

MITSUBISHI 16-BIT SINGLE-CHIP MICROCOMPUTER  
M16C FAMILY

M16C/60  
M16C/20  
SERIES

Software Manual

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## **Preface**

This software manual is written for Mitsubishi's CMOS 16-bit microcomputer called the M16C/60 series and M16C/20 series, describing its CPU features and instruction architecture. Please use this manual to have a good understanding of the M16C/60 series and M16C/20 series software so you can take full advantage of its functions.

For details about the hardware structure of each M16C/60 series and M16C/20 series model and development support tools, please refer to the user's manual and instruction manual supplied with your product.

Chapter 1 Overview \_\_\_\_\_

Chapter 2 ddressing Modes \_\_\_\_\_

Chapter 3 Function \_\_\_\_\_

Chapter 4 Instruction Code/Number of Cycles \_\_\_\_\_

Chapter 5 Interrupt \_\_\_\_\_

## Using This Manual

This manual is written for the M16C/60 series and M16C/20 series software. This manual can be used for all types of microcomputers having the M16C/60 series CPU core.

The reader of this manual is expected to have the basic knowledge of electric and logic circuits and microcomputers.

This manual consists of five chapters. The following lists the chapters and sections to be referred to when you want to know details on some specific subject.

- To understand the outline of the M16C/60 series and M16C/20 series and its features ..... **Chapter 1, “Overview”**
- To understand the operation of each addressing mode ..... **Chapter 2, “Addressing Modes”**
- To understand instruction functions (Syntax, operation, function, selectable src/dest (label), flag changes, description example, related instructions) ..... **Chapter 3, “Functions”**
- To understand instruction code and cycles ..... **Chapter 4, “Instruction Code/Number of Cycles”**

This manual also contains quick references immediately after the Table of Contents. These quick references will help you quickly find the pages for the functions or instruction code/number of cycles you want to know.

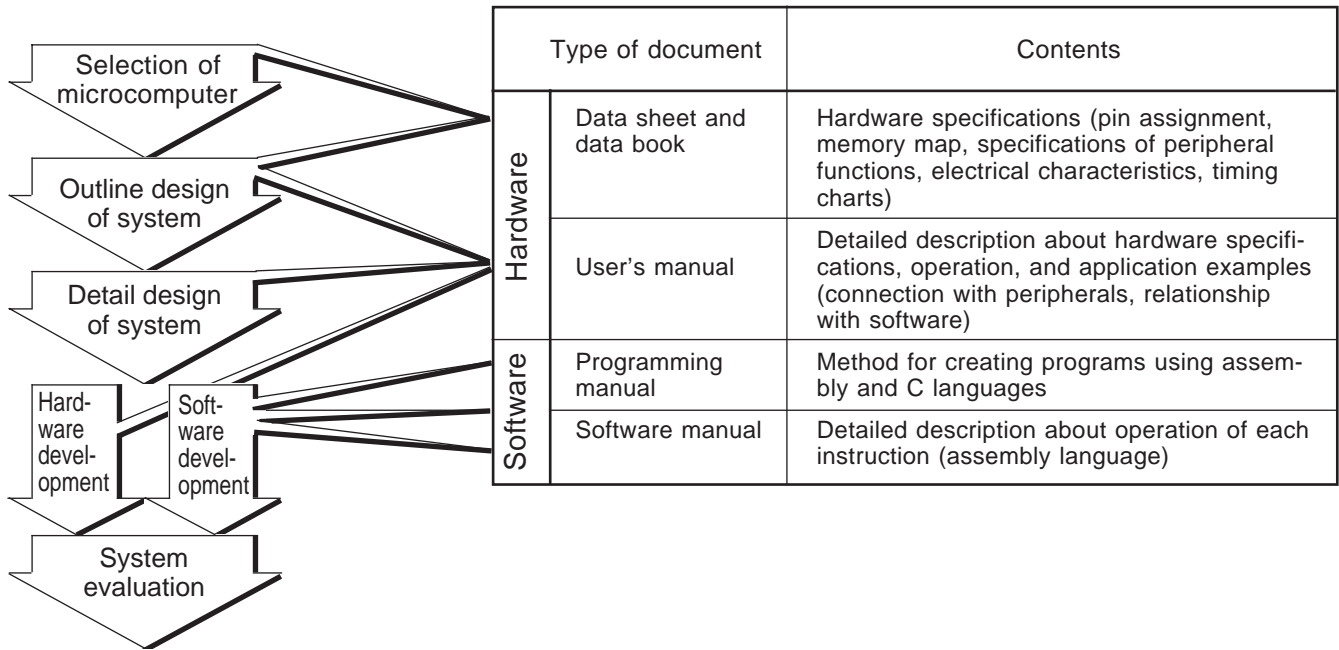
- To find pages from mnemonic ..... **Quick Reference in Alphabetic Order**
- To find pages from function and mnemonic ..... **Quick Reference by Function**
- To find pages from mnemonic and addressing ..... **Quick Reference by Addressing**

A table of symbols, a glossary, and an index are appended at the end of this manual.

# M16C Family-related document list

## Usages

(Microcomputer development flow)



## M16C Family Line-up



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## Quick Reference in Alphabetic Order

Mnemonic	See page for function	See page for instruction code /number of cycles	Mnemonic	See page for function	See page for instruction code /number of cycles
ABS	39	140	DIVU	68	173
ADC	40	140	DIVX	69	174
ADCF	41	142	DSBB	70	175
ADD	42	142	DSUB	71	177
ADJNZ	44	148	ENTER	72	179
AND	45	149	EXITD	73	180
BAND	47	152	EXTS	74	180
BCLR	48	152	FCLR	75	181
BM <i>Cnd</i>	49	154	FSET	76	182
BMEQ/Z	49	154	INC	77	182
BMGE	49	154	INT	78	183
BMGEU/C	49	154	INTO	79	184
BMGT	49	154	<i>JCnd</i>	80	184
BMGTU	49	154	JEQ/Z	80	184
BMLE	49	154	JGE	80	184
BMLEU	49	154	JGEU/C	80	184
BMLT	49	154	JGT	80	184
BMLTU/NC	49	154	JGTU	80	184
BMN	49	154	JLE	80	184
BMNE/NZ	49	154	JLEU	80	184
BMNO	49	154	JLT	80	184
BMO	49	154	JLTU/NC	80	184
BMPZ	49	154	JN	80	184
BNAND	50	155	JNE/NZ	80	184
BNOR	51	156	JNO	80	184
BNOT	52	156	JO	80	184
BNTST	53	157	JPZ	80	184
BNXOR	54	158	JMP	81	185
BOR	55	158	JMPI	82	187
BRK	56	159	JMPS	83	188
BSET	57	159	JSR	84	189
BTST	58	160	JSRI	85	190
BTSTC	59	161	JSRS	86	191
BTSTS	60	162	LDC	87	191
BXOR	61	162	LDCTX	88	192
CMP	62	163	LDE	89	193
DADC	64	167	LDINTB	90	194
DADD	65	169	LDIPL	91	195
DEC	66	171	MOV	92	195
DIV	67	172	MOVA	94	202



## Quick Reference in Alphabetic Order

Mnemonic	See page for function	See page for instruction code /number of cycles	Mnemonic	See page for function	See page for instruction code /number of cycles
MOV <i>Dir</i>	95	203	ROT	114	222
MOVHH	95	203	RTS	115	223
MOVHL	95	203	SBB	116	224
MOVLH	95	203	SBJNZ	117	226
MOVLL	95	203	SHA	118	227
MUL	96	205	SHL	119	230
MULU	97	207	SMOVB	120	232
NEG	98	209	SMOVF	121	233
NOP	99	209	SSTR	122	233
NOT	100	210	STC	123	234
OR	101	211	STCTX	124	235
POP	103	213	STE	125	235
POPC	104	215	STNZ	126	237
POPM	105	215	STZ	127	237
PUSH	106	216	STZX	128	238
PUSHA	107	218	SUB	129	238
PUSHC	108	218	TST	131	241
PUSHM	109	219	UND	132	243
REIT	110	219	WAIT	133	243
RMPA	111	220	XCHG	134	244
ROLC	112	220	XOR	135	245
RORC	113	221			

## Quick Reference by Function

Function	Mnemonic	Content	See page for function	See page for instruction code /number of cycles
Transfer	MOV	Transfer	92	195
	MOVA	Transfer effective address	94	202
	MOVDir	Transfer 4-bit data	95	203
	POP	Restore register/memory	103	213
	POPM	Restore multiple registers	105	215
	PUSH	Save register/memory/immediate data	106	216
	PUSHA	Save effective address	107	218
	PUSHM	Save multiple registers	109	219
	LDE	Transfer from extended data area	89	193
	STE	Transfer to extended data area	125	235
	STNZ	Conditional transfer	126	237
	STZ	Conditional transfer	127	237
	STZX	Conditional transfer	128	238
	XCHG	Exchange	134	244
Bit manipulation	BAND	Logically AND bits	47	152
	BCLR	Clear bit	48	152
	BMCnd	Conditional bit transfer	49	154
	BNAND	Logically AND inverted bits	50	155
	BNOR	Logically OR inverted bits	51	156
	BNOT	Invert bit	52	156
	BNTST	Test inverted bit	53	157
	BNXOR	Exclusive OR inverted bits	54	158
	BOR	Logically OR bits	55	158
	BSET	Set bit	57	159
	BTST	Test bit	58	160
	BTSTC	Test bit & clear	59	161
	BTSTS	Test bit & set	60	162
	BXOR	Exclusive OR bits	61	162
Shift	ROL	Rotate left with carry	112	220
	ROR	Rotate right with carry	113	221
	ROT	Rotate	114	222
	SHA	Shift arithmetic	118	227
	SHL	Shift logical	119	230
Arithmetic	ABS	Absolute value	39	140
	ADC	Add with carry	40	140
	ADCF	Add carry flag	41	142
	ADD	Add without carry	42	142
	CMP	Compare	62	163
	DADC	Decimal add with carry	64	167

## Quick Reference by Function

Function	Mnemonic	Content	See page for function	See page for instruction code /number of cycles
Arithmetic	DADD	Decimal add without carry	65	169
	DEC	Decrement	66	171
	DIV	Signed divide	67	172
	DIVU	Unsigned divide	68	173
	DIVX	Singed divide	69	174
	DSBB	Decimal subtract with borrow	70	175
	DSUB	Decimal subtract without borrow	71	177
	EXTS	Extend sign	74	180
	INC	Increment	77	182
	MUL	Signed multiply	96	205
	MULU	Unsigned multiply	97	207
	NEG	Two's complement	98	209
	RMPA	Calculate sum-of-products	111	220
	SBB	Subtract with borrow	116	224
SUB	Subtract without borrow	129	238	
Logical	AND	Logical AND	45	149
	NOT	Invert all bits	100	210
	OR	Logical OR	101	211
	TST	Test	131	241
	XOR	Exclusive OR	135	245
Jump	ADJNZ	Add & conditional jump	44	148
	SBJNZ	Subtract & conditional jump	117	226
	JCnd	Jump on condition	80	184
	JMP	Unconditional jump	81	185
	JMPI	Jump indirect	82	187
	JMPS	Jump to special page	83	188
	JSR	Subroutine call	84	189
	JSRI	Indirect subroutine call	85	190
	JSRS	Special page subroutine call	86	191
	RTS	Return from subroutine	115	223
String	SMOVB	Transfer string backward	120	232
	SMOVF	Transfer string forward	121	233
	SSTR	Store string	122	233
Other	BRK	Debug interrupt	56	159
	ENTER	Build stack frame	72	179
	EXITD	Deallocate stack frame	73	180
	FCLR	Clear flag register bit	75	181
	FSET	Set flag register bit	76	182
	INT	Interrupt by INT instruction	78	183
	INTO	Interrupt on overflow	79	184
	LDC	Transfer to control register	87	191

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## Quick Reference by Function

Function	Mnemonic	Content	See page for function	See page for instruction code /number of cycles
Other	LDCTX	Restore context	88	192
	LDINTB	Transfer to INTB register	90	194
	LDIPL	Set interrupt enable level	91	195
	NOP	No operation	99	209
	POPC	Restore control register	104	215
	PUSHC	Save control register	108	218
	REIT	Return from interrupt	110	219
	STC	Transfer from control register	123	234
	STCTX	Save context	124	235
	UND	Interrupt for undefined instruction	132	243
	WAIT	Wait	133	243

## Quick Reference by Addressing (general instruction addressing)

Mnemonic	Addressing														See page for function	See page for instruction code /number of cycles	
	R0L/R0	R0H/R1	R1L/R2	R1H/R3	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16	#IMM8	#IMM16	#IMM20			#IMM
ABS	○	○	○	○	○	○	○	○	○	○	○					39	140
ADC	○	○	○	○	○	○	○	○	○	○	○	○	○			40	140
ADCF	○	○	○	○	○	○	○	○	○	○	○					41	142
ADD* <sup>1</sup>	○	○	○	○	○	○	○	○	○	○	○	○	○			42	142
ADJNZ* <sup>1</sup>	○	○	○	○	○	○	○	○	○	○	○				○	44	148
AND	○	○	○	○	○	○	○	○	○	○	○	○	○			45	149
CMP	○	○	○	○	○	○	○	○	○	○	○	○	○			62	163
DADC	○	○										○	○			64	167
DADD	○	○										○	○			65	169
DEC	○	○			○			○			○					66	171
DIV	○	○	○	○	○	○	○	○	○	○	○	○	○			67	172
DIVU	○	○	○	○	○	○	○	○	○	○	○	○	○			68	173
DIVX	○	○	○	○	○	○	○	○	○	○	○	○	○			69	174
DSBB	○	○										○	○			70	175
DSUB	○	○										○	○			71	177
ENTER												○				72	179
EXTS	○		○ <sup>2</sup>			○	○	○	○	○	○					74	180
INC	○ <sup>3</sup>	○ <sup>4</sup>			○			○			○					77	182
INT															○	78	183
JMPI* <sup>1</sup>	○	○	○	○	○	○	○	○	○	○	○					82	187
JMPS												○				83	188
JSRI* <sup>1</sup>	○	○	○	○	○	○	○	○	○	○	○					85	190
JSRS												○				86	191
LDC* <sup>1</sup>	○	○	○	○	○	○	○	○	○	○	○		○			87	191
LDE* <sup>1</sup>	○	○	○	○	○	○	○	○	○	○	○					89	193

\*1 Has special instruction addressing.

\*2 Only R1L can be selected.

\*3 Only R0L can be selected.

\*4 Only R0H can be selected.

## Quick Reference by Addressing (general instruction addressing)

Mnemonic	Addressing														See page for function	See page for instruction code /number of cycles	
	R0L/R0	R0H/R1	R1L/R2	R1H/R3	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16	#IMM8	#IMM16	#IMM20			#IMM
LDINTB														○		90	194
LDIPL															○	91	195
MOV <sup>*1</sup>	○	○	○	○	○	○	○	○	○	○	○	○	○			92	195
MOVA	○	○	○	○	○		○	○	○	○	○					94	202
MOV <i>Dir</i>	○	○	○	○		○	○	○	○	○						95	203
MUL	○	○	○	○	○	○	○	○	○	○	○	○	○			96	205
MULU	○	○	○	○	○	○	○	○	○	○	○	○	○			97	207
NEG	○	○	○	○	○	○	○	○	○	○						98	209
NOT	○	○	○	○	○	○	○	○	○	○						100	210
OR	○	○	○	○	○	○	○	○	○	○	○	○				101	211
POP	○	○	○	○	○	○	○	○	○	○						103	213
POPM <sup>*1</sup>	○	○	○	○	○											105	215
PUSH	○	○	○	○	○	○	○	○	○	○						106	216
PUSHA							○	○	○	○						107	218
PUSHM <sup>*1</sup>	○	○	○	○	○											109	219
ROL	○	○	○	○	○	○	○	○	○	○						112	220
ROR	○	○	○	○	○	○	○	○	○	○						113	221
ROT	○	○	○	○	○	○	○	○	○	○				○		114	222
SBB	○	○	○	○	○	○	○	○	○	○	○	○				116	224
SBJNZ <sup>*1</sup>	○	○	○	○	○	○	○	○	○	○				○		117	226
SHA <sup>*1</sup>	○	○	○	○	○	○	○	○	○	○				○		118	227
SHL <sup>*1</sup>	○	○	○	○	○	○	○	○	○	○				○		119	230
STC <sup>*1</sup>	○	○	○	○	○	○	○	○	○	○						123	234
STCTX <sup>*1</sup>										○						124	235
STE <sup>*1</sup>	○	○	○	○	○	○	○	○	○	○						125	235

\*1 Has special instruction addressing.

## Quick Reference by Addressing (general instruction addressing)

Mnemonic	Addressing														See page for function	See page for instruction code /number of cycles	
	R0L/R0	R0H/R1	R1L/R2	R1H/R3	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16	#IMM8	#IMM16	#IMM20			#IMM
STNZ	○	○					○				○	○				126	237
STZ	○	○					○				○	○				127	237
STZX	○	○					○				○	○				128	238
SUB	○	○	○	○	○	○	○	○	○	○	○	○	○			129	238
TST	○	○	○	○	○	○	○	○	○	○	○	○	○			131	241
XCHG	○	○	○	○	○	○	○	○	○	○	○					134	244
XOR	○	○	○	○	○	○	○	○	○	○	○	○				135	245

## Quick Reference by Addressing (special instruction addressing)

Mnemonic	Addressing													See page for function	See page for instruction code /number of cycles
	dsp:20[A0]	dsp:20[A1]	abs20	R2R0/R3R1	A1A0	[A1A0]	dsp:8[SP]	label	SB/FB	ISP/USP	FLG	INTBL/INTBH	PC		
ADD <sup>*1</sup>										○				42	142
ADJNZ <sup>*1</sup>								○						44	148
JCnd								○						80	184
JMP			○					○						81	185
JMPI <sup>*1</sup>	○	○		○	○									82	187
JSR			○					○						84	189
JSRI <sup>*1</sup>	○	○		○	○									85	190
LDC <sup>*1</sup>									○	○	○	○		87	191
LDCTX			○											88	192
LDE <sup>*1</sup>	○		○			○								89	193
MOV <sup>*1</sup>							○							92	195
POPC									○	○	○	○		104	215
POPM <sup>*1</sup>									○					105	215
PUSHC									○	○	○	○		108	218
PUSHM <sup>*1</sup>									○					109	219
SBJNZ <sup>*1</sup>								○						117	226
SHA <sup>*1</sup>				○										118	227
SHL <sup>*1</sup>				○										119	230
STC <sup>*1</sup>				○	○				○	○	○	○	○	123	234
STCTX <sup>*1</sup>			○											124	235
STE <sup>*1</sup>	○		○			○								125	235

\*1 Has general instruction addressing.

\*2 INTBL and INTBH cannot be set simultaneously when using the LDINTB instruction.



## Quick Reference by Addressing (bit instruction addressing)

Mnemonic	Addressing										See page for function	See page for instruction code /number of cycles
	bit,Rn	bit,An	[An]	base:8[An]	bit,base:8[SB/FB]	base:16[An]	bit,base:16[SB]	bit,base:16	bit,base:11	U/I/O/B/S/Z/D/C		
BAND	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	47	152
BCLR	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	48	152
BM <i>Cnd</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	49	154
BNAND	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	50	155
BNOR	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	51	156
BNOT	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	52	156
BNTST	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	53	157
BNXOR	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	54	158
BOR	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	55	158
BSET	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	57	159
BTST	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	58	160
BTSTC	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	59	161
BTSTS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	60	162
BXOR	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	61	162
FCLR									<input type="radio"/>		75	181
FSET									<input type="radio"/>		76	182

# Chapter 1

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## Overview

- 1.1 Features of M16C/60 series and M16C/20 series**
- 1.2 Address Space**
- 1.3 Register Configuration**
- 1.4 Flag Register (FLG)**
- 1.5 Register Bank**
- 1.6 Internal State after Reset is Cleared**
- 1.7 Data Types**
- 1.8 Data Arrangement**
- 1.9 Instruction Format**
- 1.10 Vector Table**

## 1.1 Features of M16C/60 series and M16C/20 series

The M16C/60 series and M16C/20 series are single-chip microcomputer developed for built-in applications where the microcomputer is built into applications equipment.

The M16C/60 series and M16C/20 series support instructions suitable for the C language with frequently used instructions arranged in one-byte op-code. Therefore, it allows you for efficient program development with few memory capacity regardless of whether you are using the assembly language or C language. Furthermore, some instructions can be executed in clock cycle, making fast arithmetic processing possible. Its instruction set consists of 91 discrete instructions matched to the M16C's abundant addressing modes. This powerful instruction set allows to perform register-register, register-memory, and memory-memory operations, as well as arithmetic/logic operations on bits and 4-bit data.

Some M16C/60 series models incorporate a multiplier, allowing for high-speed computation.

### ■ Features of M16C/60 series and M16C/20 series

#### • Register configuration

Data registers      Four 16-bit registers (of which two registers can be used as 8-bit registers)  
 Address registers   Two 16-bit registers  
 Base registers      Two 16-bit registers

#### • Versatile instruction set

C language-suited instructions (stack frame manipulation): ENTER, EXITD, etc.  
 Register and memory-indiscriminated instructions: MOV, ADD, SUB, etc.  
 Powerful bit manipulate instructions: BNOT, BTST, BSET, etc.  
 4-bit transfer instructions: MOVLL, MOVHL, etc.  
 Frequently used 1-byte instructions: MOV, ADD, SUB, JMP, etc.  
 High-speed 1-cycle instructions: MOV, ADD, SUB, etc.

#### • 1M-byte linear address space

Relative jump instructions matched to distance of jump

#### • Fast instruction execution time

Shortest 1-cycle instructions: 91 instructions include 20 1-cycle instructions.  
 (Approximately 75% of instructions execute in five cycles or under.)

### ■ Speed performance (types incorporating a multiplier, operating at 16 MHz)

Register-register transfer    0.125  $\mu$ s  
 Register-memory transfer    0.125  $\mu$ s  
 Register-register addition/subtraction 0.125  $\mu$ s  
 8 bits x 8 bits register-register operation 0.25  $\mu$ s  
 16 bits x 16 bits register-register operation 0.313  $\mu$ s  
 16 bits / 8 bits register-register operation 1.13  $\mu$ s  
 32 bits / 16 bits register-register operation 1.56  $\mu$ s

## 1.2 Address Space

Fig. 1.2.1 shows an address space.

Addresses  $00000_{16}$  through  $003FF_{16}$  make up an SFR (special function register) area. In individual models of the M16C/60 series and M16C/20 series, the SFR area extends from  $003FF_{16}$  toward lower addresses. Addresses from  $00400_{16}$  on make up a memory area. In individual models of the M16C/60 series and M16C/20 series, a RAM area extends from address  $00400_{16}$  toward higher addresses, and a ROM area extends from  $FFFFF_{16}$  toward lower addresses. Addresses  $FFE00_{16}$  through  $FFFFF_{16}$  make up a fixed vector area.

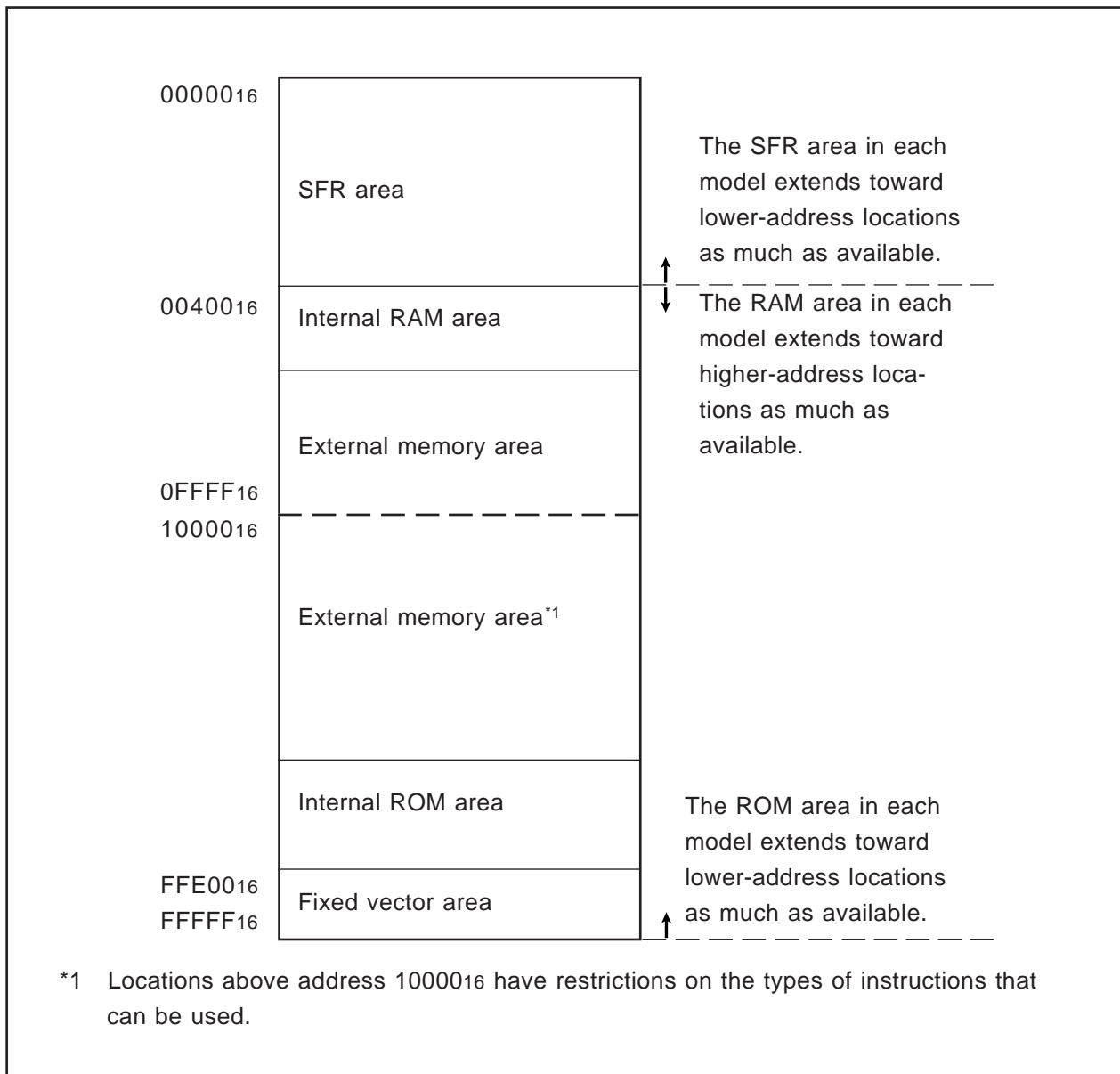


Figure 1.2.1 Address space

### 1.3 Register Configuration

The central processing unit (CPU) contains the 13 registers shown in Figure 1.3.1. Of these registers, R0, R1, R2, R3, A0, A1, and FB each consist of two sets of registers configuring two register banks.

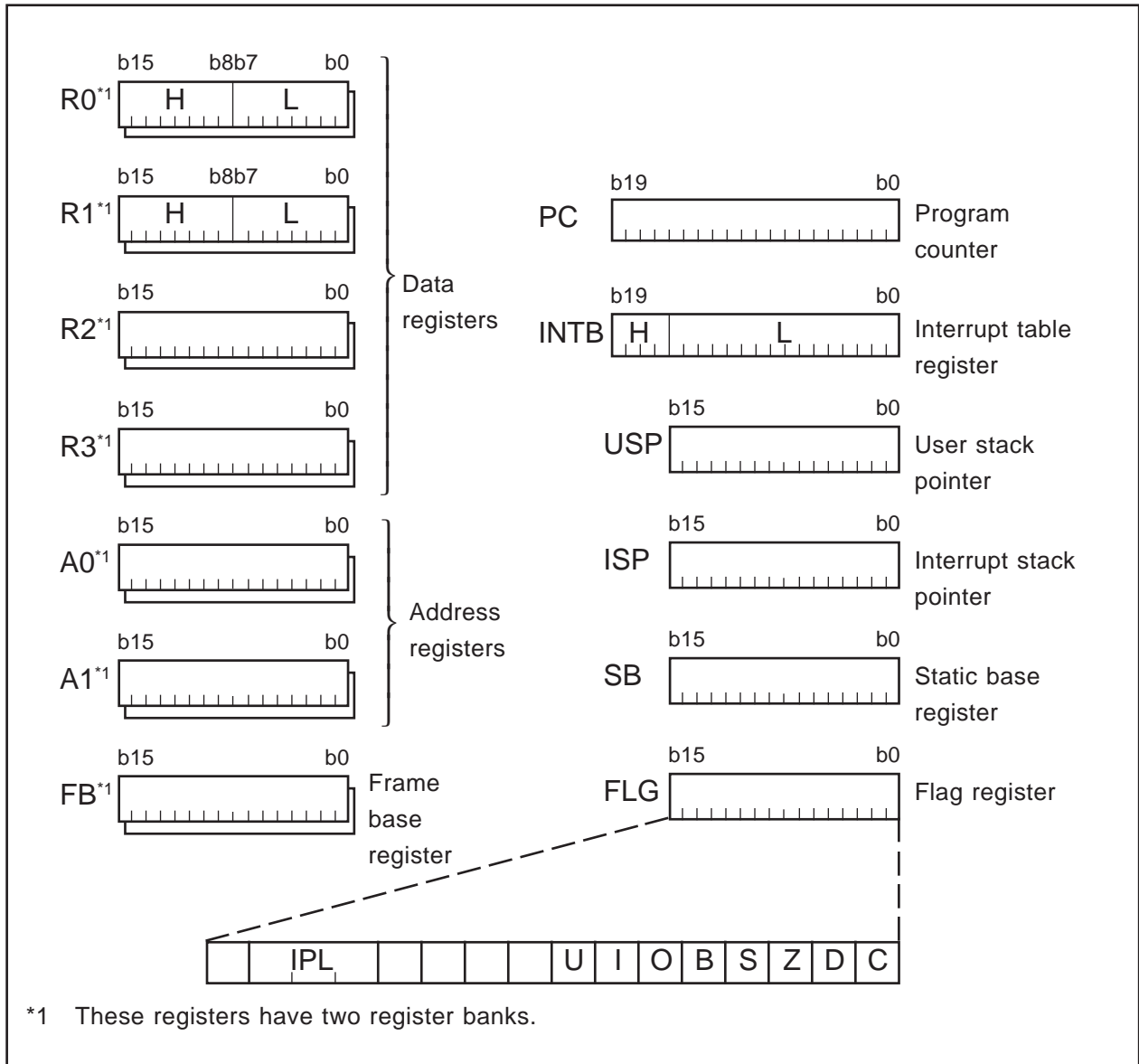


Figure 1.3.1 CPU register configuration

#### (1) Data registers (R0, R0H, R0L, R1, R1H, R1L, R2, and R3)

The data registers (R0, R1, R2, and R3) consist of 16 bits, and are used primarily for transfers and arithmetic/logic operations.

Registers R0 and R1 can be halved into separate high-order (R0H, R1H) and low-order (R0L, R1L) parts for use as 8-bit data registers. For some instructions, moreover, you can combine R2 and R0 or R3 and R1 to configure a 32-bit data register (R2R0 or R3R1).

**(2) Address registers (A0 and A1)**

The address registers (A0 and A1) consist of 16 bits, and have the similar functions as the data registers. These registers are used for address register-based indirect addressing and address register-based relative addressing.

For some instructions, registers A1 and A0 can be combined to configure a 32-bit address register (A1A0).

**(3) Frame base register (FB)**

The frame base register (FB) consists of 16 bits, and is used for FB-based relative addressing.

**(4) Program counter (PC)**

The program counter (PC) consists of 20 bits, indicating the address of an instruction to be executed next.

**(5) Interrupt table register (INTB)**

The interrupt table register (INTB) consists of 20 bits, indicating the initial address of an interrupt vector table.

**(6) User stack pointer (USP) and interrupt stack pointer (ISP)**

There are two types of stack pointers: user stack pointer (USP) and interrupt stack pointer (ISP), each consisting of 16 bits.

The stack pointer (USP/ISP) you want can be switched by a stack pointer select flag (U flag).

The stack pointer select flag (U flag) is bit 7 of the flag register (FLG).

**(7) Static base register (SB)**

The static base register (SB) consists of 16 bits, and is used for SB-based relative addressing.

**(8) Flag register (FLG)**

The flag register (FLG) consists of 11 bits, and is used as a flag, one bit for one flag. For details about the function of each flag, see Section 1.4, "Flag Register (FLG)."

## 1.4 Flag Register (FLG)

Figure 1.4.1 shows a configuration of the flag register (FLG). The function of each flag is detailed below.

### (1) Bit 0: Carry flag (C flag)

This flag holds a carry, borrow, or shifted-out bit that has occurred in the arithmetic/logic unit.

### (2) Bit 1: Debug flag (D flag)

This flag enables a single-step interrupt.

When this flag is set (= 1), a single-step interrupt is generated after an instruction is executed. When an interrupt is acknowledged, this flag is cleared to 0.

### (3) Bit 2: Zero flag (Z flag)

This flag is set when an arithmetic operation resulted in 0; otherwise, this flag is 0.

### (4) Bit 3: Sign flag (S flag)

This flag is set when an arithmetic operation resulted in a negative value; otherwise, this flag is 0.

### (5) Bit 4: Register bank select flag (B flag)

This flag selects a register bank. If this flag is 0, register bank 0 is selected; if the flag is 1, register bank 1 is selected.

### (6) Bit 5: Overflow flag (O flag)

This flag is set when an arithmetic operation resulted in overflow.

### (7) Bit 6: Interrupt enable flag (I flag)

This flag enables a maskable interrupt.

When this flag is 0, the interrupt is disabled; when the flag is 1, the interrupt is enabled. When the interrupt is acknowledged, this flag is cleared to 0.

### (8) Bit 7: Stack pointer select flag (U flag)

When this flag is 0, the interrupt stack pointer (ISP) is selected; when the flag is 1, the user stack pointer (USP) is selected.

This flag is cleared to 0 when a hardware interrupt is acknowledged or an INT instruction of software interrupt numbers 0 to 31 is executed.

### (9) Bits 8-11: Reserved area

**(10) Bits 12-14: Processor interrupt priority level (IPL)**

The processor interrupt priority level (IPL) consists of three bits, allowing you to specify eight processor interrupt priority levels from level 0 to level 7. If a requested interrupt's priority level is higher than the processor interrupt priority level (IPL), this interrupt is enabled.

**(11) Bit 15: Reserved area**

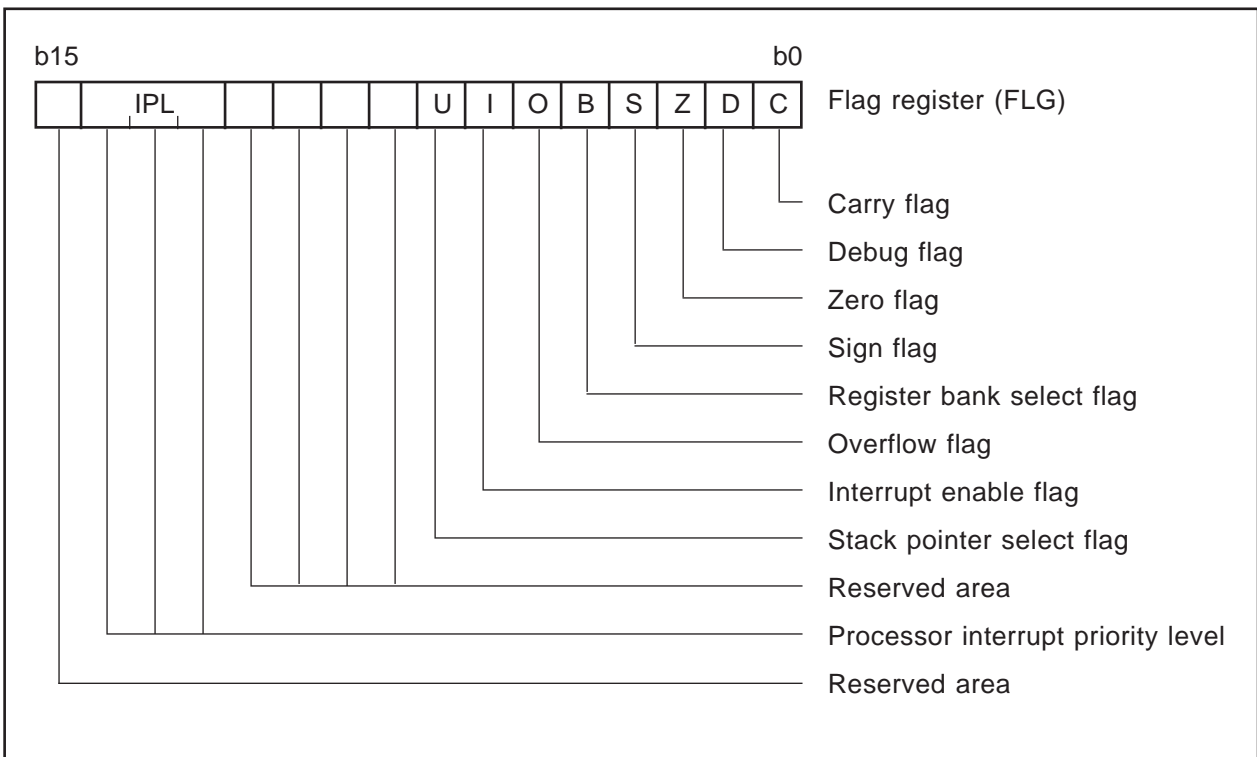


Figure 1.4.1 Configuration of flag register (FLG)



## 1.5 Register Bank

The M16C has two register banks, each configured with data registers (R0, R1, R2, and R3), address registers (A0 and A1), and frame base register (FB). These two register banks are switched over by the register bank select flag (B flag) of the flag register (FLG).

Figure 1.5.1 shows a configuration of register banks.

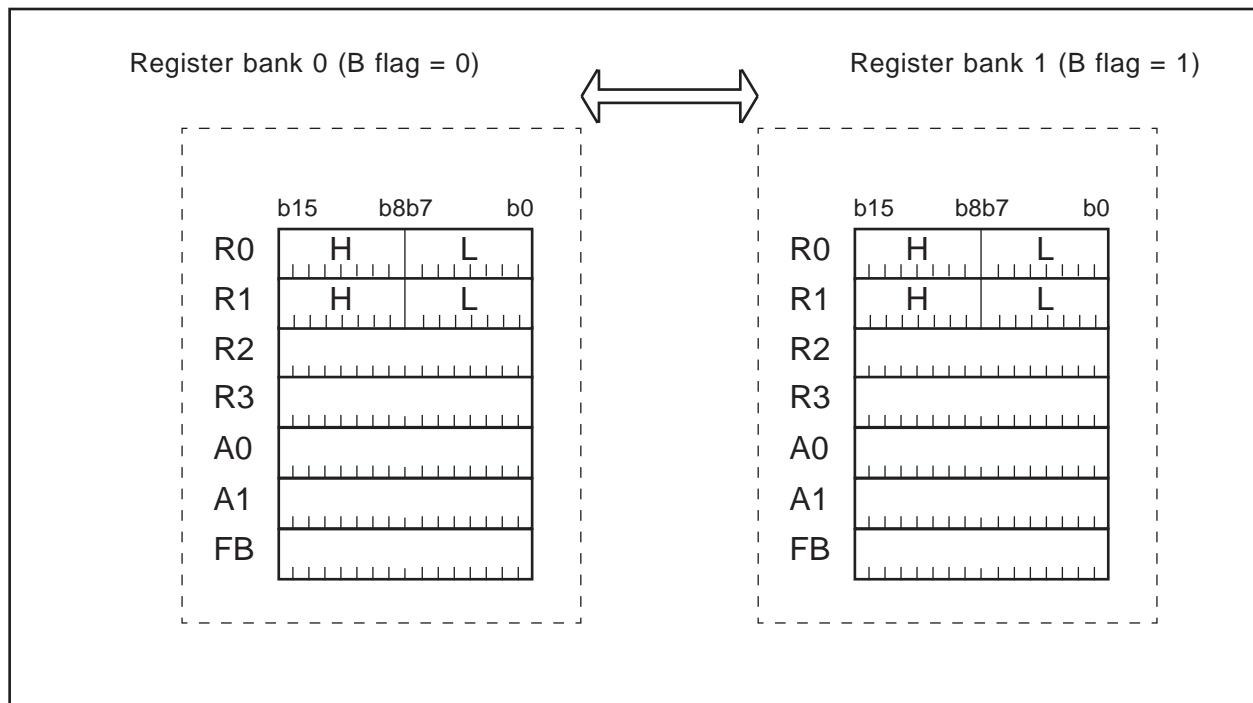


Figure 1.5.1 Configuration of register banks

## 1.6 Internal State after Reset is Cleared

The following lists the content of each register after a reset is cleared.

- Data registers (R0, R1, R2, and R3): 0000<sub>16</sub>
- Address registers (A0 and A1): 0000<sub>16</sub>
- Frame base register (FB): 0000<sub>16</sub>
- Interrupt table register (INTB): 00000<sub>16</sub>
- User stack pointer (USP): 0000<sub>16</sub>
- Interrupt stack pointer (ISP): 0000<sub>16</sub>
- Static base register (SB): 0000<sub>16</sub>
- Flag register (FLG): 0000<sub>16</sub>

## 1.7 Data Types

There are four data types: integer, decimal, bit, and string.

### 1.7.1 Integer

An integer can be a signed or an unsigned integer. A negative value of a signed integer is represented by two's complement.

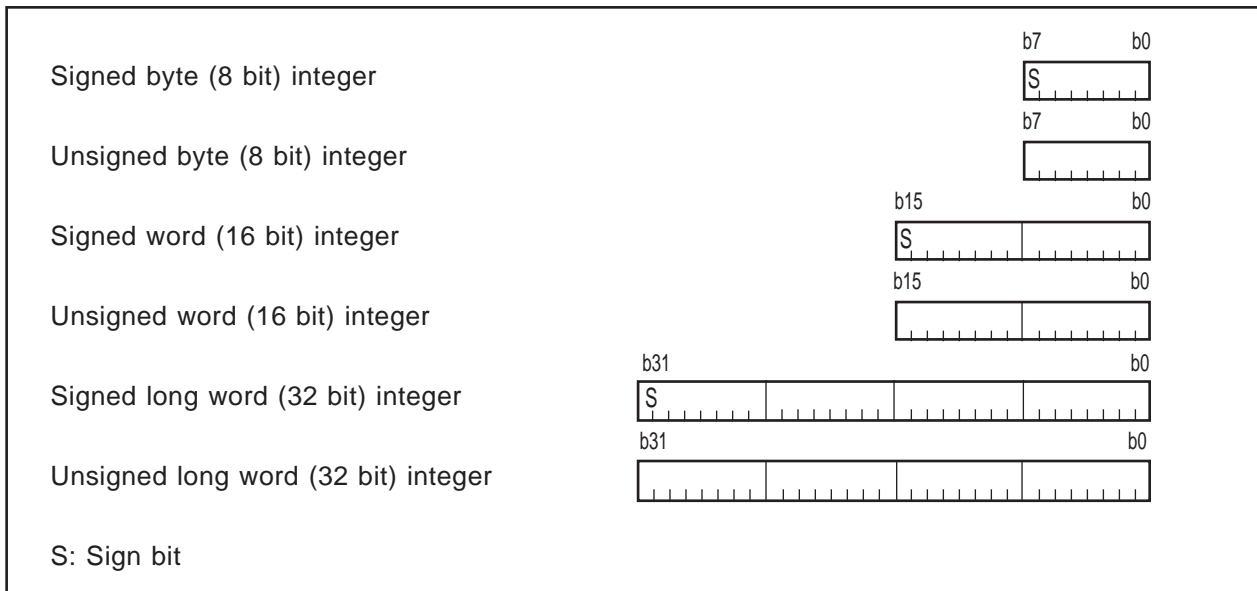


Figure 1.7.1 Integer data

### 1.7.2 Decimal

This type of data can be used in DADC, DADD, DSBB, and DSUB.

