

Figure 1a: Dorado chassis

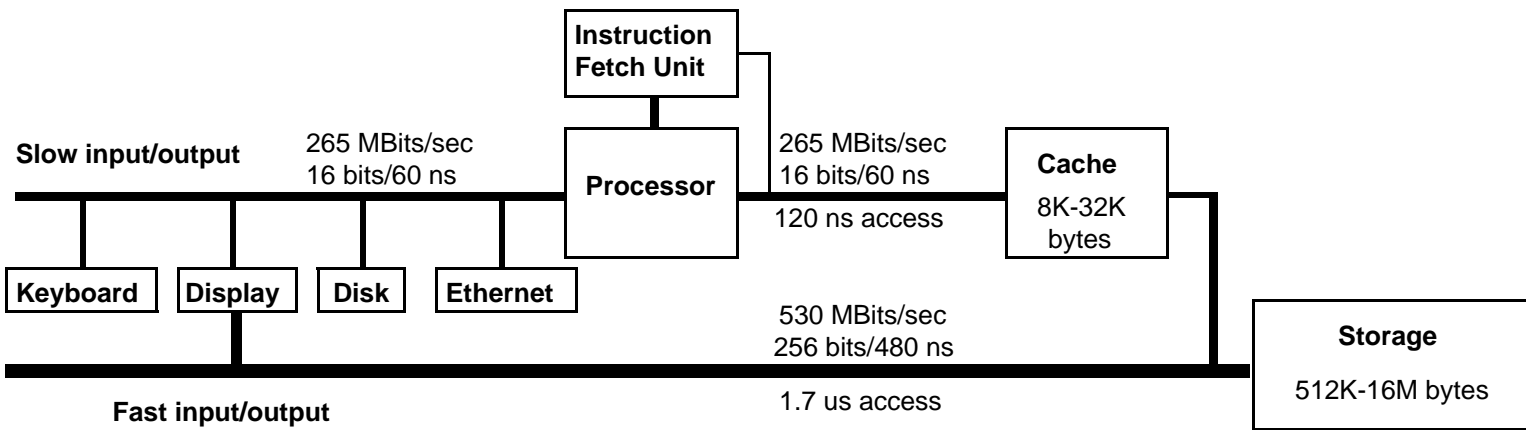


Figure 1b: Dorado block diagram

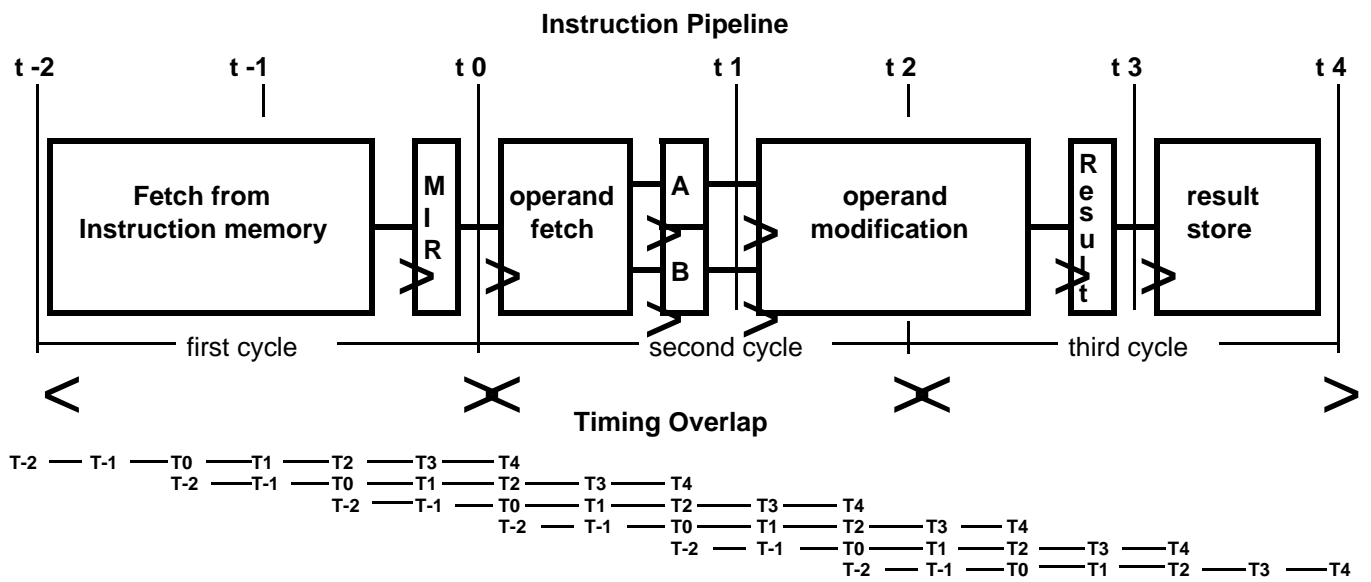


Figure 2: Instruction pipeline and timing overlap  
