5 SAM47 INSTRUCTION SET

OVERVIEW

The SAM47 instruction set is specifically designed to support the large register files typically founded in most KS57-series microcontrollers. The SAM47 instruction set includes 1-bit, 4-bit, and 8-bit instructions for data manipulation, logical and arithmetic operations, program control, and CPU control. I/O instructions for peripheral hardware devices are flexible and easy to use. Symbolic hardware names can be substituted as the instruction operand in place of the actual address. Other important features of the SAM47 instruction set include:

— 1-byte referencing of long instructions (REF instruction)

— Redundant instruction reduction (string effect)

— Skip feature for ADC and SBC instructions

Instruction operands conform to the operand format defined for each instruction. Several instructions have multiple operand formats.

Predefined values or labels can be used as instruction operands when addressing immediate data. Many of the symbols for specific registers and flags may also be substituted as labels for operations such DA, mema, memb, b, and so on. Using instruction labels can greatly simplify programming and debugging tasks.

INSTRUCTION SET FEATURES

In this section, the following SAM47 instruction set features are described in detail:

— Instruction reference area

— Instruction redundancy reduction

— Flexible bit manipulation

— ADC and SBC instruction skip condition

NOTES:
1. The ROM size accessed by instruction may change for different devices in the SAM47 product family (JP, JPS, CALL, and CALLS).
2. The number of memory bank selected by SMB may change for different devices in the SAM47 product family.
3. The port names used in the instruction set may change for different devices in the SAM4 product family.
4. The interrupt names and the interrupt numbers used in the instruction set may change for different devices in the SAM 47 product family.

INSTRUCTION REFERENCE AREA

Using the 1-byte REF (Reference) instruction, you can reference instructions stored in addresses 0020H-007FH of program memory (the REF instruction look-up table). The location referenced by REF may contain either two 1-byte instructions or a single 2-byte instruction. The starting address of the instruction being referenced must always be an even number.

3-byte instructions such as JP or CALL may also be referenced using REF. To reference these 3-byte instructions, the 2-byte pseudo commands TJP and TCALL must be written in the reference instead of JP and CALL.

The PC is not incremented when a REF instruction is executed. After it executes, the program's instruction execution sequence resumes at the address immediately following the REF instruction. By using REF instructions to execute instructions larger than one byte, as well as branches and subroutines, you can reduce program size. To summarize, the REF instruction can be used in three ways:

— Using the 1-byte REF instruction to execute one 2-byte or two 1-byte instructions;
— Branching to any location by referencing a branch address that is stored in the look-up table;
— Calling subroutines at any location by referencing a call address that is stored in the look-up table.

If necessary, a REF instruction can be circumvented by means of a skip operation prior to the REF in the execution sequence. In addition, the instruction immediately following a REF can also be skipped by using an appropriate reference instruction or instructions.

Two-byte instruction can be referenced by using a REF instruction (An exception is XCH A, DA). If the MSB value of the first one-byte instruction in the reference area is “0”, the instruction cannot be referenced by a REF instruction. Therefore, if you use REF to reference two 1-byte instruction stored in the reference area, specific combinations must be used for the first and second 1-byte instruction.
These combination examples are described in Table 5-1.

Table 5-1. Valid 1-Byte Instruction Combinations for REF Look-Ups

First 1-Byte Instruction		Second 1-Byte Instruction	
Instruction	**Operand**	**Instruction**	**Operand**
LD	A, #im	INCS (note) INCS DECS (note)	R RRb R
LD	A, @RRa	INCS (note) INCS DECS (note)	R RRb R
LD	@HL, A	INCS (note) INCS DECS (note)	R RRb R

NOTE: The MSB value of the instruction is “0”.

REDUCING INSTRUCTION REDUNDANCY

When redundant instructions such as LD A,#im and LD EA,#imm are used consecutively in a program sequence, only the first instruction is executed. The redundant instructions which follow are ignored, that is, they are handled like a NOP instruction. When LD HL,#imm instructions are used consecutively, redundant instructions are also ignored.

In the following example, only the 'LD A, #im' instruction will be executed. The 8-bit load instruction which follows it is interpreted as redundant and is ignored:

```
        LD      A,#im           ;  Load 4-bit immediate data (#im) to accumulator
        LD      EA,#imm         ;  Load 8-bit immediate data (#imm) to extended
                                ;  accumulator
```

In this example, the statements 'LD A,#2H' and 'LD A,#3H' are ignored:

```
        BITR    EMB
        LD      A,#1H           ;  Execute instruction
        LD      A,#2H           ;  Ignore, redundant instruction
        LD      A,#3H           ;  Ignore, redundant instruction
        LD      23H,A           ;  Execute instruction, 023H ← #1H
```

If consecutive LD HL, #imm instructions (load 8-bit immediate data to the 8-bit memory pointer pair, HL) are detected, only the first LD is executed and the LDs which immediately follow are ignored. For example,

```
        LD      HL,#10H         ;  HL ← 10H
        LD      HL,#20H         ;  Ignore, redundant instruction
        LD      A,#3H           ;  A ← 3H
        LD      EA,#35H         ;  Ignore, redundant instruction
        LD      @HL,A           ;  (10H) ← 3H
```

If an instruction reference with a REF instruction has a redundancy effect, the following conditions apply:

- If the instruction *preceding* the REF has a redundancy effect, this effect is cancelled and the referenced instruction is not skipped.
- If the instruction *following* the REF has a redundancy effect, the instruction following the REF is skipped.