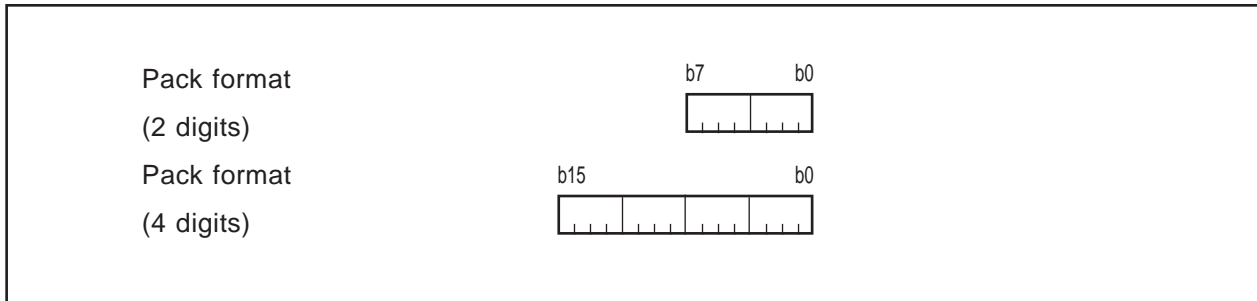


Figure 1.7.2 Decimal data

### 1.7.3 Bits

#### (1) Register bits

Figure 1.7.3 shows register bit specification.

Register bits can be specified by register direct (**bit, Rn** or **bit, An**). Use **bit, Rn** to specify a bit in data register (**Rn**); use **bit, An** to specify a bit in address register (**An**).

Bits in each register are assigned bit numbers 0-15, from LSB to MSB. For bit in **bit, Rn** and **bit, An**, you can specify a bit number in the range of 0 to 15.

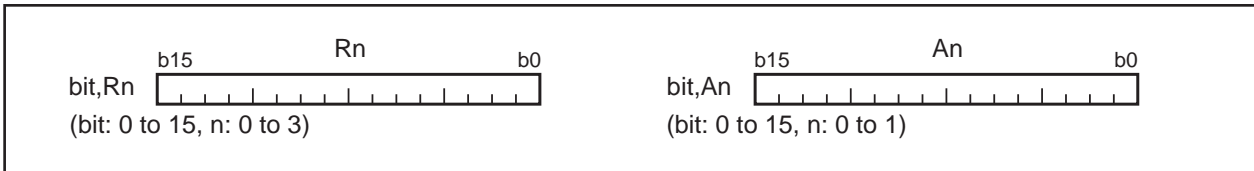


Figure 1.7.3 Register bit specification

#### (2) Memory bits

Figure 1.7.4 shows addressing modes used for memory bit specification. Table 1.7.1 lists the address range in which you can specify bits in each addressing mode. Be sure to observe the address range in Table 1.7.1 when specifying memory bits.

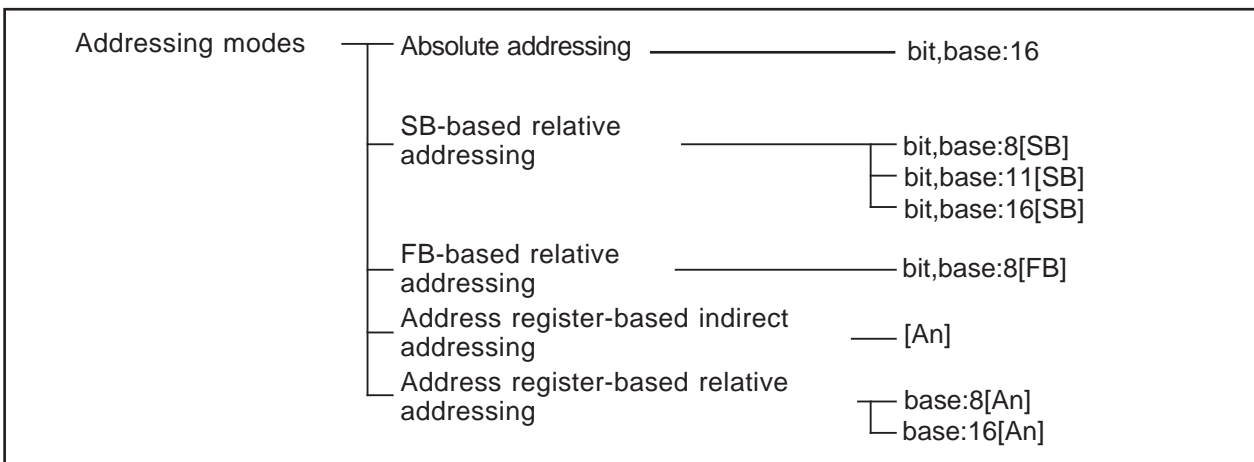


Figure 1.7.4 Addressing modes used for memory bit specification

Table 1.7.1 Bit-Specifying Address Range

Addressing	Specification range		Remarks
	Lower limit (address)	Upper limit (address)	
bit,base:16	00000 <sub>16</sub>	01FFF <sub>16</sub>	
bit,base:8[SB]	[SB]	[SB]+0001F <sub>16</sub>	The access range is 00000 <sub>16</sub> to 0FFFF <sub>16</sub> .
bit,base:11[SB]	[SB]	[SB]+000FF <sub>16</sub>	The access range is 00000 <sub>16</sub> to 0FFFF <sub>16</sub> .
bit,base:16[SB]	[SB]	[SB]+01FFF <sub>16</sub>	The access range is 00000 <sub>16</sub> to 0FFFF <sub>16</sub> .
bit,base:8[FB]	[FB]∧00010 <sub>16</sub>	[FB]+0000F <sub>16</sub>	The access range is 00000 <sub>16</sub> to 0FFFF <sub>16</sub> .
[An]	00000 <sub>16</sub>	01FFF <sub>16</sub>	
base:8[An]	base:8	base:8+01FFF <sub>16</sub>	The access range is 00000 <sub>16</sub> to 020FE <sub>16</sub> .
base:16[An]	base:16	base:16+01FFF <sub>16</sub>	The access range is 00000 <sub>16</sub> to 0FFFF <sub>16</sub> .

**(1) Bit specification by bit, base**

Figure 1.7.5 shows the relationship between memory map and bit map.

Memory bits can be handled as an array of consecutive bits. Bits can be specified by a given combination of **bit** and **base**. Using bit 0 of the address that is set to **base** as the reference (= 0), set the desired bit position to **bit**. Figure 1.7.6 shows examples of how to specify bit 2 of address 0000A<sub>16</sub>.

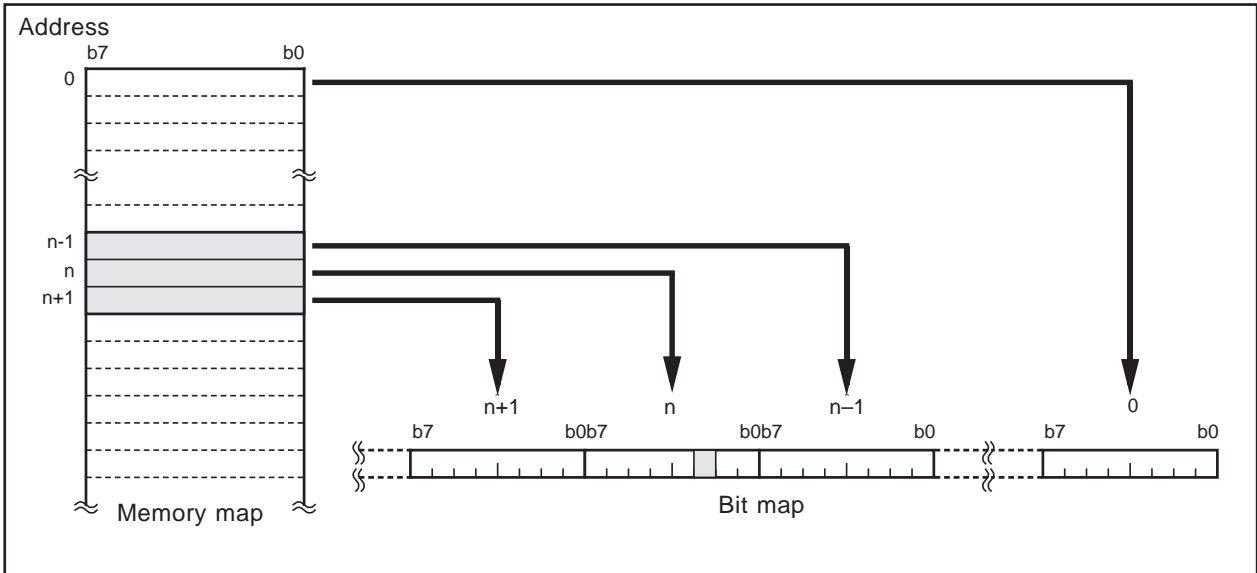


Figure 1.7.5 Relationship between memory map and bit map

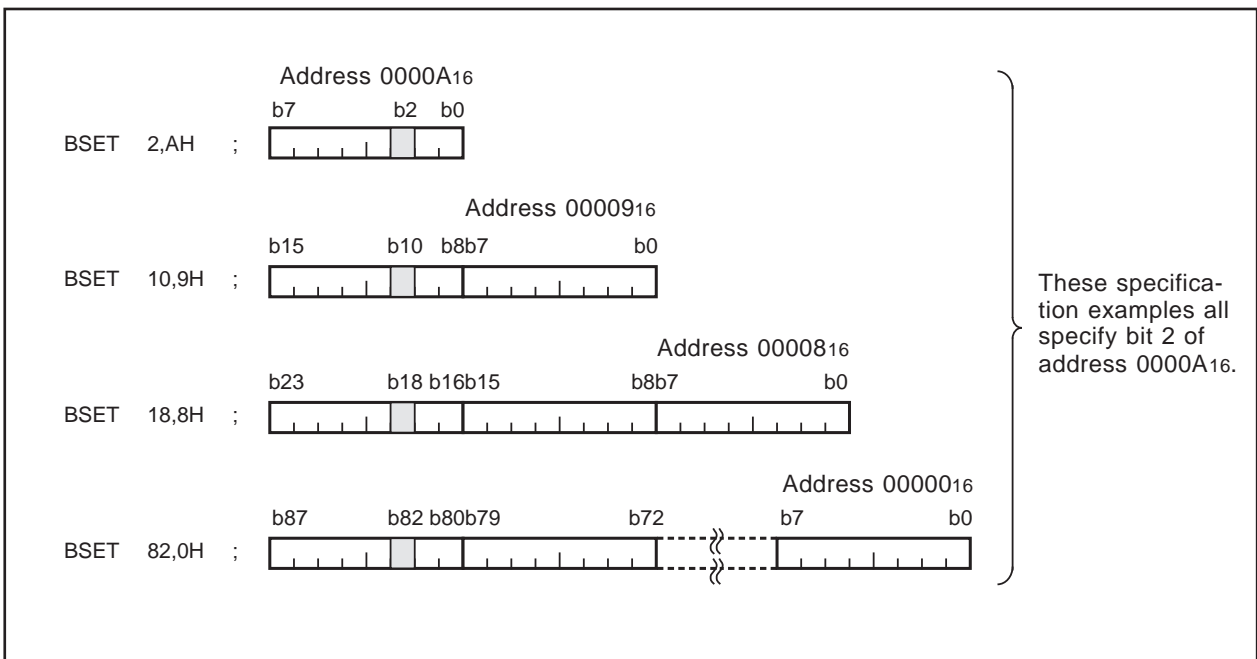


Figure 1.7.6 Examples of how to specify bit 2 of address 0000A<sub>16</sub>

**(2) SB/FB relative bit specification**

For SB/FB-based relative addressing, use bit 0 of the address that is the sum of the address set to static base register (**SB**) or frame base register (**FB**) plus the address set to **base** as the reference (= 0), and set your desired bit position to **bit**.

**(3) Address register indirect/relative bit specification**

For address register-based indirect addressing, use bit 0 of address 00000<sub>16</sub> as the reference (= 0) and set your desired bit position to address register (**An**).

For address register-based relative addressing, use bit 0 of the address set to **base** as the reference (= 0) and set your desired bit position to address register (**An**).

### 1.7.4 String

String is a type of data that consists of a given length of consecutive byte (8-bit) or word (16-bit) data. This data type can be used in three types of string instructions: character string backward transfer (SMOVB instruction), character string forward transfer (SMOVF instruction), and specified area initialize (SSTR instruction).

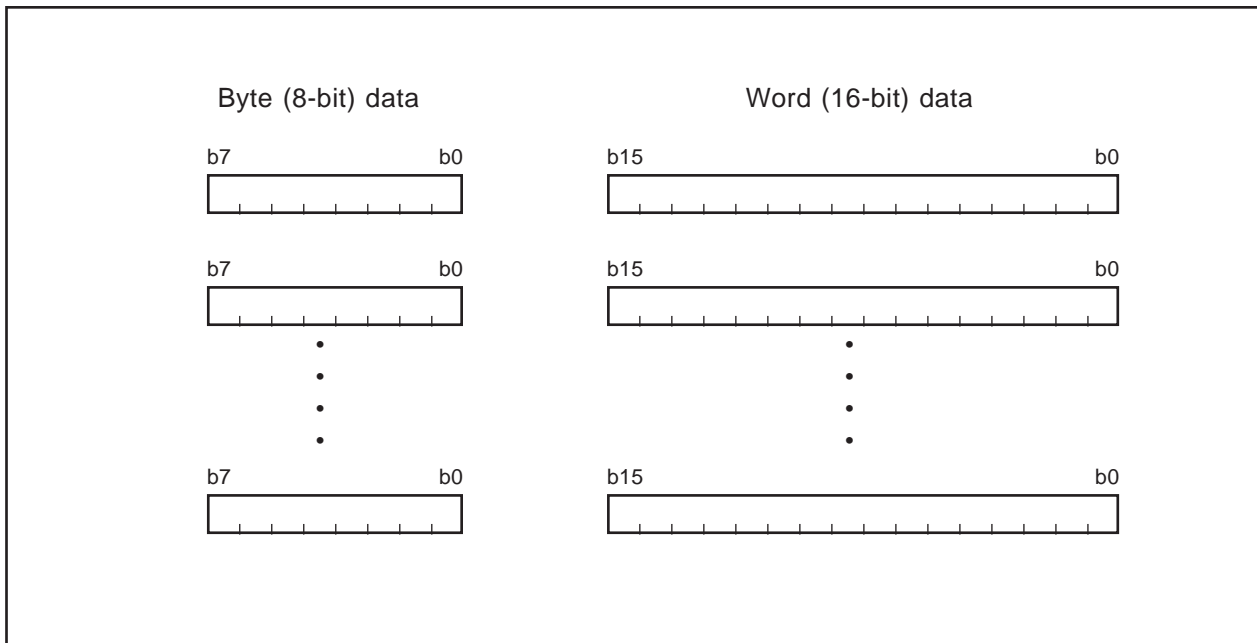


Figure 1.7.7 String data



## 1.8 Data Arrangement

### 1.8.1 Data Arrangement in Register

Figure 1.8.1 shows the relationship between a register's data size and bit numbers.

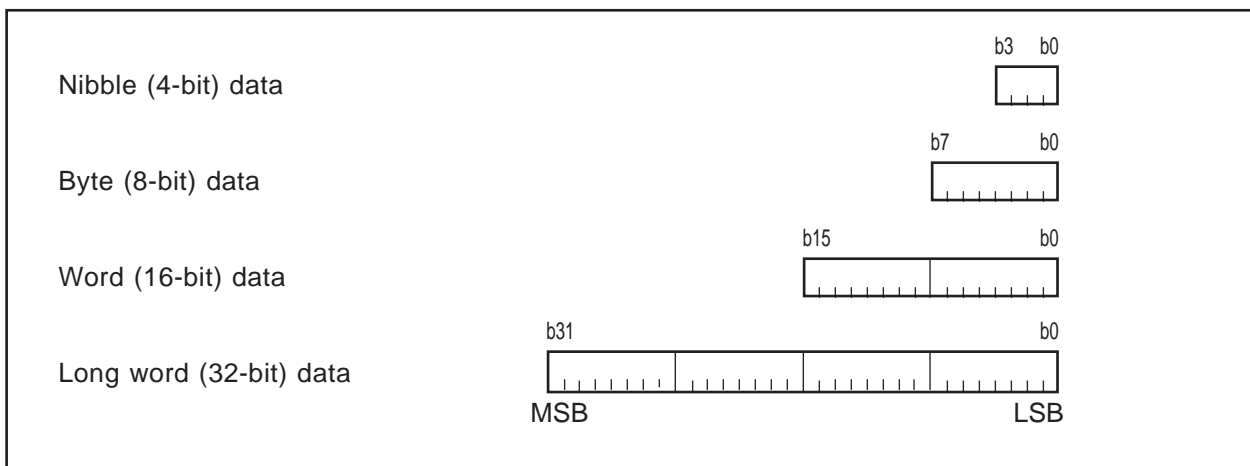


Figure 1.8.1 Data arrangement in register

### 1.8.2 Data Arrangement in Memory

Figure 1.8.2 shows data arrangement in memory. Figure 1.8.3 shows some examples of operation.

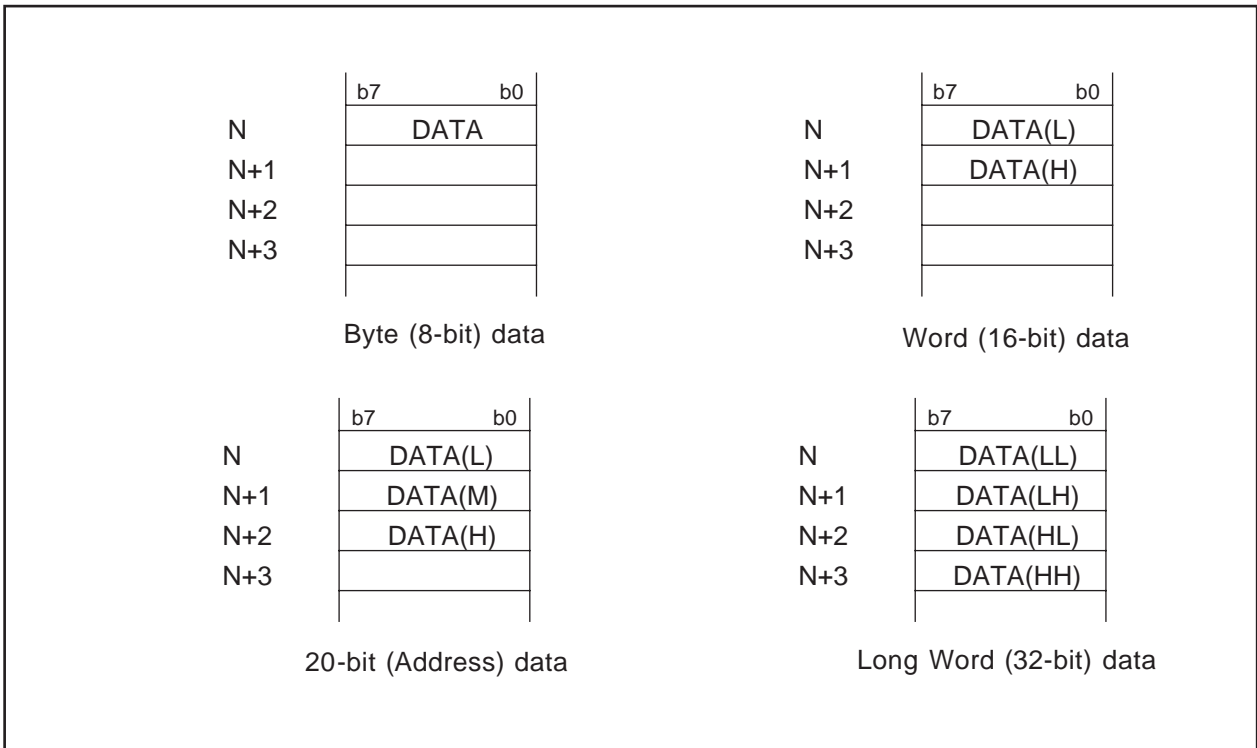


Figure 1.8.2 Data arrangement in memory

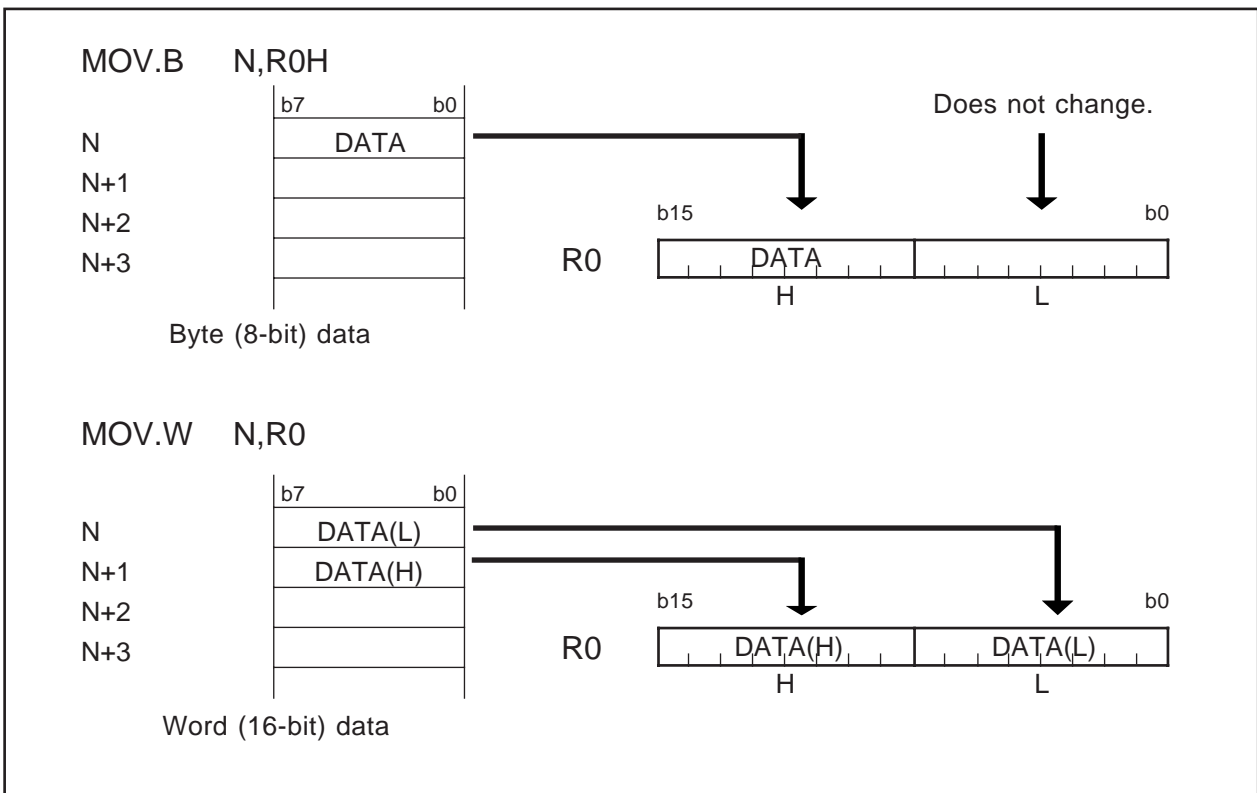


Figure 1.8.3 Examples of operation

## 1.9 Instruction Format

The instruction format can be classified into four types: generic, quick, short, and zero. The number of instruction bytes that can be chosen by a given format is least for the zero format, and increases successively for the short, quick, and generic formats in that order.

The following describes the features of each format.

### (1) Generic format (:G)

Op-code in this format consists of two bytes. This op-code contains information on operation and src<sup>\*1</sup> and dest<sup>\*2</sup> addressing modes.

Instruction code here is comprised of op-code (2 bytes), src code (0-3 bytes), and dest code (0-3 bytes).

### (2) Quick format (:Q)

Op-code in this format consists of two bytes. This op-code contains information on operation and immediate data and dest addressing modes. Note however that the immediate data in this op-code is a numeric value that can be expressed by -7 to +8 or -8 to +7 (varying with instruction).

Instruction code here is comprised of op-code (2 bytes) containing immediate data and dest code (0-2 bytes).

### (3) Short format (:S)

Op-code in this format consists of one byte. This op-code contains information on operation and src and dest addressing modes. Note however that the usable addressing modes are limited.

Instruction code here is comprised of op-code (1 byte), src code (0-2 bytes), and dest code (0-2 bytes).

### (4) Zero format (:Z)

Op-code in this format consists of one byte. This op-code contains information on operation (plus immediate data) and dest addressing modes. Note however that the immediate data is fixed to 0, and that the usable addressing modes are limited.

Instruction code here is comprised of op-code (1 byte) and dest code (0-2 bytes).

\*1 src is the abbreviation of "source."

\*2 dest is the abbreviation of "destination."

## 1.10 Vector Table

The vector table comes in two types: a special page vector table and an interrupt vector table. The special page vector table is a fixed vector table. The interrupt vector table can be a fixed or a variable vector table.

### 1.10.1 Fixed Vector Table

The fixed vector table is an address-fixed vector table. The special page vector table is allocated to addresses FFE00<sub>16</sub> through FFFDB<sub>16</sub>, and part of the interrupt vector table is allocated to addresses FFFDC<sub>16</sub> through FFFFF<sub>16</sub>. Figure 1.10.1 shows a fixed vector table.

The special page vector table is comprised of two bytes per table. Each vector table must contain the 16 low-order bits of the subroutine's entry address. Each vector table has special page numbers (18 to 255) which are used in JSRS and JMPS instructions.

The interrupt vector table is comprised of four bytes per table. Each vector table must contain the interrupt handler routine's entry address.

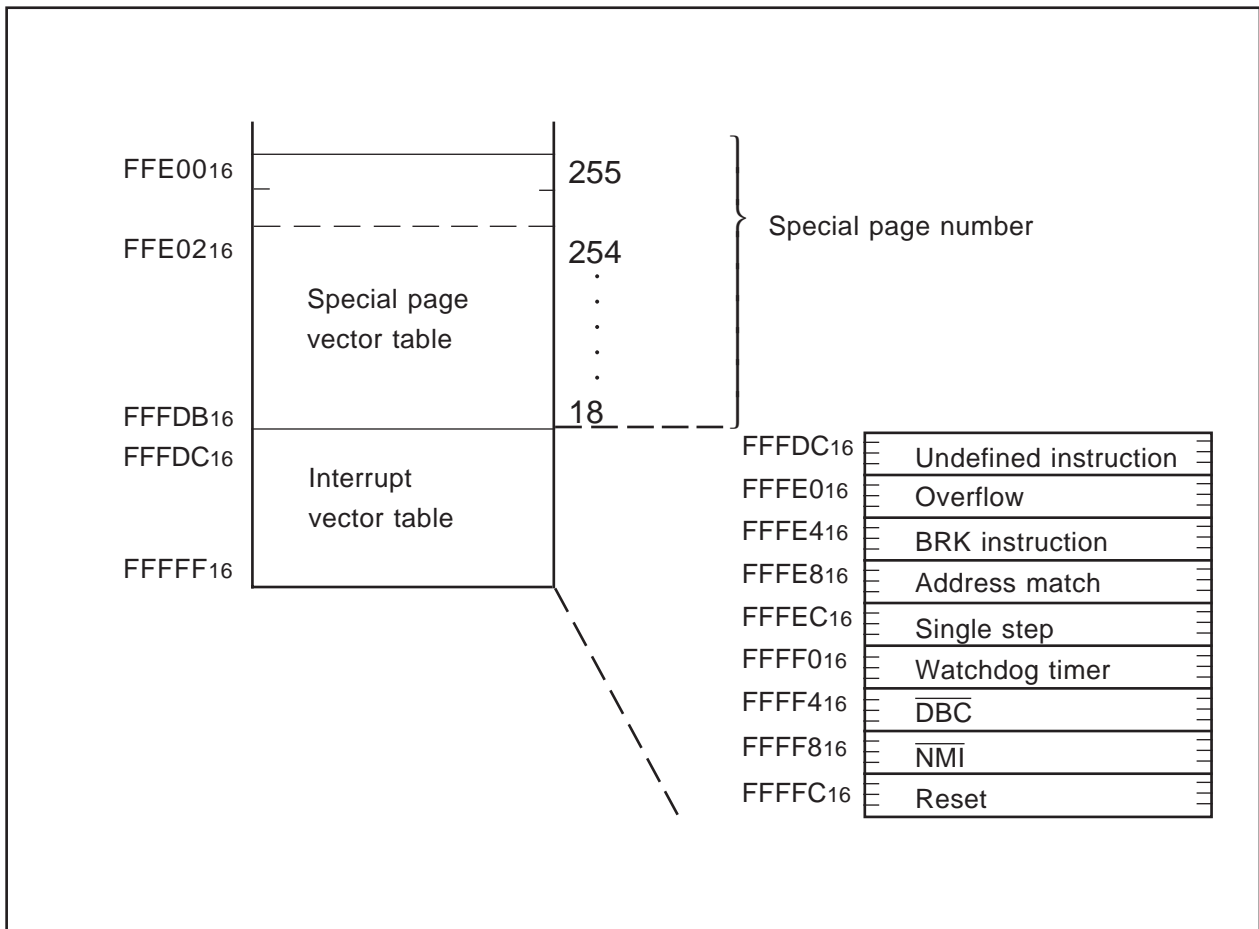


Figure 1.10.1 Fixed vector table

### 1.10.2 Variable Vector Table

The variable vector table is an address-variable vector table. Specifically, this vector table is a 256-byte interrupt vector table that uses the value indicated by the interrupt table register (INTB) as the entry address (IntBase). Figure 1.10.2 shows a variable vector table.

The variable vector table is comprised of four bytes per table. Each vector table must contain the interrupt handler routine's entry address.

Each vector table has software interrupt numbers (0 to 63). The INT instruction uses these software interrupt numbers.

Interrupts from the peripheral functions built in each M16C model are allocated to software interrupt numbers 0 through 31.

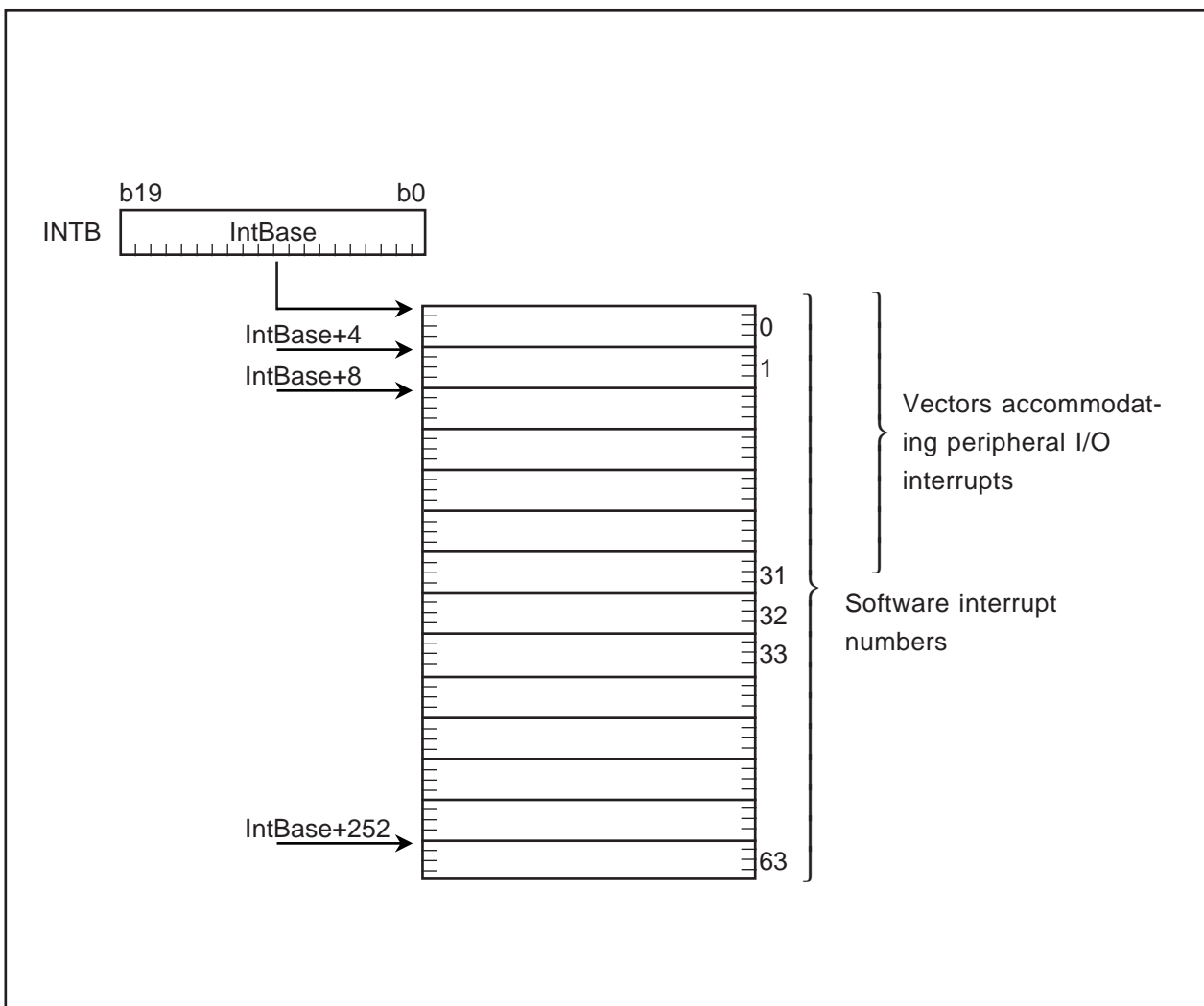


Figure 1.10.2 Variable vector table

# Chapter 2

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## Addressing Modes

- 2.1 Addressing Modes
- 2.2 Guide to This Chapter
- 2.3 General Instruction Addressing
- 2.4 Special Instruction Addressing
- 2.5 Bit Instruction Addressing

## 2.1 Addressing Modes

This section describes addressing mode-representing symbols and operations for each addressing mode. The M16C/60 series and M16C/20 series have three addressing modes outlined below.

### (1) General instruction addressing

This addressing accesses an area from address  $00000_{16}$  through address  $0FFFF_{16}$ .

The following lists the name of each general instruction addressing:

- Immediate
- Register direct
- Absolute
- Address register indirect
- Address register relative
- SB relative
- FB relative
- Stack pointer relative

### (2) Special instruction addressing

This addressing accesses an area from address  $00000_{16}$  through address  $FFFFF_{16}$  and control registers.

The following lists the name of each specific instruction addressing:

- 20-bit absolute
- Address register relative with 20-bit displacement
- 32-bit address register indirect
- 32-bit register direct
- Control register direct
- Program counter relative

### (3) Bit instruction addressing

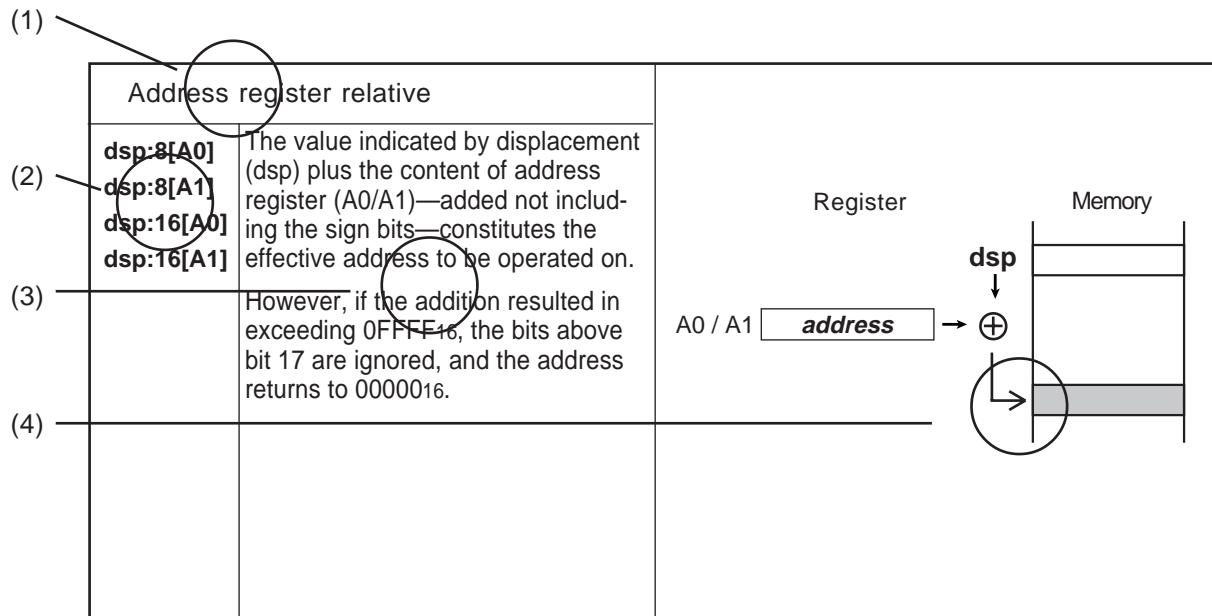
This addressing accesses an area from address  $00000_{16}$  through address  $0FFFF_{16}$ .

The following lists the name of each bit instruction addressing:

- Register direct
- Absolute
- Address register indirect
- Address register relative
- SB relative
- FB relative
- FLG direct

## 2.2 Guide to This Chapter

The following shows how to read this chapter using an actual example.



**(1) Name**

Indicates the name of addressing.

**(2) Symbol**

Represents the addressing mode.

**(3) Explanation**

Describes the addressing operation and the effective address range.

**(4) Operation diagram**

Diagrammatically explains the addressing operation.



