

Accumulator Group Instructions

Operation	MNEM	Code	Function	Bytes	Cycles	Ovf	Zero	Cry	Sign
Add Carry	LNK	19	ACC ← (ACC) + CB	1	1	1/0	1/0	1/0	1/0
Add Immediate	AI ii	24 ii	ACC ← (ACC) + H'ii'	2	2.5	1/0	1/0	1/0	1/0
AND Immediate	NI ii	21 ii	ACC ← (ACC) ∧ H'ii'	2	2.5	0	1/0	0	1/0
Clear	CLR	70	ACC ← H'00'	1	1	—	—	—	—
Compare Immediate	CI ii	25 ii	H'ii' + (ACC) + 1	2	2.5	1/0	1/0	1/0	1/0
Complement	COM	18	ACC ← (ACC) ⊕ H'FF'	1	1	0	1/0	0	1/0
Exclusive-OR Immediate	XI ii	23 ii	ACC ← (ACC) ⊕ H'ii'	2	2.5	0	1/0	0	1/0
Increment	INC	1F	ACC ← (ACC) + 1	1	1	1/0	1/0	1/0	1/0
Load Immediate	LI ii	20 ii	ACC ← H'ii'	2	2.5	—	—	—	—
Load Immediate Short	LIS i	7i	ACC ← H'0i'	1	1	—	—	—	—
OR Immediate	OI ii	22 ii	ACC ← (ACC) ∨ H'ii'	2	2.5	0	1/0	0	1/0
Shift Left One	SL 1	13	ACC Shift Left 1	1	1	0	1/0	0	1/0
Shift Left Four	SL 4	15	ACC Shift Left 4	1	1	0	1/0	0	1/0
Shift Right One	SR 1	12	ACC Shift Right 1	1	1	0	1/0	0	1
Shift Right Four	SR 4	14	ACC Shift Right 4	1	1	0	1/0	0	1

Scratchpad Register Instructions

Add Binary	AS r	Cr	ACC ← (ACC) + (r)	1	1	1/0	1/0	1/0	1/0
Add Decimal	ASD r	Dr	ACC ← (ACC) + (r)	1	2	1/0	1/0	1/0	1/0
AND	NS r	Fr	ACC ← (ACC) ∧ (r)	1	1	0	1/0	0	1/0
Decrement	DS r	3r	r ← (r) + H'FF'	1	1.5	1/0	1/0	1/0	1/0
Exclusive OR	XS r	Er	ACC ← (ACC) ⊕ (r)	1	1	0	1/0	0	1/0
Load	LR A,KU	00	ACC ← (r12)	1	1	—	—	—	—
Load	LR A,KL	01	ACC ← (r13)	1	1	—	—	—	—
Load	LR A,QU	02	ACC ← (r14)	1	1	—	—	—	—
Load	LR A,QL	03	ACC ← (r15)	1	1	—	—	—	—
Load	LR A,r	4r	ACC ← (r)	1	1	—	—	—	—
Load	LR KU,A	04	r12 ← (ACC)	1	1	—	—	—	—
Load	LR KL,A	05	r13 ← (ACC)	1	1	—	—	—	—
Load	LR QU,A	06	r14 ← (ACC)	1	1	—	—	—	—
Load	LR QL,A	07	r15 ← (ACC)	1	1	—	—	—	—
Load	LR r,A	5r	r ← (ACC)	1	1	—	—	—	—

Scratchpad Address Register Instructions

Load ISAR	LR IS,A	0B	ISAR ← (ACC)	1	1	—	—	—	—
Load ISAR Lower	LISL a	6,1a****	ISARL ← a	1	1	—	—	—	—
Load ISAR Upper	LISU a	6,0a****	ISARU ← a	1	1	—	—	—	—
Store ISAR	LR A,IS	0A	ACC ← (ISAR)	1	1	—	—	—	—