☞ PROGRAMMING TIP — Example of the Instruction Redundancy Effect

```
        ORG     0020H
ABC     LD      EA,#30H         ;  Stored in REF instruction reference area
        ORG     0080H
        •
        •
        •
        LD      EA,#40H         ;  Redundancy effect is encountered
        REF     ABC             ;  No skip (EA ← #30H)
        •
        •
        •
        REF     ABC             ;  EA ← #30H
        LD      EA,#50H         ;  Skip
```

FLEXIBLE BIT MANIPULATION

In addition to normal bit manipulation instructions like set and clear, the SAM47 instruction set can also perform bit tests, bit transfers, and bit Boolean operations. Bits can also be addressed and manipulated by special bit addressing modes. Three types of bit addressing are supported:

- mema.b
- memb.@L
- @H+DA.b

The parameters of these bit addressing modes are described in more detail in Table 5-2.

Table 5-2. Bit Addressing Modes and Parameters

Addressing Mode	Addressable Peripherals	Address Range
mema.b	ERB, EMB, IS1, IS0, IEx, IRQx	FB0H-FBFH
	Ports	FF0H-FFFH
memb.@L	BSCx, Ports	FC0H-FFFH
@H+DA.b	All bit-manipulatable peripheral hardware	All bits of the memory bank specified by EMB and SMB that are bit-manipulatable

NOTE: Some devices in the SAM47 product family don't have BSC.

INSTRUCTIONS WHICH HAVE SKIP CONDITIONS

The following instructions have a skip function when an overflow or borrow occurs:

XCHI	INCS
XCHD	DECS
LDI	ADS
LDD	SBS

If there is an overflow or borrow from the result of an increment or decrement, a skip signal is generated and a skip is executed. However, the carry flag value is unaffected.

The instructions BTST, BTSF, and CPSE also generate a skip signal and execute a skip when they meet a skip condition, and the carry flag value is also unaffected.

INSTRUCTIONS WHICH AFFECT THE CARRY FLAG

The only instructions which do not generate a skip signal, but which do affect the carry flag are as follows:

ADC	LDB	C,(operand)
SBC	BAND	C,(operand)
SCF	BOR	C,(operand)
RCF	BXOR	C,(operand)
CCF	IRET	
RRC		

ADC AND SBC INSTRUCTION SKIP CONDITIONS

The instructions 'ADC A,@HL' and 'SBC A,@HL' can generate a skip signal, and set or clear the carry flag, when they are executed in combination with the instruction 'ADS A,#im'.

If an 'ADS A,#im' instruction immediately follows an 'ADC A,@HL' or 'SBC A,@HL' instruction in a program sequence, the ADS instruction does not skip the instruction following ADS, even if it has a skip function. If, however, an 'ADC A,@HL' or 'SBC A,@HL' instruction is immediately followed by an 'ADS A,#im' instruction, the ADC (or SBC) skips on overflow (or if there is no borrow) to the instruction immediately following the ADS, and program execution continues. Table 5-3 contains additional information and examples of the 'ADC A,@HL' and 'SBC A,@HL' skip feature.

Table 5-3. Skip Conditions for ADC and SBC Instructions

Sample Instruction Sequences		If the result of instruction 1 is:	Then, the execution sequence is:	Reason
ADC A,@HL ADS A,#im xxx xxx	1 2 3 4	Overflow No overflow	1, 3, 4 1, 2, 3, 4	ADS cannot skip instruction 3, even if it has a skip function.
SBC A,@HL ADS A,#im xxx xxx	1 2 3 4	Borrow No borrow	1, 2, 3, 4 1, 3, 4	ADS cannot skip instruction 3, even if it has a skip function.

SYMBOLS and CONVENTIONS

Table 5-4. Data Type Symbols

Symbol	Data Type
d	Immediate data
a	Address data
b	Bit data
r	Register data
f	Flag data
i	Indirect addressing data
t	memc × 0.5 immediate data

Table 5-5. Register Identifiers

Full Register Name	ID
4-bit accumulator	A
4-bit working registers	E, L, H, X, W, Z, Y
8-bit extended accumulator	EA
8-bit memory pointer	HL
8-bit working registers	WX, YZ, WL
Select register bank 'n'	SRB n
Select memory bank 'n'	SMB n
Carry flag	C
Program status word	PSW
Port 'n'	Pn
'm'-th bit of port 'n'	Pn.m
Interrupt priority register	IPR
Enable memory bank flag	EMB
Enable register bank flag	ERB