## 2.3 General Instruction Addressing

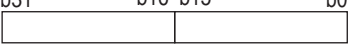
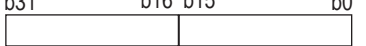
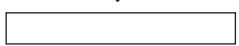
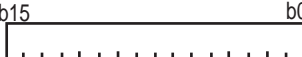
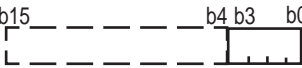


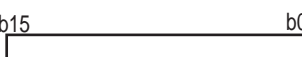

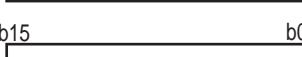
Immediate		
<p><b>#IMM</b>  <b>#IMM8</b>  <b>#IMM16</b>  <b>#IMM20</b></p>	The immediate data indicated by #IMM is the object to be operated on.	<p>#IMM8: bits b7 to b0</p> <p>#IMM16: bits b15 to b0</p> <p>#IMM20: bits b19 to b0</p>
Register direct		
<p><b>R0L</b>  <b>R0H</b>  <b>R1L</b>  <b>R1H</b>  <b>R0</b>  <b>R1</b>  <b>R2</b>  <b>R3</b>  <b>A0</b>  <b>A1</b></p>	The specified register is the object to be operated on.	<p>Register</p> <p>R0L / R1L: bits b0 to b7</p> <p>R0H / R1H: bits b8 to b15</p> <p>R0 / R1 / R2 / R3 / A0 / A1: bits b0 to b15</p>
Absolute		
<b>abs16</b>	<p>The value indicated by abs16 constitutes the effective address to be operated on.</p> <p>The effective address range is 00000<sub>16</sub> to 0FFFF<sub>16</sub>.</p>	<p>Memory</p> <p>abs16</p>
Address register indirect		
<b>[A0]</b> <b>[A1]</b>	<p>The value indicated by the content of address register (A0/A1) constitutes the effective address to be operated on.</p> <p>The effective address range is 00000<sub>16</sub> to 0FFFF<sub>16</sub>.</p>	<p>Register: A0 / A1 contains <b>address</b></p> <p>Memory: [ ]</p>

Address register relative		
<p><b>dsp:8[A0]</b>  <b>dsp:8[A1]</b>  <b>dsp:16[A0]</b>  <b>dsp:16[A1]</b></p> <p>The value indicated by displacement (dsp) plus the content of address register (A0/A1)—added not including the sign bits—constitutes the effective address to be operated on.</p> <p>However, if the addition resulted in exceeding 0FFFF<sub>16</sub>, the bits above bit 17 are ignored, and the address returns to 00000<sub>16</sub>.</p>		
SB relative		
<p><b>dsp:8[SB]</b>  <b>dsp:16[SB]</b></p> <p>The address indicated by the content of static base register (SB) plus the value indicated by displacement (dsp)—added not including the sign bits—constitutes the effective address to be operated on.</p> <p>However, if the addition resulted in exceeding 0FFFF<sub>16</sub>, the bits above bit 17 are ignored, and the address returns to 00000<sub>16</sub>.</p>		
FB relative		
<p><b>dsp:8[FB]</b></p> <p>The address indicated by the content of frame base register (FB) plus the value indicated by displacement (dsp)—added including the sign bits—constitutes the effective address to be operated on.</p> <p>However, if the addition resulted in exceeding 00000<sub>16</sub>- 0FFFF<sub>16</sub>, the bits above bit 17 are ignored, and the address returns to 00000<sub>16</sub> or 0FFFF<sub>16</sub>.</p>		

Stack pointer relative	
<b>dsp:8[SP]</b>	<p>The address indicated by the content of stack pointer (SP) plus the value indicated by displacement (dsp)—added including the sign bits—constitutes the effective address to be operated on. The stack pointer (SP) here is the one indicated by the U flag.</p> <p>However, if the addition resulted in exceeding <math>00000_{16}</math>- <math>0FFFF_{16}</math>, the bits above bit 17 are ignored, and the address returns to <math>00000_{16}</math> or <math>0FFFF_{16}</math>.</p> <p>This addressing can be used in MOV instruction.</p>

## 2.4 Special Instruction Addressing

20-bit absolute		
<b>abs20</b>	<p>The value indicated by abs20 constitutes the effective address to be operated on.</p> <p>The effective address range is 00000<sub>16</sub> to FFFFF<sub>16</sub>.</p> <p>This addressing can be used in LDE, STE, JSR, and JMP instructions.</p>	
Address register relative with 20-bit displacement		
<b>dsp:20[A0]</b> <b>dsp:20[A1]</b>	<p>The address indicated by displacement (dsp) plus the content of address register (A0/A1)—added not including the sign bits—constitutes the effective address to be operated on.</p> <p>However, if the addition resulted in exceeding FFFFF<sub>16</sub>, the bits above bit 21 are ignored, and the address returns to 00000<sub>16</sub>.</p> <p>This addressing can be used in LDE, STE, JMPI, and JSRI instructions.</p> <p>The following lists the addressing mode and instruction combinations that can be used.</p> <p>dsp:20[A0] → LDE, STE, JMPI, and JSRI instructions</p> <p>dsp:20[A1] → JMPI and JSRI instructions</p>	
32-bit address register indirect		
<b>[A1A0]</b>	<p>The address indicated by 32 concatenated bits of address registers (A0 and A1) constitutes the effective address to be operated on.</p> <p>However, if the concatenated register value exceeds FFFFF<sub>16</sub>, the bits above bit 21 are ignored.</p> <p>This addressing can be used in LDE and STE instructions.</p>	

32-bit register direct		<p>○ SHL, SHA instructions</p> <p><b>R2R0</b> b31                    b16 b15                    b0  <b>R3R1</b> </p> <p>○ JMPI, JSRI instructions</p> <p><b>R2R0</b> b31                    b16 b15                    b0  <b>R3R1</b>   <b>A1A0</b> ↓  <b>PC</b> </p>
<p><b>R2R0</b> <b>R3R1</b> <b>A1A0</b></p> <p>The 32-bit concatenated register content of two specified registers is the object to be operated on.</p> <p>This addressing can be used in SHL, SHA, JMPI, and JSRI instructions.</p> <p>The following lists the register and instruction combinations that can be used.</p> <p>R2R0, R3R1          → SHL, SHA, JMPI, and JSRI instructions</p> <p>A1A0          → JMPI and JSRI instructions</p>		
Control register direct		<p style="text-align: center;">Register</p> <p><b>INTBL</b> </p> <p><b>INTBH</b> </p> <p><b>ISP</b> </p> <p><b>USP</b> </p> <p><b>SB</b> </p> <p><b>FB</b> </p> <p><b>FLG</b> </p>
<p><b>INTBL</b> <b>INTBH</b> <b>ISP</b> <b>SP</b> <b>SB</b> <b>FB</b> <b>FLG</b></p> <p>The specified control register is the object to be operated on.</p> <p>This addressing can be used in LDC, STC, PUSHC, and POPC instructions.</p> <p>If you specify SP, the stack pointer indicated by the U flag is the object to be operated on.</p>		

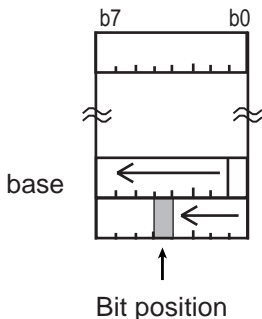
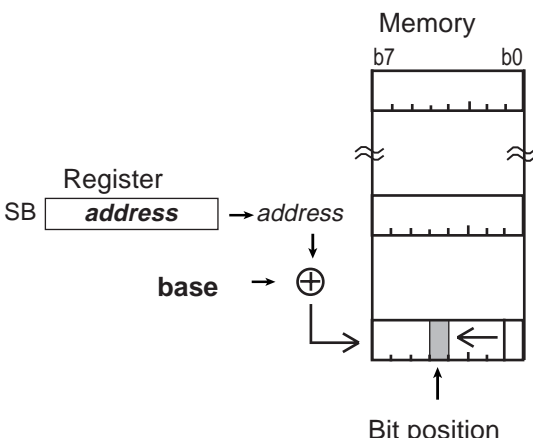
Program counter relative	
<p><b>label</b></p> <ul style="list-style-type: none"> <li>• If the jump length specifier (.length) is (.S)... the base address plus the value indicated by displacement (dsp)—added not including the sign bits—constitutes the effective address.</li> </ul> <p>This addressing can be used in JMP instruction.</p>	<p style="text-align: center;"><math>+0 \leq dsp \leq +7</math></p> <p>*1 The base address is the (start address of instruction + 2).</p>
<ul style="list-style-type: none"> <li>• If the jump length specifier (.length) is (.B) or (.W)... the base address plus the value indicated by displacement (dsp)—added including the sign bits—constitutes the effective address.</li> </ul> <p>However, if the addition resulted in exceeding <math>00000_{16}</math>- <math>FFFFF_{16}</math>, the bits above bit 21 are ignored, and the address returns to <math>00000_{16}</math> or <math>FFFFF_{16}</math>.</p> <p>This addressing can be used in JMP and JSR instructions.</p>	<p>If the dsp value is negative</p> <p>If the dsp value is positive</p> <p>If the specifier is (.B), <math>-128 \leq dsp \leq +127</math> If the specifier is (.W), <math>-32768 \leq dsp \leq +32767</math></p> <p>*2 The base address varies with each instruction.</p>

## 2.5 Bit Instruction Addressing

This addressing can be used in the following instructions:

BCLR, BSET, BNOT, BTST, BNTST, BAND, BNAND, BOR, BNOR, BXOR, BNXOR, BMCnd, BTSTS, BTSTC

Register direct		<p>bit , R0</p>
<p><b>bit,R0</b>  <b>bit,R1</b>  <b>bit,R2</b>  <b>bit,R3</b>  <b>bit,A0</b>  <b>bit,A1</b></p>	<p>The specified register bit is the object to be operated on.</p> <p>For the bit position (<b>bit</b>) you can specify 0 to 15.</p>	
Absolute		<p>base</p>
<p><b>bit,base:16</b></p>	<p>The bit that is as much away from bit 0 at the address indicated by <b>base</b> as the number of bits indicated by <b>bit</b> is the object to be operated on.</p> <p>Bits at addresses 00000<sub>16</sub> through 01FFF<sub>16</sub> can be the object to be operated on.</p>	
Address register indirect		<p>00000<sub>16</sub></p>
<p><b>[A0]</b>  <b>[A1]</b></p>	<p>The bit that is as much away from bit 0 at address 00000<sub>16</sub> as the number of bits indicated by address register (A0/A1) is the object to be operated on.</p> <p>Bits at addresses 00000<sub>16</sub> through 01FFF<sub>16</sub> can be the object to be operated on.</p>	

<p>Address register relative</p>		
<p><b>base:8[A0]</b>  <b>base:8[A1]</b>  <b>base:16[A0]</b>  <b>base:16[A1]</b></p>	<p>The bit that is as much away from bit 0 at the address indicated by <b>base</b> as the number of bits indicated by address register (A0/A1) is the object to be operated on.</p> <p>However, if the address of the bit to be operated on exceeds 0FFFF<sub>16</sub>, the bits above bit 17 are ignored and the address returns to 00000<sub>16</sub>.</p> <p>The address range that can be specified by address register (A0/A1) is 8,192 bytes from <b>base</b>.</p>	
<p>SB relative</p>		
<p><b>bit,base:8[SB]</b>  <b>bit,base:11[SB]</b>  <b>bit,base:16[SB]</b></p>	<p>The bit that is as much away from bit 0 at the address indicated by static base register (SB) plus the value indicated by <b>base</b> (added not including the sign bits) as the number of bits indicated by <b>bit</b> is the object to be operated on.</p> <p>However, if the address of the bit to be operated on exceeds 0FFFF<sub>16</sub>, the bits above bit 17 are ignored and the address returns to 00000<sub>16</sub>.</p> <p>The address ranges that can be specified by bit,base: 8, bit,base: 11, and bit,base:16 respectively are 32 bytes, 256 bytes, and 8,192 bytes from the static base register (SB) value.</p>	



<p>FB relative</p>		
<p><b>bit,base:8[FB]</b></p> <p>The bit that is as much away from bit 0 at the address indicated by frame base register (FB) plus the value indicated by <b>base</b> (added including the sign bit) as the number of bits indicated by <b>bit</b> is the object to be operated on.</p> <p>However, if the address of the bit to be operated on exceeds 00000<sub>16</sub>-0FFFF<sub>16</sub>, the bits above bit 17 are ignored and the address returns to 00000<sub>16</sub> or 0FFFF<sub>16</sub>.</p> <p>The address range that can be specified by bit,base: 8 is 16 bytes toward lower addresses or 15 bytes toward higher addresses from the frame base register (FB) value.</p>		
<p>FLG direct</p>		
<p><b>U</b> <b>I</b> <b>O</b> <b>B</b> <b>S</b> <b>Z</b> <b>D</b> <b>C</b></p>	<p>The specified flag is the object to be operated on.</p> <p>This addressing can be used in FCLR and FSET instructions.</p>	

# Chapter 3

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## Functions

**3.1 Guide to This Chapter**

**3.2 Functions**

### 3.1 Guide to This Chapter

This chapter describes the functionality of each instruction by showing syntax, operation, function, selectable src/dest, flag changes, description examples, and related instructions. The following shows how to read this chapter by using an actual page as an example.

Chapter 3 Functions
3.2 Functions

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(1) **MOV**

(2) [ Syntax ]

(3) **MOV.size** (:format) src,dest

(4) [ Operation ]

(5) [ Function ]

(6) [ Selectable src/dest ]

(7) [ Flag Change ]

(8) [ Description Example ]

(9) [ Related Instruction ]

Transfer  
**MOVE**

[ Instruction Code/Number of Cycles ]

Page=195

**G , Q , Z , S** (Can be specified)  
**B , W**

dest ← src

- This instruction transfers *src* to *dest*.
- If *dest* is an address register when the size specifier (.size) you selected is (.B), *src* is zero-expanded to transfer data in 16 bits. If *src* is an address register, data is transferred from the address register's 8 low-order bits.

(See the next page for src/dest classified by format.)

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	dsp:8[SP]	R2R0	R3R1	A1A0	dsp:8[SP]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

Conditions

S : The flag is set when the transfer resulted in MSB of dest = 1; otherwise cleared.

Z : The flag is set when the transfer resulted in 0; otherwise cleared.

MOV.B:S #0ABH,R0L

MOV.W #-1,R2

LDE,STE,XCHG

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**(1) Mnemonic**

Indicates the mnemonic explained in this page.

**(2) Instruction code/Number of Cycles**

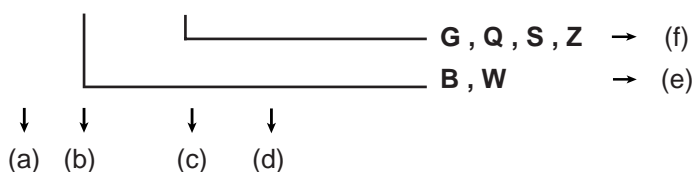
Indicates the page in which instruction code/number of cycles is listed.

Refer to this page for instruction code and number of cycles.

**(3) Syntax**

Indicates the syntax of the instruction using symbols. If (:format) is omitted, the assembler chooses the optimum specifier.

**MOV.size (: format) src , dest**

**(a) Mnemonic **MOV****

Describes the mnemonic.

**(b) Size specifier **size****

Describes the data size in which data is handled. The following lists the data sizes that can be specified:

- .B Byte (8 bits)
- .W Word (16 bits)
- .L Long word (32 bits)

Some instructions do not have a size specifier.

**(c) Instruction format specifier (**: format**)**

Describes the instruction format. If (.format) is omitted, the assembler chooses the optimum specifier. If (.format) is entered, its content is given priority. The following lists the instruction formats that can be specified:

- :G Generic format
- :Q Quick format
- :S Short format
- :Z Zero format

Some instructions do not have an instruction format specifier.

**(d) Operand **src, dest****

Describes the operand.

(e) Indicates the data size you can specify in (b).

(f) Indicates the instruction format you can specify in (c).

Chapter 3 Functions
3.2 Functions

---

(1) **MOV**

(2) [ Syntax ]

(3) **MOV.size (:format) src,dest**

(4) [ Operation ]

(5) [ Function ]

(6) [ Selectable src/dest ]

(7) [ Flag Change ]

(8) [ Description Example ]

(9) [ Related Instruction ]

*Transfer*  
**MOVE**

[ Instruction Code/Number of Cycles ]

Page=195

**MOV**

G , Q , Z , S (Can be specified)  
B , W

dest ← src

- This instruction transfers *src* to *dest*.
- If *dest* is an address register when the size specifier (.size) you selected is (.B), *src* is zero-expanded to transfer data in 16 bits. If *src* is an address register, data is transferred from the address register's 8 low-order bits.

(See the next page for src/dest classified by format.)

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	dsp:8[SP]	R2R0	R3R1	A1A0	dsp:8[SP]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

Conditions

S : The flag is set when the transfer resulted in MSB of dest = 1; otherwise cleared.

Z : The flag is set when the transfer resulted in 0; otherwise cleared.

MOV.B:S #0ABH,R0L

MOV.W #-1,R2

LDE,STE,XCHG

---

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**(4) Operation**

Explains the operation of the instruction using symbols.

**(5) Function**

Explains the function of the instruction and precautions to be taken when using the instruction.

**(6) Selectable *src* / *dest* (label)**

If the instruction has an operand, this indicates the format you can choose for the operand.

<b>src</b>				<b>dest</b>			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	dsp:8[SP]	R2R0	R3R1	A1A0	dsp:8[SP]

- (a) Items that can be selected as *src*(source).
- (b) Items that can be selected as *dest*(destination).
- (c) Addressing that can be selected.
- (d) Addressing that cannot be selected.
- (e) Shown on the left side of the slash (R0H) is the addressing when data is handled in bytes (8 bits).  
Shown on the right side of the slash (R1) is the addressing when data is handled in words (16 bits).

**(7) Flag change**

Indicates a flag change that occurs after the instruction is executed. The symbols in the table mean the following:

- “\_” The flag does not change.
- “O” The flag changes depending on condition.

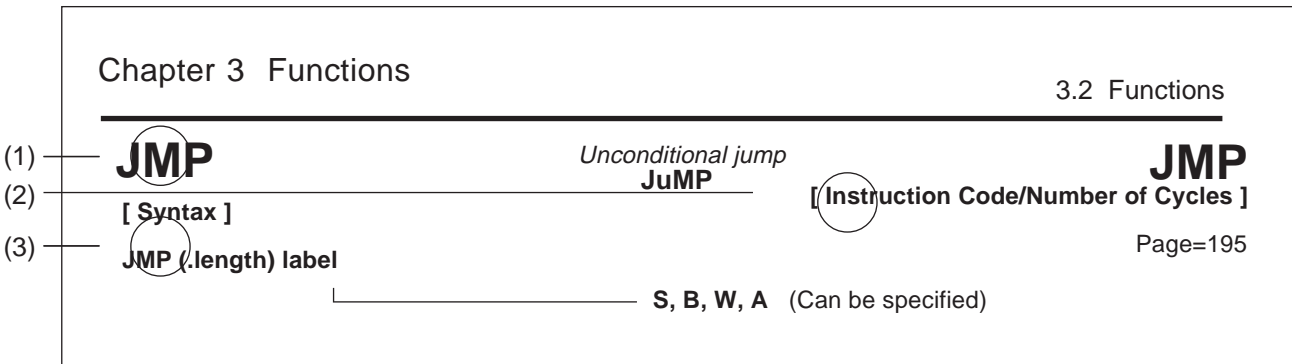
**(8) Description example**

Shows a description example for the instruction.

**(9) Related instructions**

Shows related instructions that cause an operation similar or opposite that of this instruction.

The following explains the syntax of each jump instruction—JMP, JPML, JSR, and JSRI by using an actual example.



**(3) Syntax**

Indicates the instruction syntax using a symbol.



(a) Mnemonic **JMP**

Describes the mnemonic.

(b) Jump distance specifier **.length**

Describes the distance of jump. If (.length) is omitted in JMP or JSR instruction, the assembler chooses the optimum specifier. If (.length) is entered, its content is given priority.

The following lists the jump distances that can be specified:

- .S 3-bit PC forward relative (+2 to +9)
- .B 8-bit PC relative
- .W 16-bit PC relative
- .A 20-bit absolute

(c) Operand **label**

Describes the operand.

(d) Shows the jump distance that can be specified in (b).

# ABS

*Absolute value*  
**ABSolute**

# ABS

**[ Syntax ]**

ABS.size    dest  
 └──────────────────────────┘ B , W

**[ Instruction Code/Number of Cycles ]**

Page= 140

**[ Operation ]**

dest ← | dest |

**[ Function ]**

- This instruction takes on an absolute value of *dest* and stores it in *dest*.

**[ Selectable dest ]**

dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	–	–	○	–	○	○	–	○

**Conditions**

- O : The flag is set (= 1) when *dest* before the operation is –128 (.B) or –32768 (.W); otherwise cleared (= 0).
- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is indeterminate.

**[ Description Example ]**

ABS.B    R0L  
 ABS.W    A0



**ADC***Add with carry*  
**Addition with Carry****ADC****[ Syntax ]**

ADC.size    src,dest  
 └──────────────────────────┬──────────┘  
                                   B , W

**[ Instruction Code/Number of Cycles ]**

Page= 140

**[ Operation ]**

$$\text{dest} \leftarrow \text{src} + \text{dest} + \text{C}$$
**[ Function ]**

- This instruction adds *dest*, *src*, and C flag together and stores the result in *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to perform calculation in 16 bits. If *src* is an A0 or A1, operation is performed on the eight low-order bits of the A0 or A1.

**[ Selectable src/dest ]**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0*1	A1/A1*1	[A0]	[A1]	A0/A0*1	A1/A1*1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	○	—	○	○	—	○

**Conditions**

- O** : The flag is set when a signed operation resulted in exceeding +32767 (.W) or -32768 (.W) or +127 (.B) or -128 (.B); otherwise cleared.
- S** : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z** : The flag is set when the operation resulted in 0; otherwise cleared.
- C** : The flag is set when an unsigned operation resulted in exceeding +65535 (.W) or +255 (.B); otherwise cleared.

**[ Description Example ]**

ADC.B    #2,R0L

ADC.W    A0,R0

ADC.B    A0,R0L

; A0's 8 low-order bits and R0L are added.

ADC.B    R0L,A0

; R0L is zero-expanded and added with A0.

**[ Related Instructions ]**    ADCF,ADD,SBB,SUB

# ADCF

Add carry flag  
**ADDITION CARRY FLAG**

# ADCF

[ Syntax ]

ADCF.size dest  
 \_\_\_\_\_ B , W

[ Instruction Code/Number of Cycles ]

Page= 142

[ Operation ]

dest ← dest + C

[ Function ]

This instruction adds *dest* and C flag together and stores the result in *dest*.

[ Selectable dest ]

dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	○	—	○	○	—	○

Conditions

- O : The flag is set when a signed operation resulted in exceeding +32767 (.W) or -32768 (.W) or +127 (.B) or -128 (.B); otherwise cleared.
- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when an unsigned operation resulted in exceeding +65535 (.W) or +255 (.B); otherwise cleared.

[ Description Example ]

ADCF.B R0L  
 ADCF.W Ram:16[A0]

[ Related Instructions ] ADC,ADD,SBB,SUB

**ADD**Add without carry  
**ADDition****ADD****[ Syntax ]**

ADD.size (:format)

src,dest

**[ Instruction Code/Number of Cycles ]**

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\_\_\_\_\_ **G , Q , S** (Can be specified)  
\_\_\_\_\_ **B , W**

**[ Operation ]**

dest ← dest + src

**[ Function ]**

- This instruction adds *dest* and *src* together and stores the result in *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to perform calculation in 16 bits. If *src* is an A0 or A1, operation is performed on the eight low-order bits of the A0 or A1.
- If *dest* is a stack pointer when the size specifier (.size) you selected is (.B), *src* is sign extended to perform calculation in 16 bits.

**[ Selectable src/dest ]**(See the next page for *src/dest* classified by format.)

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]	A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP <sup>*2</sup>
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.\*2 Operation is performed on the stack pointer indicated by the U flag. You can choose only #IMM for *src*.**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	○	—	○	○	—	○

## Conditions

- O** : The flag is set when a signed operation resulted in exceeding +32767 (.W) or -32768 (.W) or +127 (.B) or -128 (.B); otherwise cleared.
- S** : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z** : The flag is set when the operation resulted in 0; otherwise cleared.
- C** : The flag is set when an unsigned operation resulted in exceeding +65535 (.W) or +255 (.B); otherwise cleared.

**[ Description Example ]**

ADD.B A0,R0L ; A0's 8 low-order bits and R0L are added.

ADD.B R0L,A0 ; R0L is zero-expanded and added with A0.

ADD.B Ram:8[SB],R0L

ADD.W #2,[A0]

**[ Related Instructions ]** ADC,ADCF,SBB,SUB

**[src/dest Classified by Format]****G format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]	A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP <sup>*2</sup>
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

\*2 Operation is performed on the stack pointer indicated by the U flag. You can choose only #IMM for *src*.

**Q format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM <sup>*3</sup>	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP <sup>*2</sup>
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*2 Operation is performed on the stack pointer indicated by the U flag. You can choose only #IMM for *src*.

\*3 The range of values that can be taken on is  $-8 \leq \text{\#IMM} \leq +7$ .

**S format<sup>\*4</sup>**

src				dest			
R0L	R0H	dsp:8[SB]	dsp:8[FB]	R0L	R0H	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	
R0L <sup>*5</sup>	R0H <sup>*5</sup>	dsp:8[SB]	dsp:8[FB]	R0L <sup>*5</sup>	R0H <sup>*5</sup>	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	

\*4 You can only specify (.B) for the size specifier (.size).

\*5 You cannot choose the same register for *src* and *dest*.

# ADJNZ

Add & conditional jump  
**ADDITION then JUMP on Not Zero**

# ADJNZ

**[ Syntax ]**

ADJNZ.size src,dest,label

B, W

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

dest ← dest + src  
 if dest ≠ 0 then jump label

**[ Function ]**

- This instruction adds *dest* and *src* together and stores the result in *dest*.
- If the addition resulted in any value other than 0, control jumps to **label**. If the addition resulted in 0, the next instruction is executed.
- The op-code of this instruction is the same as that of SBJNZ.

**[ Selectable src/dest/label ]**

src	dest			label
#IMM*1	R0L/R0	R0H/R1	R1L/R2	PC*2-126 ≤ label ≤ PC*2+129
	R1H/R3	A0/A0	A1/A1	
	[A0]	[A1]	dsp:8[A0]	
	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	
	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	
	abs16			

\*1 The range of values that can be taken on is  $-8 \leq \#IMM \leq +7$ .

\*2 PC indicates the start address of the instruction.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	-	-	-	-	-	-	-	-

**[ Description Example ]**

ADJNZ.W #-1,R0,label

**[ Related Instructions ]** SBJNZ

# AND

Logically AND  
AND

# AND

[ Syntax ]

[ Instruction Code/Number of Cycles ]

AND.size (:format) src,dest

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[ Operation ]

dest ← src ∧ dest

[ Function ]

- This instruction logically ANDs *dest* and *src* together and stores the result in *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to perform calculation in 16 bits. If *src* is an A0 or A1, operation is performed on the eight low-order bits of the A0 or A1.

[ Selectable src/dest ]

(See the next page for *src/dest* classified by format.)

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0*1	A1/A1*1	[A0]	[A1]	A0/A0*1	A1/A1*1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	○	○	—	—

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.

[ Description Example ]

- AND.B Ram:8[SB],R0L
- AND.B:G A0,R0L ; A0's 8 low-order bits and R0L are ANDed.
- AND.B:G R0L,A0 ; R0L is zero-expanded and ANDed with A0.
- AND.B:S #3,R0L

[ Related Instructions ] OR,XOR,TST

**[src/dest Classified by Format]****G format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]	A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

**S format<sup>\*2</sup>**

src				dest			
R0L	R0H	dsp:8[SB]	dsp:8[FB]	R0L	R0H	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	
R0L <sup>*3</sup>	R0H <sup>*3</sup>	dsp:8[SB]	dsp:8[FB]	R0L <sup>*3</sup>	R0H <sup>*3</sup>	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	

\*2 You can only specify (.B) for the size specifier (.size).

\*3 You cannot choose the same register for *src* and *dest*.

**BAND**

*Logically AND bits*  
**Bit AND carry flag**

**BAND****[ Syntax ]**

**BAND src**

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

$C \leftarrow src \wedge C$

**[ Function ]**

- This instruction logically ANDs the C flag and *src* together and stores the result in the C flag.

**[ Selectable src ]**

src			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
€	bit,base:11[SB]		

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	○

Conditions

- C : The flag is set when the operation resulted in 1; otherwise cleared.

**[ Description Example ]**

BAND flag  
 BAND 4,Ram  
 BAND 16,Ram:16[SB]  
 BAND [A0]

**[ Related Instructions ]** BOR,BXOR,BNAND,BNOR,BNXOR



# BCLR

*Clear bit*  
**Bit CLearR**

# BCLR

**[ Syntax ]**

**BCLR** (:format) **dest**

**[ Instruction Code/Number of Cycles ]**

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**G , S** (Can be specified)

**[ Operation ]**

**dest** ← 0

**[ Function ]**

- This instruction stores 0 in *dest*.

**[ Selectable dest ]**

dest			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
Ⓜ	bit,base:11[SB] <sup>*1</sup>		

\*1 This *dest* can only be selected when in S format.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

BCLR flag  
 BCLR 4,Ram:8[SB]  
 BCLR 16,Ram:16[SB]  
 BCLR [A0]

**[ Related Instructions ]** BSET,BNOT,BNTST,BTST,BTSTC,BTSTS

# BM*Cnd*

## Conditional bit transfer Bit Move Condition

# BM*Cnd*

[ Syntax ]

**BM*Cnd*** dest

[ Instruction Code/Number of Cycles ]

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[ Operation ]

**if true then** dest ← 1  
**else** dest ← 0

[ Function ]

- This instruction transfers the true or false value of the condition indicated by *Cnd* to *dest*. If the condition is true, 1 is transferred; if false, 0 is transferred.
- There are following kinds of *Cnd*.

<i>Cnd</i>	Condition	Expression	<i>Cnd</i>	Condition	Expression
GEU/C	C=1 Equal to or greater than C flag is 1.	$\geq$	LTU/NC	C=0 Smaller than C flag is 0.	$>$
EQ/Z	Z=1 Equal to Z flag is 1.	=	NE/NZ	Z=0 Not equal Z flag is 0.	$\neq$
GTU	$C \wedge \bar{Z}=1$ Greater than	$<$	LEU	$C \wedge \bar{Z}=0$ Equal to or smaller than	$\geq$
PZ	S=0 Positive or zero	$0 \leq$	N	S=1 Negative	$0 >$
GE	$S \vee O=0$ Equal to or greater than (signed value)	$\geq$	LE	$(S \vee O) \vee Z=1$ Equal to or smaller than (signed value)	$\geq$
GT	$(S \vee O) \vee Z=0$ Greater than (signed value)	$<$	LT	$S \vee O=1$ Smaller than (signed value)	$>$
O	O=1 O flag is 1.		NO	O=0 O flag is 0.	

[ Selectable dest ]

dest			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
C	bit,base:14[SB]		

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	*1

\*1 The flag changes if you specified the C flag for *dest*.

[ Description Example ]

BMN 3,Ram:8[SB]  
BMZ C

[ Related Instructions ] J*Cnd*

# BNAND

*Logically AND inverted bits*  
**Bit Not AND carry flag**

# BNAND

**[ Syntax ]**

**BNAND**     **src**

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

$$C \leftarrow \overline{\text{src}} \vee C$$

**[ Function ]**

- This instruction logically ANDs the C flag and inverted *src* together and stores the result in the C flag.

**[ Selectable src ]**

src			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
€	bit,base:11[SB]		

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	○

Condition

- C : The flag is set when the operation resulted in 1; otherwise cleared.

**[ Description Example ]**

- BNAND     flag
- BNAND     4,Ram
- BNAND     16,Ram:16[SB]
- BNAND     [A0]

**[ Related Instructions ]**     BAND,BOR,BXOR,BNOR,BNXOR

# BNOR

*Logically OR inverted bits*  
**Bit Not OR carry flag**

# BNOR

**[ Syntax ]**

BNOR src

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

$$C \leftarrow \overline{src} \vee C$$

**[ Function ]**

- This instruction logically ORs the C flag and inverted src together and stores the result in the C flag.

**[ Selectable src ]**

src			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
€	bit,base:11[SB]		

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	○

Condition

- C : The flag is set when the operation resulted in 1; otherwise cleared.

**[ Description Example ]**

- BNOR flag
- BNOR 4,Ram
- BNOR 16,Ram:16[SB]
- BNOR [A0]

**[ Related Instructions ]** BAND,BOR,BXOR,BNAND,BNXOR

# BNOT

*Invert bit*  
**Bit NOT**

# BNOT

**[ Syntax ]**

**BNOT**(:format) **dest** **G , S** (Can be specified)

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

**dest** ←  $\overline{\text{dest}}$

**[ Function ]**

- This instruction inverts *dest* and stores the result in *dest*.

**[ Selectable dest ]**

dest			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
	bit,base:11[SB] <sup>*1</sup>		

\*1 This *dest* can only be selected when in S format.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

BNOT flag  
 BNOT 4,Ram:8[SB]  
 BNOT 16,Ram:16[SB]  
 BNOT [A0]

**[ Related Instructions ]** BCLR,BSET,BNTST,BTST,BTSTC,BTSTS

# BNTST

Test inverted bit  
Bit Not TeST

# BNTST

**[ Syntax ]**

BNTST src

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

$Z \leftarrow \overline{\text{src}}$   
 $C \leftarrow \overline{\text{src}}$

**[ Function ]**

- This instruction transfers inverted *src* to the Z flag and inverted *src* to the C flag.

**[ Selectable src ]**

src			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
€	bit,base:11[SB]		

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	○	—	○

Conditions

- Z : The flag is set when *src* is 0; otherwise cleared.
- C : The flag is set when *src* is 0; otherwise cleared.

**[ Description Example ]**

BNTST flag  
 BNTST 4,Ram:8[SB]  
 BNTST 16,Ram:16[SB]  
 BNTST [A0]

**[ Related Instructions ]** BCLR,BSET,BNOT,BTST,BTSTC,BTSTS

# BNXOR

*Exclusive OR inverted bits*  
**Bit Not eXclusive OR carry flag**

# BNXOR

**[ Syntax ]**

**BNXOR**     **src**

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

$$C \leftarrow \overline{\text{src}} \vee C$$

**[ Function ]**

- This instruction exclusive ORs the C flag and inverted *src* and stores the result in the C flag.

**[ Selectable src ]**

src			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
€	bit,base:11[SB]		

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	○

Conditions

- C : The flag is set when the operation resulted in 1; otherwise cleared.

**[ Description Example ]**

BNXOR     flag  
 BNXOR     4,Ram  
 BNXOR     16,Ram:16[SB]  
 BNXOR     [A0]

**[ Related Instructions ]**     BAND,BOR,BXOR,BNAND,BNOR

**BOR**

*Logically OR bits*  
**Bit OR carry flag**

**BOR****[ Syntax ]**

**BOR src**

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

$C \leftarrow src \vee C$

**[ Function ]**

- This instruction logically ORs the C flag and *src* together and stores the result in the C flag.

**[ Selectable src ]**

src			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
€	bit,base:11[SB]		

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	○

Conditions

- C : The flag is set when the operation resulted in 1; otherwise cleared.

**[ Description Example ]**

BOR flag  
 BOR 4,Ram  
 BOR 16,Ram:16[SB]  
 BOR [A0]

**[ Related Instructions ]** BAND,BXOR,BNAND,BNOR,BNXOR



# BRK

*Debug interrupt*  
**BReaK**

# BRK

[ Syntax ]  
BRK

[ Instruction Code/Number of Cycles ]  
Page= 159

[ Operation ]

SP ← SP - 2  
M(SP) ← (PC + 1)<sub>H</sub>, FLG  
SP ← SP - 2  
M(SP) ← (PC + 1)<sub>ML</sub>  
PC ← M(FFFE<sub>416</sub>)

[ Function ]

- This instruction generates a BRK interrupt.
- The BRK interrupt is a nonmaskable interrupt.

[ Flag Change ]\*<sup>1</sup>

Flag	U	I	O	B	S	Z	D	C
Change	○	○	—	—	—	—	○	—

\*1 The flags are saved to the stack area before the BRK instruction is executed. After the interrupt, the flags change state as shown on the left.

Conditions

- U : The flag is cleared.
- I : The flag is cleared.
- D : The flag is cleared.

[ Description Example ]  
BRK

[ Related Instructions ] INT,INTO

# BSET

*Set bit*  
Bit SET

# BSET

**[ Syntax ]**

BSET (:format) dest

**[ Instruction Code/Number of Cycles ]**

Page= 159

G, S (Can be specified)

**[ Operation ]**

dest ← 1

**[ Function ]**

- This instruction stores 1 in *dest*.

**[ Selectable dest ]**

dest			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
⊕	bit,base:11[SB] <sup>*1</sup>		

\*1 This *dest* can only be selected when in S format.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

BSET flag  
 BSET 4,Ram:8[SB]  
 BSET 16,Ram:16[SB]  
 BSET [A0]

**[ Related Instructions ]** BCLR,BNOT,BNTST,BTST,BTSTC,BTSTS

# BTST

Test bit  
Bit TeST

# BTST

[ Syntax ]

[ Instruction Code/Number of Cycles ]

BTST (:format) src  
 \_\_\_\_\_ G , S (Can be specified)

Page= 160

[ Operation ]

Z ←  $\overline{\text{src}}$   
 C ← src

[ Function ]

- This instruction transfers inverted *src* to the Z flag and non-inverted *src* to the C flag.

[ Selectable src ]

src			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
€	bit,base:11[SB] <sup>*1</sup>		

\*1 This *src* can only be selected when in S format.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	○	—	○

Conditions

- Z : The flag is set when *src* is 0; otherwise cleared.
- C : The flag is set when *src* is 1; otherwise cleared.

[ Description Example ]

BTST flag  
 BTST 4,Ram:8[SB]  
 BTST 16,Ram:16[SB]  
 BTST [A0]

[ Related Instructions ] BCLR,BSET,BNOT,BNTST,BTSTC,BTSTS

# BTSTC

*Test bit & clear*  
**Bit TeST & Clear**

# BTSTC

**[ Syntax ]**

**BTSTC**      *dest*

**[ Instruction Code/Number of Cycles ]**

Page= 161

**[ Operation ]**

Z      ←  $\overline{\text{dest}}$   
 C      ← *dest*  
*dest*   ← 0

**[ Function ]**

- This instruction transfers inverted *dest* to the Z flag and non-inverted *dest* to the C flag. Then it stores 0 in *dest*.

**[ Selectable dest ]**

<b>dest</b>			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
⊕	bit,base:14[SB]		

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	○	—	○

Conditions

- Z : The flag is set when *dest* is 0; otherwise cleared.
- C : The flag is set when *dest* is 1; otherwise cleared.

**[ Description Example ]**

BTSTC      flag  
 BTSTC      4,Ram  
 BTSTC      16,Ram:16[SB]  
 BTSTC      [A0]

**[ Related Instructions ]**

BCLR,BSET,BNOT,BNTST,BTST,BTSTS

# BTSTS

*Test bit & set*  
**Bit TeST & Set**

# BTSTS

**[ Syntax ]**

**BTSTS**      *dest*

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

Z      ←  $\overline{dest}$   
 C      ← *dest*  
*dest* ← 1

**[ Function ]**

- This instruction transfers inverted *dest* to the Z flag and non-inverted *dest* to the C flag. Then it stores 1 in *dest*.

**[ Selectable dest ]**

dest			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
⊕	bit,base:14[SB]		

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	○	—	○

Conditions

- Z : The flag is set when *dest* is 0; otherwise cleared.
- C : The flag is set when *dest* is 1; otherwise cleared.

**[ Description Example ]**

BTSTS      flag  
 BTSTS      4,Ram  
 BTSTS      16,Ram:16[SB]  
 BTSTS      [A0]

**[ Related Instructions ]**      BCLR,BSET,BNOT,BNTST,BTST,BTSTC

# BXOR

*Exclusive OR bits*  
**Bit eXclusive OR carry flag**

# BXOR

**[ Syntax ]**

**BXOR src**

**[ Instruction Code/Number of Cycles ]**

Page= 162

**[ Operation ]**

$C \leftarrow src \vee C$

**[ Function ]**

- This instruction exclusive ORs the C flag and *src* together and stores the result in the C flag.

**[ Selectable src ]**

src			
bit,R0	bit,R1	bit,R2	bit,R3
bit,A0	bit,A1	[A0]	[A1]
base:8[A0]	base:8[A1]	bit,base:8[SB]	bit,base:8[FB]
base:16[A0]	base:16[A1]	bit,base:16[SB]	bit,base:16
⊕	bit,base:11[SB]		

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	○

Conditions

- C : The flag is set when the operation resulted in 1; otherwise cleared.

**[ Description Example ]**

BXOR flag  
 BXOR 4,Ram  
 BXOR 16,Ram:16[SB]  
 BXOR [A0]

**[ Related Instructions ]** BAND,BOR,BNAND,BNOR,BNXOR

# CMP

Compare  
CoMPare

# CMP

[ Syntax ]

[ Instruction Code/Number of Cycles ]

CMP.size (:format) src,dest

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\_\_\_\_\_ G , Q , S (Can be specified)  
\_\_\_\_\_ B , W

[ Operation ]

dest – src

[ Function ]

- Each flag bit of the flag register varies depending on the result of subtraction of *src* from *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to perform operation in 16 bits. If *src* is an A0 or A1, operation is performed on the 8 low-order bits of A0 or A1.

[ Selectable src/dest ]

(See the next page for *src/dest* classified by format.)

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0*1	A1/A1*1	[A0]	[A1]	A0/A0*1	A1/A1*1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	–	–	○	–	○	○	–	○

Conditions

- O : The flag is set when a signed operation resulted in exceeding +32767 (.W) or –32768 (.W), or +127 (.B) or –128 (.B); otherwise cleared.
- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when an unsigned operation resulted in any value equal to or greater than 0; otherwise cleared.

[ Description Example ]

CMP.B:S #10,R0L

CMP.W:G R0,A0

CMP.W #–3,R0

CMP.B #5,Ram:8[FB]

CMP.B A0,R0L

; A0's 8 low-order bits and R0L are compared.

**[src/dest Classified by Format]****G format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]	A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

**Q format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM <sup>*2</sup>	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*2 The range of values that can be taken on is  $-8 \leq \#IMM \leq +7$ .

**S format<sup>\*3</sup>**

src				dest			
R0L	R0H	dsp:8[SB]	dsp:8[FB]	R0L	R0H	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	
R0L <sup>*4</sup>	R0H <sup>*4</sup>	dsp:8[SB]	dsp:8[FB]	R0L <sup>*4</sup>	R0H <sup>*4</sup>	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	

\*3 You can only specify (.B) for the size specifier (.size).

\*4 You cannot choose the same register for *src* and *dest*.



# DADC

*Decimal add with carry*  
**Decimal Addition with Carry**

# DADC

[ Syntax ]

DADC.size src,dest  
 \_\_\_\_\_ B , W

[ Instruction Code/Number of Cycles ]

Page= 167

[ Operation ]

dest ← src + dest + C

[ Function ]

- This instruction adds *dest*, *src*, and C flag together in decimal and stores the result in *dest*.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	○

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when the operation resulted in exceeding +9999 (.W) or +99 (.B); otherwise cleared.

[ Description Example ]

DADC.B #3,R0L  
 DADC.W R1,R0

[ Related Instructions ] DADD,DSUB,DSBB

# DADD

*Decimal add without carry*  
**Decimal ADDition**

# DADD

**[ Syntax ]**

DADD.size src,dest  
 \_\_\_\_\_ B , W

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

dest ← src + dest

**[ Function ]**

- This instruction adds *dest* and *src* together in decimal and stores the result in *dest*.

**[ Selectable src/dest ]**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	○

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when the operation resulted in exceeding +9999 (.W) or +99 (.B); otherwise cleared.

**[ Description Example ]**

DADD.B #3,R0L  
 DADD.W R1,R0

**[ Related Instructions ]** DADC,DSUB,DSBB

# DEC

*Decrement*  
**DEC**rement

# DEC

**[ Syntax ]**

DEC.size    dest  
 └──────────────────────────┘    **B , W**

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

dest ← dest - 1

**[ Function ]**

- This instruction decrements 1 from *dest* and stores the result in *dest*.

**[ Selectable dest ]**

dest			
ROL* <sup>1</sup>	R0H* <sup>1</sup>	dsp:8[SB]* <sup>1</sup>	dsp:8[FB]* <sup>1</sup>
abs16* <sup>1</sup>	A0* <sup>2</sup>	A1* <sup>2</sup>	

\*1 You can only specify (.B) for the size specifier (.size).

\*2 You can only specify (.W) for the size specifier (.size).

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	○	○	—	—

Conditions

- S** : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z** : The flag is set when the operation resulted in 0; otherwise cleared.

**[ Description Example ]**

DEC.W    A0  
 DEC.B    R0L

**[ Related Instructions ]**    INC



# DIVU

Unsigned divide  
DIVide Unsigned

# DIVU

[ Syntax ]

DIVU.size src  
B, W

[ Instruction Code/Number of Cycles ]

Page= 173

[ Operation ]

If the size specifier (.size) is (.B)

R0L (quotient), R0H (remainder)  $\leftarrow R0 \div src$

If the size specifier (.size) is (.W)

R0 (quotient), R2 (remainder)  $\leftarrow R2R0 \div src$

[ Function ]

- This instruction divides R2R0 (R0)<sup>\*1</sup> by unsigned src and stores the quotient in R0 (R0L)<sup>\*1</sup> and the remainder in R2 (R0H)<sup>\*1</sup>. Shown in ( )<sup>\*1</sup> are the registers that are operated on when you selected (.B) for the size specifier (.size).
- If src is an A0 or A1 when the size specifier (.size) you selected is (.B), operation is performed on the 8 low-order bits of A0 or A1.
- If you specify (.B) for the size specifier (.size), the O flag is set when the operation resulted in the quotient exceeding 8 bits or the divisor is 0. At this time, R0L and R0H are indeterminate.
- If you specify (.W) for the size specifier (.size), the O flag is set when the operation resulted in the quotient exceeding 16 bits or the divisor is 0. At this time, R0 and R2 are indeterminate.

[ Selectable src ]

src			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM
R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	○	—	—	—	—	—

Conditions

- O : The flag is set when the operation resulted in the quotient exceeding 16 bits (.W) or 8 bits (.B) or the divisor is 0; otherwise cleared.

