B .. SEQ	set Q=1
71 .. DIS	X,P=M(Rx); inc Rx; IE=0	Dn .. SEP n	set P=n
79 .. MARK	T=X,P; M(R2)=X,P; X=P; dec R2	En .. SEX n	set X=n

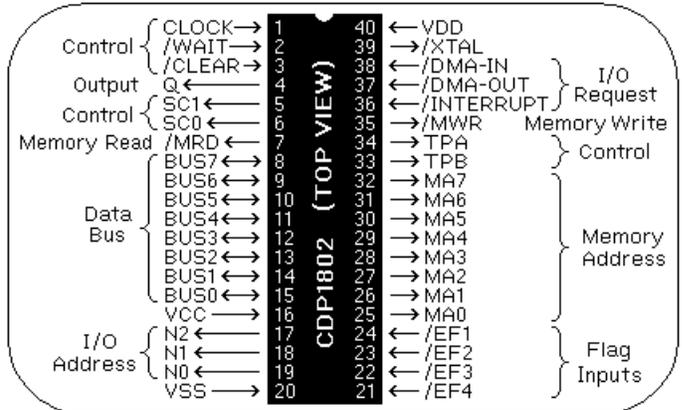
Input/Output Instructions (with N output on pins N0, N1, and N2)

61 .. OUT1	bus=M(Rx), N=1; inc Rx	69 .. INP1	M(Rx)=D=bus, N=1
62 .. OUT2	bus=M(Rx), N=2; inc Rx	6A .. INP2	M(Rx)=D=bus, N=2
63 .. OUT3	bus=M(Rx), N=3; inc Rx	6B .. INP3	M(Rx)=D=bus, N=3
64 .. OUT4	bus=M(Rx), N=4; inc Rx	6C .. INP4	M(Rx)=D=bus, N=4
65 .. OUT5	bus=M(Rx), N=5; inc Rx	6D .. INP5	M(Rx)=D=bus, N=5
66 .. OUT6	bus=M(Rx), N=6; inc Rx	6E .. INP6	M(Rx)=D=bus, N=6
67 .. OUT7	bus=M(Rx), N=7; inc Rx	6F .. INP7	M(Rx)=D=bus, N=7

Add: DF=1 if carry. Subtract: DF=0 if borrow (negative).



Hex	Binary	Dec	MSD	Conversion							
				0x	1x	2x	3x	4x	5x	6x	7x
0	0000	0	LSD	000	001	010	011	100	101	110	111
1	0001	1	x0 0000	NUL	DLE (sp)	0	@	P	'	p	
2	0010	2	x1 0001	SOH	DC1	!	1	A	Q	a	q
3	0011	3	x2 0010	STX	DC2	"	2	B	R	b	r
4	0100	4	x3 0011	ETX	DC3	#	3	C	S	c	s
5	0101	5	x4 0100	EOT	DC4	\$	4	D	T	d	t
6	0110	6	x5 0101	ENQ	NAK	%	5	E	U	e	u
7	0111	7	x6 0110	ACK	SYN	&	6	F	V	f	v
8	1000	8	x7 0111	BEL	ETB	'	7	G	W	g	w
9	1001	9	x8 1000	BS	CAN	(8	H	X	h	x
A	1010	10	x9 1001	LF	EM)	9	I	Y	i	y
B	1011	11	xA 1010	HT	SUB	*	:	J	Z	j	z
C	1100	12	xB 1011	VT	ESC	+	;	K	[k	{
D	1101	13	xC 1100	FF	FS	<	L	\		l	
E	1110	14	xD 1101	CR	GS	=	M]	m	~	~
F	1111	15	xE 1110	SO	RS	>	N	^	n	~	~
			xF 1111	SI	US	/	?	_	o	DEL	



Membership Card Summary: Keep the left half in the manual, in case you need to make a copy later.

Cut the right half, fold, and put in the Altoids case as a quick reference (and so board won't short to case).