Table 5-6. Instruction Operand Notation

Symbol	Definition
DA	Direct address
@	Indirect address prefix
src	Source operand
dst	Destination operand
(R)	Contents of register R
.b	Bit location
im	4-bit immediate data (number)
imm	8-bit immediate data (number)
#	Immediate data prefix
ADR	000H-3FFFH immediate address
ADRn	'n' bit address
R	A, E, L, H, X, W, Z, Y
Ra	E, L, H, X, W, Z, Y
RR	EA, HL, WX, YZ
RRa	HL, WX, WL
RRb	HL, WX, YZ
RRc	WX, WL
mema	FB0H-FBFH, FF0H-FFFH
memb	FC0H-FFFH
memc	Code direct addressing: 0020H-007FH
SB	Select bank register (8 bits)
XOR	Logical exclusive-OR
OR	Logical OR
AND	Logical AND
[(RR)]	Contents addressed by RR

OPCODE DEFINITIONS

Table 5-7. Opcode Definitions (Direct)

Register	r2	r1	r0
A	0	0	0
E	0	0	1
L	0	1	0
H	0	1	1
X	1	0	0
W	1	0	1
Z	1	1	0
Y	1	1	1
EA	0	0	0
HL	0	1	0
WX	1	0	0
YZ	1	1	0

r = Immediate data for register

Table 5-8. Opcode Definitions (Indirect)

Register	i2	i1	i0
@HL	1	0	1
@WX	1	1	0
@WL	1	1	1

i = Immediate data for indirect addressing

CALCULATING ADDITIONAL MACHINE CYCLES FOR SKIPS

A machine cycle is defined as one cycle of the selected CPU clock. Three different clock rates can be selected using the PCON register.

In this document, the letter 'S' is used in tables when describing the number of additional machine cycles required for an instruction to execute, given that the instruction has a skip function ('S' = skip). The addition number of machine cycles that will be required to perform the skip usually depends on the size of the instruction being skipped — whether it is a 1-byte, 2-byte, or 3-byte instruction. A skip is also executed for SMB and SRB instructions.

The values in additional machine cycles for 'S' for the three cases in which skip conditions occur are as follows:

Case 1: No skip	S = 0 cycles
Case 2: Skip is 1-byte or 2-byte instruction	S = 1 cycle
Case 3: Skip is 3-byte instruction	S = 2 cycles

NOTE: REF instructions are skipped in one machine cycle.

HIGH-LEVEL SUMMARY

This section contains a high-level summary of the SAM47 instruction set in table format. The tables are designed to familiarize you with the range of instructions that are available in each instruction category.

These tables are a useful quick-reference resource when writing application programs.

If you are reading this user's manual for the first time, however, you may want to scan this detailed information briefly, and then return to it later on. The following information is provided for each instruction:

— Instruction name
— Operand(s)
— Brief operation description
— Number of bytes of the instruction and operand(s)
— Number of machine cycles required to execute the instruction

The tables in this section are arranged according to the following instruction categories:

— CPU control instructions
— Program control instructions
— Data transfer instructions
— Logic instructions
— Arithmetic instructions
— Bit manipulation instructions

Table 5-9. CPU Control Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
SCF	–	Set carry flag to logic one	1	1
RCF		Reset carry flag to logic zero	1	1
CCF		Complement carry flag	1	1
EI		Enable all interrupts	2	2
DI		Disable all interrupts	2	2
IDLE		Engage CPU idle mode	2	2
STOP		Engage CPU stop mode	2	2
NOP		No operation	1	1
SMB	n	Select memory bank	2	2
SRB	n	Select register bank	2	2
REF	memc	Reference code	1	3
VENTn	EMB (0,1) ERB (0,1) ADR	Load enable memory bank flag (EMB) and the enable register bank flag (ERB) and program counter to vector address, then branch to the corresponding location	2	2

Table 5-10. Program Control Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
CPSE	R,#im	Compare and skip if register equals #im	2	2 + S
	@HL,#im	Compare and skip if indirect data memory equals #im	2	2 + S
	A,R	Compare and skip if A equals R	2	2 + S
	A,@HL	Compare and skip if A equals indirect data memory	1	1 + S
	EA,@HL	Compare and skip if EA equals indirect data memory	2	2 + S
	EA,RR	Compare and skip if EA equals RR	2	2 + S
LJP	ADR	Long jump to direct address (15 bits)	3	3
JP	ADR	Jump to direct address (14 bits)	3	3
JPS	ADR	Jump direct in page (12 bits)	2	2
JR	#im	Jump to immediate address	1	2
	@WX	Branch relative to WX register	2	3
	@EA	Branch relative to EA	2	3
LCALL	ADR	Long call direct in page (15 bits)	3	4
CALL	ADR	Call direct in page (14 bits)	3	4
CALLS	ADR	Call direct in page (11 bits)	2	3
RET	–	Return from subroutine	1	3
IRET	–	Return from interrupt	1	3
SRET	–	Return from subroutine and skip	1	3 + S