[ Description Example ]

DIVU.B A0 ;A0's 8 low-order bits is the divisor.  
 DIVU.B #4  
 DIVU.W R0

[ Related Instructions ] DIV, DIVX, MUL, MULU

# DIVX

## Singed divide DIVide eXtension

# DIVX

[ Syntax ]

DIVX.size src  
B, W

[ Instruction Code/Number of Cycles ]

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[ Operation ]

If the size specifier (.size) is (.B)  
R0L (quotient), R0H (remainder) ← R0 ÷ src  
If the size specifier (.size) is (.W)  
R0 (quotient), R2 (remainder) ← R2R0 ÷ src

[ Function ]

- This instruction divides R2R0 (R0)<sup>\*1</sup> by signed *src* and stores the quotient in R0 (R0L)<sup>\*1</sup> and the remainder in R2 (R0H)<sup>\*1</sup>. The remainder has the same sign as the divisor. Shown in ( )<sup>\*1</sup> are the registers that are operated on when you selected (.B) for the size specifier (.size).
- If *src* is an A0 or A1 when the size specifier (.size) you selected is (.B), operation is performed on the 8 low-order bits of A0 or A1.
- If you specify (.B) for the size specifier (.size), the O flag is set when the operation resulted in the quotient exceeding 8 bits or the divisor is 0. At this time, R0L and R0H are indeterminate.
- If you specify (.W) for the size specifier (.size), the O flag is set when the operation resulted in the quotient exceeding 16 bits or the divisor is 0. At this time, R0 and R2 are indeterminate.

[ Selectable src ]

src			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM
R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	○	—	—	—	—	—

Conditions

- : The flag is set when the operation resulted in the quotient exceeding 16 bits (.W) or 8 bits (.B) or the divisor is 0; otherwise cleared.

[ Description Example ]

DIVX.B A0 ;A0's 8 low-order bits is the divisor.  
DIVX.B #4  
DIVX.W R0

[ Related Instructions ] DIV, DIVU, MUL, MULU

# DSBB

*Decimal subtract with borrow*  
**Decimal SuBtract with Borrow**

# DSBB

[ Syntax ]

DSBB.size src,dest  
 \_\_\_\_\_ B , W

[ Instruction Code/Number of Cycles ]

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[ Operation ]

dest ← dest - src -  $\overline{C}$

[ Function ]

- This instruction subtracts *src* and inverted C flag from *dest* in decimal and stores the result in *dest*.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	-	-	-	-	○	○	-	○

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when the operation resulted in any value equal to or greater than 0; otherwise cleared.

[ Description Example ]

DSBB.B #3,R0L  
 DSBB.W R1,R0

[ Related Instructions ] DADC,DADD,DSUB

# DSUB

*Decimal subtract without borrow*  
**Decimal SUBtract**

# DSUB

[ Syntax ]

DSUB.size src,dest  
 \_\_\_\_\_ B , W

[ Instruction Code/Number of Cycles ]

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[ Operation ]

dest ← dest - src

[ Function ]

- This instruction subtracts *src* from *dest* in decimal and stores the result in *dest*.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	○

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when the operation resulted in any value equal to or greater than 0; otherwise cleared.

[ Description Example ]

DSUB.B #3,R0L  
 DSUB.W R1,R0

[ Related Instructions ] DADC,DADD,DSBB



# ENTER

*Build stack frame*  
**ENTER function**

# ENTER

**[ Syntax ]**

**ENTER**      *src*

**[ Instruction Code/Number of Cycles ]**

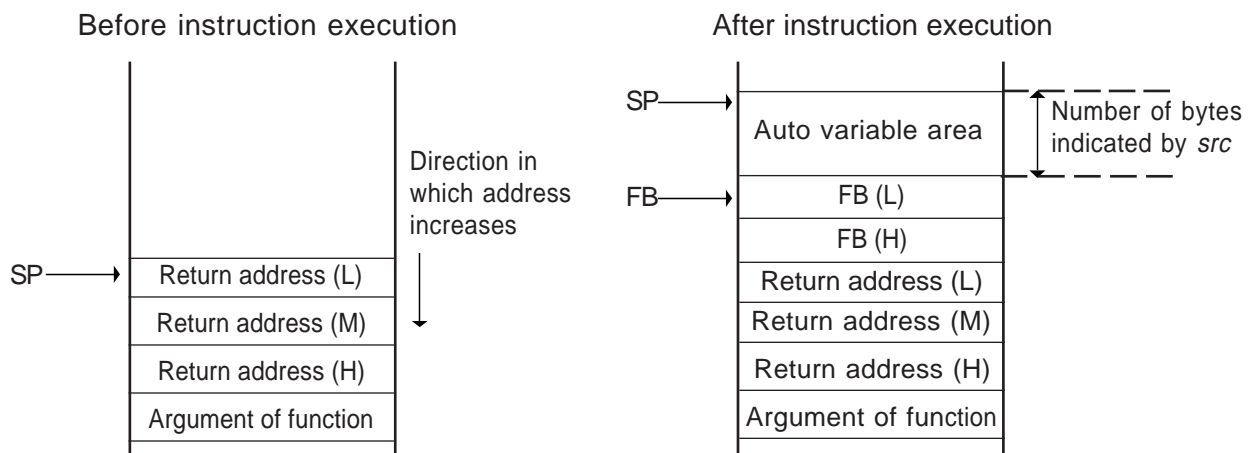
Page= 179

**[ Operation ]**

SP            ←    SP - 2  
 M(SP)       ←    FB  
 FB            ←    SP  
 SP            ←    SP - *src*

**[ Function ]**

- This instruction generates a stack frame. *src* represents the size of the stack frame.
- The diagrams below show the stack area status before and after the ENTER instruction is executed at the beginning of a called subroutine.



**[ Selectable *src* ]**

<b>src</b>
#IMM8

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

**ENTER**      #3

**[ Related Instructions ]**      EXITD

# EXITD

*Deallocate stack frame*  
**EXIT and Deallocate stack frame**

# EXITD

[ Syntax ]  
**EXITD**

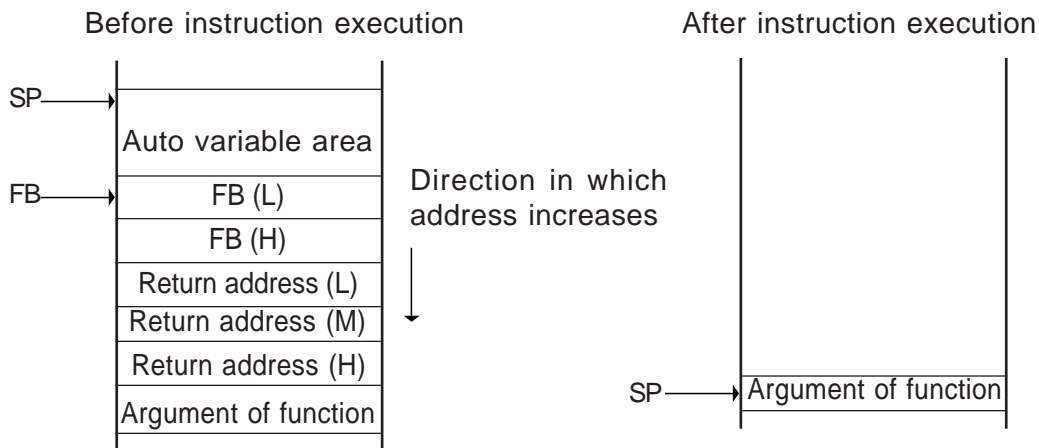
[ Instruction Code/Number of Cycles ]  
 Page= 180

[ Operation ]

SP ← FB  
 FB ← M(SP)  
 SP ← SP + 2  
 PCML ← M(SP)  
 SP ← SP + 2  
 PCH ← M(SP)  
 SP ← SP + 1

[ Function ]

- This instruction deallocates the stack frame and exits from the subroutine.
- Use this instruction in combination with the ENTER instruction.
- The diagrams below show the stack area status before and after the EXITD instruction is executed at the end of a subroutine in which an ENTER instruction was executed.



[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

[ Description Example ]  
**EXITD**

[ Related Instructions ]      **ENTER**

# EXTS

*Extend sign*  
**EXTend Sign**

# EXTS

**[ Syntax ]**

EXTS.size dest  
 └──────────────────────────┘ B, W

**[ Instruction Code/Number of Cycles ]**

Page= 180

**[ Operation ]**

dest ← EXT(dest)

**[ Function ]**

- This instruction sign extends *dest* and stores the result in *dest*.
- If you selected (.B) for the size specifier (.size), *dest* is sign extended to 16 bits.
- If you selected (.W) for the size specifier (.size), R0 is sign extended to 32 bits. In this case, R2 is used for the upper bytes.

**[ Selectable dest ]**

dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

Conditions

- S** : If you selected (.B) for the size specifier (.size), the flag is set when the operation resulted in MSB = 1; otherwise cleared. The flag does not change if you selected (.W) for the size specifier (.size).
- Z** : If you selected (.B) for the size specifier (.size), the flag is set when the operation resulted in 0; otherwise cleared. The flag does not change if you selected (.W) for the size specifier (.size).

**[ Description Example ]**

EXTS.B R0L  
 EXTS.W R0

**FCLR**

*Clear flag register bit*  
**Flag register CLear**

**FCLR****[ Syntax ]**

FCLR dest

**[ Instruction Code/Number of Cycles ]**

Page= 181

**[ Operation ]**

dest ← 0

**[ Function ]**

- This instruction stores 0 in *dest*.

**[ Selectable dest ]**

dest							
C	D	Z	S	B	O	I	U

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	*1	*1	*1	*1	*1	*1	*1	*1

\*1 The selected flag is cleared to 0.

**[ Description Example ]**

FCLR I  
 FCLR S

**[ Related Instructions ]** FSET

**FSET**

*Set flag register bit*  
**Flag register SET**

**FSET****[ Syntax ]**

FSET dest

**[ Instruction Code/Number of Cycles ]**

Page= 182

**[ Operation ]**

dest ← 1

**[ Function ]**

- This instruction stores 1 in *dest*.

**[ Selectable dest ]**

dest							
C	D	Z	S	B	O	I	U

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	*1	*1	*1	*1	*1	*1	*1	*1

\*1 The selected flag is set (= 1).

**[ Description Example ]**

FSET I  
 FSET S

**[ Related Instructions ]** FCLR

# INC

*Increment*  
**INC**rement

# INC

**[ Syntax ]**

INC.size                      dest  
 └──────────────────────────┘ B , W

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

$$\text{dest} \leftarrow \text{dest} + 1$$
**[ Function ]**

- This instruction adds 1 to *dest* and stores the result in *dest*.

**[ Selectable dest ]**

dest			
R0L <sup>*1</sup>	R0H <sup>*1</sup>	dsp:8[SB] <sup>*1</sup>	dsp:8[FB] <sup>*1</sup>
abs16 <sup>*1</sup>	A0 <sup>*2</sup>	A1 <sup>*2</sup>	

\*1 You can only specify (.B) for the size specifier (.size).

\*2 You can only specify (.W) for the size specifier (.size).

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

## Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.  
 Z : The flag is set when the operation resulted in 0; otherwise cleared.

**[ Description Example ]**

INC.W      A0  
 INC.B      R0L

**[ Related Instructions ]**      DEC

**INT**

*Interrupt by INT instruction*  
**INTerrupt**

**INT****[ Syntax ]**

**INT**            **src**

**[ Instruction Code/Number of Cycles ]**

Page= 183

**[ Operation ]**

$SP \leftarrow SP - 2$   
 $M(SP) \leftarrow (PC + 2)_H, FLG$   
 $SP \leftarrow SP - 2$   
 $M(SP) \leftarrow (PC + 2)_ML$   
 $PC \leftarrow M(IntBase + src \times 4)$

**[ Function ]**

- This instruction generates a software interrupt specified by *src*. *src* represents a software interrupt number.
- If *src* is 31 or smaller, the U flag is cleared to 0 and the interrupt stack pointer (ISP) is used.
- If *src* is 32 or larger, the stack pointer indicated by the U flag is used.
- The interrupts generated by the INT instruction are nonmaskable interrupts.

**[ Selectable src ]**

<b>src</b>
#IMM <sup>*1*2</sup>

\*1 #IMM denotes a software interrupt number.

\*2 The range of values that can be taken on is  $0 \leq \#IMM \leq 63$ .

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	○	○	—	—	—	—	○	—

\*3 The flags are saved to the stack area before the INT instruction is executed. After the interrupt, the flags change state as shown on the left.

**Conditions**

- U** : The flag is cleared if the software interrupt number is 31 or smaller. The flag does not change if the software interrupt number is 32 or larger.  
**I** : The flag is cleared.  
**D** : The flag is cleared.

**[ Description Example ]**

**INT**            **#0**

**[ Related Instructions ]**    BRK,INTO

**INTO***Interrupt on overflow*  
**INTerrupt on Overflow****INTO****[ Syntax ]**

INTO

**[ Instruction Code/Number of Cycles ]**

Page= 184

**[ Operation ]**

$SP \leftarrow SP - 2$   
 $M(SP) \leftarrow (PC + 1)_H, FLG$   
 $SP \leftarrow SP - 2$   
 $M(SP) \leftarrow (PC + 1)_{ML}$   
 $PC \leftarrow M(FFFFE0_{16})$

**[ Function ]**

- If the O flag is 1, this instruction generates an overflow interrupt. If the flag is 0, the next instruction is executed.
- The overflow interrupt is a nonmaskable interrupt.

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	○	○	—	—	—	—	○	—

\*1 The flags are saved to the stack area before the INTO instruction is executed. After the interrupt, the flags change state as shown on the left.

**Conditions**

- U : The flag is cleared.
- I : The flag is cleared.
- D : The flag is cleared.

**[ Description Example ]**

INTO

**[ Related Instructions ]** BRK,INT



# JCnd

*Jump on condition*  
**Jump on Condition**

# JCnd

**[ Syntax ]**

JCnd label

**[ Instruction Code/Number of Cycles ]**

Page= 184

**[ Operation ]**

if true then jump label

**[ Function ]**

- This instruction causes program flow to branch off after checking the execution result of the preceding instruction against the following condition. If the condition indicated by *Cnd* is true, control jumps to **label**. If false, the next instruction is executed.
- The following conditions can be used for *Cnd*:

<i>Cnd</i>	Condition	Expression	<i>Cnd</i>	Condition	Expression
GEU/C	C=1 Equal to or greater than C flag is 1.	$\cong$	LTU/NC	C=0 Smaller than C flag is 0.	$>$
EQ/Z	Z=1 Equal to Z flag is 1.	=	NE/NZ	Z=0 Not equal Z flag is 0.	$\neq$
GTU	$C \wedge \bar{Z}=1$ Greater than	$<$	LEU	$C \wedge \bar{Z}=0$ Equal to or smaller than	$\cong$
PZ	S=0 Positive or zero	$0 \cong$	N	S=1 Negative	$0 >$
GE	$S \vee O=0$ Equal to or greater than (signed value)	$\cong$	LE	$(S \vee O) \vee Z=1$ Equal to or smaller than (signed value)	$\cong$
GT	$(S \vee O) \vee Z=0$ Greater than (signed value)	$<$	LT	$S \vee O=1$ Smaller than (signed value)	$>$
O	O=1 O flag is 1.		NO	O=0 O flag is 0.	

**[ Selectable label ]**

label	<i>Cnd</i>
$PC^{*1}-127 \cong \text{label} \cong PC^{*1}+128$	GEU/C,GTU,EQ/Z,N,LTU/NC,LEU,NE/NZ,PZ
$PC^{*1}-126 \cong \text{label} \cong PC^{*1}+129$	LE,O,GE,GT,NO,LT

\*1 PC indicates the start address of the instruction.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

JEQ label  
 JNE label

**[ Related Instructions ]** BMCnd

# JMP

*Unconditional jump*  
**JuMP**

# JMP

**[ Syntax ]**

JMP(.length) label

**[ Instruction Code/Number of Cycles ]**

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\_\_\_\_\_ **S , B , W , A** (Can be specified)**[ Operation ]**

PC ← label

**[ Function ]**

- This instruction causes control to jump to **label**.

**[ Selectable label ]**

.length	label
.S	$PC^*+2 \leq \text{label} \leq PC^*+9$
.B	$PC^*-127 \leq \text{label} \leq PC^*+128$
.W	$PC^*-32767 \leq \text{label} \leq PC^*+32768$
.A	abs20

\*1 The PC indicates the start address of the instruction.

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

JMP label

**[ Related Instructions ]** JMPI, JMPS

# JMPI

*Jump indirect*  
**JuMP Indirect**

# JMPI

**[ Syntax ]**

JMPI.length      src  
└──────────────────────────────────┘ W , A

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

When jump distance specifier (.length) is (.W)  
 PC ← PC ± src

When jump distance specifier (.length) is (.A)  
 PC ← src

**[ Function ]**

- This instruction causes control to jump to the address indicated by *src*. If *src* is memory, specify the address at which the low-order address is stored.
- If you selected (.W) for the jump distance specifier (.length), control jumps to the start address of the instruction plus the address indicated by *src* (added including the sign bits). If *src* is memory, the required memory capacity is 2 bytes.
- If *src* is memory when you selected (.A) for the jump distance specifier (.length), the required memory capacity is 3 bytes.

**[ Selectable src ]**

If you selected (.W) for the jump distance specifier (.length)

src			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

If you selected (.A) for the jump distance specifier (.length)

src			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

JMPI.A      A1A0  
 JMP.I.W    R0

**[ Related Instructions ]**      JMP, JMPS

# JMPS

*Jump to special page*  
**JuMP Special page**

# JMPS

**[ Syntax ]****JMPS src****[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

PCH ← 0F<sub>16</sub>  
 PCML ← M( FFFFE<sub>16</sub> - src × 2 )

**[ Function ]**

- This instruction causes control to jump to the address set in each table of the special page vector table plus F0000<sub>16</sub>. The area across which control can jump is from address F0000<sub>16</sub> to address FFFFF<sub>16</sub>.
- The special page vector table is allocated to an area from address FFE00<sub>16</sub> to address FFFDA<sub>16</sub>.
- *src* represents a special page number. The special page number is 255 for address FFE00<sub>16</sub>, and 18 for address FFFDA<sub>16</sub>.

**[ Selectable src ]**

<b>src</b>
#IMM <sup>*1*2</sup>

\*1 #IMM denotes a special page number.

\*2 The range of values that can be taken on is  $18 \leq \#IMM \leq 255$ .

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

JMPS #20

**[ Related Instructions ]**    JMP, JMPI

# JSR

*Subroutine call*  
**Jump SubRoutine**

# JSR

**[ Syntax ]**

**[ Instruction Code/Number of Cycles ]**

JSR(.length) label

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\_\_\_\_\_ W , A (Can be specified)

**[ Operation ]**

- SP ← SP - 1
- M(SP) ← (PC + n)H
- SP ← SP - 2
- M(SP) ← (PC + n)ML
- PC ← label

\*1 n denotes the number of instruction bytes.

**[ Function ]**

- This instruction causes control to jump to a subroutine indicated by **label**.

**[ Selectable label ]**

.length	label
.W	$PC^{*1}-32767 \leq \text{label} \leq PC^{*1}+32768$
.A	abs20

\*1 The PC indicates the start address of the instruction.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	-	-	-	-	-	-	-	-

**[ Description Example ]**

JSR.W func  
 JSR.A func

**[ Related Instructions ]** JSRI,JSRS

# JSRI

## Indirect subroutine call Jump SubRoutine Indirect

# JSRI

**[ Syntax ]**

JSRI.length src  
 W, A

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

When jump distance specifier (.length) is (.W)

SP ← SP - 1  
M(SP) ← (PC + n)H  
SP ← SP - 2  
M(SP) ← (PC + n)ML  
PC ← PC ± src

\*1 n denotes the number of instruction bytes.

When jump distance specifier (.length) is (.A)

SP ← SP - 1  
M(SP) ← (PC + n)H  
SP ← SP - 2  
M(SP) ← (PC + n)H  
PC ← src

**[ Function ]**

- This instruction causes control to jump to a subroutine at the address indicated by *src*. If *src* is memory, specify the address at which the low-order address is stored.
- If you selected (.W) for the jump distance specifier (.length), control jumps to a subroutine at the start address of the instruction plus the address indicated by *src* (added including the sign bits). If *src* is memory, the required memory capacity is 2 bytes.
- If *src* is memory when you selected (.A) for the jump distance specifier (.length), the required memory capacity is 3 bytes.

**[ Selectable src ]**

If you selected (.W) for the jump distance specifier (.length)

src			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

If you selected (.A) for the jump distance specifier (.length)

src			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

JSRI.A A1A0

JSRI.W R0

**[ Related Instructions ] JSR,JSRS**

**JSRS***Special page subroutine call*  
**Jump SubRoutine Special page****JSRS****[ Syntax ]**

JSRS src

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

SP ← SP - 1  
 M(SP) ← (PC + 2)H  
 SP ← SP - 2  
 M(SP) ← (PC + 2)ML  
 PCH ← 0F<sub>16</sub>  
 PCML ← M ( FFFFE<sub>16</sub> - src × 2 )

**[ Function ]**

- This instruction causes control to jump to a subroutine at the address set in each table of the special page vector table plus F0000<sub>16</sub>. The area across which program flow can jump to a subroutine is from address F0000<sub>16</sub> to address FFFFF<sub>16</sub>.
- The special page vector table is allocated to an area from address FFE00<sub>16</sub> to address FFFDA<sub>16</sub>.
- *src* represents a special page number. The special page number is 255 for address FFE00<sub>16</sub>, and 18 for address FFFDA<sub>16</sub>.

**[ Selectable src ]**

<b>src</b>
#IMM <sup>*1*2</sup>

\*1 #IMM denotes a special page number.

\*2 The range of values that can be taken on is  $18 \leq \#IMM \leq 255$ .

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

JSRS #18

**[ Related Instructions ]** JSR,JSRI

# LDC

Transfer to control register  
Load Control register

# LDC

[ Syntax ]

LDC src,dest

[ Instruction Code/Number of Cycles ]

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[ Operation ]

dest ← src

[ Function ]

- This instruction transfers *src* to the control register indicated by *dest*. If *src* is memory, the required memory capacity is 2 bytes.
- If the destination is INTBL or INTBH, make sure that bytes are transferred in succession.
- No interrupt requests are accepted immediately after this instruction.

[ Selectable src/dest ]

src				dest			
R0/R0	R0H/R1	R1L/R2	R1H/R3	FB	SB	SP*1	ISP
A0/A0	A1/A1	[A0]	[A1]	FLG	INTBH	INTBL	
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]				
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16				
dsp:20[A0]	dsp:20[A1]	abs20	#IMM				
R2/R0	R3/R1	A1/A0					

\*1 Operation is performed on the stack pointer indicated by the U flag.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	*2	*2	*2	*2	*2	*2	*2	*2

\*2 The flag changes only when *dest* is FLG.

[ Description Example ]

LDC R0,SB  
LDC A0,FB

[ Related Instructions ] POPC,PUSHC,STC,LDINTB



# LDCTX

*Restore context*  
**LoaD ConTeXt**

# LDCTX

**[ Syntax ]**

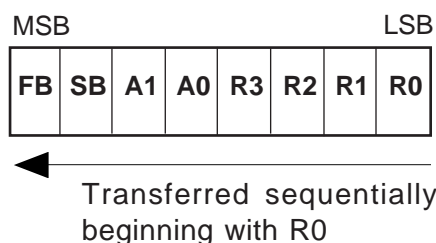
**LDCTX      abs16,abs20**

**[ Instruction Code/Number of Cycles ]**

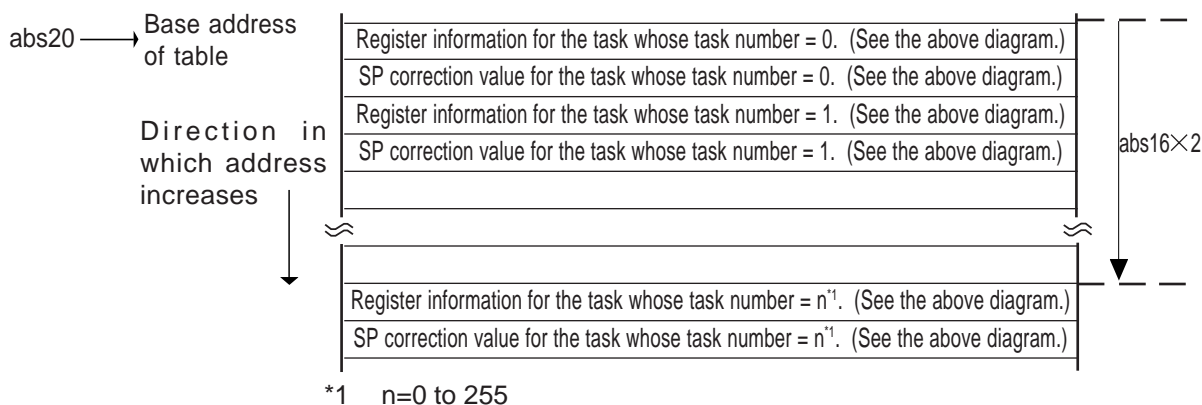
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**[ Function ]**

- This instruction restores task context from the stack area.
- Set the RAM address that contains the task number in abs16 and the start address of table data in abs20.
- The required register information is specified from table data by the task number and the data in the stack area is transferred to each register according to the specified register information. Then the SP correction value is added to the stack pointer (SP). For this SP correction value, set the number of bytes you want to be transferred.
- Information on transferred registers is configured as shown below. Logic 1 indicates a register to be transferred and logic 0 indicates a register that is not transferred.



- The table data is comprised as shown below. The address indicated by abs20 is the base address of the table. The data stored at an address apart from the base address as much as twice the content of abs16 indicates register information, and the next address contains the stack pointer correction value.



**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

LDCTX      Ram,Rom\_TBL

**[ Related Instructions ]      STCTX**

# LDE

Transfer from extended data area  
**LoaD from EXtra far data area**

# LDE

[ Syntax ]

[ Instruction Code/Number of Cycles ]

LDE.size                      src,dest  
 |  
 |\_\_\_\_\_ B , W

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[ Operation ]

dest ← src

[ Function ]

- This instruction transfers *src* from extended area to *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to transfer data in 16 bits.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#HMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	[A1A0]	R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	○	○	—	—

Conditions

- S : The flag is set when the transfer resulted in MSB of *dest* = 1; otherwise cleared.
- Z : The flag is set when the transfer resulted in *dest* = 0; otherwise cleared.

[ Description Example ]

LDE.W      [A1A0],R0  
 LDE.B      Rom\_TBL,A0

[ Related Instructions ]      STE,MOV,XCHG

# LDINTB

*Transfer to INTB register*  
**LoaD INTB register**

# LDINTB

**[ Syntax ]**

LDINTB     src

**[ Instruction Code/Number of Cycles ]**

Page= 194

**[ Operation ]**

INTBHL ← src

**[ Function ]**

- This instruction transfers *src* to INTB.
- The LDINTB instruction is a macro-instruction consisting of the following:

LDC     #IMM, INTBH

LDC     #IMM, INTBL

**[ Selectable src ]**

<b>src</b>
#IMM20

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

LDINTB     #0F0000H

**[ Related Instructions ]**     LDC,STC,PUSHC,POPC

**LDIPL**

*Set interrupt enable level*  
**LoaD Interrupt Permission Level**

**LDIPL****[ Syntax ]**

LDIPL src

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

IPL ← src

**[ Function ]**

- This instruction transfers *src* to IPL.

**[ Selectable src ]**

<b>src</b>
#IMM*1

\*1 The range of values that can be taken on is  $0 \leq \#IMM \leq 7$

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

LDIPL #2

**MOV**Transfer  
**MOVe****MOV****[ Syntax ]****MOV.size (:format) src,dest****[ Instruction Code/Number of Cycles ]**

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**G , Q , Z , S** (Can be specified)  
**B , W**

**[ Operation ]**

dest ← src

**[ Function ]**

- This instruction transfers *src* to *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to transfer data in 16 bits. If *src* is an A0 or A1, data is transferred from the 8 low-order bits of A0 or A1.

**[ Selectable src/dest ]**(See the next page for *src/dest* classified by format.)

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]	A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM <sup>*2</sup>	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	dsp:8[SP] <sup>*3</sup>	R2R0	R3R1	A1A0	dsp:8[SP] <sup>*2 *3</sup>

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

\*2 If *src* is #IMM, you cannot choose dsp:8 [SP] for *dest*.

\*3 Operation is performed on the stack pointer indicated by the U flag. You cannot choose dsp:8 [SP] for *src* and *dest* simultaneously.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

## Conditions

S : The flag is set when the transfer resulted in MSB of *dest* = 1; otherwise cleared.

Z : The flag is set when the transfer resulted in 0; otherwise cleared.

**[ Description Example ]**

MOV.B:S #0ABH,R0L

MOV.W #-1,R2

**[ Related Instructions ]** LDE,STE,XCHG

**[src/dest Classified by Format]****G format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]	A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM <sup>*2</sup>	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0	dsp:8[SP] <sup>*3</sup>	R2R0	R3R1	A1A0	dsp:8[SP] <sup>*2*3</sup>

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

\*2 If *src* is #IMM, you cannot choose dsp:8 [SP] for *dest*.

\*3 Operation is performed on the stack pointer indicated by the U flag. You cannot choose dsp:8 [SP] for *src* and *dest* simultaneously.

**Q format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM <sup>*4</sup>	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*4 The range of values that can be taken on is  $-8 \leq \text{\#IMM} \leq +7$ .

**S format**

src				dest			
R0L <sup>*5*6*7</sup>	R0H <sup>*5*6*8</sup>	dsp:8[SB] <sup>*5</sup>	dsp:8[FB] <sup>*5</sup>	R0L <sup>*5*6</sup>	R0H <sup>*5*6</sup>		
abs16 <sup>*5</sup>	#IMM			abs16	A0 <sup>*5*8</sup>	A1 <sup>*5*7</sup>	
R0L <sup>*5*6</sup>	R0H <sup>*5*6</sup>	dsp:8[SB]	dsp:8[FB]	R0L <sup>*5*6</sup>	R0H <sup>*5*6</sup>	dsp:8[SB] <sup>*5</sup>	dsp:8[FB] <sup>*5</sup>
abs16	#IMM			abs16 <sup>*5</sup>	A0	A1	
R0L	R0H	dsp:8[SB]	dsp:8[FB]	R0L <sup>*5</sup>	R0H <sup>*5</sup>	dsp:8[SB] <sup>*5</sup>	dsp:8[FB] <sup>*5</sup>
abs16	#IMM <sup>*9</sup>			abs16 <sup>*5</sup>	A0 <sup>*9</sup>	A1 <sup>*9</sup>	

\*5 You can only specify (.B) for the size specifier (.size).

\*6 You cannot choose the same register for *src* and *dest*.

\*7 If *src* is R0L, you can only choose A1 for *dest* as the address register.

\*8 If *src* is R0H, you can only choose A0 for *dest* as the address register.

\*9 You can specify (.B) and (.W) for the size specifier (.size).

**Z format**

src				dest			
R0L	R0H	dsp:8[SB]	dsp:8[FB]	R0L	R0H	dsp:8[SB]	dsp:8[FB]
abs16	#0			abs16	A0	A1	

# MOVA

*Transfer effective address*  
**MOVE effective Address**

# MOVA

**[ Syntax ]**

**MOVA src,dest**

**[ Instruction Code/Number of Cycles ]**

Page=202

**[ Operation ]**

dest ← EVA(src)

**[ Function ]**

- This instruction transfers the affective address of *src* to *dest*.

**[ Selectable src/dest ]**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

MOVA Ram:16[SB],A0

**[ Related Instructions ]**      PUSHA

# MOVDir

Transfer 4-bit data  
MOVE nibble

# MOVDir

[ Syntax ]

MOVDir src,dest

[ Instruction Code/Number of Cycles ]

Page= 203

[ Operation ]

Dir	Operation
HH	H4:dest ← H4:src
HL	L4:dest ← H4:src
LH	H4:dest ← L4:src
LL	L4:dest ← L4:src

[ Function ]

- Be sure to choose R0L for either *src* or *dest*.

Dir	Function
HH	Transfers src's 4 high-order bits to dest's 4 high-order bits.
HL	Transfers src's 4 high-order bits to dest's 4 low-order bits.
LH	Transfers src's 4 low-order bits to dest's 4 high-order bits.
LL	Transfers src's 4 low-order bits to dest's 4 low-order bits.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

[ Description Example ]

MOVHH R0L,[A0]  
MOVHL R0L,[A0]





# MULU

*Unsigned multiply*  
**MUL**Multiple Unsigned

# MULU

[ Syntax ]

MULU.size src,dest  
 └──────────────────────────┘ B , W

[ Instruction Code/Number of Cycles ]

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[ Operation ]

dest ← dest × src

[ Function ]

- This instruction multiplies *src* and *dest* together not including the sign bits and stores the result in *dest*.
- If you selected (.B) for the size specifier (.size), *src* and *dest* both are operated on in 8 bits and the result is stored in 16 bits. If you specified an A0 or A1 for either *src* or *dest*, operation is performed on the 8 low-order bits of A0 or A1.
- If you selected (.W) for the size specifier (.size), *src* and *dest* both are operated on in 16 bits and the result is stored in 32 bits. If you specified R0, R1, or A0 for *dest*, the result is stored in R2R0, R3R1, or A1A0 accordingly.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>1</sup>	A1/A1 <sup>1</sup>	[A0]	[A1]	A0/A0 <sup>1</sup>	A1/A1 <sup>1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

[ Description Example ]

MULU.B A0,R0L ; R0L and A0's 8 low-order bits are multiplied.  
 MULU.W #3,R0  
 MULU.B R0L,R1L  
 MULU.W A0,Ram

[ Related Instructions ] DIV,DIVU,DIVX,MUL

# NEG

Two's complement  
NEGate

# NEG

[ Syntax ]

NEG.size    dest  
└──────────────────────────┘ B , W

[ Instruction Code/Number of Cycles ]

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[ Operation ]

dest ← 0 - dest

[ Function ]

- This instruction takes the 2's complement of *dest* and stores the result in *dest*.

[ Selectable dest ]

dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	-	-	○	-	○	○	-	○

Conditions

- O : The flag is set when *dest* before the operation is -128 (.B) or -32768 (.W); otherwise cleared.
- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when the operation resulted in 0; otherwise cleared.

[ Description Example ]

NEG.B    R0L  
NEG.W    A1

[ Related Instructions ]    NOT

**NOP****[ Syntax ]**

NOP

*No operation*  
**No OPERATION****NOP****[ Instruction Code/Number of Cycles ]**

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**[ Operation ]** $PC \leftarrow PC + 1$ **[ Function ]**

- This instruction adds 1 to PC.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

NOP

# NOT

Invert all bits  
**NOT**

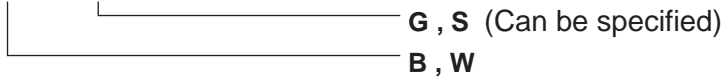
# NOT

**[ Syntax ]**

NOT.size (:format) dest

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

dest ←  $\overline{\text{dest}}$

**[ Function ]**

- This instruction inverts *dest* and stores the result in *dest*.

**[ Selectable dest ]**

dest			
R0L*1/R0	R0H*1/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]*1	dsp:8[FB]*1
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16*1
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

\*1 Can be selected in G and S formats.  
In other cases, *dest* can be selected in G format.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.

**[ Description Example ]**

NOT.B     R0L  
NOT.W     A1

**[ Related Instructions ]**     NEG

# OR

## Logically OR OR

# OR

[ Syntax ]

[ Instruction Code/Number of Cycles ]

OR.size (:format) src,dest

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[ Operation ]

dest ← src ∨ dest

[ Function ]

- This instruction logically ORs *dest* and *src* together and stores the result in *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to perform operation in 16 bits. If *src* is an A0 or A1, operation is performed on the 8 low-order bits of A0 or A1.

[ Selectable src/dest ]

(See the next page for *src/dest* classified by format.)

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0*1	A1/A1*1	[A0]	[A1]	A0/A0*1	A1/A1*1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	○	○	—	—

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.

[ Description Example ]

- OR.B Ram:8[SB],R0L
- OR.B:G A0,R0L ; A0's 8 low-order bits and R0L are ORed.
- OR.B:G R0L,A0 ; R0L is zero-expanded and ORed with A0.
- OR.B:S #3,R0L

[ Related Instructions ] AND,XOR,TST

**[src/dest Classified by Format]****G format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]	A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

**S format<sup>\*2</sup>**

src				dest			
R0L	R0H	dsp:8[SB]	dsp:8[FB]	R0L	R0H	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	
R0L <sup>*3</sup>	R0H <sup>*3</sup>	dsp:8[SB]	dsp:8[FB]	R0L <sup>*3</sup>	R0H <sup>*3</sup>	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	

\*2 You can only specify (.B) for the size specifier (.size).

\*3 You cannot choose the same register for *src* and *dest*.

# POP

Restore register/memory  
**POP**

# POP

**[ Syntax ]**

**[ Instruction Code/Number of Cycles ]**

POP.size (:format) dest

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**[ Operation ]**

If the size specifier (.size) is (.B)

If the size specifier (.size) is (.W)

dest ← M(SP)

dest ← M(SP)

SP ← SP + 1

SP ← SP + 2

**[ Function ]**

- This instruction restores *dest* from the stack area.

**[ Selectable dest ]**

dest			
R0L <sup>*1</sup> /R0	R0H <sup>*1</sup> /R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

\*1 Can be selected in G and S formats.

In other cases, *dest* can be selected in G format.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

POP.B R0L

POP.W A0

**[ Related Instructions ]** PUSH,POPM,PUSHM



# POPC

Restore control register  
POP Control register

# POPC

[ Syntax ]

POPC dest

[ Instruction Code/Number of Cycles ]

Page=215

[ Operation ]

dest ← M(SP)  
SP ← SP + 2

[ Function ]

- This instruction restores from the stack area to the control register indicated by *dest*.
- When restoring the interrupt table register, always be sure to restore INTBH and INTBL in succession.
- No interrupt requests are accepted immediately after this instruction.

[ Selectable dest ]

dest						
FB	SB	SP <sup>*1</sup>	ISP	FLG	INTBH	INTBL

\*1 Operation is performed on the stack pointer indicated by the U flag.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	*2	*2	*2	*2	*2	*2	*2	*2

\*2 The flag changes only when *dest* is FLG.

[ Description Example ]

POPC SB

[ Related Instructions ] PUSHC,LDC,STC,LDINTB

# POPM

*Restore multiple registers*  
**POP Multiple**

# POPM

**[ Syntax ]**

POPM dest

**[ Instruction Code/Number of Cycles ]**

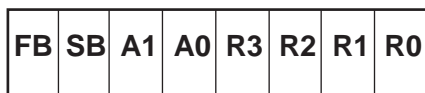
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**[ Operation ]**

dest ← M(SP)  
 SP ← SP + N<sup>\*1</sup> × 2  
 \*1 Number of registers to be restored

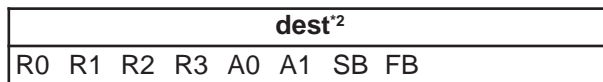
**[ Function ]**

- This instruction restores the registers selected by *dest* collectively from the stack area.
- Registers are restored from the stack area in the following order:



←  
 Restored sequentially beginning with R0

**[ Selectable dest ]**



\*2 You can choose multiple *dest*.

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	-	-	-	-	-	-	-	-

**[ Description Example ]**

POPM R0,R1,A0,SB,FB

**[ Related Instructions ]** POP,PUSH,PUSHM

# PUSH

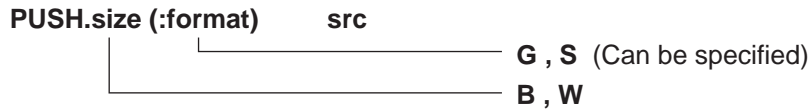
Save register/memory/immediate data

## PUSH

# PUSH

[ Syntax ]

[ Instruction Code/Number of Cycles ]



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[ Operation ]

If the size specifier (.size) is (.B)	If the size specifier (.size) is (.W)
SP ← SP - 1	SP ← SP - 2
M(SP) ← src	M(SP) ← src

[ Function ]

- This instruction saves *src* to the stack area.

[ Selectable src ]

src			
R0L <sup>*1</sup> /R0	R0H <sup>*1</sup> /R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM
R2R0	R3R1	A1A0	

\*1 Can be selected in G and S formats.

In other cases, *dest* can be selected in G format.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	-	-	-	-	-	-	-	-

[ Description Example ]

```
PUSH.B #5
PUSH.W #100H
PUSH.B R0L
PUSH.W A0
```

[ Related Instructions ] POP,POPM,PUSHM

# PUSHA

*Save effective address*  
**PUSH effective Address**

# PUSHA

**[ Syntax ]**

**PUSHA**     **src**

**[ Instruction Code/Number of Cycles ]**

Page= 218

**[ Operation ]**

SP   ←   SP - 2

M(SP) ← EVA(src)

**[ Function ]**

- This instruction saves the effective address of *src* to the stack area.

**[ Selectable src ]**

src			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

PUSHA     Ram:8[FB]

PUSHA     Ram:16[SB]

**[ Related Instructions ]**     MOVA

# PUSHC

*Save control register*  
**PUSH Control register**

# PUSHC

**[ Syntax ]**

**PUSHC**     **src**

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

SP   ←   SP - 2  
 M(SP) ←   src

**[ Function ]**

- This instruction saves the control register indicated by *src* to the stack area.

**[ Selectable src ]**

src						
FB	SB	SP <sup>*1</sup>	ISP	FLG	INTBH	INTBL

\*1 Operation is performed on the stack pointer indicated by the U flag.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

**PUSHC**     **SB**

**[ Related Instructions ]**     POPC,LDC,STC,LDINTB

# PUSHM

Save multiple registers  
**PUSH Multiple**

# PUSHM

[ Syntax ]

**PUSHM**     *src*

[ Instruction Code/Number of Cycles ]

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[ Operation ]

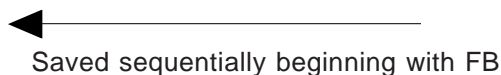
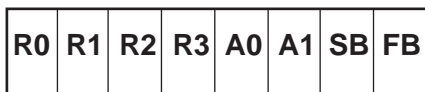
$SP \leftarrow SP - N^{*1} \times 2$

$M(SP) \leftarrow src$

\*1 Number of registers saved.

[ Function ]

- This instruction saves the registers selected by *src* collectively to the stack area.
- The registers are saved to the stack area in the following order:



[ Selectable *src* ]

<i>src</i> <sup>*2</sup>							
R0	R1	R2	R3	A0	A1	SB	FB

\*2 You can choose multiple *src*.