Memory Reference Instructions Data Counter is always incremented: DC ← DC + 1

Add Binary	AM	88	ACC ← (ACC) + ((DC))	1	2.5	1/0	1/0	1/0	1/0
Add Decimal	AMD	89	ACC ← (ACC) + ((DC))	1	2.5	1/0	1/0	1/0	1/0
AND	NM	8A	ACC ← (ACC) ∧ ((DC))	1	2.5	0	1/0	0	1/0
Compare	CM	8D	((DC)) + (ACC) + 1	1	2.5	1/0	1/0	1/0	1/0
Exclusive OR	XM	8C	ACC ← (ACC) ⊕ ((DC))	1	2.5	0	1/0	0	1/0
Load	LM	16	ACC ← ((DC))	1	2.5	—	—	—	—
Logical OR	OM	8B	ACC ← (ACC) ∨ ((DC))	1	2.5	0	1/0	0	1/0
Store	ST	17	((DC)) ← (ACC)	1	2.5	—	—	—	—

Program Counter Instructions

Jump* †	JMP aaaa	29 aa aa	PC0 ← H'aaaa'	3	5.5	—	—	—	—
Call to Subroutine* †	PI aaaa	28 aa aa	PC1 ← (PC0); PC0 ← H'aa'	3	6.5	—	—	—	—
Call to Subroutine*	PK	0C	PC1 ← (PC0); PC0U ← (r12); PC0L ← (r13)	1	4	—	—	—	—
Load Stack Register	LR P,K	09	PC1U ← (r12); PC1L ← (r13)	1	4	—	—	—	—
Load Program Counter	LR P0,Q	0D	PC0U ← (r14); PC0L ← (r15)	1	4	—	—	—	—
Return from Subroutine*	POP	1C	PC0 ← (PC1)	1	2	—	—	—	—
Store Stack Register	LR K,P	08	r12 ← (PC1U); r13 ← (PC1L)	1	4	—	—	—	—

† alters contents of accumulator

Data Counter Instructions

Add to Data Counter	ADC	8E	DC ← (DC) + (ACC)	1	2.5	—	—	—	—
Load DC Immediate	DCI aaaa	2A aa aa	DC ← H'aaaa'	3	6	—	—	—	—
Load Data Counter	LR DC,H	10	DCU ← (r10); DCL ← (r11)	1	4	—	—	—	—
Load Data Counter	LR DC,Q	0F	DCU ← (r14); DCL ← (r15)	1	4	—	—	—	—
Store Data Counter	LR H,DC	11	r10 ← (DCU); r11 ← (DCL)	1	4	—	—	—	—
Store Data Counter	LR Q,DC	0E	r14 ← (DCU); r15 ← (DCL)	1	4	—	—	—	—
Exchange DC ††	XDC	2C	DC0 ↔ DC1	1	2	—	—	—	—

Status Register Instructions

Load Status Register*	LR W,J	1D	W ← (r9)	1	2	1/0	1/0	1/0	1/0
Store Status Register	LR J,W	1E	r9 ← (W)	1	1	—	—	—	—

Input/Output Instructions

Input	IN aa	26 aa	ACC ← (Input Port aa)	2	4	0	1/0	0	1/0
Input Short	INS a	Aa	ACC ← (Input Port a)	1	4***	0	1/0	0	1/0
Output*	OUT aa	27 aa	Output Port aa ← (ACC)	2	4	—	—	—	—
Output Short*	OUTS a	Ba	Output Port a ← (ACC)	1	4***	—	—	—	—

Interrupt Instructions

Disable Interrupt	DI	1A	Reset ICB	1	2	—	—	—	—
Enable Interrupt*	EI	1B	Set ICB	1	2	—	—	—	—

No Operation Instruction

No Operation	NOP	2B	PC0 ← (PC0) + 1	1	1	—	—	—	—
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††F8 instruction only — not for F387X

Branch Instructions If the test condition is not met, PC0 ← (PC0) + 2; execution complete in 3 cycles.