Table 5-11. Data Transfer Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
XCH	A,DA	Exchange A and direct data memory contents	2	2
	A,Ra	Exchange A and register (Ra) contents	1	1
	A,@Rra	Exchange A and indirect data memory	1	1
	EA,DA	Exchange EA and direct data memory contents	2	2
	EA,RRb	Exchange EA and register pair (RRb) contents	2	2
	EA,@HL	Exchange EA and indirect data memory contents	2	2
XCHI	A,@HL	Exchange A and indirect data memory contents; increment contents of register L and skip on carry	1	2 + S
XCHD	A,@HL	Exchange A and indirect data memory contents; decrement contents of register L and skip on carry	1	2 + S
LD	A,#im	Load 4-bit immediate data to A	1	1
	A,@Rra	Load indirect data memory contents to A	1	1
	A,DA	Load direct data memory contents to A	2	2
	A,Ra	Load register contents to A	2	2
	Ra,#im	Load 4-bit immediate data to register	2	2
	RR,#imm	Load 8-bit immediate data to register	2	2
	DA,A	Load contents of A to direct data memory	2	2
	Ra,A	Load contents of A to register	2	2
	EA,@HL	Load indirect data memory contents to EA	2	2
	EA,DA	Load direct data memory contents to EA	2	2
	EA,RRb	Load register contents to EA	2	2
	@HL,A	Load contents of A to indirect data memory	1	1
	DA,EA	Load contents of EA to data memory	2	2
	RRb,EA	Load contents of EA to register	2	2
	@HL,EA	Load contents of EA to indirect data memory	2	2
LDI	A,@HL	Load indirect data memory to A; increment register L contents and skip on carry	1	2 + S
LDD	A,@HL	Load indirect data memory contents to A; decrement register L contents and skip on carry	1	2 + S
LDC	EA,@WX	Load code byte from WX to EA	1	3
	EA,@EA	Load code byte from EA to EA	1	3
RRC	A	Rotate right through carry bit	1	1
PUSH	RR	Push register pair onto stack	1	1
	SB	Push SMB and SRB values onto stack	2	2
POP	RR	Pop to register pair from stack	1	1
	SB	Pop SMB and SRB values from stack	2	2

Table 5-12. Logic Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
AND	A,#im	Logical-AND A immediate data to A	2	2
	A,@HL	Logical-AND A indirect data memory to A	1	1
	EA,RR	Logical-AND register pair (RR) to EA	2	2
	RRb,EA	Logical-AND EA to register pair (RRb)	2	2
OR	A, #im	Logical-OR immediate data to A	2	2
	A, @HL	Logical-OR indirect data memory contents to A	1	1
	EA,RR	Logical-OR double register to EA	2	2
	RRb,EA	Logical-OR EA to double register	2	2
XOR	A,#im	Exclusive-OR immediate data to A	2	2
	A,@HL	Exclusive-OR indirect data memory to A	1	1
	EA,RR	Exclusive-OR register pair (RR) to EA	2	2
	RRb,EA	Exclusive-OR register pair (RRb) to EA	2	2
COM	A	Complement accumulator (A)	2	2

Table 5-13. Arithmetic Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
ADC	A,@HL	Add indirect data memory to A with carry	1	1
	EA,RR	Add register pair (RR) to EA with carry	2	2
	RRb,EA	Add EA to register pair (RRb) with carry	2	2
ADS	A, #im	Add 4-bit immediate data to A and skip on carry	1	1 + S
	EA,#imm	Add 8-bit immediate data to EA and skip on carry	2	2 + S
	A,@HL	Add indirect data memory to A and skip on carry	1	1 + S
	EA,RR	Add register pair (RR) contents to EA and skip on carry	2	2 + S
	RRb,EA	Add EA to register pair (RRb) and skip on carry	2	2 + S
SBC	A,@HL	Subtract indirect data memory from A with carry	1	1
	EA,RR	Subtract register pair (RR) from EA with carry	2	2
	RRb,EA	Subtract EA from register pair (RRb) with carry	2	2
SBS	A,@HL	Subtract indirect data memory from A; skip on borrow	1	1 + S
	EA,RR	Subtract register pair (RR) from EA; skip on borrow	2	2 + S
	RRb,EA	Subtract EA from register pair (RRb); skip on borrow	2	2 + S
DECS	R	Decrement register ®; skip on borrow	1	1 + S
	RR	Decrement register pair (RR); skip on borrow	2	2 + S
INCS	R	Increment register ®; skip on carry	1	1 + S
	DA	Increment direct data memory; skip on carry	2	2 + S
	@HL	Increment indirect data memory; skip on carry	2	2 + S
	RRb	Increment register pair (RRb); skip on carry	1	1 + S

Table 5-14. Bit Manipulation Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
BTST	C	Test specified bit and skip if carry flag is set	1	1 + S
	DA.b	Test specified bit and skip if memory bit is set	2	2 + S
	mema.b			
	memb.@L			
	@H+DA.b			
BTSF	DA.b	Test specified memory bit and skip if bit equals "0"		
	mema.b			
	memb.@L			
	@H+DA.b			
BTSTZ	mema.b	Test specified bit; skip and clear if memory bit is set		
	memb.@L			
	@H+DA.b			
BITS	DA.b	Set specified memory bit	2	2
	mema.b			
	memb.@L			
	@H+DA.b			
BITR	DA.b	Clear specified memory bit to logic zero		
	mema.b			
	memb.@L			
	@H+DA.b			
BAND	C,mema.b	Logical-AND carry flag with specified memory bit		
	C,memb.@L			
	C,@H+DA.b			
BOR	C,mema.b	Logical-OR carry with specified memory bit		
	C,memb.@L			
	C,@H+DA.b			
BXOR	C,mema.b	Exclusive-OR carry with specified memory bit		
	C,memb.@L			
	C,@H+DA.b			
LDB	mema.b,C	Load carry bit to a specified memory bit		
	memb.@L,C	Load carry bit to a specified indirect memory bit		
	@H+DA.b,C			
	C,mema.b	Load specified memory bit to carry bit		
	C,memb.@L	Load specified indirect memory bit to carry bit		
	C,@H+DA.b			

BINARY CODE SUMMARY

This section contains binary code values and operation notation for each instruction in the SAM47 instruction set in an easy-to-read, tabular format. It is intended to be used as a quick-reference source for programmers who are experienced with the SAM47 instruction set. The same binary values and notation are also included in the detailed descriptions of individual instructions later in Section 5.