[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	-	-	-	-	-	-	-	-

[ Description Example ]

**PUSHM**     R0,R1,A0,SB,FB

[ Related Instructions ]     POP,PUSH,POPM

# REIT

*Return from interrupt*  
**REturn from InTerrupt**

# REIT

**[ Syntax ]**

REIT

**[ Instruction Code/Number of Cycles ]**

Page=219

**[ Operation ]**

PCML ← M(SP)  
 SP ← SP + 2  
 PCH, FLG ← M(SP)  
 SP ← SP + 2

**[ Function ]**

- This instruction restores the PC and FLG that were saved when an interrupt request was accepted to return from the interrupt handler routine.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	*1	*1	*1	*1	*1	*1	*1	*1

\*1 The flags are reset to the previous FLG state before the interrupt request was accepted.

**[ Description Example ]**

REIT

# RMPA

## Calculate sum-of-products Repeat MultiPle & Addition

# RMPA

[ Syntax ]

RMPA.size  
\_\_\_\_\_ B , W

[ Instruction Code/Number of Cycles ]

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[ Operation ]\*1

Repeat

$$\begin{aligned}
 R2R0(R0)^*2 &\leftarrow R2R0(R0)^*2 + M(A0) \times M(A1) \\
 A0 &\leftarrow A0 + 2(1)^*2 \\
 A1 &\leftarrow A1 + 2(1)^*2 \\
 R3 &\leftarrow R3 - 1
 \end{aligned}$$

Until

$$R3 = 0$$

- \*1 If you set a value 0 in R3, this instruction is ingored.
- \*2 Shown in ( )<sup>\*2</sup> applies when (.B) is selected for the size specifier (.size).

[ Function ]

- This instruction performs sum-of-product calculations, with the multiplicand address indicated by A0, the multiplier address indicated by A1, and the count of operation indicated by R3. Calculations are performed including the sign bits and the result is stored in R2R0 (R0)<sup>\*1</sup>.
- If an overflow occurs during operation, the O flag is set to terminate the operation. R2R0 (R0)<sup>\*1</sup> contains the result of the addition performed last.
- The content of the A0 or A1 when the instruction is completed indicates the next address of the last-read data.
- If an interrupt request is received during instruction execution, the interrupt is acknowledged after a sum-of-product addition is completed (i.e., after the content of R3 is decremented by 1).
- Make sure that R2R0 (R0)<sup>\*1</sup> has the initial value set.

Shown in ( )<sup>\*1</sup> applies when (.B) is selected for the size specifier (.size).

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	○	—	—	—	—	—

Conditions

- : The flag is set when +2147483647 (.W) or -2147483648 (.W), or +32767 (.B) or -32768 (.B) is exceeded during operation; otherwise cleared.

[ Description Example ]

RMPA.B



# ROLC

*Rotate left with carry*  
**ROtate to Left with Carry**

# ROLC

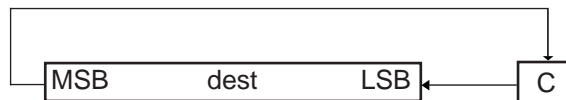
[ Syntax ]

[ Instruction Code/Number of Cycles ]

ROLC.size dest  
 └──────────────────────────┘ B , W

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[ Operation ]



[ Function ]

- This instruction rotates *dest* one bit to the left including the C flag.

[ Selectable dest ]

dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	○

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in *dest* = 0; otherwise cleared.
- C : The flag is set when the shifted-out bit is 1; otherwise cleared.

[ Description Example ]

ROLC.B R0L  
 ROLC.W R0

[ Related Instructions ] RORC,ROT,SHA,SHL

# RORC

*Rotate right with carry*  
**ROtate to Right with Carry**

# RORC

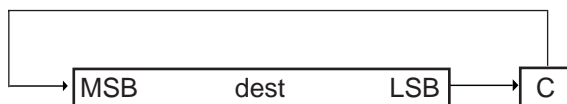
[ Syntax ]

RORC.size dest  
 \_\_\_\_\_ B , W

[ Instruction Code/Number of Cycles ]

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[ Operation ]



[ Function ]

- This instruction rotates *dest* one bit to the right including the C flag.

[ Selectable dest ]

dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	○

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in *dest* = 0; otherwise cleared.
- C : The flag is set when the shifted-out bit is 1; otherwise cleared.

[ Description Example ]

RORC.B R0L  
 RORC.W R0

[ Related Instructions ] ROLC,ROT,SHA,SHL

# ROT

## Rotate ROTate

# ROT

[ Syntax ]

[ Instruction Code/Number of Cycles ]

ROT.size src,dest

Page=222

B, W

[ Operation ]



[ Function ]

- This instruction rotates *dest* left or right the number of bits indicated by *src*. The bit overflowing from LSB (MSB) is transferred to MSB(LSB) and the C flag.
- The direction of rotate is determined by the sign of *src*. If *src* is positive, bits are rotated left; if negative, bits are rotated right.
- If *src* is an immediate, the number of rotates is  $-8$  to  $-1$  and  $+1$  to  $+8$ . You cannot set values less than  $-8$ , equal to 0, or greater than  $+8$ .
- If *src* is a register and you selected (.B) for the size specifier (.size), the number of rotates is  $-8$  to  $+8$ . Although you can set 0, no bits are rotated and no flags are changed. If you set a value less than  $-8$  or greater than  $+8$ , the result of rotation is indeterminate.
- If *src* is a register and you selected (.W) for the size specifier (.size), the number of rotates is  $-16$  to  $+16$ . Although you can set 0, no bits are rotated and no flags are changed. If you set a value less than  $-16$  or greater than  $+16$ , the result of rotation is indeterminate.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H <sup>*1</sup> /R3	R0L/R0	R0H/R1 <sup>*1</sup>	R1L/R2	R1H/R3 <sup>*1</sup>
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM <sup>*2</sup>	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If *src* is R1H, you cannot choose R1 or R1H for *dest*.

\*2 The range of values that can be taken on is  $-8 \leq \#IMM \leq +8$ . However, you cannot set 0.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	-	-	-	-	○	○	-	○

\*1 If the number of rotates is 0, no flags are changed.

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when the bit shifted out last is 1; otherwise cleared.

[ Description Example ]

ROT.B #1,R0L ; Rotated left  
 ROT.B #-1,R0L ; Rotated right  
 ROT.W R1H,R2

[ Related Instructions ] ROLC,RORC,SHA,SHL

**RTS***Return from subroutine*  
**ReTurn from Subroutine****RTS****[ Syntax ]**

RTS

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

PCML ← M(SP)  
 SP ← SP + 2  
 PCH ← M(SP)  
 SP ← SP + 1

**[ Function ]**

- This instruction causes control to return from a subroutine.

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

RTS



# SBJNZ

*Subtract & conditional jump*  
**SuBtract then Jump on Not Zero**

# SBJNZ

**[ Syntax ]**

**SBJNZ.size** *src,dest,label*  
\_\_\_\_\_ **B , W**

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

*dest* ← *dest* − *src*  
 if *dest* ≠ 0 then jump *label*

**[ Function ]**

- This instruction subtracts *src* from *dest* and stores the result in *dest*.
- If the operation resulted in any value other than 0, control jumps to **label**. If the operation resulted in 0, the next instruction is executed.
- The op-code of this instruction is the same as that of ADJNZ.

**[ Selectable src/dest/label ]**

src	dest			label
#IMM*1	R0L/R0	R0H/R1	R1L/R2	PC*2−126 ≤ label ≤ PC*2+129
	R1H/R3	<del>A0</del> /A0	<del>A1</del> /A1	
	[A0]	[A1]	dsp:8[A0]	
	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	
	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	
	abs16			

\*1 The range of values that can be taken on is −7 ≤ #IMM ≤ +8.

\*2 The PC indicates the start address of the instruction.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	−	−	−	−	−	−	−	−

**[ Description Example ]**

SBJNZ.W #1,R0,label

**[ Related Instructions ]** ADJNZ

# SHA

## Shift arithmetic SHift Arithmetic

# SHA

[ Syntax ]

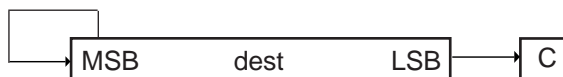
SHA.size src,dest

[ Instruction Code/Number of Cycles ]

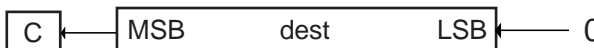
Page=227

[ Operation ]

When *src* < 0



When *src* > 0



[ Function ]

overflowing from LSB (MSB) is transferred to the C flag.

- The direction of shift is determined by the sign of *src*. If *src* is positive, bits are shifted left; if negative, bits are shifted right.
- If *src* is an immediate, the number of shifts is  $-8$  to  $-1$  and  $+1$  to  $+8$ . You cannot set values less than  $-8$ , equal to 0, or greater than  $+8$ .
- If *src* is a register and you selected (.B) for the size specifier (.size), the number of shifts is  $-8$  to  $+8$ . Although you can set 0, no bits are shifted and no flags are changed. If you set a value less than  $-8$  or greater than  $+8$ , the result of shift is indeterminate.
- If *src* is a register and you selected (.W) or (.L) for the size specifier (.size), the number of shifts is  $-16$  to  $+16$ . Although you can set 0, no bits are shifted and no flags are changed. If you set a value less than  $-16$  or greater than  $+16$ , the result of shift is indeterminate.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H <sup>*1</sup> /R3	R0L/R0	R0H/R1 <sup>*1</sup>	R1L/R2	R1H/R3 <sup>*1</sup>
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM <sup>*2</sup>	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0 <sup>*3</sup>	R3R1 <sup>*3</sup>	A1A0	

\*1 If *src* is R1H, you cannot choose R1 or R1H for *dest*.

\*2 The range of values that can be taken on is  $-8 \leq \text{\#IMM} \leq +8$ . However, you cannot set 0.

\*3 You can only specify (.L) for the size specifier (.size). For other *dest*, you can specify (.B) or (.W).

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	○	—	○	○	—	○

\*1 If the number of shifts is 0, no flags are changed.

Conditions

- O : The flag is set when the operation resulted in MSB changing its state from 1 to 0 or from 0 to 1; otherwise cleared. However, the flag does not change if you selected (.L) for the size specifier (.size).
- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared. However, the flag is indeterminate if you selected (.L) for the size specifier (.size).
- C : The flag is set when the bit shifted out last is 1; otherwise cleared. However, the flag is indeterminate if you selected (.L) for the size specifier (.size).

[ Description Example ]

- SHA.B #3,R0L ; Arithmetically shifted left
- SHA.B #-3,R0L ; Arithmetically shifted right
- SHA.L R1H,R2R0

[ Related Instructions ] ROLC,RORC,ROT,SHL





# SMOVB

*Transfer string backward*  
**String MOVE Backward**

# SMOVB

**[ Syntax ]**

SMOVB.size



**[ Instruction Code/Number of Cycles ]**

Page=232

**[ Operation ]\*1**

When size specifier (.size) is (.B)

**Repeat**

$M(A1) \leftarrow M(2^{16} \times R1H + A0)$   
 $A0^{*2} \leftarrow A0 - 1$   
 $A1 \leftarrow A1 - 1$   
 $R3 \leftarrow R3 - 1$

**Until**

$R3 = 0$

When size specifier (.size) is (.W)

**Repeat**

$M(A1) \leftarrow M(2^{16} \times R1H + A0)$   
 $A0^{*2} \leftarrow A0 - 2$   
 $A1 \leftarrow A1 - 2$   
 $R3 \leftarrow R3 - 1$

**Until**

$R3 = 0$

\*1 If you set a value 0 in R3, this instruction is ignored.

\*2 If A0 underflows, the content of R1H is decremented by 1.

**[ Function ]**

- This instruction transfers string in successively address decrementing direction from the source address indicated by 20 bits to the destination address indicated by 16 bits.
- Set the 4 high-order bits of the source address in R1H, the 16 low-order bits of the source address in A0, the destination address in A1, and the transfer count in R3.
- The A0 or A1 when the instruction is completed contains the next address of the last-read data.
- If an interrupt request is received during instruction execution, the interrupt is acknowledged after one data transfer is completed.

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

SMOVB.B

**[ Related Instructions ]**

SMOVF,SSTR

# SMOVF

*Transfer string forward*  
**String MOVE Forward**

# SMOVF

[ Syntax ]

[ Instruction Code/Number of Cycles ]

SMOVF.size

Page= 233

\_\_\_\_\_ B , W

[ Operation ]\*1

When size specifier (.size) is (.B)

When size specifier (.size) is (.W)

**Repeat**

**Repeat**

$$M(A1) \leftarrow M(2^{16} \times R1H + A0)$$

$$M(A1) \leftarrow M(2^{16} \times R1H + A0)$$

$$A0^{*2} \leftarrow A0 + 1$$

$$A0^{*2} \leftarrow A0 + 2$$

$$A1 \leftarrow A1 + 1$$

$$A1 \leftarrow A1 + 2$$

$$R3 \leftarrow R3 - 1$$

$$R3 \leftarrow R3 - 1$$

**Until** R3 = 0

**Until** R3 = 0

\*1 If you set a value 0 in R3, this instruction is ignored.

\*2 If A0 overflows, the content of R1H is incremented by 1.

[ Function ]

- This instruction transfers string in successively address incrementing direction from the source address indicated by 20 bits to the destination address indicated by 16 bits.
- Set the 4 high-order bits of the source address in R1H, the 16 low-order bits of the source address in A0, the destination address in A1, and the transfer count in R3.
- The A0 or A1 when the instruction is completed contains the next address of the last-read data.
- If an interrupt request is received during instruction execution, the interrupt is acknowledged after one data transfer is completed.
- This instruction arithmetically shifts *dest* left or right the number of bits indicated by *src*. The bit

[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

[ Description Example ]

SMOVF.W

[ Related Instructions ] SMOVB,SSTR

# SSTR

*Store string*  
**String SToRe**

# SSTR

**[ Syntax ]**

SSTR.size \_\_\_\_\_ B , W

**[ Instruction Code/Number of Cycles ]**

Page= 233

**[ Operation ]\*1**

When size specifier (.size) is (.B)

**Repeat**

M(A1) ← R0L  
A1 ← A1 + 1  
R3 ← R3 - 1

**Until** R3 = 0

When size specifier (.size) is (.W)

**Repeat**

M(A1) ← R0  
A1 ← A1 + 2  
R3 ← R3 - 1

**Until** R3 = 0

\*1 If you set a value 0 in R3, this instruction is ingored.

**[ Function ]**

- This instruction stores string, with the store data indicated by R0, the transfer address indicated by A1, and the transfer count indicated by R3.
- The A0 or A1 when the instruction is completed contains the next address of the last-written data.
- If an interrupt request is received during instruction execution, the interrupt is acknowledged after one data transfer is completed.

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

SSTR.B

**[ Related Instructions ]** SMOVB,SMOVF

# STC

## Transfer from control register STore from Control register

# STC

[ Syntax ]

STC src,dest

[ Instruction Code/Number of Cycles ]

Page= 234

[ Operation ]

dest ← src

[ Function ]

- This instruction transfers the control register indicated by *src* to *dest*. If *dest* is memory, specify the address in which to store the low-order address.
- If *dest* is memory while *src* is PC, the required memory capacity is 3 bytes. If *src* is not PC, the required memory capacity is 2 bytes.

[ Selectable src/dest ]

src				dest			
FB	SB	SP <sup>*1</sup>	ISP	R0L/R0	R0H/R1	R1L/R2	R1H/R3
FLG	INTBH	INTBL		A0/A0	A1/A1	[A0]	[A1]
				dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
				dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
				dsp:20[A0]	dsp:20[A1]	abs20	
				R2R0	R3R1	A1A0	
PC				R0L/R0	R0H/R1	R1L/R2	R1H/R3
				A0/A0	A1/A1	[A0]	[A1]
				dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
				dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
				dsp:20[A0]	dsp:20[A1]	abs20	
				R2R0	R3R1	A1A0	

\*1 Operation is performed on the stack pointer indicated by the U flag.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

[ Description Example ]

STC SB,R0  
STC FB,A0

[ Related Instructions ] POPC,PUSHC,LDC,LDINTB

# STCTX

Save context  
STore ConTeXt

# STCTX

[ Syntax ]

STCTX abs16,abs20

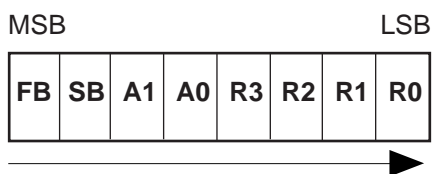
[ Instruction Code/Number of Cycles ]

Page=235

[ Operation ]

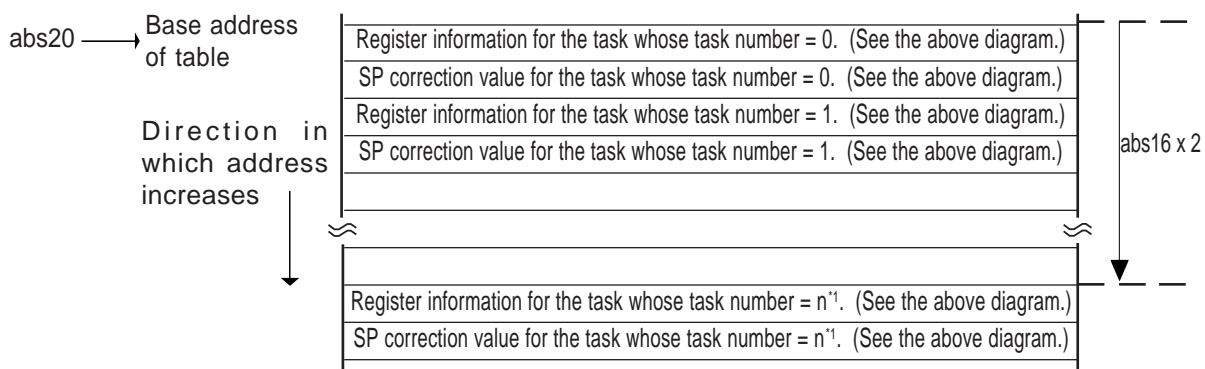
[ Function ]

- This instruction saves task context to the stack area.
- Set the RAM address that contains the task number in abs16 and the start address of table data in abs20.
- The required register information is specified from table data by the task number and the data in the stack area is transferred to each register according to the specified register information. Then the SP correction value is subtracted to the stack pointer (SP). For this SP correction value, set the number of bytes you want to be transferred.
- Information on transferred registers is configured as shown below. Logic 1 indicates a register to be transferred and logic 0 indicates a register that is not transferred.



Transferred sequentially beginning with FB

- The table data is comprised as shown below. The address indicated by abs20 is the base address of the table. The data stored at an address apart from the base address as much as twice the content of abs16 indicates register information, and the next address contains the stack pointer correction value.



\*1 n=0 to 255

[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	-	-	-	-	-	-	-	-

[ Description Example ]

STCTX Ram,Rom\_TBL

[ Related Instructions ] LDCTX

# STE

*Transfer to extended data area*  
**ST**ore to **EX**tra far data area

# STE

[ Syntax ]

[ Instruction Code/Number of Cycles ]

STE.size                      src,dest  
 └──────────────────────────┘ B , W

Page= 235

[ Operation ]

dest ← src

[ Function ]

- This instruction transfers *src* to *dest* in an extended area.
- If *src* is an A0 or A1 when the size specifier (.size) you selected is (.B), operation is performed on the 8 low-order bits of A0 or A1.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#HMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	[A1A0]	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.

[ Description Example ]

STE.B        R0L,[A1A0]  
 STE.W        R0,10000H[A0]

[ Related Instructions ]        MOV,LDE,XCHG

**STNZ**

*Conditional transfer*  
**STore on Not Zero**

**STNZ****[ Syntax ]**

STNZ      src,dest

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

if Z = 0 then    dest ← src

**[ Function ]**

- This instruction transfers *src* to *dest* when the Z flag is 0.

**[ Selectable src/dest ]**

src	dest			
#IMM8	R0L	R0H	dsp:8[SB]	dsp:8[FB]
	abs16	A0	A+	

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

STNZ      #5,Ram:8[SB]

**[ Related Instructions ]**    STZ,STZX

**STZ**

*Conditional transfer*  
**STore on Zero**

**STZ****[ Syntax ]**

**STZ** *src,dest*

**[ Instruction Code/Number of Cycles ]**

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**[ Operation ]**

if Z = 1 then *dest* ← *src*

**[ Function ]**

- This instruction transfers *src* to *dest* when the Z flag is 1.

**[ Selectable src/dest ]**

<b>src</b>	<b>dest</b>			
#IMM8	R0L	R0H	dsp:8[SB]	dsp:8[FB]
	abs16	A0	A+	

**[ Flag Change ]**

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

**[ Description Example ]**

**STZ** #5,Ram:8[SB]

**[ Related Instructions ]** STNZ,STZX



# STZX

*Conditional transfer*  
**STore on Zero eXtention**

# STZX

[ Syntax ]

STZX src1,src2,dest

[ Instruction Code/Number of Cycles ]

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[ Operation ]

If Z = 1 then

dest ← src1

else

dest ← src2

[ Function ]

- This instruction transfers *src1* to *dest* when the Z flag is 1. When the Z flag is 0, it transfers *src2* to *dest*.

[ Selectable src/dest ]

src	dest			
#IMM8	R0L	R0H	dsp:8[SB]	dsp:8[FB]
	abs16	A0	A+	

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	—	—	—	—

[ Description Example ]

STZX #1,#2,Ram:8[SB]

[ Related Instructions ] STZ,STNZ

# SUB

*Subtract without borrow*  
**SUBtract**

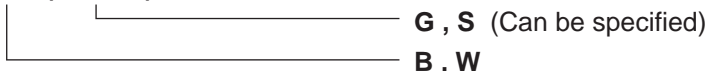
# SUB

[ Syntax ]

[ Instruction Code/Number of Cycles ]

SUB.size (:format) src,dest

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[ Operation ]

dest ← dest - src

[ Function ]

- This instruction subtracts *src* from *dest* and stores the result in *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to perform operation in 16 bits. If *src* is an A0 or A1, operation is performed on the 8 low-order bits of A0 or A1.

[ Selectable src/dest ]

(See the next page for *src/dest* classified by format.)

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0*1	A1/A1*1	[A0]	[A1]	A0/A0*1	A1/A1*1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	○	—	○	○	—	○

Conditions

- O : The flag is set when a signed operation resulted in exceeding +32767 (.W) or -32768 (.W), or +127 (.B) or -128 (.B); otherwise cleared.
- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.
- C : The flag is set when an unsigned operation resulted in any value equal to or greater than 0; otherwise cleared.

[ Description Example ]

- SUB.B A0,R0L ; A0's 8 low-order bits and R0L are operated on.
- SUB.B R0L,A0 ; R0L is zero-expanded and operated with A0.
- SUB.B Ram:8[SB],R0L
- SUB.W #2,[A0]

[ Related Instructions ] ADC,ADCF,ADD,SBB

**[src/dest Classified by Format]****G format**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]	A0/A0 <sup>*1</sup>	A1/A1 <sup>*1</sup>	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	SP/SP
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

**S format<sup>\*2</sup>**

src				dest			
R0L	R0H	dsp:8[SB]	dsp:8[FB]	R0L	R0H	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	
R0L <sup>*3</sup>	R0H <sup>*3</sup>	dsp:8[SB]	dsp:8[FB]	R0L <sup>*3</sup>	R0H <sup>*3</sup>	dsp:8[SB]	dsp:8[FB]
abs16	#IMM			abs16	A0	A1	

\*2 You can only specify (.B) for the size specifier (.size).

\*3 You cannot choose the same register for *src* and *dest*.

# TST

## Test TeST

# TST

[ Syntax ]

[ Instruction Code/Number of Cycles ]

TST.size                      src,dest  
 └──────────────────────────┘ B , W

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[ Operation ]

dest  $\wedge$  src

[ Function ]

- Each flag in the flag register changes state depending on the result of logical AND of *src* and *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to perform operation in 16 bits. If *src* is an A0 or A1, operation is performed on the 8 low-order bits of A0 or A1.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0*1	A1/A1*1	[A0]	[A1]	A0/A0*1	A1/A1*1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.

[ Description Example ]

TST.B        #3,R0L  
 TST.B        A0,R0L                      ; A0's 8 low-order bits and R0L are operated on.  
 TST.B        R0L,A0                      ; R0L is zero-expanded and operated on with A0.

[ Related Instructions ]        AND,OR,XOR

# UND

*Interrupt for undefined instruction*  
**UN**DEFINED instruction

# UND

[ Syntax ]  
 UND

[ Instruction Code/Number of Cycles ]  
 Page=243

[ Operation ]

SP ← SP - 2  
 M(SP) ← (PC + 1)<sub>H</sub>, FLG  
 SP ← SP - 2  
 M(SP) ← (PC + 1)<sub>ML</sub>  
 PC ← M(FFFDC<sub>16</sub>)

[ Function ]

- This instruction generates an undefined instruction interrupt.
- The undefined instruction interrupt is a nonmaskable interrupt.

[ Flag Change ]

Flag	U	I	O	B	S	Z	D	C
Change	○	○	—	—	—	—	○	—

\*1 The flags are saved to the stack area before the UND instruction is executed. After the interrupt, the flag status becomes as shown on the left.

Conditions

- U : The flag is cleared.
- I : The flag is cleared.
- D : The flag is cleared.

[ Description Example ]

UND

**WAIT**

[ Syntax ]  
WAIT

*Wait*  
**WAIT**

**WAIT**

[ Instruction Code/Number of Cycles ]  
Page= 243

[ Operation ]

[ Function ]

- This instruction halts program execution. Program execution is restarted when an interrupt of a higher priority level than IPL is acknowledged or a reset is generated.

[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

[ Description Example ]

WAIT

# XCHG

Exchange  
eXCHanGe

# XCHG

[ Syntax ]

XCHG.size src,dest  
B , W

[ Instruction Code/Number of Cycles ]

Page= 244

[ Operation ]

dest ↔ src

[ Function ]

- This instruction exchanges contents between *src* and *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), 16 bits of zero- expanded *src* data are placed in the A0 or A1 and the 8 low-order bits of the A0 or A1 are placed in *src*.

[ Selectable src/dest ]

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0	A1/A1	[A0]	[A1]	A0/A0	A1/A1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0	[A1A0]	R2R0	R3R1	A1A0	

[ Flag Change ]

Flag	<b>U</b>	<b>I</b>	<b>O</b>	<b>B</b>	<b>S</b>	<b>Z</b>	<b>D</b>	<b>C</b>
Change	—	—	—	—	—	—	—	—

[ Description Example ]

XCHG.B R0L,A0 ; A0's 8 low-order bits and R0L's zero-expanded value are exchanged.  
 XCHG.W R0,A1  
 XCHG.B R0L,[A0]

[ Related Instructions ] MOV,LDE,STE

# XOR

*Exclusive OR*  
**eXclusive OR**

# XOR

**[ Syntax ]**

XOR.size    src,dest  
└──────────────────────────────────┘ **B , W**

**[ Instruction Code/Number of Cycles ]**

Page= 245

**[ Operation ]**

dest ← dest ∨ src

**[ Function ]**

- This instruction exclusive ORs *src* and *dest* together and stores the result in *dest*.
- If *dest* is an A0 or A1 when the size specifier (.size) you selected is (.B), *src* is zero-expanded to perform operation in 16 bits. If *src* is an A0 or A1, operation is performed on the 8 low-order bits of A0 or A1.

**[ Selectable src/dest ]**

src				dest			
R0L/R0	R0H/R1	R1L/R2	R1H/R3	R0L/R0	R0H/R1	R1L/R2	R1H/R3
A0/A0*1	A1/A1*1	[A0]	[A1]	A0/A0*1	A1/A1*1	[A0]	[A1]
dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]	dsp:8[A0]	dsp:8[A1]	dsp:8[SB]	dsp:8[FB]
dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16	dsp:16[A0]	dsp:16[A1]	dsp:16[SB]	abs16
dsp:20[A0]	dsp:20[A1]	abs20	#IMM	dsp:20[A0]	dsp:20[A1]	abs20	
R2R0	R3R1	A1A0		R2R0	R3R1	A1A0	

\*1 If you specify (.B) for the size specifier (.size), you cannot choose A0 or A1 for *src* and *dest* simultaneously.

**[ Flag Change ]**

Flag	U	I	O	B	S	Z	D	C
Change	—	—	—	—	○	○	—	—

Conditions

- S : The flag is set when the operation resulted in MSB = 1; otherwise cleared.
- Z : The flag is set when the operation resulted in 0; otherwise cleared.

**[ Description Example ]**

XOR.B    A0,R0L                            ; A0's 8 low-order bits and R0L are exclusive ORed.  
 XOR.B    R0L,A0                           ; R0L is zero-expanded and exclusive ORed with A0.  
 XOR.B    #3,R0L  
 XOR.W    A0,A1

**[ Related Instructions ]**    AND,OR,TST





# Chapter 4

---

## Instruction Code/Number of Cycles

4.1 Guide to This Chapter

4.2 Instruction Code/Number of Cycles

## 4.1 Guide to This Chapter

This chapter describes instruction code and number of cycles for each op-code.

The following shows how to read this chapter by using an actual page as an example.

Chapter 4 Instruction Code
4.2 Instruction Code/Number of Cycles

---

LDIPL

(1) \_\_\_\_\_

(2) **(1) LDIPL#IMM**

(3) 

b7	b0	b7	b0
0	1	1	1
1	1	0	1
1	0	1	0
			IMM4

(4) **[ Number of Bytes/Number of Cycles ]**

Bytes/Cycles	2/2
--------------	-----

MOV

(1) \_\_\_\_\_

(2) **(1) MOV.size:G #IMM, dest**

(3) 

b7	b0	b7	b0	dest code
0	1	1	1	0
0	1	0	1	0
		SIZE	1	1
		1	1	0
		0	0	0
			DEST	

dsp8
dsp16/abs16

#IMM8
#IMM16

(4) **[ Number of Bytes/Number of Cycles ]**

.size	SIZE
.B	0
.W	1

	dest	DEST	dest	DEST		
Rn	R0L/R0	0000	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0001		dsp:8[A1]	1 0 0 1	
	R1L/R2	0010		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0011			dsp:8[FB]	1 0 1 1
An	A0	0100	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0101		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0110	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0111	abs16	abs16	1 1 1 1	

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/3	4/3	4/3	5/3	5/3	5/3

**(1) Mnemonic**

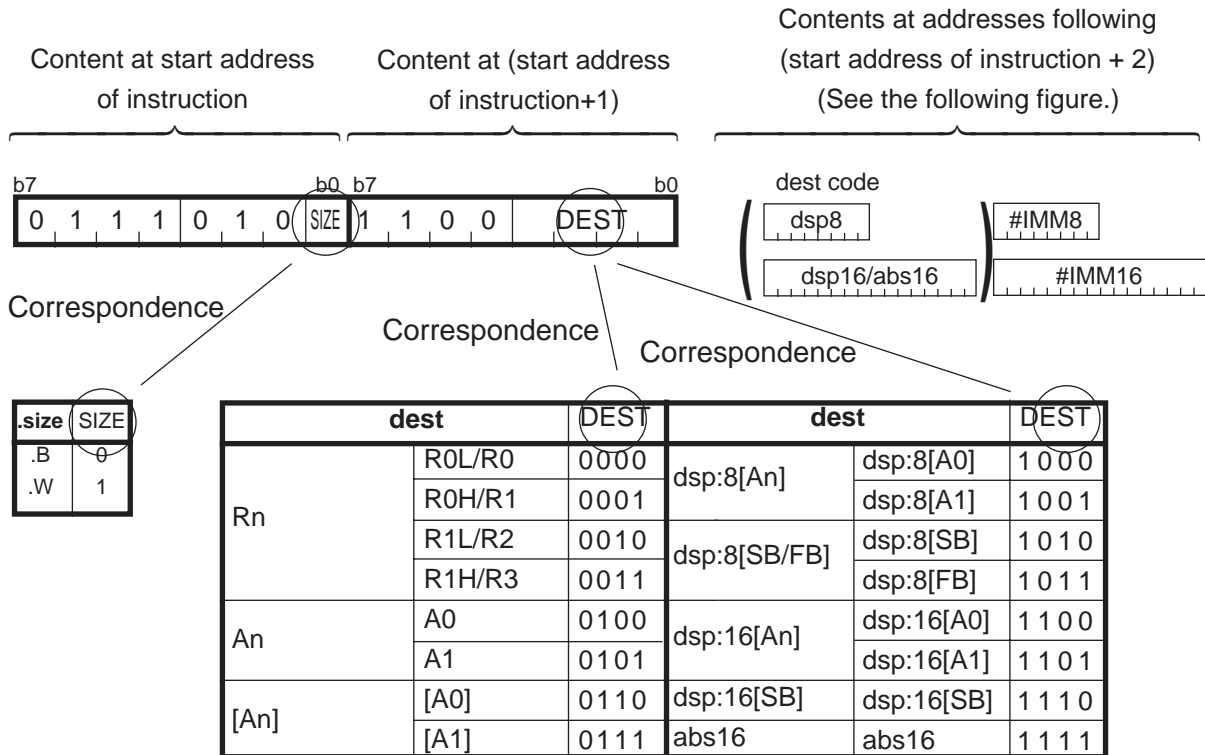
Shows the mnemonic explained in this page.

**(2) Syntax**

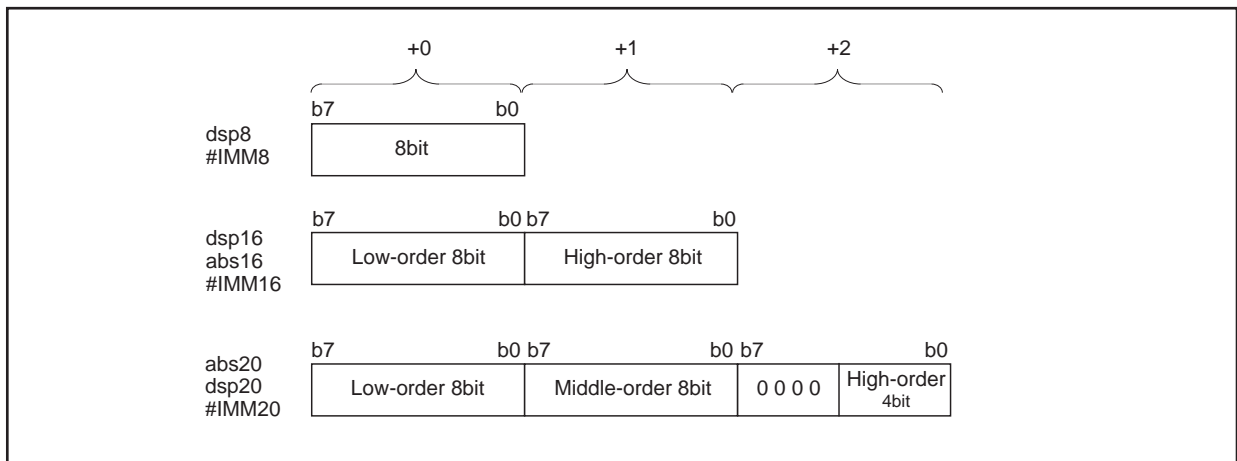
Shows an instruction syntax using symbols.

**(3) Instruction code**

Shows instruction code. Entered in ( ) are omitted depending on src/dest you selected.



Contents at addresses following (start address of instruction + 2) are arranged as follows:

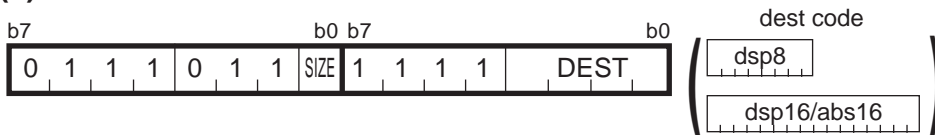


**(4) Table of cycles**

Shows the number of cycles required to execute this instruction and the number of instruction bytes. There is a chance that the number of cycles increases due to an effect of software wait. Instruction bytes are indicated on the left side of the slash and execution cycles are indicated on the right side.

# ABS

## (1) ABS.size dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/3	2/3	2/5	3/5	3/5	4/5	4/5	4/5

# ADC

## (1) ADC.size #IMM, dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

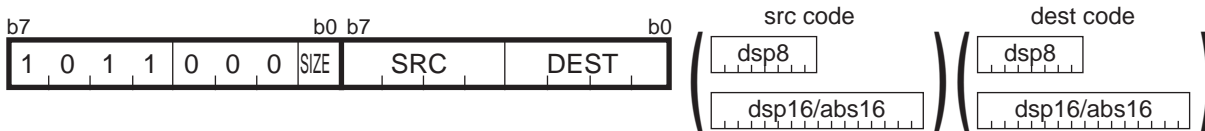
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# ADC

## (2) ADC.size src, dest



.size	SIZE
.B	0
.W	1

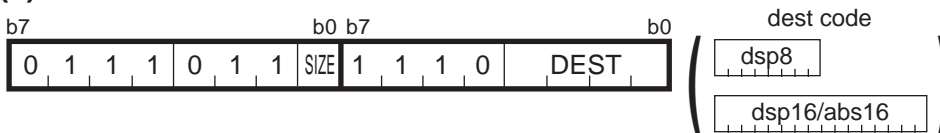
src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

# ADCF

(1) ADCF.size dest



.size	SIZE
.B	0
.W	1

		dest	DEST			dest	DEST
Rn	R0L/R0	0 0 0 0		dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1			dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1	
An	A0	0 1 0 0		dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1			dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0		dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1		abs16	abs16	1 1 1 1	

[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/3	3/3	3/3	4/3	4/3	4/3

# ADD

(1) ADD.size:G #IMM, dest



.size	SIZE
.B	0
.W	1

		dest	DEST			dest	DEST
Rn	R0L/R0	0 0 0 0		dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1			dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1	
An	A0	0 1 0 0		dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1			dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0		dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1		abs16	abs16	1 1 1 1	

[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# ADD

## (2) ADD.size:Q #IMM, dest



.size	SIZE
.B	0
.W	1

#IMM	IMM4	#IMM	IMM4
0	0 0 0 0	-8	1 0 0 0
+1	0 0 0 1	-7	1 0 0 1
+2	0 0 1 0	-6	1 0 1 0
+3	0 0 1 1	-5	1 0 1 1
+4	0 1 0 0	-4	1 1 0 0
+5	0 1 0 1	-3	1 1 0 1
+6	0 1 1 0	-2	1 1 1 0
+7	0 1 1 1	-1	1 1 1 1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/3	3/3	3/3	4/3	4/3	4/3



## ADD

### (3) ADD.B:S #IMM8, dest



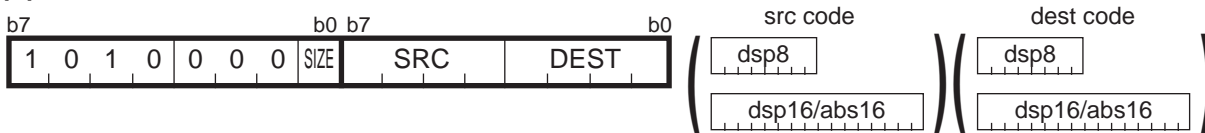
dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

#### [ Number of Bytes/Number of Cycles ]

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/1	3/3	4/3

# ADD

**(4) ADD.size:G src, dest**



.size	SIZE
.B	0
.W	1

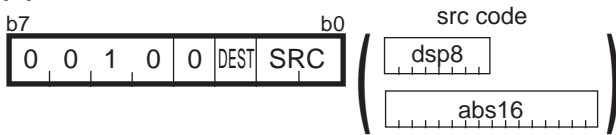
src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

**[ Number of Bytes/Number of Cycles ]**

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

# ADD

## (5) ADD.B:S src, R0L/R0H



src		SRC
Rn	R0L/R0H	0 0
dsp:8[SB/FB]	dsp:8[SB]	0 1
	dsp:8[FB]	1 0
abs16	abs16	1 1

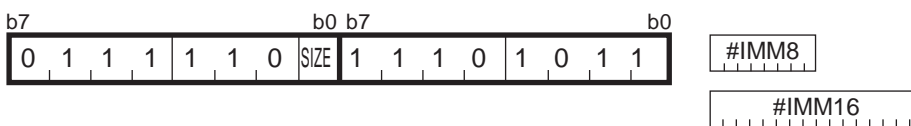
dest	DEST
R0L	0
R0H	1

### [ Number of Bytes/Number of Cycles ]

src	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/2	2/3	3/3

# ADD

## (6) ADD.size:G #IMM, SP



.size	SIZE
.B	0
.W	1

### [ Number of Bytes/Number of Cycles ]

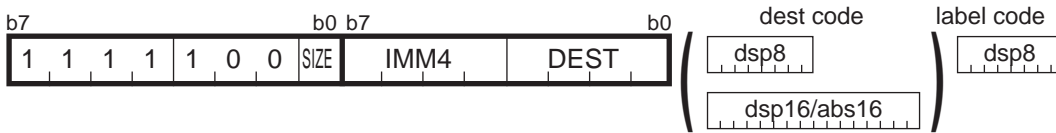
Bytes/Cycles	3/2
--------------	-----

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.



# ADJNZ

(1) ADJNZ.size #IMM, dest, label



dsp8 (label code)= address indicated by label –(start address of instruction + 2)

.size	SIZE
.B	0
.W	1

#IMM	IMM4	#IMM	IMM4
0	0 0 0 0	-8	1 0 0 0
+1	0 0 0 1	-7	1 0 0 1
+2	0 0 1 0	-6	1 0 1 0
+3	0 0 1 1	-5	1 0 1 1
+4	0 1 0 0	-4	1 1 0 0
+5	0 1 0 1	-3	1 1 0 1
+6	0 1 1 0	-2	1 1 1 0
+7	0 1 1 1	-1	1 1 1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/3	3/3	3/5	4/5	4/5	5/5	5/5	5/5

\*1 If branched to label, the number of cycles above is increased by 4.