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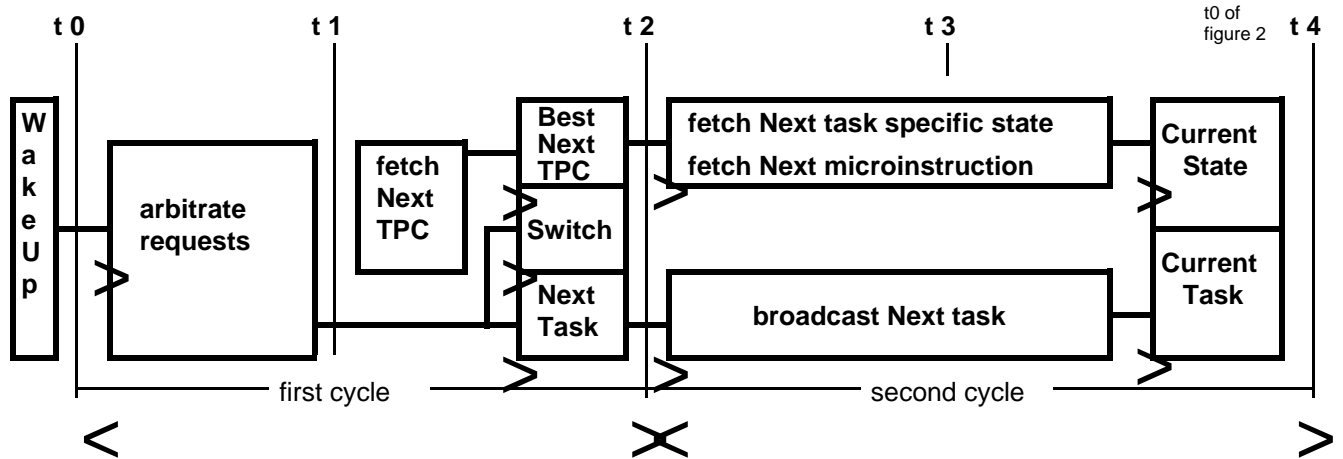


Figure 3: Task arbitration pipeline

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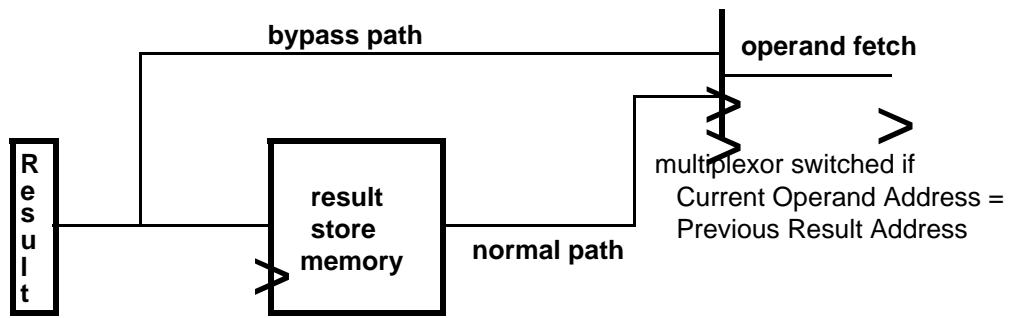