If you are reading this user's manual for the first time, please just scan this very detailed information briefly. Most of the general information you will need to write application programs can be found in the high-level summary tables in the previous section. The following information is provided for each instruction:

— Instruction name
— Operand(s)
— Binary values
— Operation notation

The tables in this section are arranged according to the following instruction categories:

— CPU control instructions
— Program control instructions
— Data transfer instructions
— Logic instructions
— Arithmetic instructions
— Bit manipulation instructions

Table 5-15. CPU Control Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
SCF		1	1	1	0	0	1	1	1	C ← 1
RCF		1	1	1	0	0	1	1	0	C ← 0
CCF		1	1	0	1	0	1	1	0	C ← C
EI		1	1	1	1	1	1	1	1	IME ← 1
		1	0	1	1	0	0	1	0	
DI		1	1	1	1	1	1	1	0	IME ← 0
		1	0	1	1	0	0	1	0	
IDLE		1	1	1	1	1	1	1	1	PCON.2 ← 1
		1	0	1	0	0	0	1	1	
STOP		1	1	1	1	1	1	1	1	PCON.3 ←1
		1	0	1	1	0	0	1	1	
NOP		1	0	1	0	0	0	0	0	No operation
SMB	n	1	1	0	1	1	1	0	1	SMB ← n (n = 0, … ,15)
		0	1	0	0	d3	d2	d1	d0	
SRB	n	1	1	0	1	1	1	0	1	SRB ← n (n = 0, 1, 2, 3)
		0	1	0	1	0	0	d1	d0	
REF	memc	t7	t6	t5	t4	t3	t2	t1	t0	PC13-0 ← memc.7-4, memc.3-0 < 1
VENTn	EMB (0,1) ERB (0,1) ADR	E M B	E R B	a13	a12	a11	a10	a9	a8	ROM (2 x n) 7-6 → EMB, ERB ROM (2 x n) 5-4 → PC13-12 ROM (2 x n) 3-0 → PC11-8 ROM (2 x n + 1) 7-0 → PC7-0 (n = 0, 1, 2, 3, 4, 5, 6, 7)
		a7	a6	a5	a4	a3	a2	a1	a0	

Table 5-16. Program Control Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
CPSE	R,#im	1	1	0	1	1	0	0	1	Skip if R = im
		d3	d2	d1	d0	0	r2	r1	r0	
	@HL,#im	1	1	0	1	1	1	0	1	Skip if (HL) = im
		0	1	1	1	d3	d2	d1	d0	
	A,R	1	1	0	1	1	1	0	1	Skip if A = R
		0	1	1	0	1	r2	r1	r0	
	A,@HL	0	0	1	1	1	0	0	0	Skip if A = (HL)
	EA,@HL	1	1	0	1	1	1	0	0	Skip if A = (HL), E = (HL+1)
		0	0	0	0	1	0	0	1	
	EA,RR	1	1	0	1	1	1	0	0	Skip if EA = RR
		1	1	1	0	1	r2	r1	0	
LJP	ADR	1	1	0	1	1	0	0	0	PC14-0 ← ADR14-0
		0	a14	a13	a12	a11	a10	a9	a8	
		a7	a6	a5	a4	a3	a2	a1	a0	
JP	ADR	1	1	0	1	1	0	1	1	PC13-0 ← ADR13-0
		0	0	a13	a12	a11	a10	a9	a8	
		a7	a6	a5	a4	a3	a2	a1	a0	
JPS	ADR	1	0	0	1	a11	a10	a9	a8	PC14-0 ← PC14-12 + ADR11-0
		a7	a6	a5	a4	a3	a2	a1	a0	
JR	#im *									PC13-0 ← ADR (PC-15 to PC+16)
	@WX	1	1	0	1	1	1	0	1	PC13-0 ← PC13-8 + (WX)
		0	1	1	0	0	1	0	0	
	@EA	1	1	0	1	1	1	0	1	PC13-0 ← PC13-8 + (EA)
		0	1	1	0	0	0	0	0	
LCALL	ADR	1	1	0	1	1	0	1	0	[(SP-1) (SP-2)] ← EMB, ERB
		0	a14	a13	a12	a11	a10	a9	a8	[(SP-3) (SP-4)] ← PC7-0
		a7	a6	a5	a4	a3	a2	a1	a0	[(SP-5) (SP-6)] ← PC14-8
CALL	ADR	1	1	0	1	1	0	1	1	[(SP-1) (SP-2)] ← EMB, ERB
		0	1	a13	a12	a11	a10	a9	a8	[(SP-3) (SP-4)] ← PC7-0
		a7	a6	a5	a4	a3	a2	a1	a0	[(SP-5) (SP-6)] ← PC13-8
CALLS	ADR	1	1	1	0	1	a10	a9	a8	[(SP-1) (SP-2)] ← EMB, ERB
		a7	a6	a5	a4	a3	a2	a1	a0	[(SP-3) (SP-4)] ← PC7-0
										[(SP-5) (SP-6)] ← PC14-8