# AND

## (1) AND.size:G #IMM, dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# AND

## (2) AND.B:S #IMM8, dest



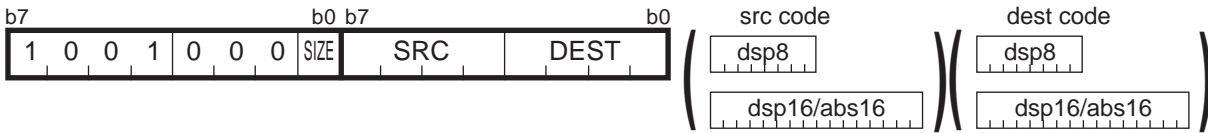
dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/1	3/3	4/3

# AND

(3) AND.size:G src, dest

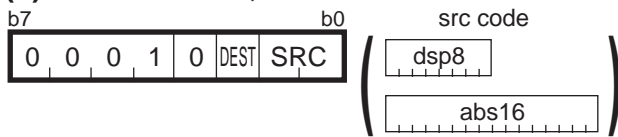


.size	SIZE
.B	0
.W	1

src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

**AND****(4) AND.B:S src, R0L/R0H**

src		SRC
Rn	R0L/R0H	0 0
dsp:8[SB/FB]	dsp:8[SB]	0 1
	dsp:8[FB]	1 0
abs16	abs16	1 1

dest	DEST
R0L	0
R0H	1

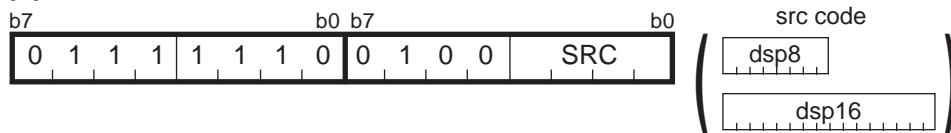
**[ Number of Bytes/Number of Cycles ]**

src	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/2	2/3	3/3



# BAND

## (1) BAND src



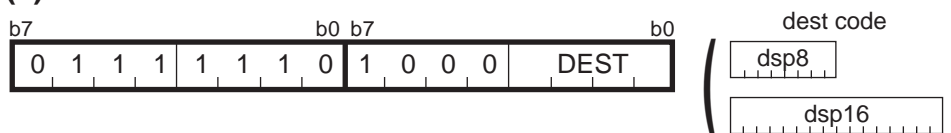
src		SRC	src		SRC
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# BCLR

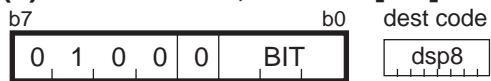
## (1) BCLR:G dest



dest		DEST	dest		DEST
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/2	3/2	2/6	3/6	3/3	4/6	4/3	4/3

**BCLR****(2) BCLR:S bit, base:11[SB]****[ Number of Bytes/Number of Cycles ]**

Bytes/Cycles	2/3
--------------	-----

# BM*Cnd*

## (1) BM*Cnd* dest



dest		DEST	dest		DEST
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8 [SB/FB]	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1		bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

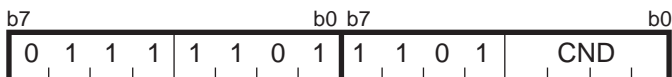
<i>Cnd</i>	CND	<i>Cnd</i>	CND
GEU/C	0 0 0 0 0 0 0 0	LTU/NC	1 1 1 1 1 0 0 0
GTU	0 0 0 0 0 0 0 1	LEU	1 1 1 1 1 0 0 1
EQ/Z	0 0 0 0 0 0 1 0	NE/NZ	1 1 1 1 1 0 1 0
N	0 0 0 0 0 0 1 1	PZ	1 1 1 1 1 0 1 1
LE	0 0 0 0 0 1 0 0	GT	1 1 1 1 1 1 0 0
O	0 0 0 0 0 1 0 1	NO	1 1 1 1 1 1 0 1
GE	0 0 0 0 0 1 1 0	LT	1 1 1 1 1 1 1 0

### [ Number of Bytes/Number of Cycles ]

dest	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	4/6	4/6	3/10	4/10	4/7	5/10	5/7	5/7

## BM*Cnd*

### (2) BM*Cnd* C



<i>Cnd</i>	CND	<i>Cnd</i>	CND
GEU/C	0 0 0 0	PZ	0 1 1 1
GTU	0 0 0 1	LE	1 0 0 0
EQ/Z	0 0 1 0	O	1 0 0 1
N	0 0 1 1	GE	1 0 1 0
LTU/NC	0 1 0 0	GT	1 1 0 0
LEU	0 1 0 1	NO	1 1 0 1
NE/NZ	0 1 1 0	LT	1 1 1 0

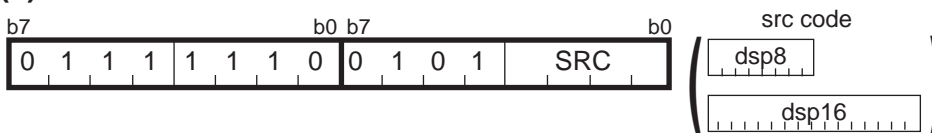
#### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/1
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\*1 If the condition is true, the number of cycles above is increased by 1.

## BNAND

### (1) BNAND src



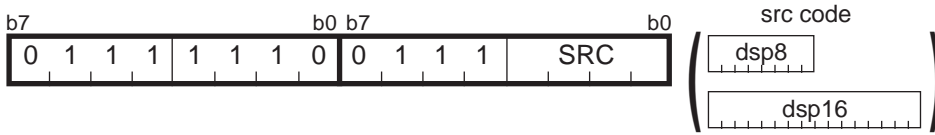
<i>src</i>		SRC	<i>src</i>		SRC
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

#### [ Number of Bytes/Number of Cycles ]

<i>src</i>	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# BNOR

## (1) BNOR src



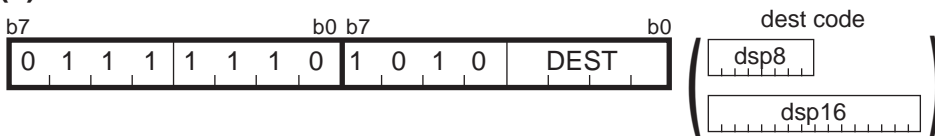
src		SRC	src		SRC
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# BNOT

## (1) BNOT:G dest



dest		DEST	dest		DEST
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/2	3/2	2/6	3/6	3/3	4/6	4/3	4/3

# BNOT

(2) BNOT:S bit, base:11[SB]

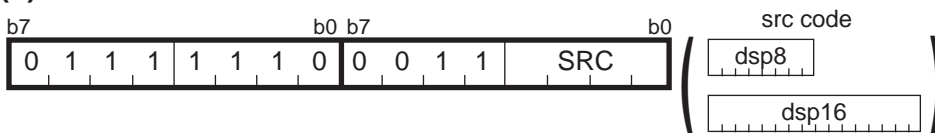


[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/3
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# BNTST

(1) BNTST src



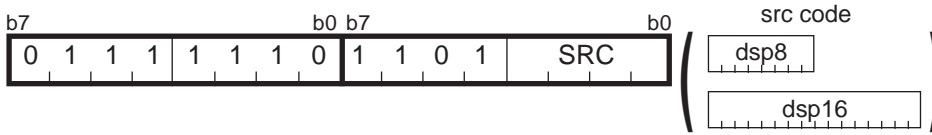
src		SRC	src		SRC
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8 [SB/FB]	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1		bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

src	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# BNXOR

## (1) BNXOR src



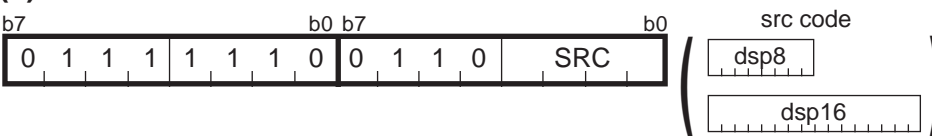
src		SRC	src		SRC
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# BOR

## (1) BOR src



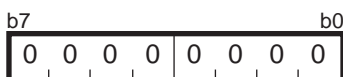
src		SRC	src		SRC
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# BRK

## (1) BRK



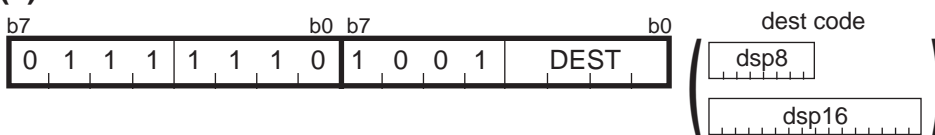
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/27
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\*1 If you specify the target address of the BRK interrupt by use of the interrupt table register (INTB), the number of cycles shown in the table increases by two. At this time, set FF16 in addresses FFFE416 through FFFE716.

# BSET

## (1) BSET:G dest



dest		DEST	dest		DEST
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8 [SB/FB]	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1		bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

dest	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/2	3/2	2/6	3/6	3/3	4/6	4/3	4/3



# BSET

(2) BSET:S bit, base:11[SB]

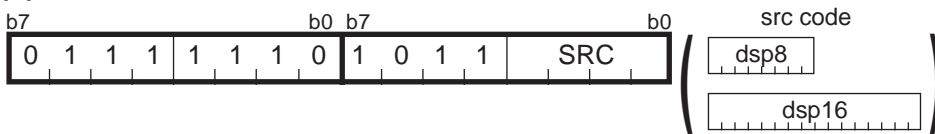


[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/3
--------------	-----

# BTST

(1) BTST:G src



src		SRC	src		SRC
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8 [SB/FB]	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1		bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

src	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/2	3/2	2/6	3/6	3/3	4/6	4/3	4/3

# BTST

(2) BTST:S bit, base:11[SB]

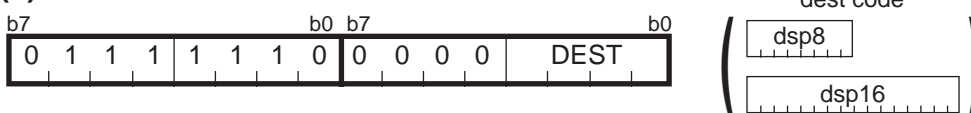


[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/3
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# BTSTC

(1) BTSTC dest



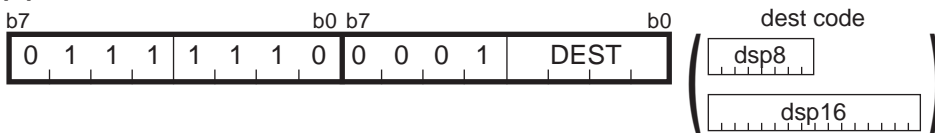
dest		DEST	dest		DEST
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

dest	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# BTSTS

## (1) BTSTS dest



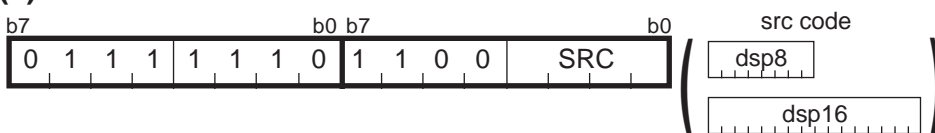
dest		DEST	dest		DEST
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# BXOR

## (1) BXOR src



src		SRC	src		SRC
bit,Rn	bit,R0	0 0 0 0	base:8[An]	base:8[A0]	1 0 0 0
	bit,R1	0 0 0 1		base:8[A1]	1 0 0 1
	bit,R2	0 0 1 0	bit,base:8	bit,base:8[SB]	1 0 1 0
	bit,R3	0 0 1 1	[SB/FB]	bit,base:8[FB]	1 0 1 1
bit,An	bit,A0	0 1 0 0	base:16[An]	base:16[A0]	1 1 0 0
	bit,A1	0 1 0 1		base:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	bit,base:16[SB]	bit,base:16[SB]	1 1 1 0
	[A1]	0 1 1 1	bit,base:16	bit,base:16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src	bit,Rn	bit,An	[An]	base:8 [An]	bit,base:8 [SB/FB]	base:16 [An]	bit,base:16 [SB]	bit,base:16
Bytes/Cycles	3/3	3/3	2/7	3/7	3/4	4/7	4/4	4/4

# CMP

**(1) CMP.size:G #IMM, dest**



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

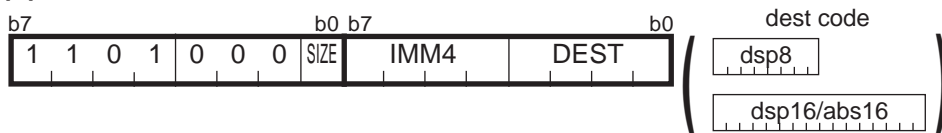
**[ Number of Bytes/Number of Cycles ]**

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# CMP

(2) CMP.size:Q #IMM, dest



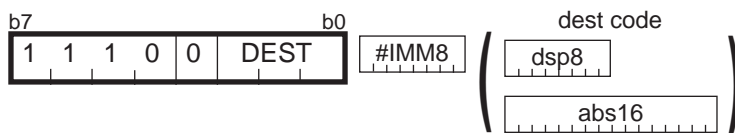
.size	SIZE
.B	0
.W	1

#IMM	IMM4	#IMM	IMM4
0	0 0 0 0	-8	1 0 0 0
+1	0 0 0 1	-7	1 0 0 1
+2	0 0 1 0	-6	1 0 1 0
+3	0 0 1 1	-5	1 0 1 1
+4	0 1 0 0	-4	1 1 0 0
+5	0 1 0 1	-3	1 1 0 1
+6	0 1 1 0	-2	1 1 1 0
+7	0 1 1 1	-1	1 1 1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/3	3/3	3/3	4/3	4/3	4/3

**CMP****(3) CMP.B:S #IMM8, dest**

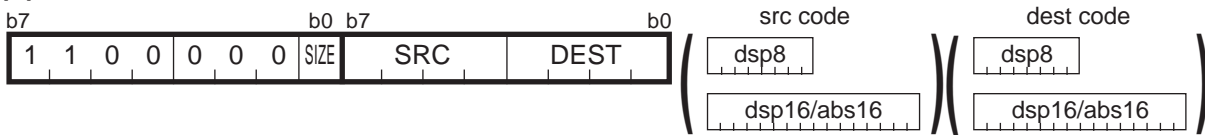
dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

**[ Number of Bytes/Number of Cycles ]**

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/1	3/3	4/3

# CMP

(4) **CMP.size:G** src, dest



.size	SIZE
.B	0
.W	1

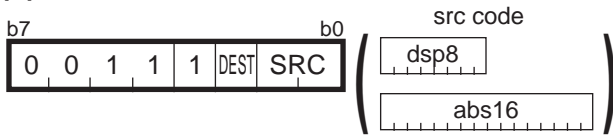
src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

# CMP

## (5) CMP.B:S src, R0L/R0H



src		SRC
Rn	R0L/R0H	0 0
dsp:8[SB/FB]	dsp:8[SB]	0 1
	dsp:8[FB]	1 0
abs16	abs16	1 1

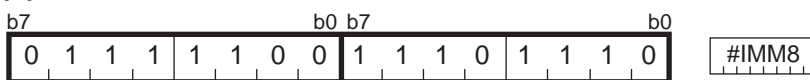
dest	DEST
R0L	0
R0H	1

### [ Number of Bytes/Number of Cycles ]

src	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/2	2/3	3/3

# DADC

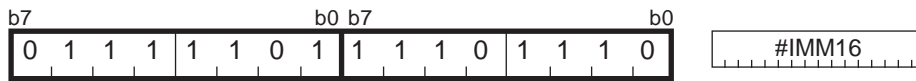
## (1) DADC.B #IMM8, R0L



### [ Number of Bytes/Number of Cycles ]

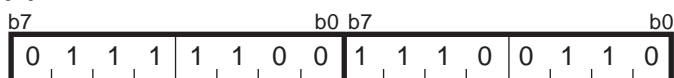
Bytes/Cycles	3/5
--------------	-----



**DADC****(2) DADC.W #IMM16, R0**

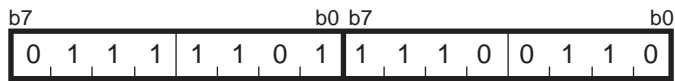
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	4/5
--------------	-----

**DADC****(3) DADC.B R0H, R0L**

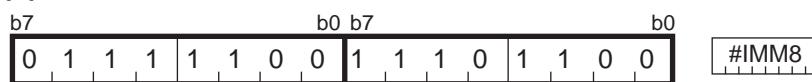
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/5
--------------	-----

**DADC****(4) DADC.W R1, R0**

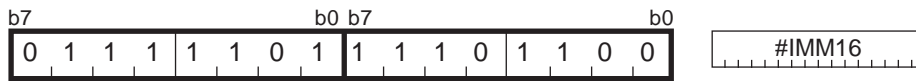
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/5
--------------	-----

**DADD****(1) DADD.B #IMM8, R0L**

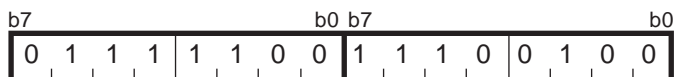
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/5
--------------	-----

**DADD****(2) DADD.W #IMM16, R0**

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	4/5
--------------	-----

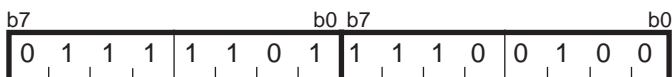
**DADD****(3) DADD.B R0H, R0L**

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/5
--------------	-----

# DADD

## (4) DADD.W R1, R0

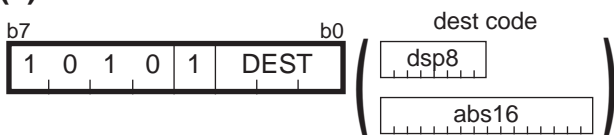


[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/5
--------------	-----

# DEC

## (1) DEC.B dest



dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

[ Number of Bytes/Number of Cycles ]

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/1	2/3	3/3

# DEC

(2) DEC.W dest



dest	DEST
A0	0
A1	1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/1
--------------	-----

# DIV

(1) DIV.size #IMM



#IMM8

#IMM16

.size	SIZE
.B	0
.W	1

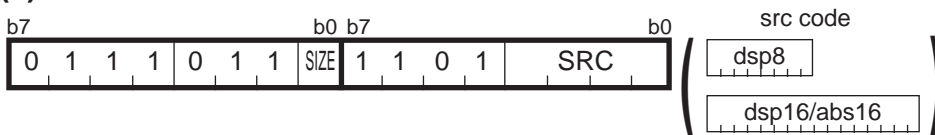
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/22
--------------	------

\*1 If the size specifier (.size) is (.W), the number of bytes and cycles above are increased by 1 and 6, respectively.

# DIV

## (2) DIV.size src



.size	SIZE
.B	0
.W	1

src		SRC	src		SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

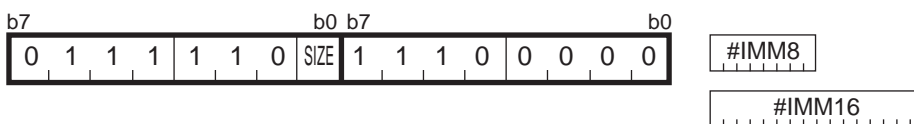
### [ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/22	2/22	2/24	3/24	3/24	4/24	4/24	4/24

\*1 If the size specifier (.size) is (.W), the number of cycles above is increased by 6.

# DIVU

## (1) DIVU.size #IMM



.size	SIZE
.B	0
.W	1

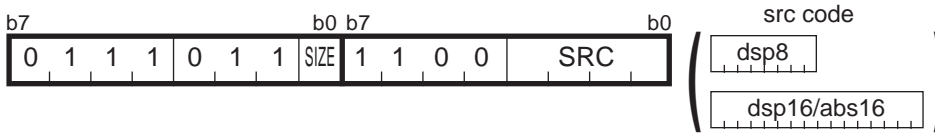
### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/18
--------------	------

\*2 If the size specifier (.size) is (.W), the number of bytes and cycles above are increased by 1 and 7, respectively.

# DIVU

## (2) DIVU.size src



.size	SIZE
.B	0
.W	1

src		SRC	src		SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

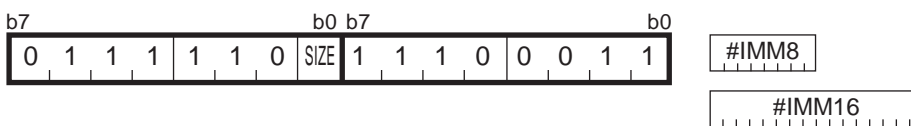
### [ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/18	2/18	2/20	3/20	3/20	4/20	4/20	4/20

\*1 If the size specifier (.size) is (.W), the number of cycles above is increased by 7.

# DIVX

## (1) DIVX.size #IMM



.size	SIZE
.B	0
.W	1

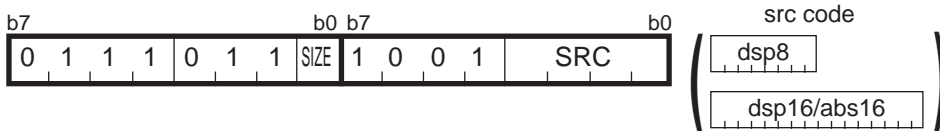
### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/22
--------------	------

\*2 If the size specifier (.size) is (.W), the number of bytes and cycles above are increased by 1 and 6, respectively.

# DIVX

## (2) DIVX.size src



.size	SIZE
.B	0
.W	1

src		SRC	src		SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

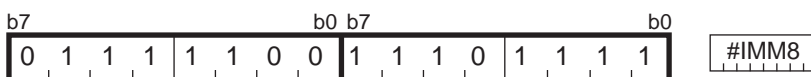
### [ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/22	2/22	2/24	3/24	3/24	4/24	4/24	4/24

\*1 If the size specifier (.size) is (.W), the number of cycles above is increased by 6.

# DSBB

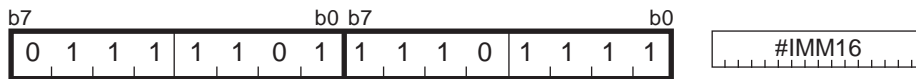
## (1) DSBB.B #IMM8, R0L



### [ Number of Bytes/Number of Cycles ]

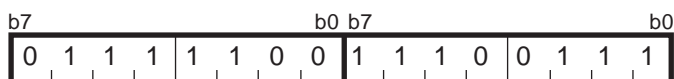
Bytes/Cycles	3/4
--------------	-----



**DSBB****(2) DSBB.W #IMM16, R0**

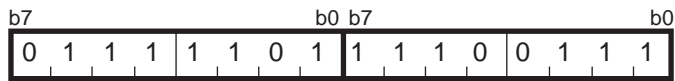
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	4/4
--------------	-----

**DSBB****(3) DSBB.B R0H, R0L**

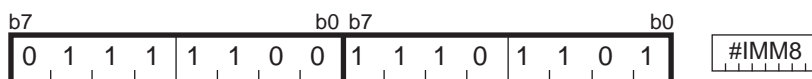
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/4
--------------	-----

**DSBB****(4) DSBB.W R1, R0**

[ Number of Bytes/Number of Cycles ]

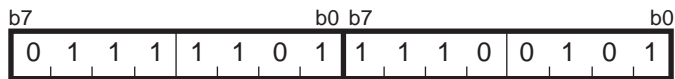
Bytes/Cycles	2/4
--------------	-----

**DSUB****(1) DSUB.B #IMM8, R0L**

[ Number of Bytes/Number of Cycles ]

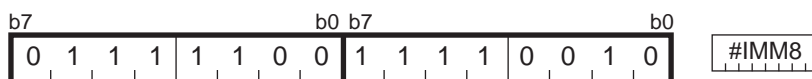
Bytes/Cycles	3/4
--------------	-----



**DSUB****(4) DSUB.W R1, R0**

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/4
--------------	-----

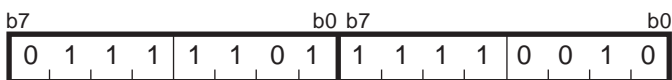
**ENTER****(1) ENTER #IMM8**

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/4
--------------	-----

# EXITD

## (1) EXITD

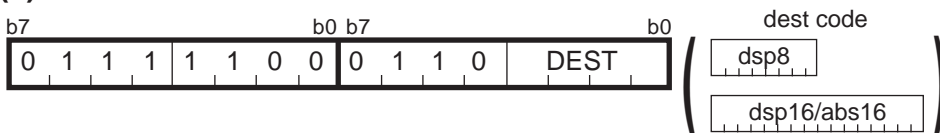


[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/9
--------------	-----

# EXTS

## (1) EXTS.B dest

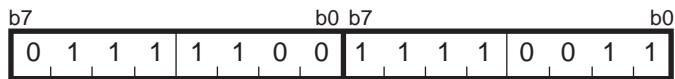


dest		DEST	dest		DEST
Rn	R0L	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	---	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	---	0 0 1 1		dsp:8[FB]	1 0 1 1
---	---	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	---	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

\*1 Marked by --- cannot be selected.

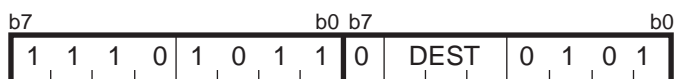
[ Number of Bytes/Number of Cycles ]

dest	Rn	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/3	2/5	3/5	3/5	4/5	4/5	4/5

**EXTS****(2) EXTS.W R0**

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/3
--------------	-----

**FCLR****(1) FCLR dest**

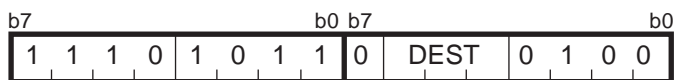
dest	DEST
C	0 0 0
D	0 0 1
Z	0 1 0
S	0 1 1
B	1 0 0
O	1 0 1
I	1 1 0
U	1 1 1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/2
--------------	-----

# FSET

(1) FSET dest



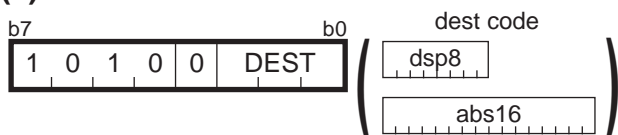
dest	DEST
C	0 0 0
D	0 0 1
Z	0 1 0
S	0 1 1
B	1 0 0
O	1 0 1
I	1 1 0
U	1 1 1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/2
--------------	-----

# INC

(1) INC.B dest



dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

[ Number of Bytes/Number of Cycles ]

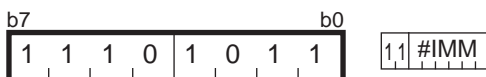
dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/1	2/3	3/3

**INC****(2) INC.W dest**

dest	DEST
A0	0
A1	1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/1
--------------	-----

**INT****(1) INT #IMM**

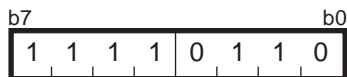
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/19
--------------	------



# INTO

## (1) INTO



[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/1
--------------	-----

\*1 If the O flag = 1, the number of cycles above is increased by 19.

# JCnd

## (1) JCnd label



dsp8 = address indicated by label – (start address of instruction + 1)

<i>Cnd</i>	CND	<i>Cnd</i>	CND
GEU/C	0 0 0	LTU/NC	1 0 0
GTU	0 0 1	LEU	1 0 1
EQ/Z	0 1 0	NE/NZ	1 1 0
N	0 1 1	PZ	1 1 1

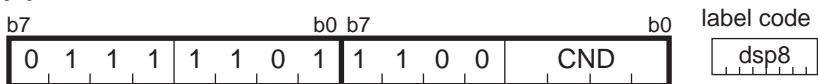
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/2
--------------	-----

\*2 If branched to label, the number of cycles above is increased by 2.

## JCnd

(2) **JCnd** label



dsp8 = address indicated by label – (start address of instruction + 2)

<i>Cnd</i>	CND	<i>Cnd</i>	CND
LE	1 0 0 0	GT	1 1 0 0
O	1 0 0 1	NO	1 1 0 1
GE	1 0 1 0	LT	1 1 1 0

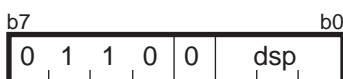
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/2
--------------	-----

\*1 If branched to label, the number of cycles above is increased by 2.

## JMP

(1) **JMP.S** label



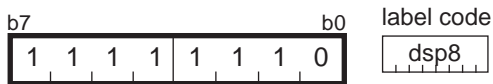
dsp = address indicated by label – (start address of instruction + 2)

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/5
--------------	-----

## JMP

(2) JMP.B label



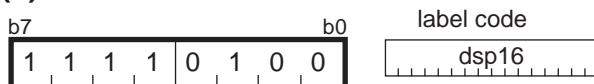
dsp8 = address indicated by label – (start address of instruction + 1)

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/4
--------------	-----

## JMP

(3) JMP.W label



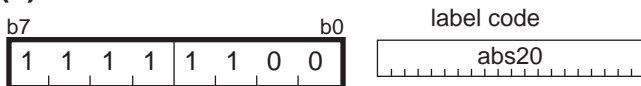
dsp16 = address indicated by label – (start address of instruction + 1)

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/4
--------------	-----

# JMP

(4) JMP.A label

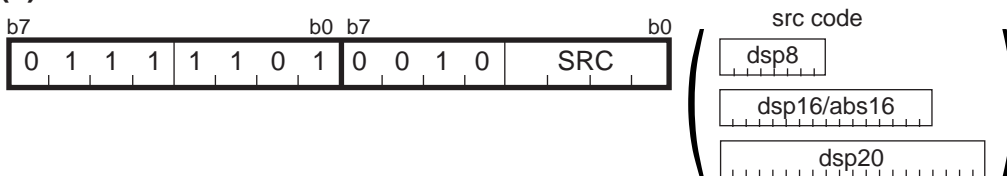


[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	4/4
--------------	-----

# JMPI

(1) JMPI.W src



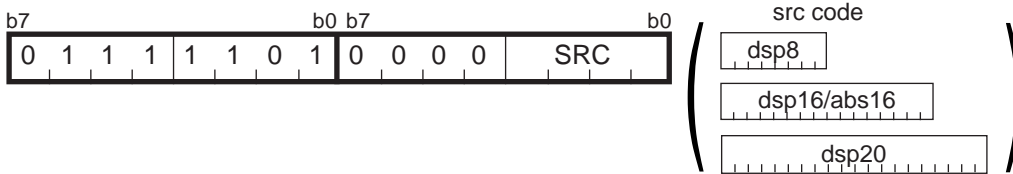
src		SRC	src		SRC
Rn	R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:20[An]	dsp:20[A0]	1 1 0 0
	A1	0 1 0 1		dsp:20[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:20[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/7	2/7	2/11	3/11	3/11	5/11	4/11	4/11

# JMPI

(2) JMPL.A src



src		SRC	src		SRC
Rn	R2R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R3R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	---	0 0 1 0		dsp:8[SB]	1 0 1 0
	---	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A1A0	0 1 0 0	dsp:20[An]	dsp:20[A0]	1 1 0 0
	---	0 1 0 1		dsp:20[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

\*1 Marked by --- cannot be selected.

[ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:20[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/6	2/6	2/10	3/10	3/10	5/10	4/10	4/10

# JMPS

(1) JMPS #IMM8

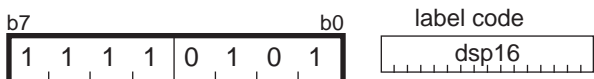


[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/9
--------------	-----

# JSR

**(1) JSR.W label**



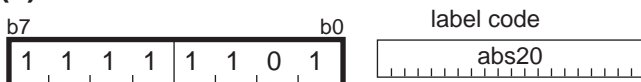
dsp16 = address indicated by label – (start address of instruction + 1)

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/8
--------------	-----

# JSR

**(2) JSR.A label**

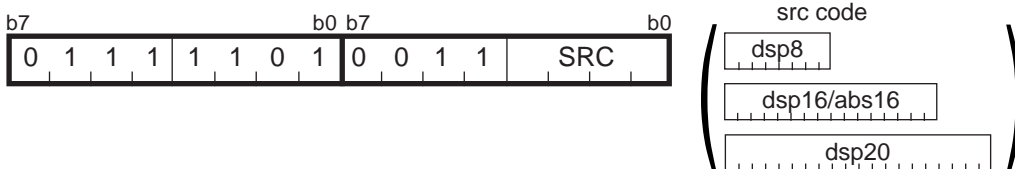


[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	4/9
--------------	-----

# JSRI

## (1) JSRI.W src



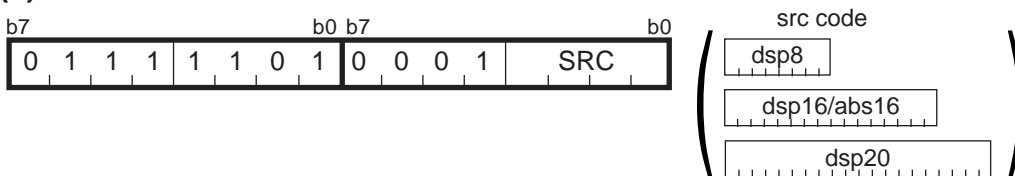
src		SRC	src		SRC
Rn	R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:20[An]	dsp:20[A0]	1 1 0 0
	A1	0 1 0 1		dsp:20[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:20[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/11	2/11	2/15	3/15	3/15	5/15	4/15	4/15

# JSRI

## (2) JSRI.A src



src		SRC	src		SRC
Rn	R2R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R3R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	---	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	---	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A1A0	0 1 0 0	dsp:20[An]	dsp:20[A0]	1 1 0 0
	---	0 1 0 1		dsp:20[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

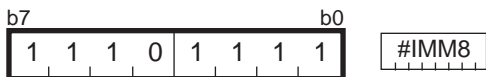
\*1 Marked by --- cannot be selected.

### [ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:20[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/11	2/11	2/15	3/15	3/15	5/15	4/15	4/15

# JSRS

(1) JSRS #IMM8



[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/13
--------------	------

# LDC

(1) LDC #IMM16, dest



dest	DEST
---	0 0 0
INTBL	0 0 1
INTBH	0 1 0
FLG	0 1 1
ISP	1 0 0
SP	1 0 1
SB	1 1 0
FB	1 1 1

\*1 Marked by --- cannot be selected.

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	4/2
--------------	-----



# LDC

## (2) LDC src, dest



src		SRC	src		SRC	dest		DEST
Rn	R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	---	0 0 0	
	R1	0 0 0 1		dsp:8[A1]	1 0 0 1	INTBL	0 0 1	
	R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	INTBH	0 1 0
	R3	0 0 1 1			dsp:8[FB]	1 0 1 1	FLG	0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	ISP	1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	SP	1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	SB	1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	FB	1 1 1	

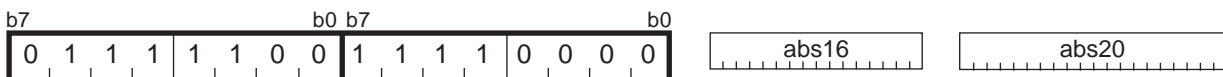
\*1 Marked by --- cannot be selected.

### [ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/3	3/3	3/3	4/3	4/3	4/3

# LDCTX

## (1) LDCTX abs16, abs20



### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	7/11+2×m
--------------	----------

\*2 m denotes the number of transfers performed.

# LDE

## (1) LDE.size abs20, dest



.size	SIZE
.B	0
.W	1

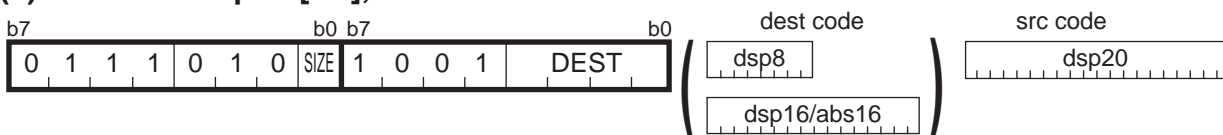
dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	5/4	5/4	5/5	6/5	6/5	7/5	7/5	7/5

# LDE

## (2) LDE.size dsp:20[A0], dest



.size	SIZE
.B	0
.W	1

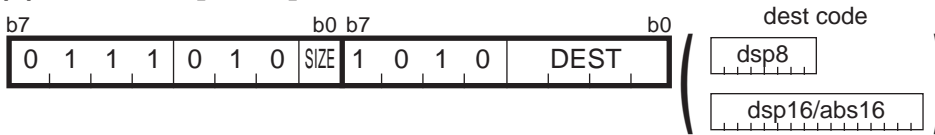
dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	5/4	5/4	5/5	6/5	6/5	7/5	7/5	7/5

# LDE

## (3) LDE.size [A1A0], dest



.size	SIZE
.B	0
.W	1

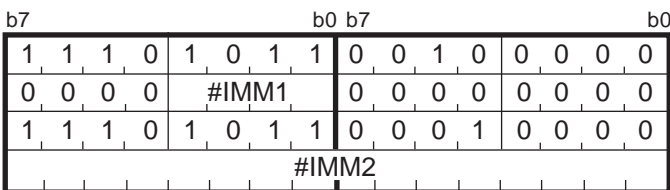
dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/4	2/4	2/5	3/5	3/5	4/5	4/5	4/5

# LDINTB

## (1) LDINTB #IMM



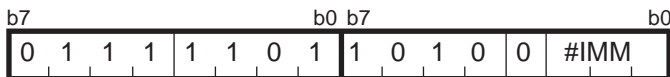
\*1 #IMM1 indicates the 4 high-order bits of #IMM.  
 #IMM2 indicates the 4 low-order bits of #IMM.

### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	8/4
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# LDIPL

**(1) LDIPL #IMM**



[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/2
--------------	-----

# MOV

**(1) MOV.size:G #IMM, dest**



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

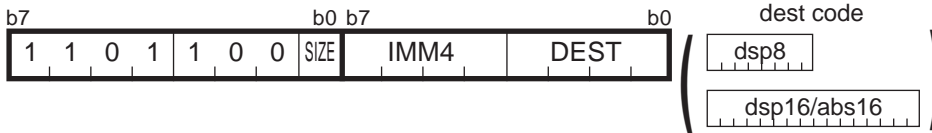
[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/3	4/3	4/3	5/3	5/3	5/3

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# MOV

(2) MOV.size:Q #IMM, dest



.size	SIZE
.B	0
.W	1

#IMM	IMM4	#IMM	IMM4
0	0 0 0 0	-8	1 0 0 0
+1	0 0 0 1	-7	1 0 0 1
+2	0 0 1 0	-6	1 0 1 0
+3	0 0 1 1	-5	1 0 1 1
+4	0 1 0 0	-4	1 1 0 0
+5	0 1 0 1	-3	1 1 0 1
+6	0 1 1 0	-2	1 1 1 0
+7	0 1 1 1	-1	1 1 1 1

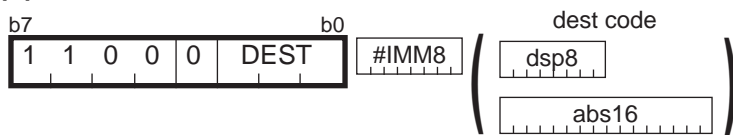
dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/2	3/2	3/2	4/2	4/2	4/2

# MOV

## (3) MOV.B:S #IMM8, dest



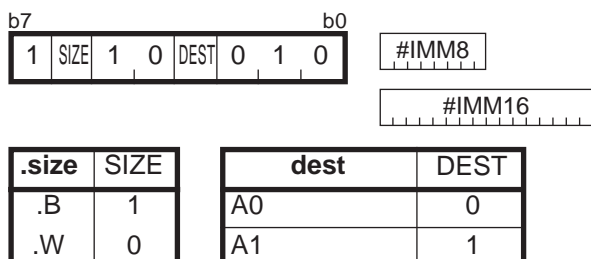
dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/1	3/2	4/2

## MOV

### (4) MOV.size:S #IMM, dest



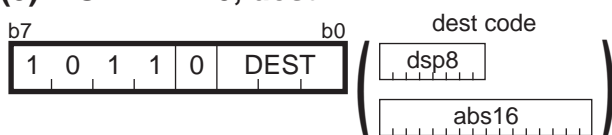
#### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/1
--------------	-----

\*1 If the size specifier (.size) is (.W), the number of bytes and cycles above are increased by 1 and 1, respectively.

## MOV

### (5) MOV.B:Z #0, dest



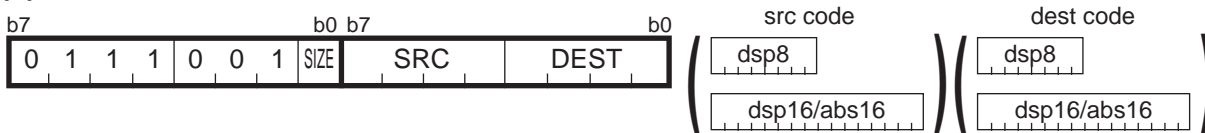
dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

#### [ Number of Bytes/Number of Cycles ]

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/1	2/2	3/2

# MOV

## (6) MOV.size:G src, dest



.size	SIZE
.B	0
.W	1

src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

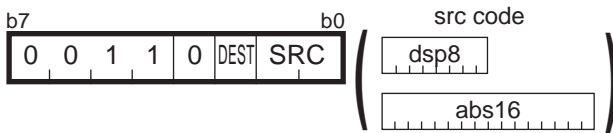
### [ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/2	3/2	3/2	4/2	4/2	4/2
An	2/2	2/2	2/2	3/2	3/2	4/2	4/2	4/2
[An]	2/3	2/3	2/3	3/3	3/3	4/3	4/3	4/3
dsp:8[An]	3/3	3/3	3/3	4/3	4/3	5/3	5/3	5/3
dsp:8[SB/FB]	3/3	3/3	3/3	4/3	4/3	5/3	5/3	5/3
dsp:16[An]	4/3	4/3	4/3	5/3	5/3	6/3	6/3	6/3
dsp:16[SB]	4/3	4/3	4/3	5/3	5/3	6/3	6/3	6/3
abs16	4/3	4/3	4/3	5/3	5/3	6/3	6/3	6/3



## MOV

### (7) MOV.B:S src, dest



src		SRC
Rn	R0L/R0H	0 0
dsp:8[SB/FB]	dsp:8[SB]	0 1
	dsp:8[FB]	1 0
abs16	abs16	1 1

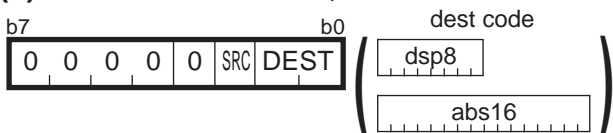
dest		DEST
A0		0
A1		1

#### [ Number of Bytes/Number of Cycles ]

src	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/2	2/3	3/3

## MOV

### (8) MOV.B:S R0L/R0H, dest



src	SRC
R0L	0
R0H	1

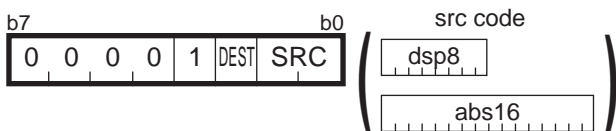
dest		DEST
dsp:8[SB/FB]	dsp:8[SB]	0 1
	dsp:8[FB]	1 0
abs16	abs16	1 1

#### [ Number of Bytes/Number of Cycles ]

dest	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/2	3/2

# MOV

## (9) MOV.B:S src, R0L/R0H



src		SRC
Rn	R0L/R0H	0 0
dsp:8[SB/FB]	dsp:8[SB]	0 1
	dsp:8[FB]	1 0
abs16	abs16	1 1

dest	DEST
R0L	0
R0H	1

### [ Number of Bytes/Number of Cycles ]

src	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/2	2/3	3/3

# MOV

## (10) MOV.size:G dsp:8[SP], dest



.size	SIZE
.B	0
.W	1

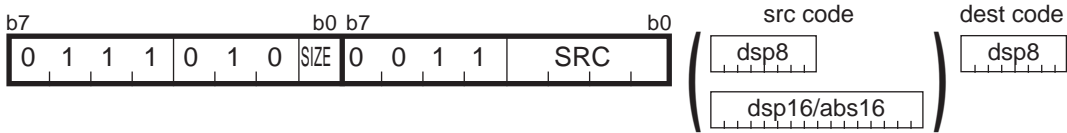
		dest	DEST			dest	DEST	
Rn	R0L/R0	0 0 0 0		dsp:8[An]	dsp:8[A0]	1 0 0 0		
	R0H/R1	0 0 0 1			dsp:8[A1]	1 0 0 1		
	R1L/R2	0 0 1 0			dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	
	R1H/R3	0 0 1 1				dsp:8[FB]	1 0 1 1	
An	A0	0 1 0 0		dsp:16[An]	dsp:16[A0]	1 1 0 0		
	A1	0 1 0 1			dsp:16[A1]	1 1 0 1		
[An]	[A0]	0 1 1 0		dsp:16[SB]	dsp:16[SB]	1 1 1 0		
	[A1]	0 1 1 1		abs16	abs16	1 1 1 1		

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/3	4/3	4/3	5/3	5/3	5/3

# MOV

(11) MOV.size:G src, dsp:8[SP]



.size	SIZE
.B	0
.W	1

src		SRC	src		SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4

# MOVA

(1) MOVA src, dest



src	SRC	
dsp:8[An]	dsp:8[A0]	1 0 0 0
	dsp:8[A1]	1 0 0 1
dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	dsp:8[FB]	1 0 1 1
dsp:16[An]	dsp:16[A0]	1 1 0 0
	dsp:16[A1]	1 1 0 1
dsp:16[SB]	dsp:16[SB]	1 1 1 0
abs16	abs16	1 1 1 1

dest	DEST
R0	0 0 0
R1	0 0 1
R2	0 1 0
R3	0 1 1
A0	1 0 0
A1	1 0 1

[ Number of Bytes/Number of Cycles ]

src	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	4/2	4/2	4/2

# MOV<sub>Dir</sub>

## (1) MOV<sub>Dir</sub> R0L, dest



<i>Dir</i>	DIR
LL	0 0
LH	1 0
HL	0 1
HH	1 1

dest		DEST	dest		DEST
Rn	---	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H	0 0 1 1		dsp:8[FB]	1 0 1 1
An	---	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	---	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

\*1 Marked by - - - cannot be selected.