Figure 4: Bypassing example

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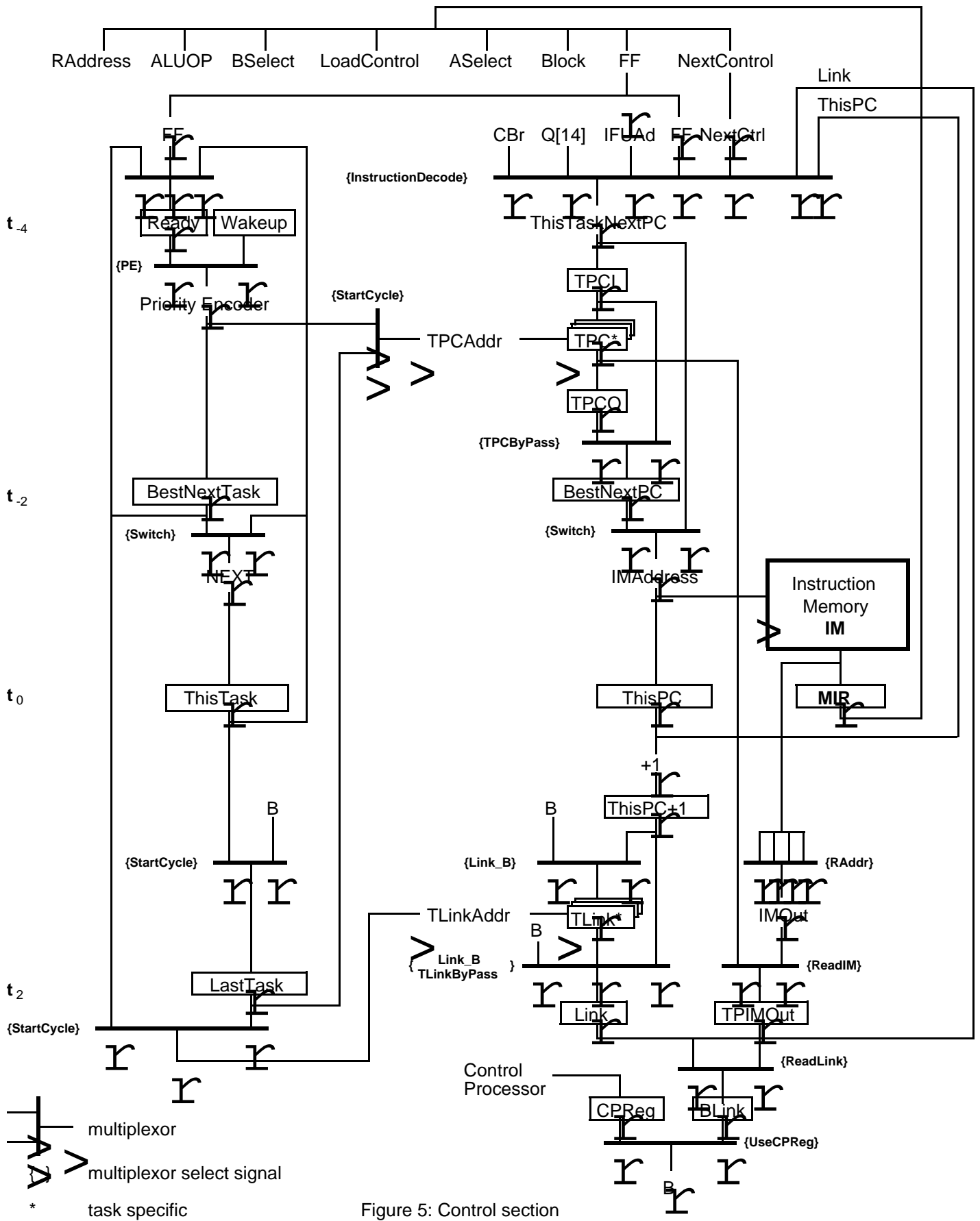