* JR #im	First Byte								Condition
	0	0	0	1	a3	a2	a1	a0	PC ← PC+2 to PC+16
	0	0	0	0	a3	a2	a1	a0	PC ← PC-1 to PC-15

Table 5-16. Program Control Instructions — Binary Code Summary (Continued)

Name	Operand	Binary Code								Operation Notation
RET	–	1	1	0	0	0	1	0	1	PC14-8 ← (SP + 1) (SP) PC7-0 ← (SP + 3) (SP + 2) EMB,ERB ← (SP + 5) (SP + 4) SP ← SP + 6
IRET	–	1	1	0	1	0	1	0	1	PC14-8 ← (SP + 1) (SP) PC7-0 ← (SP + 3) (SP + 2) PSW ← (SP + 5) (SP + 4) SP ← SP + 6
SRET	–	1	1	1	0	0	1	0	1	PC14-8 ← (SP + 1) (SP) PC7-0 ← (SP + 3) (SP + 2) EMB,ERB ← (SP + 5) (SP + 4) SP ← SP + 6

Table 5-17. Data Transfer Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
XCH	A,DA	0	1	1	1	1	0	0	1	A ↔ DA
		a7	a6	a5	a4	a3	a2	a1	a0	
	A,Ra	0	1	1	0	1	r2	r1	r0	A ↔ Ra
	A,@RRa	0	1	1	1	1	i2	i1	i0	A ↔ (RRa)
	EA,DA	1	1	0	0	1	1	1	1	A ↔ DA,E ↔ DA + 1
		a7	a6	a5	a4	a3	a2	a1	a0	
	EA,RRb	1	1	0	1	1	1	0	0	EA ↔ RRb
		1	1	1	0	0	r2	r1	0	
	EA,@HL	1	1	0	1	1	1	0	0	A ↔ (HL), E ↔ (HL + 1)
		0	0	0	0	0	0	0	1	
XCHI	A,@HL	0	1	1	1	1	0	1	0	A ↔ (HL), then L ← L+1; skip if L = 0H
XCHD	A,@HL	0	1	1	1	1	0	1	1	A ↔ (HL), then L ← L-1; skip if L = 0FH
LD	A,#im	1	0	1	1	d3	d2	d1	d0	A ← im
	A,@RRa	1	0	0	0	1	i2	i1	i0	A ← (RRa)
	A,DA	1	0	0	0	1	1	0	0	A ← DA
		a7	a6	a5	a4	a3	a2	a1	a0	
	A,Ra	1	1	0	1	1	1	0	1	A ← Ra
		0	0	0	0	1	r2	r1	r0	

Table 5-17. Data Transfer Instructions — Binary Code Summary (Continued)

Name	Operand	Binary Code								Operation Notation
LD	Ra,#im	1	1	0	1	1	0	0	1	Ra ← im
		d3	d2	d1	d0	1	r2	r1	r0	
	RR,#imm	1	0	0	0	0	r2	r1	1	RR ← imm
		d7	d6	d5	d4	d3	d2	d1	d0	
	DA,A	1	0	0	0	1	0	0	1	DA ← A
		a7	a6	a5	a4	a3	a2	a1	a0	
	Ra,A	1	1	0	1	1	1	0	1	Ra ← A
		0	0	0	0	0	r2	r1	r0	
	EA,@HL	1	1	0	1	1	1	0	0	A ← (HL), E ← (HL + 1)
		0	0	0	0	1	0	0	0	
	EA,DA	1	1	0	0	1	1	1	0	A ← DA, E ← DA + 1
		a7	a6	a5	a4	a3	a2	a1	a0	
	EA,RRb	1	1	0	1	1	1	0	0	EA ← RRb
		1	1	1	1	1	r2	r1	0	
	@HL,A	1	1	0	0	0	1	0	0	(HL) ← A
	DA,EA	1	1	0	0	1	1	0	1	DA ← A, DA + 1 ← E
		a7	a6	a5	a4	a3	a2	a1	a0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← EA
		1	1	1	1	0	r2	r1	0	
	@HL,EA	1	1	0	1	1	1	0	0	(HL) ← A, (HL + 1) ← E
		0	0	0	0	0	0	0	0	
LDI	A,@HL	1	0	0	0	1	0	1	0	A ← (HL), then L ← L+1; skip if L = 0H
LDD	A,@HL	1	0	0	0	1	0	1	1	A ← (HL), then L ← L-1; skip if L = 0FH
LDC	EA,@WX	1	1	0	0	1	1	0	0	EA ← [PC14-8 + (WX)]
	EA,@EA	1	1	0	0	1	0	0	0	EA ← [PC14-8 + (EA)]
RRC	A	1	0	0	0	1	0	0	0	C ← A.0, A3 ← C A.n-1 ← A.n (n = 1, 2, 3)
PUSH	RR	0	0	1	0	1	r2	r1	1	((SP-1)) ((SP-2)) ← (RR), (SP) ← (SP)-2
	SB	1	1	0	1	1	1	0	1	((SP-1)) ← (SMB), ((SP-2)) ← (SRB), (SP) ← (SP)-2
		0	1	1	0	0	1	1	1	