### [ Number of Bytes/Number of Cycles ]

dest	Rn	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
MOVHH, MOVLL	2/4	2/5	3/5	3/5	4/5	4/5	4/5
MOVHL, MOVLH	2/7	2/8	3/8	3/8	4/8	4/8	4/8

**MOVDir****(2) MOVDir src, R0L**

<i>Dir</i>	DIR
LL	0 0
LH	1 0
HL	0 1
HH	1 1

src		SRC	src		SRC	
Rn	R0L	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H	0 0 1 1			dsp:8[FB]	1 0 1 1
An	---	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	---	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

\*1 Marked by - - - cannot be selected.

**[ Number of Bytes/Number of Cycles ]**

src	Rn	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
MOVHH, MOVLL	2/3	2/5	3/5	3/5	4/5	4/5	4/5
MOVHL, MOVLH	2/6	2/8	3/8	3/8	4/8	4/8	4/8

# MUL

## (1) MUL.size #IMM, dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	--- /R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/---	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	---	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	---	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

\*1 Marked by - - - cannot be selected.

### [ Number of Bytes/Number of Cycles ]

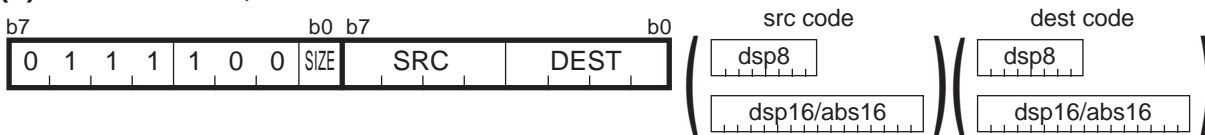
dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/4	3/4	3/5	4/5	4/5	5/5	5/5	5/5

\*2 If dest is Rn or An while the size specifier (.size) is (.W), the number of bytes and cycles above are increased by 1 each.

\*3 If dest is neither Rn nor An while the size specifier (.size) is (.W), the number of bytes and cycles above are increased by 1 and 2, respectively.

# MUL

## (2) MUL.size src, dest



.size	SIZE
.B	0
.W	1

src		SRC	src		SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	--- /R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/---	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	---	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	---	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

\*1 Marked by - - - cannot be selected.

### [ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/4	2/4	2/5	3/5	3/5	4/5	4/5	4/5
An	2/4	2/5	2/5	3/5	3/5	4/5	4/5	4/5
[An]	2/6	2/6	2/6	3/6	3/6	4/6	4/6	4/6
dsp:8[An]	3/6	3/6	3/6	4/6	4/6	5/6	5/6	5/6
dsp:8[SB/FB]	3/6	3/6	3/6	4/6	4/6	5/6	5/6	5/6
dsp:16[An]	4/6	4/6	4/6	5/6	5/6	6/6	6/6	6/6
dsp:16[SB]	4/6	4/6	4/6	5/6	5/6	6/6	6/6	6/6
abs16	4/6	4/6	4/6	5/6	5/6	6/6	6/6	6/6

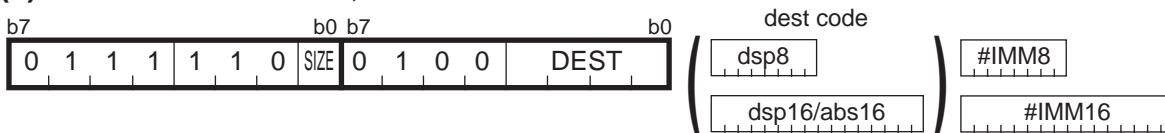
\*2 If src is An and dest is Rn while the size specifier (.size) is (.W), the number of cycles above is increased by 1.

\*3 If src is not An and dest is Rn or An while the size specifier (.size) is (.W), the number of cycles above is increased by 1.

\*4 If dest is neither Rn nor An while the size specifier (.size) is (.W), the number of cycles above is increased by 2.

# MULU

**(1) MULU.size #IMM, dest**



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	--- /R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/---	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	---	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	---	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

\*1 Marked by - - - cannot be selected.

**[ Numbera of Bytes/Number of Cycles ]**

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/4	3/4	3/5	4/5	4/5	5/5	5/5	5/5

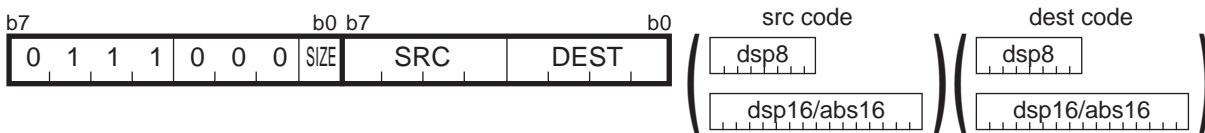
\*2 If dest is Rn or An while the size specifier (.size) is (.W), the number of bytes and cycles above are increased by 1 each.

\*3 If dest is neither Rn nor An while the size specifier (.size) is (.W), the number of bytes and cycles above are increased by 1 and 2, respectively.



# MULU

(2) MULU.size src, dest



.size	SIZE
.B	0
.W	1

src		SRC	src		SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	--- /R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/---	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	---	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	---	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

\*1 Marked by - - - cannot be selected.

### [ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/4	2/4	2/5	3/5	3/5	4/5	4/5	4/5
An	2/4	2/5	2/5	3/5	3/5	4/5	4/5	4/5
[An]	2/6	2/6	2/6	3/6	3/6	4/6	4/6	4/6
dsp:8[An]	3/6	3/6	3/6	4/6	4/6	5/6	5/6	5/6
dsp:8[SB/FB]	3/6	3/6	3/6	4/6	4/6	5/6	5/6	5/6
dsp:16[An]	4/6	4/6	4/6	5/6	5/6	6/6	6/6	6/6
dsp:16[SB]	4/6	4/6	4/6	5/6	5/6	6/6	6/6	6/6
abs16	4/6	4/6	4/6	5/6	5/6	6/6	6/6	6/6

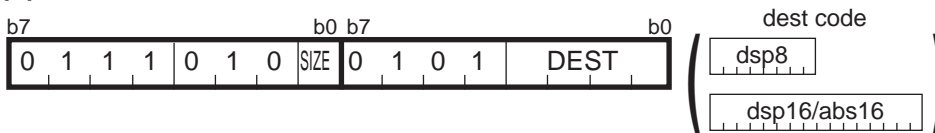
\*2 If src is An and dest is Rn while the size specifier (.size) is (.W), the number of cycles above is increased by 1.

\*3 If src is not An and dest is Rn or An while the size specifier (.size) is (.W), the number of cycles above is increased by 1.

\*4 If dest is neither Rn nor An while the size specifier (.size) is (.W), the number of cycles above is increased by 2.

# NEG

## (1) NEG.size dest



.size	SIZE
.B	0
.W	1

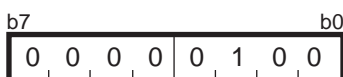
dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/3	3/3	3/3	4/3	4/3	4/3

# NOP

## (1) NOP

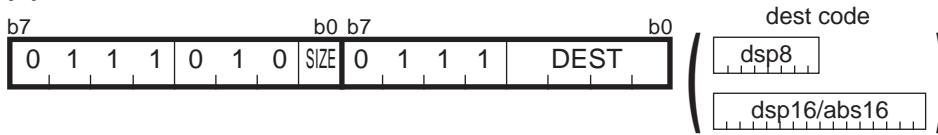


### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/1
--------------	-----

# NOT

## (1) NOT.size:G dest



.size	SIZE
.B	0
.W	1

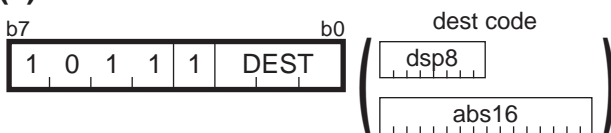
dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/3	3/3	3/3	4/3	4/3	4/3

# NOT

## (2) NOT.B:S dest



dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/1	2/3	3/3

# OR

## (1) OR.size:G #IMM, dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

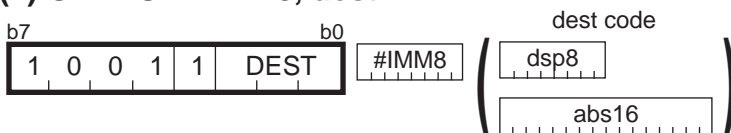
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# OR

## (2) OR.B:S #IMM8, dest



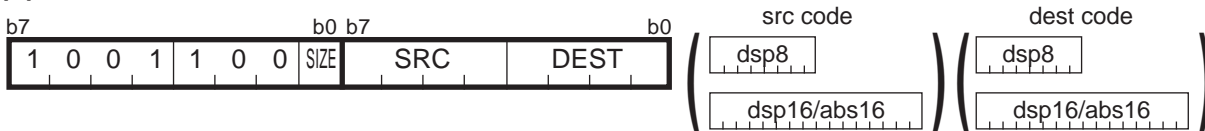
dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

### [ Number of Bytes/Number of Cycles ]

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/1	3/3	4/3

# OR

**(3) OR.size:G src, dest**



.size	SIZE
.B	0
.W	1

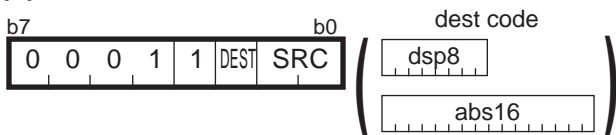
src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

**[ Number of Bytes/Number of Cycles ]**

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

# OR

## (4) OR.B:S src, R0L/R0H



src		SRC
Rn	R0L/R0H	0 0
dsp:8[SB/FB]	dsp:8[SB]	0 1
	dsp:8[FB]	1 0
abs16	abs16	1 1

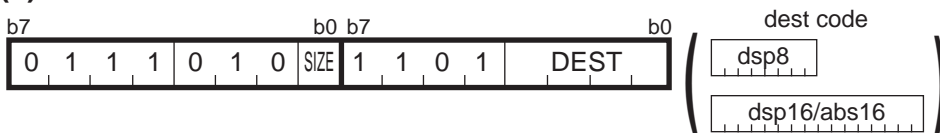
dest	DEST
R0L	0
R0H	1

### [ Number of Bytes/Number of Cycles ]

src	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/2	2/3	3/3

# POP

## (1) POP.size:G dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4

## POP

(2) POP.B:S dest



dest	DEST
ROL	0
ROH	1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/3
--------------	-----

## POP

(3) POP.W:S dest



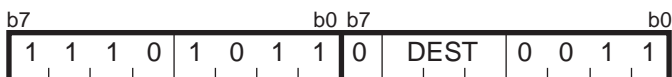
dest	DEST
A0	0
A1	1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/3
--------------	-----

# POPC

## (1) POPC dest



dest	DEST	dest	DEST
---	0 0 0	ISP	1 0 0
INTBL	0 0 1	SP	1 0 1
INTBH	0 1 0	SB	1 1 0
FLG	0 1 1	FB	1 1 1

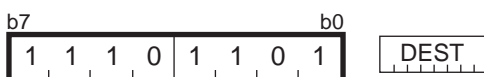
\*1 Marked by - - - cannot be selected.

### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/3
--------------	-----

# POPM

## (1) POPM dest



dest							
FB	SB	A1	A0	R3	R2	R1	R0
DEST <sup>*2</sup>							

\*2 The bit for a selected register is 1.  
The bit for a non-selected register is 0.

### [ Number of Bytes/Number of Cycles ]

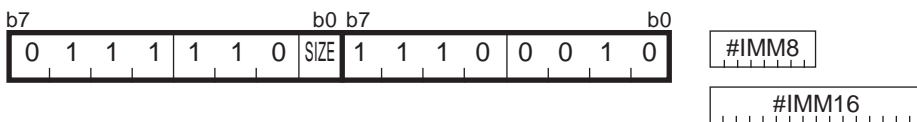
Bytes/Cycles	2/3
--------------	-----

\*3 If two or more registers need to be restored, the number of required cycles is 2 x m (m: number of registers to be restored).



# PUSH

(1) PUSH.size:G #IMM



.size	SIZE
.B	0
.W	1

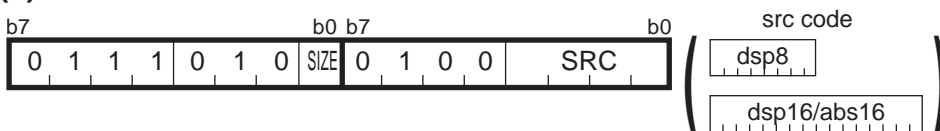
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	3/2
--------------	-----

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# PUSH

(2) PUSH.size:G src



.size	SIZE
.B	0
.W	1

		src	SRC			src	SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0		
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1		
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1	
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0		
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1		
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0		
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1		

[ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/2	2/2	2/4	3/4	3/4	4/4	4/4	4/4

**PUSH****(3) PUSH.B:S      src**

src	SRC
R0L	0
R0H	1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/2
--------------	-----

**PUSH****(4) PUSH.W:S      src**

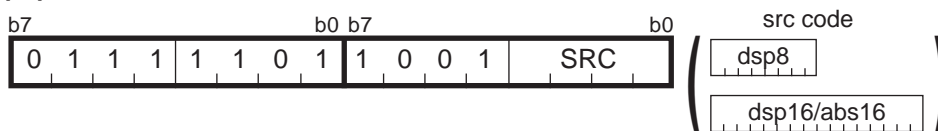
src	SRC
A0	0
A1	1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/2
--------------	-----

# PUSHA

(1) PUSHA src



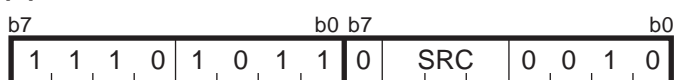
src		SRC
dsp:8[An]	dsp:8[A0]	1 0 0 0
	dsp:8[A1]	1 0 0 1
dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	dsp:8[FB]	1 0 1 1
dsp:16[An]	dsp:16[A0]	1 1 0 0
	dsp:16[A1]	1 1 0 1
dsp:16[SB]	dsp:16[SB]	1 1 1 0
abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

src	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs:16
Bytes/Cycles	3/2	3/2	4/2	4/2	4/2

# PUSHC

(1) PUSHC src



src	SRC	src	SRC
---	0 0 0	ISP	1 0 0
INTBL	0 0 1	SP	1 0 1
INTBH	0 1 0	SB	1 1 0
FLG	0 1 1	FB	1 1 1

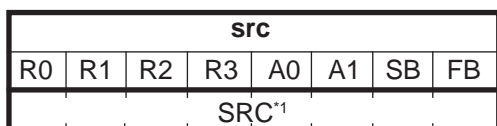
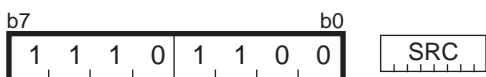
\*1 Marked by - - - cannot be selected.

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/2
--------------	-----

# PUSHM

## (1) PUSHM src



\*1 The bit for a selected register is 1.  
The bit for a non-selected register is 0.

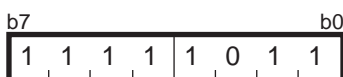
### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	$2/2 \times m$
--------------	----------------

\*2 m denotes the number of registers to be saved.

# REIT

## (1) REIT



### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/6
--------------	-----

# RMPA

## (1) RMPA.size



.size	SIZE
.B	0
.W	1

### [ Number of Bytes/Number of Cycles ]

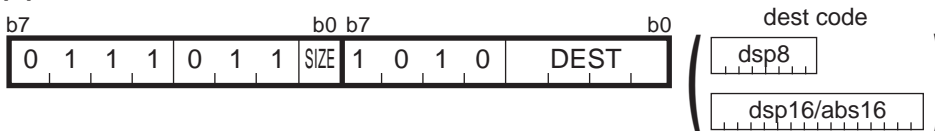
Bytes/Cycles	$2/4+7 \times m$
--------------	------------------

\*1 m denotes the number of operation performed.

\*2 If the size specifier (.size) is (.W), the number of cycles is  $(6+9 \times m)$ .

# ROLC

## (1) ROLC.size dest



.size	SIZE
.B	0
.W	1

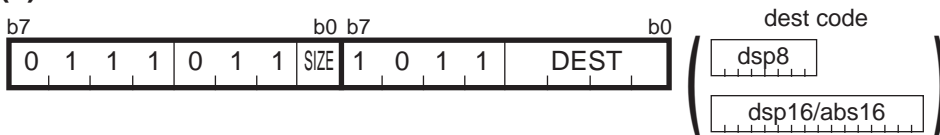
		dest	DEST			dest	DEST
Rn	R0L/R0		0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1		0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2		0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3		0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0		0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1		0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]		0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]		0 1 1 1	abs16	abs16	1 1 1 1	

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/3	3/3	3/3	4/3	4/3	4/3

# RORC

**(1) RORC.size dest**



.size	SIZE
.B	0
.W	1

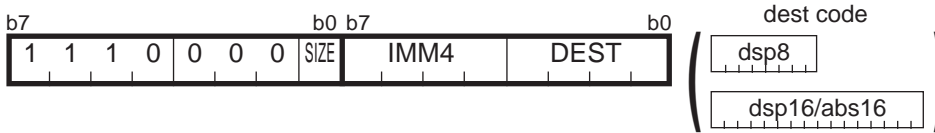
dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

**[ Number of Bytes/Number of Cycles ]**

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/3	3/3	3/3	4/3	4/3	4/3

# ROT

## (1) ROT.size #IMM, dest



.size	SIZE
.B	0
.W	1

#IMM	IMM4	#IMM	IMM4
+1	0 0 0 0	-1	1 0 0 0
+2	0 0 0 1	-2	1 0 0 1
+3	0 0 1 0	-3	1 0 1 0
+4	0 0 1 1	-4	1 0 1 1
+5	0 1 0 0	-5	1 1 0 0
+6	0 1 0 1	-6	1 1 0 1
+7	0 1 1 0	-7	1 1 1 0
+8	0 1 1 1	-8	1 1 1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

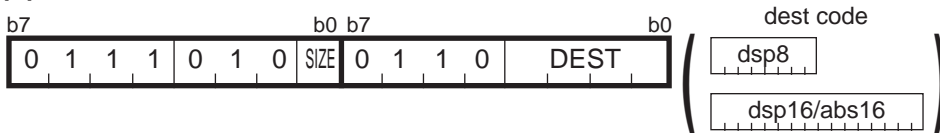
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1+m	2/1+m	2/2+m	3/2+m	3/2+m	4/2+m	4/2+m	4/2+m

\*1 m denotes the number of rotates performed.

# ROT

## (2) ROT.size R1H, dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/---	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	--- /R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

\*1 Marked by - - - cannot be selected.

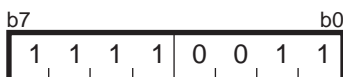
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/2+m	2/2+m	2/3+m	3/3+m	3/3+m	4/3+m	4/3+m	4/3+m

\*2 m denotes the number of rotates performed.

# RTS

## (1) RTS



### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/6
--------------	-----



# SBB

## (1) SBB.size #IMM, dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

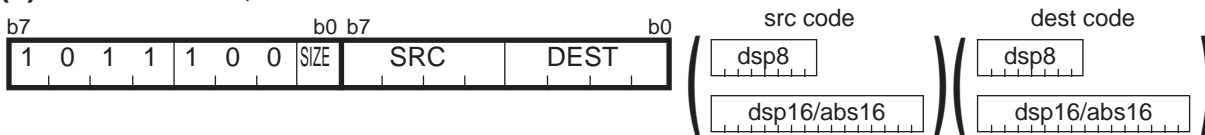
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# SBB

## (2) SBB.size src, dest



.size	SIZE
.B	0
.W	1

src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

# SBJNZ

(1) SBJNZ.size #IMM, dest, label



dsp8(label code) = address indicated by label – (start address of instruction + 2)

.size	SIZE
.B	0
.W	1

#IMM	IMM4	#IMM	IMM4
0	0 0 0 0	+8	1 0 0 0
-1	0 0 0 1	+7	1 0 0 1
-2	0 0 1 0	+6	1 0 1 0
-3	0 0 1 1	+5	1 0 1 1
-4	0 1 0 0	+4	1 1 0 0
-5	0 1 0 1	+3	1 1 0 1
-6	0 1 1 0	+2	1 1 1 0
-7	0 1 1 1	+1	1 1 1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

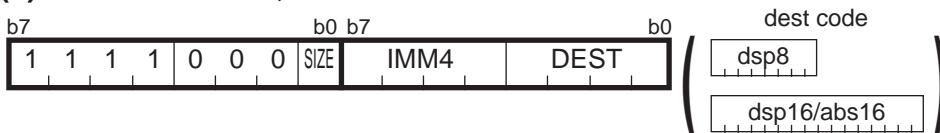
[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/3	3/3	3/5	4/5	4/5	5/5	5/5	5/5

\*1 If branched to label, the number of cycles above is increased by 4.

# SHA

## (1) SHA.size #IMM, dest



.size	SIZE
.B	0
.W	1

#IMM	IMM4	#IMM	IMM4
+1	0 0 0 0	-1	1 0 0 0
+2	0 0 0 1	-2	1 0 0 1
+3	0 0 1 0	-3	1 0 1 0
+4	0 0 1 1	-4	1 0 1 1
+5	0 1 0 0	-5	1 1 0 0
+6	0 1 0 1	-6	1 1 0 1
+7	0 1 1 0	-7	1 1 1 0
+8	0 1 1 1	-8	1 1 1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

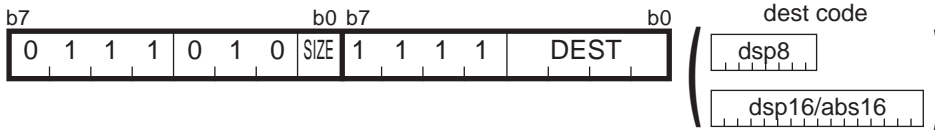
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1+m	2/1+m	2/2+m	3/2+m	3/2+m	4/2+m	4/2+m	4/2+m

\*1 m denotes the number of shifts performed.

# SHA

## (2) SHA.size R1H, dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/---	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	--- /R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

\*1 Marked by - - - cannot be selected.

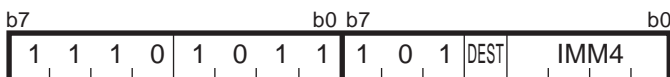
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/2+m	2/2+m	2/3+m	3/3+m	3/3+m	4/3+m	4/3+m	4/3+m

\*2 m denotes the number of shifts performed.

# SHA

## (3) SHA.L #IMM, dest



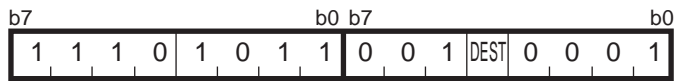
#IMM	IMM4	#IMM	IMM4
+1	0 0 0 0	-1	1 0 0 0
+2	0 0 0 1	-2	1 0 0 1
+3	0 0 1 0	-3	1 0 1 0
+4	0 0 1 1	-4	1 0 1 1
+5	0 1 0 0	-5	1 1 0 0
+6	0 1 0 1	-6	1 1 0 1
+7	0 1 1 0	-7	1 1 1 0
+8	0 1 1 1	-8	1 1 1 1

dest	DEST
R2R0	0
R3R1	1

### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/3+m
--------------	-------

\*2 m denotes the number of shifts performed.

**SHA****(4) SHA.L R1H, dest**

dest	DEST
R2R0	0
R3R1	1

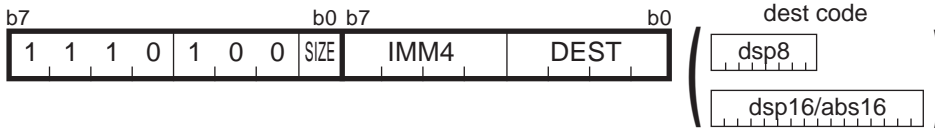
**[ Number of Bytes/Number of Cycles ]**

Bytes/Cycles	2/4+m
--------------	-------

\*1 m denotes the number of shifts performed.

# SHL

## (1) SHL.size #IMM, dest



.size	SIZE
.B	0
.W	1

#IMM	IMM4	#IMM	IMM4
+1	0 0 0 0	-1	1 0 0 0
+2	0 0 0 1	-2	1 0 0 1
+3	0 0 1 0	-3	1 0 1 0
+4	0 0 1 1	-4	1 0 1 1
+5	0 1 0 0	-5	1 1 0 0
+6	0 1 0 1	-6	1 1 0 1
+7	0 1 1 0	-7	1 1 1 0
+8	0 1 1 1	-8	1 1 1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

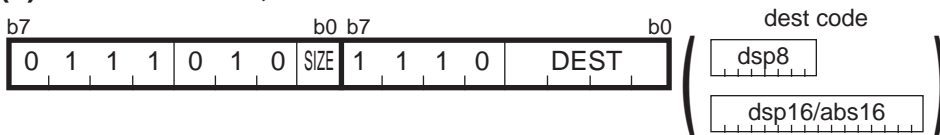
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1+m	2/1+m	2/2+m	3/2+m	3/2+m	4/2+m	4/2+m	4/2+m

\*1 m denotes the number of shifts performed.

# SHL

## (2) SHL.size R1H, dest



.size	SIZE
.B	0
.W	1

		dest	DEST			dest	DEST
Rn	R0L/R0		0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/---		0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2		0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	
	--- /R3		0 0 1 1		dsp:8[FB]	1 0 1 1	
An	A0		0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1		0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]		0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]		0 1 1 1	abs16	abs16	1 1 1 1	

\*1 Marked by - - - cannot be selected.

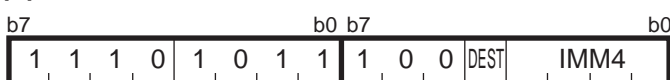
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/2+m	2/2+m	2/3+m	3/3+m	3/3+m	4/3+m	4/3+m	4/3+m

\*2 m denotes the number of shifts performed.

# SHL

## (3) SHL.L #IMM, dest



#IMM	IMM4	#IMM	IMM4
+1	0 0 0 0	-1	1 0 0 0
+2	0 0 0 1	-2	1 0 0 1
+3	0 0 1 0	-3	1 0 1 0
+4	0 0 1 1	-4	1 0 1 1
+5	0 1 0 0	-5	1 1 0 0
+6	0 1 0 1	-6	1 1 0 1
+7	0 1 1 0	-7	1 1 1 0
+8	0 1 1 1	-8	1 1 1 1

dest	DEST
R2R0	0
R3R1	1

### [ Number of Bytes/Number of Cycles ]

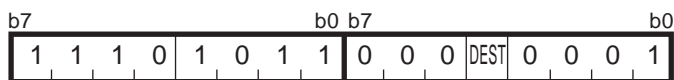
Bytes/Cycles	2/3+m
--------------	-------

\*2 m denotes the number of shifts performed.



## SHL

(4) SHL.L R1H, dest



dest	DEST
R2R0	0
R3R1	1

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/4+m
--------------	-------

\*1 m denotes the number of shifts performed.

## SMOVB

(1) SMOVB.size



.size	SIZE
.B	0
.W	1

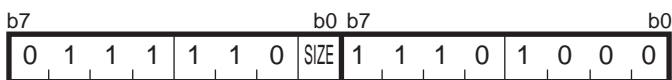
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/5+5×m
--------------	---------

\*2 m denotes the number of transfers performed.

# SMOVF

## (1) SMOVF.size



.size	SIZE
.B	0
.W	1

### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	$2/5+5 \times m$
--------------	------------------

\*1 m denotes the number of transfers performed.

# SSTR

## (1) SSTR.size



.size	SIZE
.B	0
.W	1

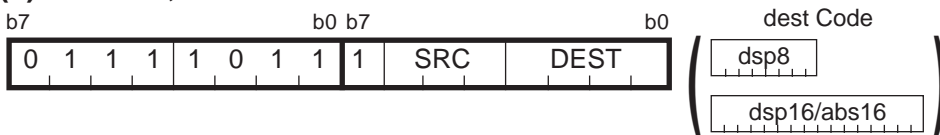
### [ Number of Bytes/Number of Cycles ]

Bytes/Cycles	$2/3+2 \times m$
--------------	------------------

\*1 m denotes the number of transfers performed.

# STC

## (1) STC src, dest



src	SRC
---	0 0 0
INTBL	0 0 1
INTBH	0 1 0
FLG	0 1 1
ISP	1 0 0
SP	1 0 1
SB	1 1 0
FB	1 1 1

dest		DEST	dest		DEST
Rn	R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

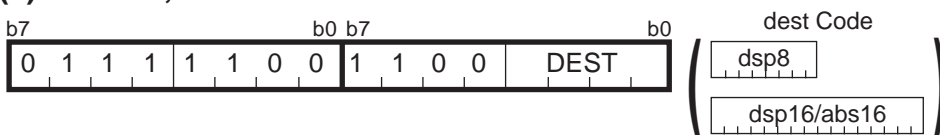
\*1 Marked by - - - cannot be selected.

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/1	2/1	2/2	3/2	3/2	4/2	4/2	4/2

# STC

## (2) STC PC, dest



dest		DEST	dest		DEST
Rn	R2R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R3R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	---	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	---	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A1A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	---	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

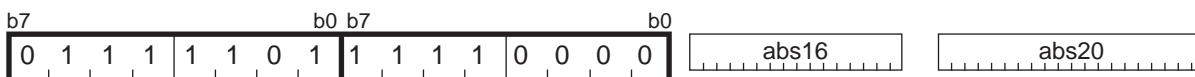
\*1 Marked by - - - cannot be selected.

### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3

# STCTX

## (1) STCTX abs16, abs20



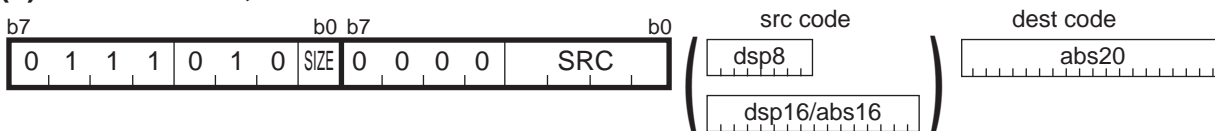
[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	7/11+2×m
--------------	----------

\*1 m denotes the number of transfers performed.

# STE

## (1) STE.size src, abs20



.size	SIZE
.B	0
.W	1

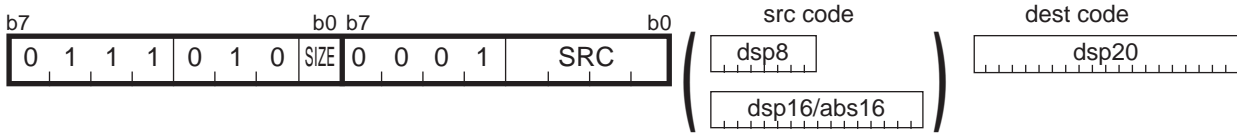
		src	SRC			src	SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0		
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1		
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1	
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0		
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1		
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0		
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1		

[ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	5/3	5/3	5/4	6/4	6/4	7/4	7/4	7/4

## STE

### (2) STE.size src, dsp:20[A0]



.size	SIZE
.B	0
.W	1

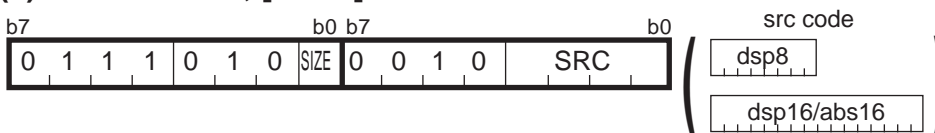
		src	SRC			src	SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0		
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1		
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1	
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0		
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1		
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0		
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1		

#### [ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	5/3	5/3	5/4	6/4	6/4	7/4	7/4	7/4

## STE

### (3) STE.size src, [A1A0]



.size	SIZE
.B	0
.W	1

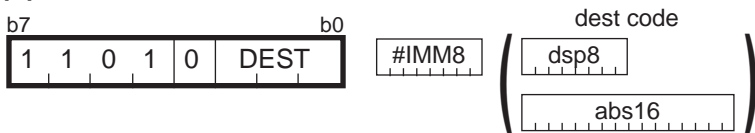
		src	SRC			src	SRC
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0		
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1		
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0	
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1	
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0		
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1		
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0		
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1		

#### [ Number of Bytes/Number of Cycles ]

src	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4

# STNZ

**(1) STNZ #IMM8, dest**



dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

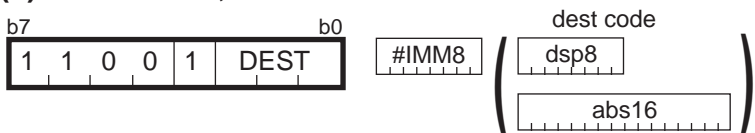
**[ Number of Bytes/Number of Cycles ]**

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/1	3/2	4/2

\*1 If the Z flag = 0, the number of cycles above is increased by 1.

# STZ

**(1) STZ #IMM8, dest**



dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

**[ Number of Bytes/Number of Cycles ]**

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/1	3/2	4/2

\*2 If the Z flag = 1, the number of cycles above is increased by 1.

# STZX

(1) STZX #IMM81, #IMM82, dest



dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

[ Number of Bytes/Number of Cycles ]

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	3/2	4/3	5/3

# SUB

(1) SUB.size:G #IMM, dest



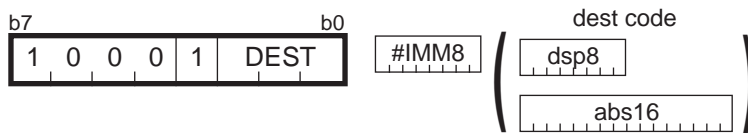
.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

**SUB****(2) SUB.B:S #IMM8, dest**

dest		DEST
Rn	R0H	0 1 1
	R0L	1 0 0
dsp:8[SB/FB]	dsp:8[SB]	1 0 1
	dsp:8[FB]	1 1 0
abs16	abs16	1 1 1

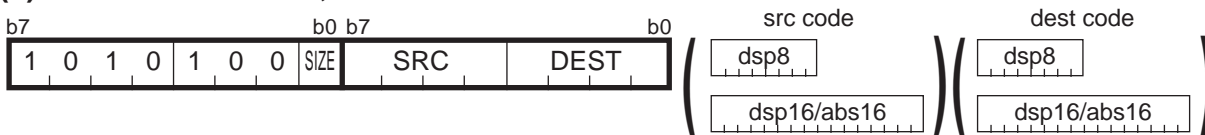
**[ Number of Bytes/Number of Cycles ]**

dest	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	2/1	3/3	4/3



# SUB

(3) SUB.size:G src, dest



.size	SIZE
.B	0
.W	1

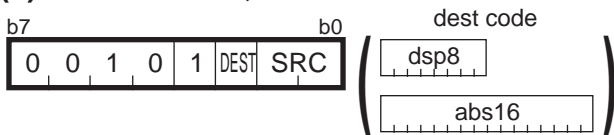
src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

# SUB

## (4) SUB.B:S src, R0L/R0H



src		SRC
Rn	R0L/R0H	0 0
dsp:8[SB/FB]	dsp:8[SB]	0 1
	dsp:8[FB]	1 0
abs16	abs16	1 1

dest	DEST
R0L	0
R0H	1

### [ Number of Bytes/Number of Cycles ]

src	Rn	dsp:8[SB/FB]	abs16
Bytes/Cycles	1/2	2/3	3/3

# TST

## (1) TST.size #IMM, dest



.size	SIZE
.B	0
.W	1

dest		DEST	dest		DEST	
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2	0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1	

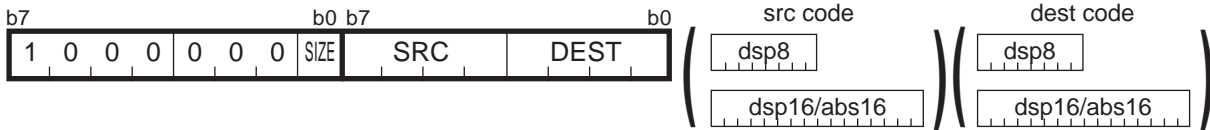
### [ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# TST

## (2) TST.size src, dest

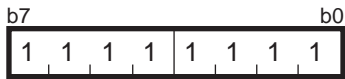


.size	SIZE
.B	0
.W	1

src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

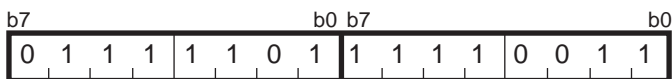
### [ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

**UND****(1) UND**

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	1/20
--------------	------

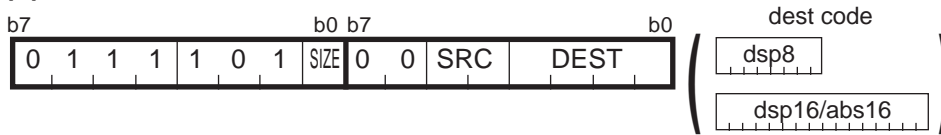
**WAIT****(1) WAIT**

[ Number of Bytes/Number of Cycles ]

Bytes/Cycles	2/3
--------------	-----

# XCHG

(1) XCHG.size src, dest



.size	SIZE
.B	0
.W	1

src	SRC
R0L/R0	0 0
R0H/R1	0 1
R1L/R2	1 0
R1H/R3	1 1

dest		DEST	dest		DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

[ Number of Bytes/Number of Cycles ]

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	2/4	2/4	2/5	3/5	3/5	4/5	4/5	4/5

# XOR

**(1) XOR.size #IMM, dest**



.size	SIZE
.B	0
.W	1

		dest	DEST			dest	DEST
Rn	R0L/R0		0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0	
	R0H/R1		0 0 0 1		dsp:8[A1]	1 0 0 1	
	R1L/R2		0 0 1 0		dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3		0 0 1 1			dsp:8[FB]	1 0 1 1
An	A0		0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0	
	A1		0 1 0 1		dsp:16[A1]	1 1 0 1	
[An]	[A0]		0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0	
	[A1]		0 1 1 1	abs16	abs16	1 1 1 1	

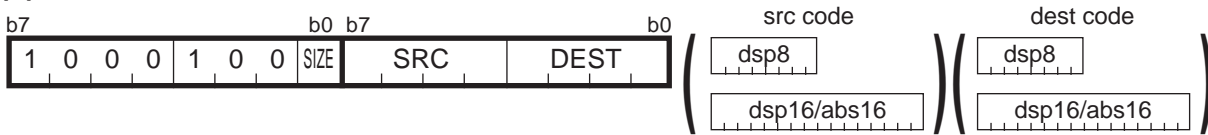
**[ Number of Bytes/Number of Cycles ]**

dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Bytes/Cycles	3/2	3/2	3/4	4/4	4/4	5/4	5/4	5/4

\*1 If the size specifier (.size) is (.W), the number of bytes above is increased by 1.

# XOR

## (2) XOR.size src, dest



.size	SIZE
.B	0
.W	1

src/dest		SRC/DEST	src/dest		SRC/DEST
Rn	R0L/R0	0 0 0 0	dsp:8[An]	dsp:8[A0]	1 0 0 0
	R0H/R1	0 0 0 1		dsp:8[A1]	1 0 0 1
	R1L/R2	0 0 1 0	dsp:8[SB/FB]	dsp:8[SB]	1 0 1 0
	R1H/R3	0 0 1 1		dsp:8[FB]	1 0 1 1
An	A0	0 1 0 0	dsp:16[An]	dsp:16[A0]	1 1 0 0
	A1	0 1 0 1		dsp:16[A1]	1 1 0 1
[An]	[A0]	0 1 1 0	dsp:16[SB]	dsp:16[SB]	1 1 1 0
	[A1]	0 1 1 1	abs16	abs16	1 1 1 1

### [ Number of Bytes/Number of Cycles ]

src \ dest	Rn	An	[An]	dsp:8[An]	dsp:8[SB/FB]	dsp:16[An]	dsp:16[SB]	abs16
Rn	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
An	2/2	2/2	2/3	3/3	3/3	4/3	4/3	4/3
[An]	2/3	2/3	2/4	3/4	3/4	4/4	4/4	4/4
dsp:8[An]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:8[SB/FB]	3/3	3/3	3/4	4/4	4/4	5/4	5/4	5/4
dsp:16[An]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
dsp:16[SB]	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4
abs16	4/3	4/3	4/4	5/4	5/4	6/4	6/4	6/4

# Chapter 5

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## Interrupt

- 5.1 Outline of Interrupt
- 5.2 Interrupt Control
- 5.3 Interrupt Sequence
- 5.4 Return from Interrupt Routine
- 5.5 Interrupt Priority
- 5.6 Multiple Interrupts
- 5.7 Precautions for Interrupts



## 5.1 Outline of Interrupt

When an interrupt request is acknowledged, control branches to the interrupt routine that is set to an interrupt vector table. Each interrupt vector table must have had the start address of its corresponding interrupt routine set. For details about the interrupt vector table, refer to Section 1.10, “Vector Table.”