Figure 5: Control section  
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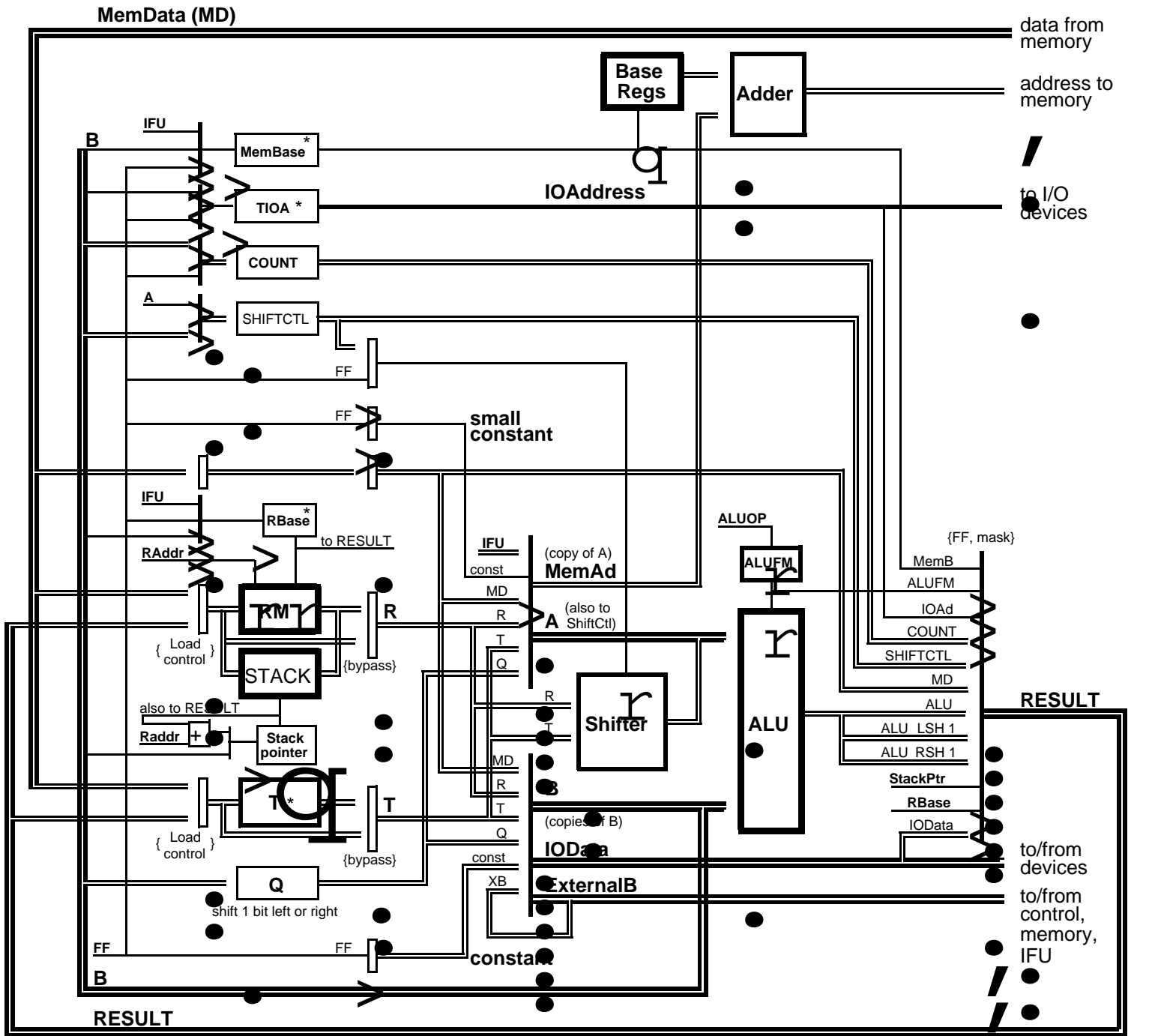
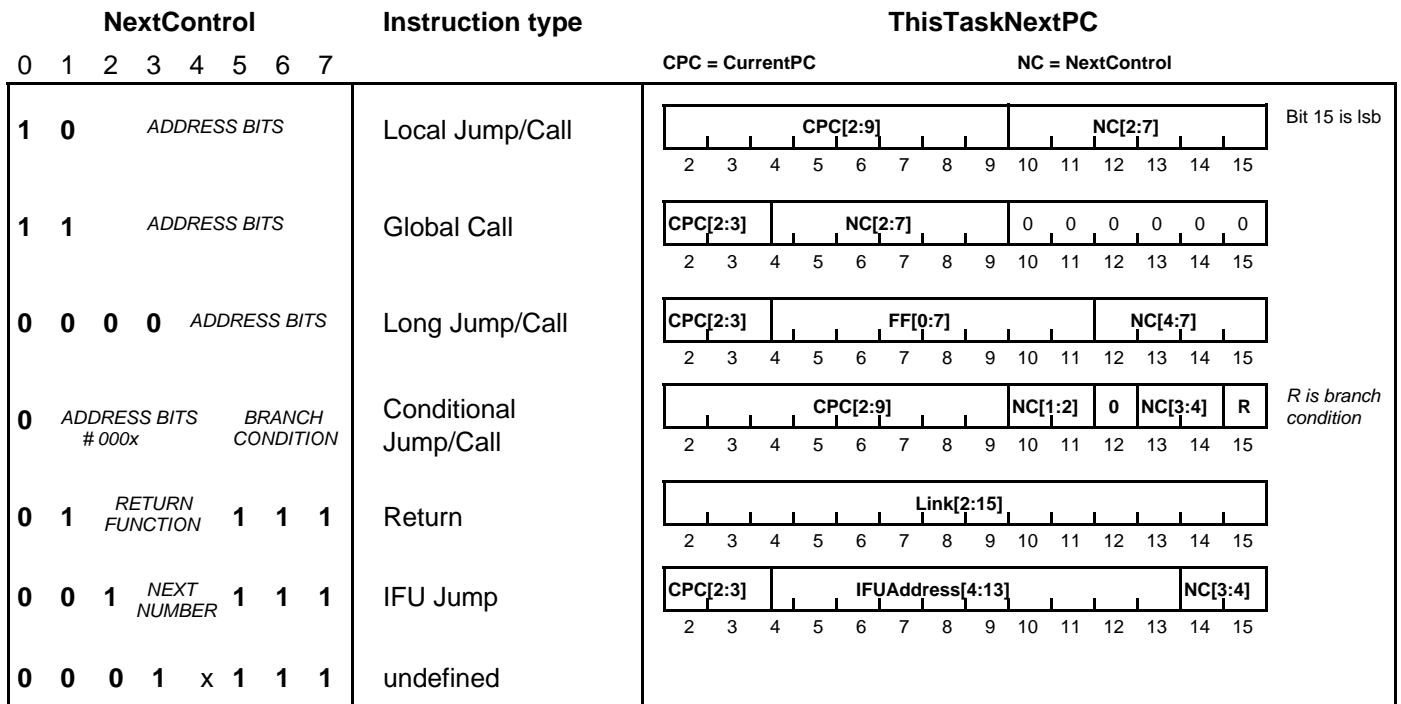


Figure 6: Data section



### Conditional Branch

NC[5:7]	-or-	FF	Branch condition
0		60	ALU = 0
1		61	ALU < 0
2		62	Carry'
3		63	Count=0 (& Count_Count-1)
4		64	R < 0
5		65	R odd
6		66	IOAtten' (non-emulator)
--		67	Overflow'

A long, local or conditional branch is a CALL if, before any modification by branch conditions or dispatches, ThisTaskNextPC[12:15]=0; otherwise it is a jump.

### Loaded into Link by Call, Return, or IFUJump

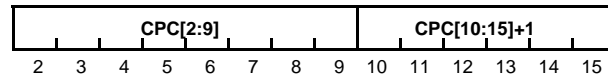


Figure 7: Next address formation

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