Table 5-17. Data Transfer Instructions — Binary Code Summary (Concluded)

Name	Operand	Binary Code								Operation Notation
POP	RR	0	0	1	0	1	r2	r1	0	$RR_L \leftarrow$ (SP), $RR_H \leftarrow$ (SP + 1) SP ← SP + 2
	SB	1	1	0	1	1	1	0	1	(SRB) ← (SP), SMB ← (SP + 1), SP ← SP + 2
		0	1	1	0	0	1	1	0	

Table 5-18. Logic Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
AND	A,#im	1	1	0	1	1	1	0	1	A ← A AND im
		0	0	0	1	d3	d2	d1	d0	
	A,@HL	0	0	1	1	1	0	0	1	A ← A AND (HL)
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA AND RR
		0	0	0	1	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb AND EA
		0	0	0	1	0	r2	r1	0	
OR	A, #im	1	1	0	1	1	1	0	1	A ← A OR im
		0	0	1	0	d3	d2	d1	d0	
	A, @HL	0	0	1	1	1	0	1	0	A ← A OR (HL)
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA OR RR
		0	0	1	0	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb OR EA
		0	0	1	0	0	r2	r1	0	
XOR	A,#im	1	1	0	1	1	1	0	1	A ← A XOR im
		0	0	1	1	d3	d2	d1	d0	
	A,@HL	0	0	1	1	1	0	1	1	A ← A XOR (HL)
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA XOR (RR)
		0	0	1	1	0	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb XOR EA
		0	0	1	1	0	r2	r1	0	
COM	A	1	1	0	1	1	1	0	1	A ← A
		0	0	1	1	1	1	1	1	

Table 5-19. Arithmetic Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
ADC	A,@HL	0	0	1	1	1	1	1	0	C, A ← A + (HL) + C
	EA,RR	1	1	0	1	1	1	0	0	C, EA ← EA + RR + C
		1	0	1	0	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	C, RRb ← RRb + EA + C
		1	0	1	0	0	r2	r1	0	
ADS	A, #im	1	0	1	0	d3	d2	d1	d0	A ← A + im; skip on carry
	EA,#imm	1	1	0	0	1	0	0	1	EA ← EA + imm; skip on carry
		d7	d6	d5	d4	d3	d2	d1	d0	
	A,@HL	0	0	1	1	1	1	1	1	A ← A+ (HL); skip on carry
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA + RR; skip on carry
		1	0	0	1	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb + EA; skip on carry
		1	0	0	1	0	r2	r1	0	
SBC	A,@HL	0	0	1	1	1	1	0	0	C,A ← A-(HL)-C
	EA,RR	1	1	0	1	1	1	0	0	C, EA ← EA-RR-C
		1	1	0	0	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	C,RRb ← RRb-EA-C
		1	1	0	0	0	r2	r1	0	
SBS	A,@HL	0	0	1	1	1	1	0	1	A ← A-(HL); skip on borrow
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA-RR; skip on borrow
		1	0	1	1	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb-EA; skip on borrow
		1	0	1	1	0	r2	r1	0	
DECS	R	0	1	0	0	1	r2	r1	r0	R ← R-1; skip on borrow
	RR	1	1	0	1	1	1	0	0	RR ← RR-1; skip on borrow
		1	1	0	1	1	r2	r1	0	
INCS	R	0	1	0	1	1	r2	r1	r0	R ← R+1; skip on carry
	DA	1	1	0	0	1	0	1	0	DA ← DA+1; skip on carry
		a7	a6	a5	a4	a3	a2	a1	a0	
	@HL	1	1	0	1	1	1	0	1	(HL) ← (HL)+1; skip on carry
		0	1	1	0	0	0	1	0	
	RRb	1	0	0	0	0	r2	r1	0	RRb ← RRb+1; skip on carry

Table 5-20. Bit Manipulation Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
BTST	C	1	1	0	1	0	1	1	1	Skip if C = 1
	DA.b	1	1	b1	b0	0	0	1	1	Skip if DA.b = 1
		a7	a6	a5	a4	a3	a2	a1	a0	
	mema.b *	1	1	1	1	1	0	0	1	Skip if mema.b = 1
	memb.@L	1	1	1	1	1	0	0	1	Skip if [memb.7-2 + L.3-2].[L.1-0] = 1
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	0	0	1	Skip if [H + DA.3-0].b = 1
		0	0	b1	b0	a3	a2	a1	a0	
BTSF	DA.b	1	1	b1	b0	0	0	1	0	Skip if DA.b = 0
		a7	a6	a5	a4	a3	a2	a1	a0	
	mema.b *	1	1	1	1	1	0	0	0	Skip if mema.b = 0
	memb.@L	1	1	1	1	1	0	0	0	Skip if [memb.7-2 + L.3-2].[L.1-0] = 0
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	0	0	0	Skip if [H + DA.3-0].b = 0
		0	0	b1	b0	a3	a2	a1	a0	
BTSTZ	mema.b *	1	1	1	1	1	1	0	1	Skip if mema.b = 1 and clear
	memb.@L	1	1	1	1	1	1	0	1	Skip if [memb.7-2 + L.3-2]. [L.1-0] = 1 and clear
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	1	0	1	Skip if [H + DA.3-0].b =1 and clear
		0	0	b1	b0	a3	a2	a1	a0	
BITS	DA.b	1	1	b1	b0	0	0	0	1	DA.b ← 1
		a7	a6	a5	a4	a3	a2	a1	a0	
	mema.b *	1	1	1	1	1	1	1	1	mema.b ← 1
	memb.@L	1	1	1	1	1	1	1	1	[memb.7-2 + L.3-2].[L.1-0] ← 1
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	1	1	1	[H + DA.3-0].b ← 1
		0	0	b1	b0	a3	a2	a1	a0	