1802 Membership Card Summary

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Register Summary

D	8 bit	D register (Accumulator)	DF	1 bit	Data flag (ALU carry)
Rn	16 bit	1 of 16 registers (n=0-F)	P	4 bit	Program register select
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IE	1 bit	Interrupt Enable	Q	1 bit	Output flip-flop

Interrupt: Finish executing current instruction, then save X and P in T, then set P=1, X=2 and IE=0 (Inhibit). Execution continues at M(R1).
DMA: Finish executing current instruction, then use R0 as memory address for data transfer. DMA-IN writes data from bus to memory, or DMA-OUT reads data from memory to Bus. Then increment R0. If simultaneous, DMA-IN has highest priority, then DMA-OUT, then Interrupt.
EF1-4: External 1-bit flags that can be tested by Branch instructions.
Q: External 1-bit output that can be set, reset, and tested by Branch and Skip instructions.

<http://www.sunrise-ev.com/1802.htm>

Register Operations

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2n .. DEC Rn	Rn=Rn-1	4n .. LDA Rn	D=M(Rn), then inc Rn
6n .. IRX Rx	Rx=Rx+1	F0 .. LDx	D=M(Rx)
8n .. GLO Rn	D=Rn(low8)	72 .. LDXA	D=M(Rx), then inc Rx
9n .. GHI Rn	D=Rn(high8)	F8 nn .. LDI nn	D=M(Rp)
An .. PLO Rn	Rn(low8)=D	5n .. STR Rn	M(Rn)=D
Bn .. PHI Rn	Rn(high8)=D	73 .. STXD	M(Rx)=D, then dec Rx

Memory Load / Store

Short Branch Instructions (nn is low byte of address on same page)			
30 nn..BR nn	branch to nn	38 nn..NBR nn	no branch (skip nn)
31 nn..BQ nn	branch if Q=1	39 nn..BNQ nn	branch if Q=0
32 nn..BZ nn	branch if D=0	3A nn..BNZ nn	branch if D not 0
33 nn..BDF nn	branch if DF=1, or BPZ nn br. if positive or 0, or BGE nn br. if equal or greater	3B nn..BNF nn	branch if DF=0, or BM nn branch if minus, or BL nn branch if less than
34 nn..B1 nn	branch if EF1=1	3C nn..BN1 nn	branch if EF1=0
35 nn..B2 nn	branch if EF2=1	3D nn..BN2 nn	branch if EF2=0
36 nn..B3 nn	branch if EF3=1	3E nn..BN3 nn	branch if EF3=0
37 nn..B4 nn	branch if EF4=1	3F nn..BN4 nn	branch if EF4=0

name¹ dots=bus cycles opcode² *2nd byte *description

Long Branch & Skip (hhll=address high byte, low byte)

C0 hhll...LBR hhll	branch to hhll	C8 hhll...NLBR hhll	no br. (skip hhll)
C1 hhll...LBQ hhll	branch if Q=1	C9 hhll...LBNQ hhll	branch if Q=0
C2 hhll...LBZ hhll	branch if D=0	CA hhll...LBNZ hhll	branch if D not 0
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Logic, Arithmetic, and Shift (result in D, carry/borrow/shift in DF)

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F5 .. SD	D=M(Rx)-D	FD nn .. SDI nn	D=D-nn-D
F7 .. SDB	D=M(Rx)-D-not DF	7D nn .. SDBI nn	D=D-nn-D-not DF
F7 .. SM	D=D-M(Rx)	FF nn .. SMI nn	D=D-nn
F7 .. SMB	D=D-M(Rx)-not DF	7F nn .. SMBI nn	D=D-nn-not DF

only add, subtract, and shift instructions change DF

Logic, Arithmetic, and Shift Instructions (continued)

F6 .. SHR	shift D right; D(msb)=0, DF=D(lsb)	76 .. SHRC	shift D right with carry; or RSHR D(msb)=DF, DF=D(lsb)
FE .. SHL	shift D left; D(lsb)=0, DF=D(msb)	7E .. SHLC	shift D left with carry; or RSHL D(lsb)=DF, DF=D(msb)