Branch on Carry	BC aa	82 aa	PC0 ← (PC0) + 1 + H'aa' if C = 1	2	3.5/3**	—	—	—	—
Branch on Positive	BP aa	81 aa	PC0 ← (PC0) + 1 + H'aa' if S = 1	2	3.5/3**	—	—	—	—
Branch on Zero	BZ aa	84 aa	PC0 ← (PC0) + 1 + H'aa' if Z = 1	2	3.5/3**	—	—	—	—
Branch on True	BT t,aa	8t aa	PC0 ← (PC0) + 1 + H'aa' if any test is true, t = test condition	2	3.5/3**	—	—	—	—

22	21	20
Zero	CB	Sign

Branch if Negative	BM aa	91 aa	PC0 ← (PC0) + 1 + H'aa' if S = 0	2	3.5/3**	—	—	—	—
Branch if No Carry	BNC aa	92 aa	PC0 ← (PC0) + 1 + H'aa' if C = 0	2	3.5/3**	—	—	—	—
Branch if No Overflow	BNO aa	98 aa	PC0 ← (PC0) + 1 + H'aa' if O = 0	2	3.5/3**	—	—	—	—
Branch if Not Zero	BNZ aa	94 aa	PC0 ← (PC0) + 1 + H'aa' if Z = 0	2	3.5/3**	—	—	—	—
Branch if False	BF t,aa	9t aa	PC0 ← (PC0) + 1 + H'aa' if all tests are false, t = test condition	2	3.5/3**	—	—	—	—

23	22	21	20
OVF	Zero	CB	Sign

Branch if ISAR (L) ≠ 7	BR7 aa	8F aa	PC0 ← (PC0) + 1 + H'aa' if ISARL ≠ 7.	2	2.5	—	—	—	—
			PC0 ← (PC0) + 2 if ISARL = 7		2.0	—	—	—	—

Branch Relative	BR aa	90 aa	PC0 ← (PC0) + 1 + H'aa'	2	3.5	—	—	—	—
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* Privileged instruction
 ** Use second number if branch is not taken
 *** 2 cycles for CPU Ports, non-privileged instruction
 **** 3-bit octal digit

Branch Conditions for BF Instruction

Operand	Status Flags Tested				Definition	Comments
	OVF	Zero	Carry	Sign		
0	0	0	0	0	Unconditional Branch relative	
1	0	0	0	1	Branch on negative	BM
2	0	0	1	0	Branch if no carry	BNC
3	0	0	1	1	Branch if no carry and negative	
4	0	1	0	0	Branch if not zero	BNZ
5	0	1	0	1	Branch on negative	Same as t = 1
6	0	1	1	0	Branch if no carry and result is not zero	
7	0	1	1	1	Branch if no carry and negative	Same as t = 3
8	1	0	0	0	Branch if there is no overflow	BNO
9	1	0	0	1	Branch if negative and no overflow	
A	1	0	1	0	Branch if no overflow and no carry	
B	1	0	1	1	Branch if no overflow, no carry and negative	
C	1	1	0	0	Branch if no overflow and not zero	
D	1	1	0	1	Branch if negative and no overflow	Same as t = 9
E	1	1	1	0	Branch if no overflow, no carry and not zero	
F	1	1	1	1	Branch if no overflow, no carry and negative	Same as t = B

Branch Conditions for BT Instruction

Operand	Status Flags Tested			Definition	Comments
	Zero	Carry	Sign		
0	0	0	0	Do not branch	An effective 3 cycle NO-OP. 2 Bytes
1	0	0	1	Branch if positive	Same as BP
2	0	1	0	Branch on carry	Same as BC
3	0	1	1	Branch if positive or on carry	
4	1	0	0	Branch if zero	Same as BZ
5	1	0	1	Branch if positive	Same as t = 1
6	1	1	0	Branch if zero or on carry	
7	1	1	1	Branch if positive or on carry	Same as t = 3