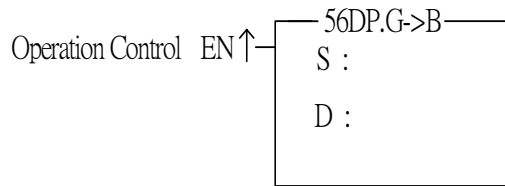


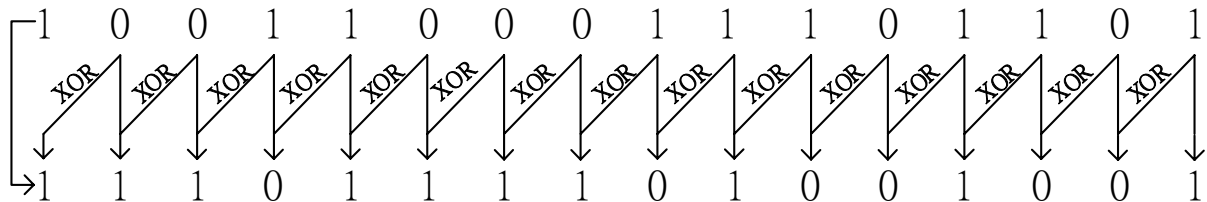
FUN56 G→B	Gray-Code to Binary-Code Conversion	FUN56 G→B
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S : Starting of source
 D : Starting address of destination
 S · D operand can combine V · Z · P0~P9 for index addressing

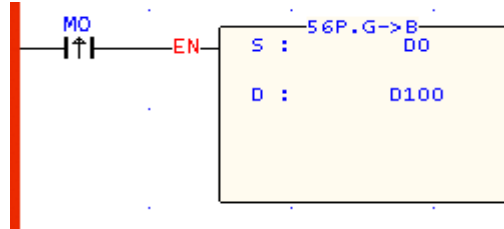
Range	WX	WY	WM	WS	TMR	CTR	HR	IR	OR	SR	ROR	DR	K	XR
Operand	WX0 WX240	WY0 WY240	WM0 WM1896	WS0 WS984	T0 T255	C0 C255	R0 R3839	R3840 R3903	R3904 R3967	R3968 R4167	R5000 R8071	D0 D4095	0~FFFFH or 0~FFFFFFFFH	V · Z P0~P9
S	○	○	○	○	○	○	○	○	○	○	○	○	○	○
D		○	○	○			○				○*	○		○

- When operation control "EN"=1 or "EN ↑ "(P instruction) changes from 0→1, it will perform the code conversion; where S is the source (Gray code), and D is the destination (Binary code) for storing the result.
- The conversion method shown as below :



FUN56 G→B	Gray-Code to Binary-Code Conversion	FUN56 G→B
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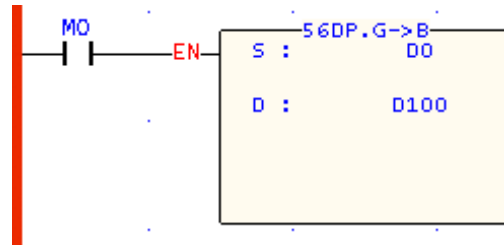
Example 1: When M0 changes from 0→1, it will perform the 16-bit code conversion



- Converting the 16-bit Gray-code in D0 into Binary-code, and then storing the result into D100.

D0 = 1001010101010011B → D100 = 1110011001100010B

Example 2: When M0 = 1, it will perform the 32-bit code conversion



- Converting the 32-bit Gray-code in DD0 into Binary-code, and then storing the result into DD100.

DD0 = 00110111001001000010111100010100B

→ DD100 = 00100101110001111100101000011000B