### 5.1.1 Types of Interrupts

Figure 5.1.1 lists the types of interrupts. Table 5.1.1 lists the source of interrupts (nonmaskable) and the fixed vector tables.

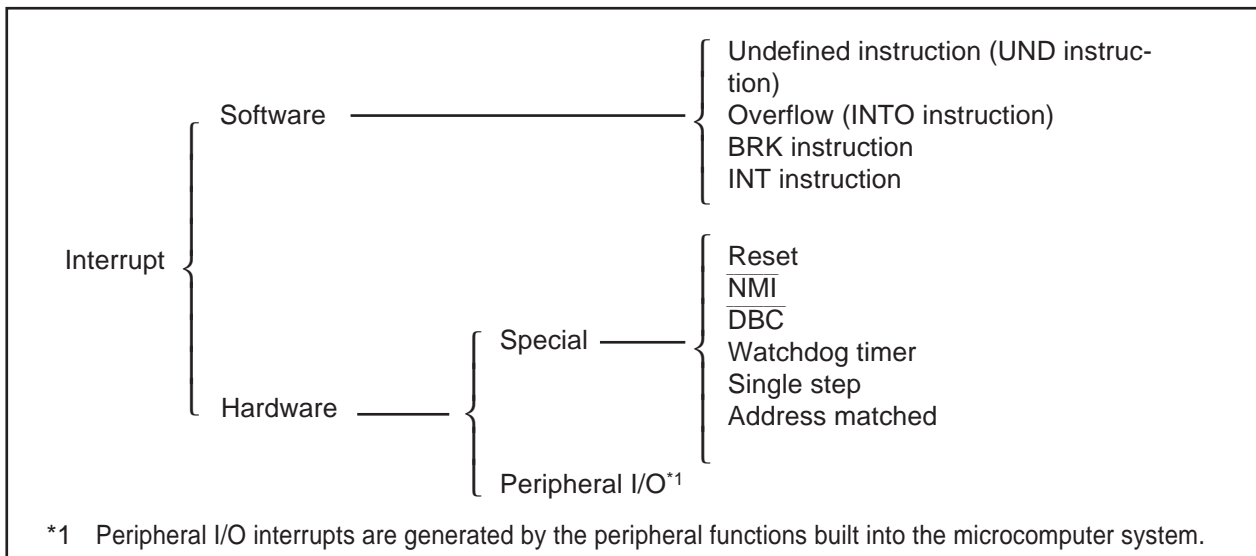


Figure 5.1.1. Classification of interrupts

Table 5.1.1 Interrupt Source (Nonmaskable) and Fixed Vector Table

Interrupt source	Vector table addresses Address (L) to address (H)	Remarks
Undefined instruction	FFFDC <sub>16</sub> to FFFDF <sub>16</sub>	Interrupt generated by the UND instruction.
Overflow	FFFE0 <sub>16</sub> to FFFE3 <sub>16</sub>	Interrupt generated by the INTO instruction.
BRK instruction	FFFE4 <sub>16</sub> to FFFE7 <sub>16</sub>	Executed beginning from address indicated by vector in variable vector table if all vector contents are FF <sub>16</sub>
Address match	FFFE8 <sub>16</sub> to FFFEB <sub>16</sub>	Can be controlled by an interrupt enable bit.
Single step* <sup>1</sup>	FFFE <sub>C16</sub> to FFFE <sub>F16</sub>	Normally do not use this interrupt.
Watchdog timer	FFFF0 <sub>16</sub> to FFFF3 <sub>16</sub>	
DBC <sup>*1</sup>	FFFF4 <sub>16</sub> to FFFF7 <sub>16</sub>	Normally do not use this interrupt.
NMI	FFFF8 <sub>16</sub> to FFFF <sub>B16</sub>	External interrupt generated by driving NMI pin low.
Reset	FFFF <sub>C16</sub> to FFFF <sub>F16</sub>	

\*1 This interrupt is used exclusively for debugger purposes.

- Maskable interrupt: This type of interrupt can be controlled by using the I flag to enable (or disable) an interrupt or by changing the interrupt priority level.
- Nonmaskable interrupt: This type of interrupt cannot be controlled by using the I flag to enable (or disable) an interrupt or by changing the interrupt priority level.

### 5.1.2 Software Interrupts

Software interrupts are generated by some instruction that generates an interrupt request when executed. Software interrupts are nonmaskable interrupts.

#### (1) Undefined-instruction interrupt

This interrupt occurs when the UND instruction is executed.

#### (2) Overflow interrupt

This interrupt occurs if the INTO instruction is executed when the O flag is 1.

The following lists the instructions that cause the O flag to change:

ABS, ADC, ADCF, ADD, CMP, DIV, DIVU, DIVX, NEG, RMPA, SBB, SHA, SUB

#### (3) BRK interrupt

This interrupt occurs when the BRK instruction is executed.

#### (4) INT instruction interrupt

This interrupt occurs when the INT instruction is executed after specifying a software interrupt number from 0 to 63. Note that software interrupt numbers 0 to 31 are assigned to peripheral I/O interrupts. This means that by executing the INT instruction, you can execute the same interrupt routine as used in peripheral I/O interrupts.

The stack pointer used in INT instruction interrupt varies depending on the software interrupt number. For software interrupt numbers 0 to 31, the U flag is saved when an interrupt occurs and the U flag is cleared to 0 to choose the interrupt stack pointer (ISP) before executing the interrupt sequence. The previous U flag before the interrupt occurred is restored when control returns from the interrupt routine. For software interrupt numbers 32 to 63, such stack pointer switchover does not occur.

### 5.1.3 Hardware Interrupts

There are Two types in hardware Interrupts; special interrupts and Peripherai I/O interrupts.

#### (1) Special interrupts

Special interrupts are nonmaskable interrupts.

- **Reset**

A reset occurs when the  $\overline{\text{RESET}}$  pin is pulled low.

- **NMI interrupt**

This interrupt occurs when the  $\overline{\text{NMI}}$  pin is pulled low.

- **DBC interrupt**

This interrupt is used exclusively for debugger purposes. You normally do not need to use this interrupt.

- **Watchdog timer interrupt**

This interrupt is caused by the watchdog timer.

- **Single-step interrupt**

This interrupt is used exclusively for debugger purposes. You normally do not need to use this interrupt. A single-step interrupt occurs when the D flag is set (= 1); in this case, an interrupt is generated each time an instruction is executed.

- **Address-match interrupt**

This interrupt occurs when the program's execution address matches the content of the address match register while the address match interrupt enable bit is set (= 1).

This interrupt does not occur if any address other than the start address of an instruction is set in the address match register.

#### (2) Peripheral I/O interrupts

These interrupts are generated by the peripheral functions built into the microcomputer system. The types of built-in peripheral functions vary with each M16C model, so do the types of interrupt causes. The interrupt vector table uses the same software interrupt numbers 0–31 that are used by the INT instruction. Peripheral I/O interrupts are maskable interrupts. For details about peripheral I/O interrupts, refer to the M16C User's Manual.

## 5.2 Interrupt Control

The following explains how to enable/disable maskable interrupts and set acknowledge priority. The explanation here does not apply to non-maskable interrupts.

Maskable interrupts are enabled and disabled by using the interrupt enable flag (I flag), interrupt priority level select bit, and processor interrupt priority level (IPL). Whether there is any interrupt requested is indicated by the interrupt request bit. The interrupt request bit and interrupt priority level select bit are arranged in the interrupt control register provided for each specific interrupt. The interrupt enable flag (I flag) and processor interrupt priority level (IPL) are arranged in the flag register (FLG).

For details about the memory allocation and the configuration of interrupt control registers, refer to the M16C User's Manual.

### 5.2.1 Interrupt Enable Flag (I Flag)

The interrupt enable flag (I flag) is used to disable/enable maskable interrupts. When this flag is set (= 1), all maskable interrupts are enabled; when the flag is cleared to 0, they are disabled. This flag is automatically cleared to 0 after a reset is cleared.

When the I flag is changed, the altered flag status is reflected in determining whether or not to accept an interrupt request at the following timing:

- If the flag is changed by an REIT instruction, the changed status takes effect beginning with that REIT instruction.
- If the flag is changed by an FCLR, FSET, POPC, or LDC instruction, the changed status takes effect beginning with the next instruction.

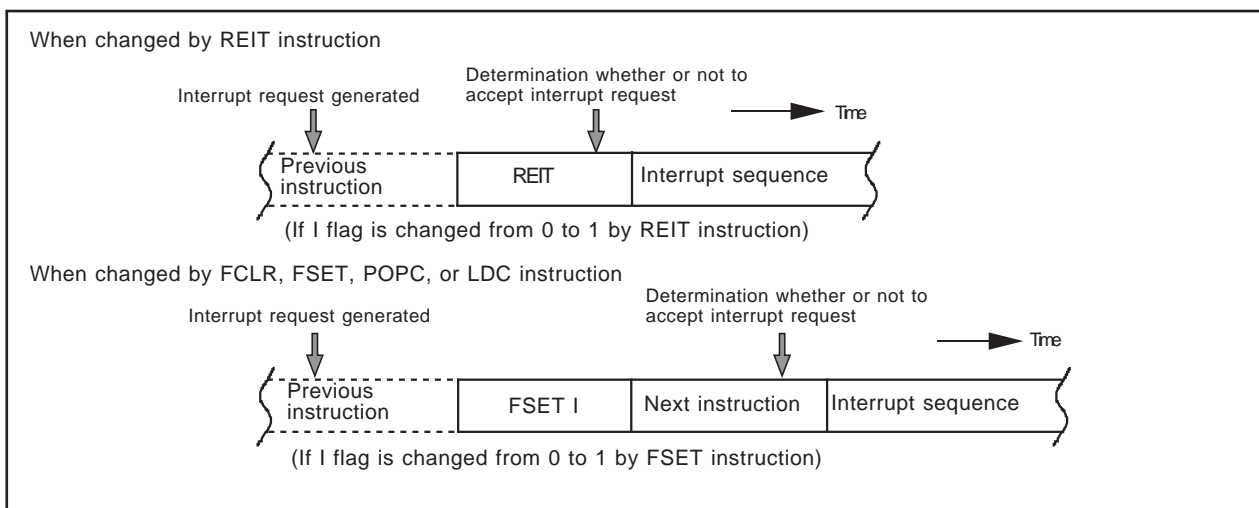


Figure 5.2.1 Timing at which changes of I flag are reflected in interrupt handling

### 5.2.2 Interrupt Request Bit

This bit is set (= 1) when an interrupt request is generated. This bit remains set until the interrupt request is acknowledged. The bit is cleared to 0 when the interrupt request is acknowledged.

This bit can be cleared to 0 (but cannot be set to 1) in software.

### 5.2.3 Interrupt Priority Level Select Bit and Processor Interrupt Priority Level (IPL)

Interrupt priority levels are set by the interrupt priority select bit in an interrupt control register. When an interrupt request is generated, the interrupt priority level of this interrupt is compared with the processor interrupt priority level (IPL). This interrupt is enabled only when its interrupt priority level is greater than the processor interrupt priority level (IPL). This means that you can disable any particular interrupt by setting its interrupt priority level to 0.

Table 5.2.1 shows how interrupt priority levels are set. Table 5.2.2 shows interrupt enable levels in relation to the processor interrupt priority level (IPL).

The following lists the conditions under which an interrupt request is acknowledged:

- Interrupt enable flag (I flag) = 1
- Interrupt request bit = 1
- Interrupt priority level > Processor interrupt priority level (IPL)

The interrupt enable flag (I flag), interrupt request bit, interrupt priority level select bit, and the processor interrupt priority level (IPL) all are independent of each other, so they do not affect any other bit.

Table 5.2.1 Interrupt Priority Levels

Interrupt priority level select bit	Interrupt priority level	Priority order
b2 0    b1 0    b0 0	Level 0 (interrupt disabled)	——
0    0    1	Level 1	Low ↓ High
0    1    0	Level 2	
0    1    1	Level 3	
1    0    0	Level 4	
1    0    1	Level 5	
1    1    0	Level 6	
1    1    1	Level 7	

Table 5.2.2 IPL and Interrupt Enable Levels

Processor interrupt priority level (IPL)	Enabled interrupt priority levels
IPL <sub>2</sub> 0    IPL <sub>1</sub> 0    IPL <sub>0</sub> 0	Interrupt levels 1 and above are enabled.
0    0    1	Interrupt levels 2 and above are enabled.
0    1    0	Interrupt levels 3 and above are enabled.
0    1    1	Interrupt levels 4 and above are enabled.
1    0    0	Interrupt levels 5 and above are enabled.
1    0    1	Interrupt levels 6 and above are enabled.
1    1    0	Interrupt levels 7 and above are enabled.
1    1    1	All maskable interrupts are disabled.

When the processor interrupt priority level (IPL) or the interrupt priority level of some interrupt is changed, the altered level is reflected in interrupt handling at the following timing:

- If the processor interrupt priority level (IPL) is changed by an REIT instruction, the changed level takes effect beginning with the instruction that is executed two clock periods after the last clock of the REIT instruction.
- If the processor interrupt priority level (IPL) is changed by a POPC, LDC, or LDIPL instruction, the changed level takes effect beginning with the instruction that is executed three clock periods after the last clock of the instruction used.
- If the interrupt priority level of a particular interrupt is changed by an instruction such as MOV, the changed level takes effect beginning with the instruction that is executed two clock or three clock periods after the last clock of the instruction used.

M16C/60, M16C/61 group, and M16C/20 series: two clock

M16C/60 series after M16C/62 group (it has M16C/62 group) : three clock

### 5.2.4 Rewrite the interrupt control register

To rewrite the interrupt control register, do so at a point that does not generate the interrupt request for that register. If there is possibility of the interrupt request occur, rewrite the interrupt control register after the interrupt is disabled. The program examples are described as follow:

#### Example 1:

```
INT_SWITCH1:
  FCLR  I           ; Disable interrupts.
  AND.B #00h, 0055h ; Clear TA0IC int. priority level and int. request bit.
  NOP                    ; Four NOP instructions are required when using HOLD function.
  NOP
  FSET  I           ; Enable interrupts.
```

#### Example 2:

```
INT_SWITCH2:
  FCLR  I           ; Disable interrupts.
  AND.B #00h, 0055h ; Clear TA0IC int. priority level and int. request bit.
  MOV.W MEM, R0     ; Dummy read.
  FSET  I           ; Enable interrupts.
```

#### Example 3:

```
INT_SWITCH3:
  PUSHC FLG         ; Push Flag register onto stack
  FCLR  I           ; Disable interrupts.
  AND.B #00h, 0055h ; Clear TA0IC int. priority level and int. request bit.
  POPC  FLG         ; Enable interrupts.
```

The reason why two NOP instructions (four when using the HOLD function) or dummy read are inserted before FSET I in Examples 1 and 2 is to prevent the interrupt enable flag I from being set before the interrupt control register is rewritten due to effects of the instruction queue.

When a instruction to rewrite the interrupt control register is executed but the interrupt is disabled, the interrupt request bit is not set sometimes even if the interrupt request for that register has been generated. This will depend on the instruction. If this creates problems, use the below instructions to change the register.

Instructions : AND, OR, BCLR, BSET

---

## 5.3 Interrupt Sequence

An interrupt sequence — what are performed over a period from the instant an interrupt is accepted to the instant the interrupt routine is executed — is described here.

If an interrupt occurs during execution of an instruction, the processor determines its priority when the execution of the instruction is completed, and transfers control to the interrupt sequence from the next cycle. If an interrupt occurs during execution of either the SMOVB, SMOVF, SSTR or RMPA instruction, the processor temporarily suspends the instruction being executed, and transfers control to the interrupt sequence.

In the interrupt sequence, the processor carries out the following in sequence given:

- (1) CPU gets the interrupt information (the interrupt number and interrupt request level) by reading address  $00000_{16}$ .
- (2) Saves the content of the flag register (FLG) as it was immediately before the start of interrupt sequence in the temporary register (Note) within the CPU.
- (3) Sets the interrupt enable flag (I flag), the debug flag (D flag), and the stack pointer select flag (U flag) to “0” (the U flag, however does not change if the INT instruction, in software interrupt numbers 32 through 63, is executed)
- (4) Saves the content of the temporary register (Note 1) within the CPU in the stack area.
- (5) Saves the content of the program counter (PC) in the stack area.
- (6) Sets the interrupt priority level of the accepted instruction in the IPL.

After the interrupt sequence is completed, the processor resumes executing instructions from the first address of the interrupt routine.

Note: This register cannot be utilized by the user.

### 5.3.1 Interrupt Response Time

The interrupt response time means a period of time from when an interrupt request is generated till when the first instruction of the interrupt routine is executed. This period consists of time (a) from when an interrupt request is generated to when the instruction then under way is completed and time (b) in which an interrupt sequence is executed. Figure 5.3.1 shows the interrupt response time.

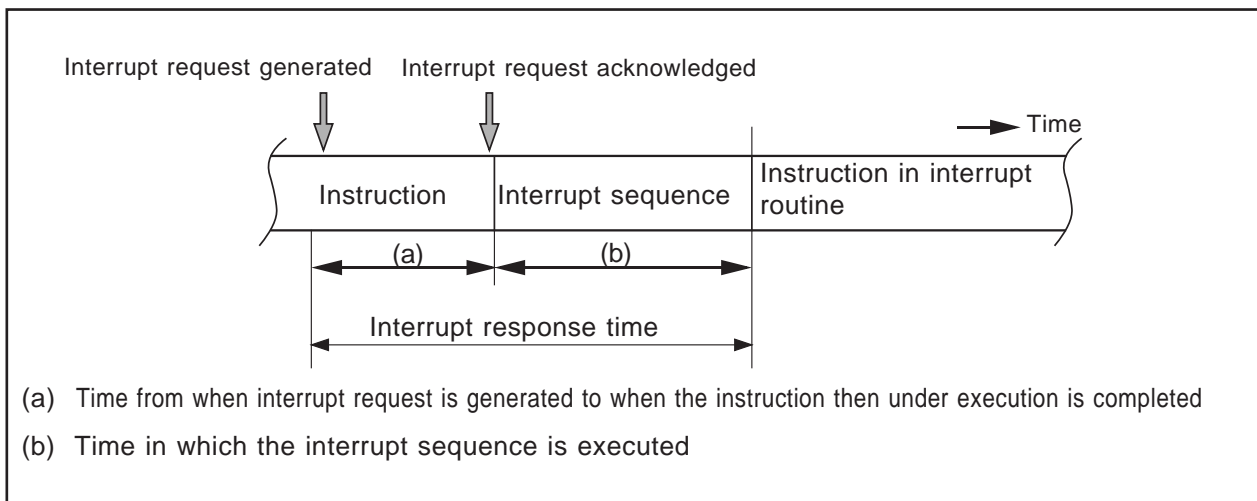


Figure 5.3.1. Interrupt response time

Time (a) varies with each instruction being executed. The DIVX instruction requires a maximum time that consists of 30 cycles (without wait state) or 31 cycles (with one wait cycle).

Time (b) is shown below.

Table 5.3.1 Interrupt Sequence Execution Time

Interrupt vector address	Stack pointer (SP) value	16 bits data bus	8 bits data bus
		Without wait state	Without wait state
Even address	Even address	18 cycle <sup>*1</sup>	20 cycle <sup>*1</sup>
Even address	Odd address	19 cycle <sup>*1</sup>	20 cycle <sup>*1</sup>
Odd address <sup>*2</sup>	Even address	19 cycle <sup>*1</sup>	20 cycle <sup>*1</sup>
Odd address <sup>*2</sup>	Odd address	20 cycle <sup>*1</sup>	20 cycle <sup>*1</sup>

\*1 Add two cycles for the  $\overline{DBC}$  interrupt. Add one cycle for the address match and single-step interrupts.

\*2 Allocate interrupt vector addresses in even addresses as must as possible.



### 5.3.2 Changes of IPL When Interrupt Request Acknowledged

When an interrupt request is acknowledged, the interrupt priority level of the acknowledged interrupt is set to the processor interrupt priority level (IPL).

If an interrupt request is acknowledged that does not have an interrupt priority level, the value shown in Table 5.3.2 is set to the IPL.

Table 5.3.2 Relationship between Interrupts without Interrupt Priority Levels and IPL

Interrupt sources without interrupt priority levels	Value that is set to IPL
Watchdog timer, $\overline{\text{NMI}}$	7
Reset	0
Other	Not changed

### 5.3.3 Saving Registers

In an interrupt sequence, only the contents of the flag register (FLG) and program counter (PC) are saved to the stack area.

The order in which these contents are saved is as follows: First, the 4 high-order bits of the program counter and 4 high-order bits and 8 low-order bits of the FLG register for a total of 16 bits are saved to the stack area. Next, the 16 low-order bits of the program counter are saved. Figure 5.3.2 shows the stack status before an interrupt request is acknowledged and the stack status after an interrupt request is acknowledged.

If there are any other registers you want to be saved, save them in software at the beginning of the interrupt routine. The PUSHM instruction allows you to save all registers except the stack pointer (SP) by a single instruction.

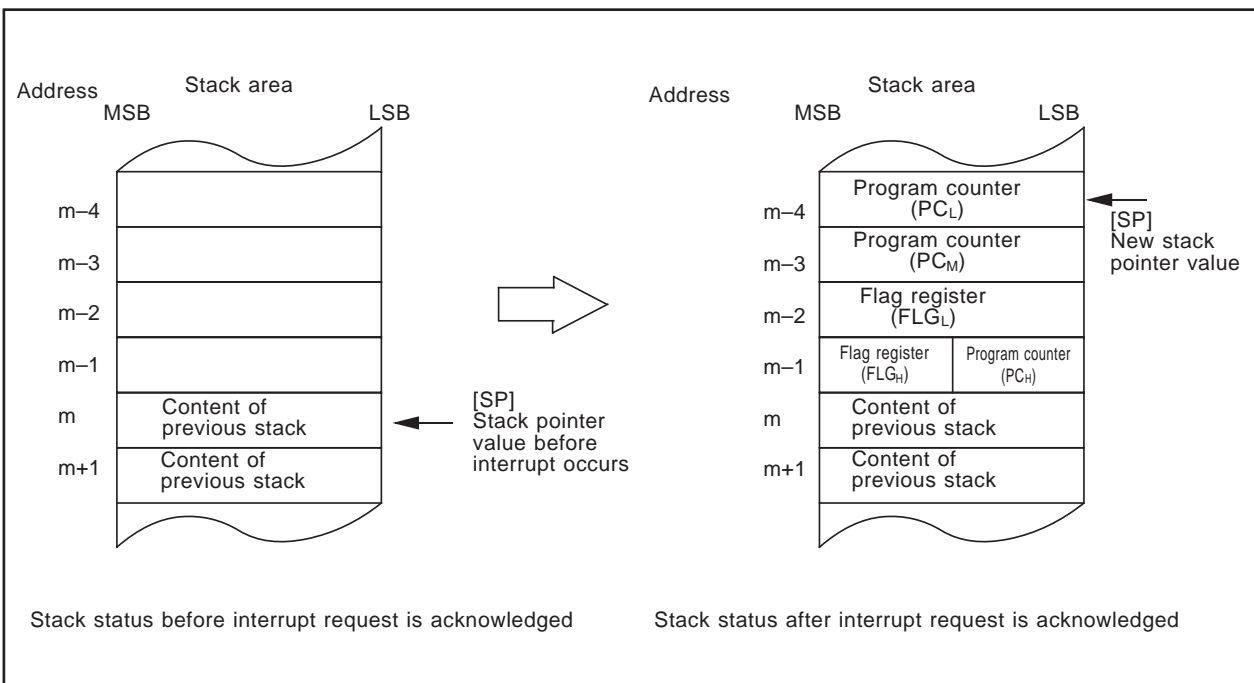


Figure 5.3.2 Stack status before and after an interrupt request is acknowledged

The register save operation performed in an interrupt sequence differs depending on whether the content of the stack pointer (SP)<sup>\*1</sup> is an even or an odd number when an interrupt request is acknowledged. If the stack pointer (SP)<sup>\*1</sup> indicates an even number, the contents of the flag register (FLG) and program counter (PC) each are saved simultaneously all 16 bits together. If the stack pointer indicates an odd number, the register contents each are saved in two operations 8 bits at a time. Figure 5.3.3 shows how registers are saved in each case.

\*1 Stack pointer indicated by the U flag.

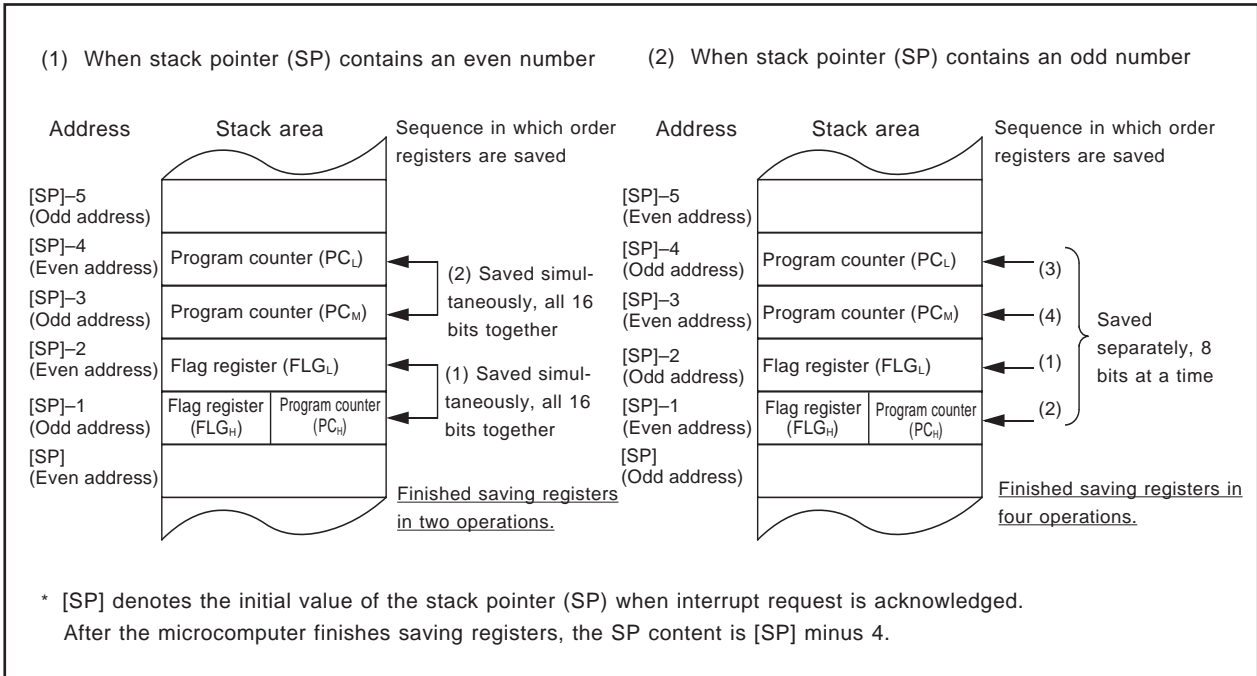


Figure 5.3.3 Operations to save registers

## 5.4 Return from Interrupt Routine

As you execute the REIT instruction at the end of the interrupt routine, the contents of the flag register (FLG) and program counter (PC) that have been saved to the stack area immediately preceding the interrupt sequence are automatically restored. Then control returns to the routine that was under execution before the interrupt request was acknowledged, and processing is resumed from where control left off. If there are any registers you saved via software in the interrupt routine, be sure to restore them using an instruction (e.g., POPM instruction) before executing the REIT instruction.

## 5.5 Interrupt Priority

If two or more interrupt requests are sampled active at the same time, whichever interrupt request is acknowledged that has the highest priority.

Maskable interrupts (Peripheral I/O interrupts) can be assigned any desired priority by setting the interrupt priority level select bit accordingly. If some maskable interrupts are assigned the same priority level, the priority between these interrupts is resolved by the priority that is set in hardware\*1.

Certain nonmaskable interrupts such as a reset (reset is given the highest priority) and watchdog timer interrupt have their priority levels set in hardware. Figure 5.5.1 lists the hardware priority levels of these interrupts.

Software interrupts are not subjected to interrupt priority. They always cause control to branch to an interrupt routine whenever the relevant instruction is executed.

\*1 Hardware priority varies with each M16C model. Please refer to your M16C User's Manual.

**Reset >  $\overline{\text{NMI}}$  >  $\overline{\text{DBC}}$  > Watchdog timer > Peripheral I/O > Single step > Address match**

Figure 5.5.1. Interrupt priority that is set in hardware

## 5.6 Multiple Interrupts

The following shows the internal bit states when control has branched to an interrupt routine:

- The interrupt enable flag (I flag) is cleared to 0 (interrupts disabled).
- The interrupt request bit for the acknowledged interrupt is cleared to 0.
- The processor interrupt priority level (IPL) equals the interrupt priority level of the acknowledged interrupt.

By setting the interrupt enable flag (I flag) (= 1) in the interrupt routine, you can reenabling interrupts so that an interrupt request can be acknowledged that has higher priority than the processor interrupt priority level (IPL). Figure 5.6.1 shows how multiple interrupts are handled.

The interrupt requests that have not been acknowledged for their low interrupt priority level are kept pending. When the IPL is restored by an REIT instruction and interrupt priority is resolved against it, the pending interrupt request is acknowledged if the following condition is met:

$$\begin{array}{ccc} \text{Interrupt priority level of} & & \text{Restored processor interrupt} \\ \text{pending interrupt request} & > & \text{priority level (IPL)} \end{array}$$

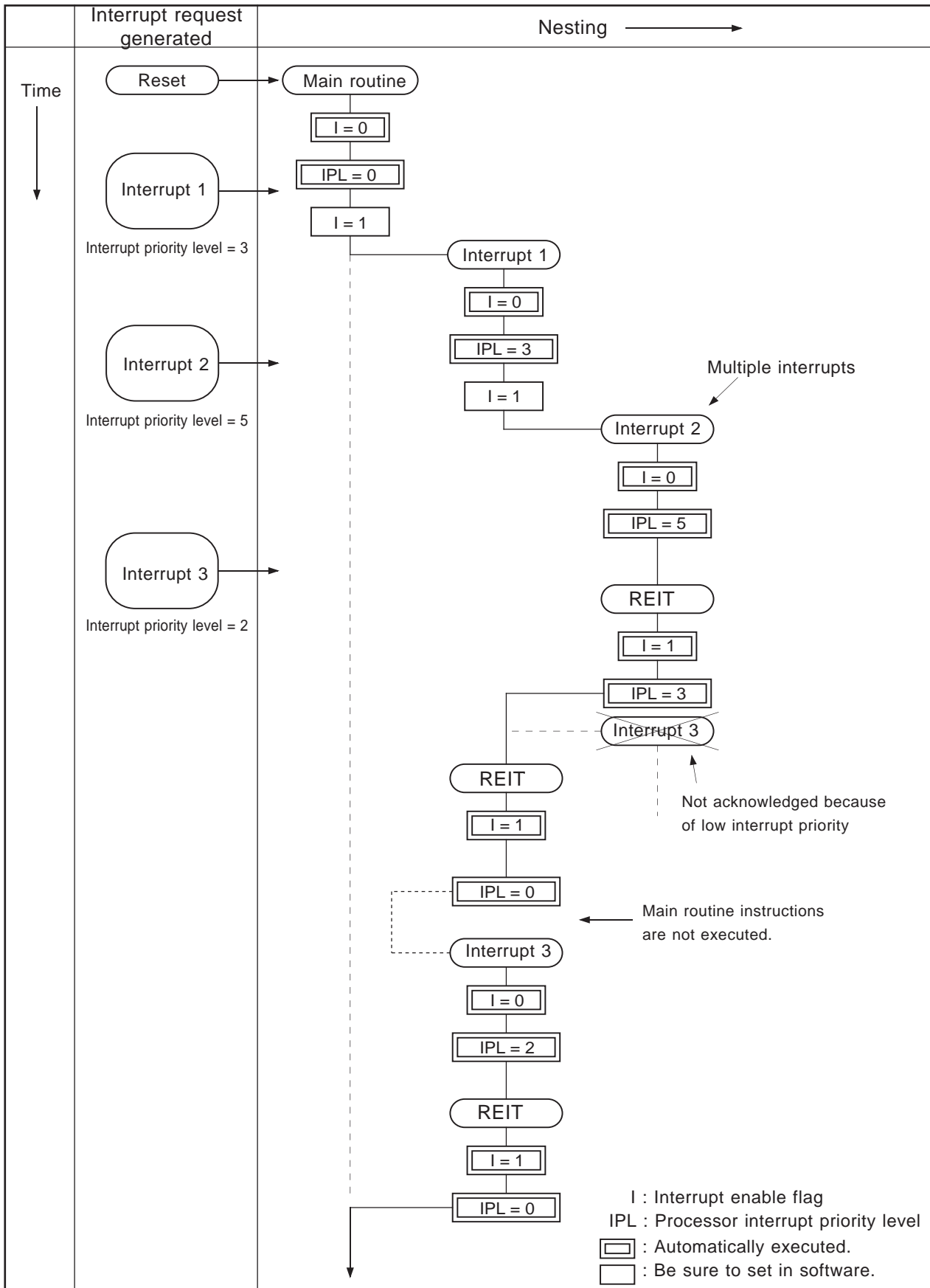


Figure 5.6.1. Multiple interrupts

## 5.7 Precautions for Interrupts

### (1) Reading address 00000<sub>16</sub>

- When maskable interrupt is occurred, CPU read the interrupt information (the interrupt number and interrupt request level) in the interrupt sequence.

The interrupt request bit of the certain interrupt written in address 00000<sub>16</sub> will then be set to "0".

Reading address 00000<sub>16</sub> by software sets enabled highest priority interrupt source request bit to "0".

Though the interrupt is generated, the interrupt routine may not be executed.

Do not read address 00000<sub>16</sub> by software.

### (2) Setting the stack pointer

- The value of the stack pointer immediately after reset is initialized to 0000<sub>16</sub>. Accepting an interrupt before setting a value in the stack pointer may become a factor of runaway. Be sure to set a value in the stack pointer before accepting an interrupt. When using the  $\overline{\text{NMI}}$  interrupt, initialize the stack point at the beginning of a program. Concerning the first instruction immediately after reset, generating any interrupts including the  $\overline{\text{NMI}}$  interrupt is prohibited.

### (3) Rewrite the interrupt control register

- To rewrite the interrupt control register, do so at a point that does not generate the interrupt request for that register. If there is possibility of the interrupt request occur, rewrite the interrupt control register after the interrupt is disabled. The program examples are described as follow:

#### Example 1:

```
INT_SWITCH1:
  FCLR  I           ; Disable interrupts.
  AND.B #00h, 0055h ; Clear TA0IC int. priority level and int. request bit.
  NOP                               ; Four NOP instructions are required when using HOLD function.
  NOP
  FSET  I           ; Enable interrupts.
```

#### Example 2:

```
INT_SWITCH2:
  FCLR  I           ; Disable interrupts.
  AND.B #00h, 0055h ; Clear TA0IC int. priority level and int. request bit.
  MOV.W MEM, R0     ; Dummy read.
  FSET  I           ; Enable interrupts.
```

#### Example 3:

```
INT_SWITCH3:
  PUSHC FLG        ; Push Flag register onto stack
  FCLR  I           ; Disable interrupts.
  AND.B #00h, 0055h ; Clear TA0IC int. priority level and int. request bit.
  POPC  FLG        ; Enable interrupts.
```

The reason why two NOP instructions (four when using the HOLD function) or dummy read are inserted before FSET I in Examples 1 and 2 is to prevent the interrupt enable flag I from being set before the interrupt control register is rewritten due to effects of the instruction queue.

- When a instruction to rewrite the interrupt control register is executed but the interrupt is disabled, the interrupt request bit is not set sometimes even if the interrupt request for that register has been generated. This will depend on the instruction. If this creates problems, use the below instructions to change the register.

Instructions : AND, OR, BCLR, BSET

---

## Q & A

Information in a Q&A form to be used to make the most of the M16C family is given below.

Usually, one question and the answer to it are given on one page; the upper section is for the question, and the lower section is for the answer (if a pair of question and answer extends over two or more pages, a page number is given at the lower-right corner).

Functions closely connected with the contents of a page are shown at its upper-right corner.



Q

How do I distinguish between the static base register (SB) and the frame base register (FB)?

A

SB and FB function in the same manner, so you can use them as intended in programming in the assembly language. If you write a program in C, use FB as a stack frame base register.

Q

Is it possible to change the value of the interrupt table register (INTB) while a program is being executed?

A

Yes. But there can be a chance that the microcomputer runs away out of control if an interrupt request occurs in changing the value of INTB. So it is not recommended to frequently change the value of INTB while a program is being executed.

Q

What is the difference between the user stack pointer (USP) and the interrupt stack pointer (ISP)?, What are their roles?

A

You use USP when using the OS. When several tasks run, the OS secures stack areas to save registers of individual tasks. Also, stack areas have to be secured, task by task, to be used for handling interrupts that occur while tasks are being executed. If you use USP and ISP in such an instance, the stack for interrupts can be shared by these tasks; this allows you to efficiently use stack areas.

Q

How does the instruction code become if I use a bit instruction in absolute addressing ?

A

An explanation is given here by taking BSET bit,base:16 as an example.

This instruction is a 4-byte instruction. The 2 higher-order bytes of the instruction code indicate operation code, and the 2 lower-order bytes make up addressing mode to express bit,base:16.

The relation between the 2 lower-order bytes and bit,base:16 is as follows.

2 lower-order bytes = base:16  $\times$  8 + bit

For example, in the case of BSET 2,0AH (setting bit 2 of address 000A<sub>16</sub> to 1), the 2 lower-order bytes turn to  $A \times 8 + 2 = 52H$ .

In the case of BSET 18,8H (setting the 18th bit from bit 0 of address 0008<sub>16</sub> to 1), the 2 lower-order bytes turn to  $8 \times 8 + 18 = 52H$ , which is equivalent to BSET 2,AH.

The maximum value of base:16  $\times$  8 + bit, FFFFH, indicates bit 7 of address 1FFF<sub>16</sub>. This is the maximum bit you can specify when using the bit instruction in absolute addressing.

Q

What is the difference between the DIV instruction and the DIVX instruction?

A

Either of the DIV instruction and the DIVX instruction is an instruction for signed division, the sign of the remainder is different.

The sign of the remainder left after the DIV instruction is the same as that of the dividend, on the contrary, the sign of the remainder of the DIVX instruction is the same as that of the divisor.

In general, the following relation among quotient, divisor, dividend, and remainder holds.

$\text{dividend} = \text{divisor} \times \text{quotient} + \text{remainder}$

Since the sign of the remainder is different between these instructions, the quotient obtained either by dividing a positive integer by a negative integer or by dividing a negative integer by a positive integer using the DIV instruction is different from that obtained using the DIVX instruction.

For example, dividing 10 by  $-3$  using the DIV instruction yields  $-3$  and leaves  $+1$ , while doing the same using the DIVX instruction yields  $-4$  and leaves  $-2$ .

Dividing  $-10$  by  $+3$  using the DIV instruction yields  $-3$  and leaves  $-1$ , while doing the same using the DIVX instruction yields  $-4$  and leaves  $+2$ .

---

## Glossary

Technical terms used in this software manual are explained below. They are good in this manual only.

<b>Term</b>	<b>Meaning</b>	<b>Related word</b>
borrow	To move a digit to the next lower position.	carry
carry	To move a digit to the next higher position.	borrow
context	Registers that a program uses.	
decimal addition	An addition in terms of decimal system.	
displacement	The difference between the initial position and later position.	
effective address	An after-modification address to be actually used.	
extension area	For the M16C/60 series and M16C/20 series, the area from $10000_{16}$ through $FFFFF_{16}$ .	
LSB	Abbreviation for Least Significant Bit The bit occupying the lowest-order position of a data item.	MSB

<b>Term</b>	<b>Meaning</b>	<b>Related word</b>
macro instruction	An instruction, written in a source language, to be expressed in a number of machine instructions when compiled into a machine code program.	
MSB	Abbreviation for Most Significant Bit The bit occupying the highest-order position of a data item.	LSB
operand	A part of instruction code that indicates the object on which an operation is performed.	operation code
operation	A generic term for move, comparison, bit processing, shift, rotation, arithmetic, logic, and branch.	
operation code	A part of instruction code that indicates what sort of operation the instruction performs.	operand
overflow	To exceed the maximum expressible value as a result of an operation.	
pack	To join data items. Used to mean to form two 4-bit data items into one 8-bit data item, to form two 8-bit data items into one 16-bit data item, etc.	unpack
SFR area	Abbreviation for Special Function Area. An area in which control bits of peripheral circuits embodied in a microcomputer and control registers are located.	



<b>Term</b>	<b>Meaning</b>	<b>Related word</b>
shift out	To move the content of a register either to the right or left until fully overflowed.	
sign bit	A bit that indicates either a positive or a negative (the highest-order bit).	
sign extension	To extend a data length in which the higher-order to be extended are made to have the same sign of the sign bit. For example, sign-extending FF <sub>16</sub> results in FFFF <sub>16</sub> , and sign-extending 0F <sub>16</sub> results in 000F <sub>16</sub> .	
stack frame	An area for automatic variables the functions of the C language use.	
string	A sequence of characters.	
unpack	To restore combined items or packed information to the original form. Used to mean to separate 8-bit information into two parts — 4 lower-order bits and four higher-order bits, to separate 16-bit information into two parts — 8 lower-order bits and 8 higher-order bits, or the like.	pack
zero extension	To extend a data length by turning higher-order bits to 0's. For example, zero-extending FF <sub>16</sub> to 16 bits results in 00FF <sub>16</sub> .	

---

## Table of symbols

Symbols used in this software manual are explained below. They are good in this manual only.

Symbol	Meaning
←	Transposition from the right side to the left side
↔	Interchange between the right side and the left side
+	Addition
−	Subtraction
×	Multiplication
÷	Division
∧	Logical conjunction
∨	Logical disjunction
⊕	Exclusive disjunction
¬	Logical negation
dsp16	16-bit displacement
dsp20	20-bit displacement
dsp8	8-bit displacement
EVA( )	An effective address indicated by what is enclosed in (Å@)
EXT( )	Sign extension
(H)	Higher-order byte of a register or memory
H4:	Four higher-order bits of an 8-bit register or 8-bit memory
	Absolute value
(L)	Lower-order byte of a register or memory
L4:	Four lower-order bits of an 8-bit register or 8-bit memory
LSB	Least Significant Bit
M( )	Content of memory indicated by what is enclosed in (Å@)
(M)	Middle-order byte of a register or memory
MSB	Most Significant Bit
PCH	Higher-order byte of the program counter
PCML	Middle-order byte and lower-order byte of the program counter
FLGH	Four higher-order bits of the flag register
FLGL	Eight lower-order bits of the flag register

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