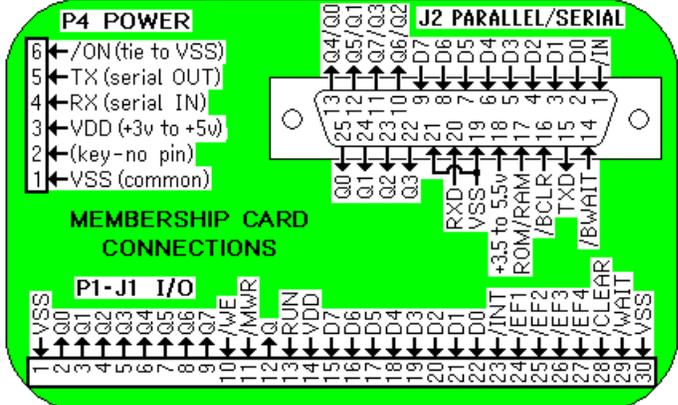
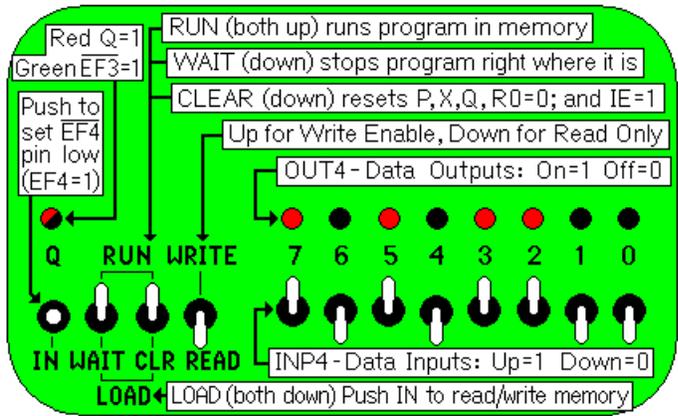
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63 .. OUT3	bus=M(Rx), N=3; inc Rx	6B .. INP3	M(Rx)=D=bus, N=3
64 .. OUT4	bus=M(Rx), N=4; inc Rx	6C .. INP4	M(Rx)=D=bus, N=4
65 .. OUT5	bus=M(Rx), N=5; inc Rx	6D .. INP5	M(Rx)=D=bus, N=5
66 .. OUT6	bus=M(Rx), N=6; inc Rx	6E .. INP6	M(Rx)=D=bus, N=6
67 .. OUT7	bus=M(Rx), N=7; inc Rx	6F .. INP7	M(Rx)=D=bus, N=7

Add: DF=1 if carry. Subtract: DF=0 if borrow (negative).



Hex	Binary	Dec	MSD								Hex	Binary	Dec
			0x	1x	2x	3x	4x	5x	6x	7x			
0	0000	0	000	001	010	011	100	101	110	111			
1	0001	1	x0 0000	NUL	DLE (sp)	@	P	q					
2	0010	2	x1 0001	SOH	DC1	!	A	Q	a	q			
3	0011	3	x2 0010	STX	DC2	"	2	B	R	b	r		
4	0100	4	x3 0011	ETX	DC3	#	3	C	S	c	s		
5	0101	5	x4 0100	EOT	DC4	\$	4	D	T	d	t		
6	0110	6	x5 0101	ENQ	NAK	%	5	E	U	e	u		
7	0111	7	x6 0110	ACK	SYN	&	6	F	V	f	v		
8	1000	8	x7 0111	BEL	ETB	'	7	G	W	g	w		
9	1001	9	x8 1000	BS	CAN	(8	H	X	h	x		
A	1010	10	x9 1001	HT	EM)	9	I	Y	i	y		
B	1011	11	xA 1010	LF	SUB	*	:	J	Z	j	z		
C	1101	11	xB 1011	VT	ESC	+	;	K	[k	{		
D	1100	12	xC 1100	FF	FS	<	L	\	l	\			
E	1101	13	xD 1101	CR	GS	=	M]	m]			
F	1110	14	xE 1110	SO	RS	>	N	^	n	^			
F	1111	15	xF 1111	SI	US	/	?	O	_	o	DEL		

