

Vector Number(s)	Vector Offset (Hex)	Stack Frame Format	Stacked Program Counter*	Assignment
0 1 2 3	000 004 008 00C	- 4 2	- - - fault	Reset Initial SSP Reset Initial PC Access Fault Address Error
4 5 6 7	010 014 018 01C	0 2 2 2	fault next next next	Illegal Instruction Integer Divide-by-Zero CHK, CHK2 Instructions TRAPcc, TRAPV Instructions
8 9 10 11 11 11	020 024 028 02C 02C 02C	0 2 0 0 2 4	fault next fault fault next next	Privilege Violation Trace Line 1010 Emulator (Unimplemented A-Line Opcode) Line 1111 Emulator (Unimplemented F-Line Opcode) Floating-Point Unimplemented Instruction Floating-Point Disabled
12 13 14 15	030 034 038 03C	0 0 0 0	next - fault next	Emulator Interrupt Only 68020, 68030 - Coprocessor Protocol Violation Format Error Uninitialized Interrupt
16-23	040-05C	-	-	(Unassigned, Reserved)
24 25 26 27	060 064 068 06C	0 0 0 0	next next next next	Spurious Interrupt Level 1 Interrupt Autovector Level 2 Interrupt Autovector Level 3 Interrupt Autovector
28 29 30 31	070 074 078 07C	0 0 0 0	next next next next	Level 4 Interrupt Autovector Level 5 Interrupt Autovector Level 6 Interrupt Autovector Level 7 Interrupt Autovector
32-47	080-0BC	0	next	TRAP #0-15 Instruction Vectors
48-55	0C0-0DC	-	-	Floating-Point Exceptions [#]
56 57 58 59	0E0 0E4 0E8 0EC	- - - -	- - - -	Only 68030, 68851 - PMMU Configuration Only 68851 - PMMU Illegal Operation Only 68851 - PMMU Access Level Violation (Unassigned, Reserved)
60 61	0F0 0F4	0 0	fault fault	Unimplemented Effective Address Unimplemented Integer Instruction
62-63	0F8-0FC	-	-	(Unassigned, Reserved)
64-255	100-3FC	0	next	User Defined Vectors (192)

*For the Access Fault exception PC and internal CPU state necessary to finish instruction is stored
"fault" refers to the PC of the instruction that caused the exception.
"next" refers to the PC of the next instruction that follows the instruction that caused the fault.