Table 5-20. Bit Manipulation Instructions — Binary Code Summary (Continued)

Name	Operand	Binary Code								Operation Notation
BITR	DA.b	1	1	b1	b0	0	0	0	0	DA.b ← 0
		a7	a6	a5	a4	a3	a2	a1	a0	
	mema.b *	1	1	1	1	1	1	1	0	mema.b ← 0
	memb.@L	1	1	1	1	1	1	1	0	[memb.7-2 + L3-2].[L.1-0] ← 0
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	1	1	0	[H + DA.3-0].b ← 0
		0	0	b1	b0	a3	a2	a1	a0	
BAND	C,mema.b *	1	1	1	1	0	1	0	1	C ← C AND mema.b
	C,memb.@L	1	1	1	1	0	1	0	1	C ← C AND [memb.7-2 + L.3-2].[L.1-0]
		0	1	0	0	a5	a4	a3	a2	
	C,@H+DA.b	1	1	1	1	0	1	0	1	C ← C AND [H + DA.3-0].b
		0	0	b1	b0	a3	a2	a1	a0	
BOR	C,mema.b *	1	1	1	1	0	1	1	0	C ← C OR mema.b
	C,memb.@L	1	1	1	1	0	1	1	0	C ← C OR [memb.7-2 + L.3-2].[L.1-0]
		0	1	0	0	a5	a4	a3	a2	
	C,@H+DA.b	1	1	1	1	0	1	1	0	C ← C OR [H + DA.3-0].b
		0	0	b1	b0	a3	a2	a1	a0	
BXOR	C,mema.b *	1	1	1	1	0	1	1	1	C ← C XOR mema.b
	C,memb.@L	1	1	1	1	0	1	1	1	C ← C XOR [memb.7-2 + L.3-2].[L.1-0]
		0	1	0	0	a5	a4	a3	a2	
	C,@H+DA.b	1	1	1	1	0	1	1	1	C ← C XOR [H + DA.3-0].b
		0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Table 5-20. Bit Manipulation Instructions — Binary Code Summary (Concluded)

Name	Operand	Binary Code								Operation Notation
LDB	mema.b,C *	1	1	1	1	1	1	0	0	mema.b ← C
	memb.@L,C	1	1	1	1	1	1	0	0	memb.7-2 + [L.3-2]. [L.1-0] ← C
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b,C	1	1	1	1	1	1	0	0	H+[DA.3-0].b ← (C)
		0	0	b1	b0	a3	a2	a1	a0	
	C,mema.b *	1	1	1	1	0	1	0	0	C ← mema.b
	C,memb.@L	1	1	1	1	0	1	0	0	C ← memb.7-2+[L.3-2]. [L.1-0]
		0	1	0	0	a5	a4	a3	a2	
	C,@H+DA.b	1	1	1	1	0	1	0	0	C ← [H + DA.3-0].b
		0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

INSTRUCTION DESCRIPTIONS

This section contains detailed information and programming examples for each instruction of the SAM47 instruction set. Information is arranged in a consistent format to improve readability and for use as a quick-reference resource for application programmers.

If you are reading this user's manual for the first time, please just scan this very detailed information briefly in order to acquaint yourself with the basic features of the instruction set. The information elements of the instruction description format are as follows:

— Instruction name (mnemonic)

— Full instruction name

— Source/destination format of the instruction operand

— Operation overview (from the "High-Level Summary" table)

— Textual description of the instruction's effect

— Binary code overview (from the "Binary Code Summary" table)

— Programming example(s) to show how the instruction is used

ADC — Add with Carry

ADC dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Add indirect data memory to A with carry	1	1
EA,RR	Add register pair (RR) to EA with carry	2	2
RRb,EA	Add EA to register pair (RRb) with carry	2	2

Description: The source operand, along with the setting of the carry flag, is added to the destination operand and the sum is stored in the destination. The contents of the source are unaffected. If there is an overflow from the most significant bit of the result, the carry flag is set; otherwise, the carry flag is cleared.

If 'ADC A,@HL' is followed by an 'ADS A,#im' instruction in a program, ADC skips the ADS instruction if an overflow occurs. If there is no overflow, the ADS instruction is executed normally. (This condition is valid only for 'ADC A,@HL' instructions. If an overflow occurs following an 'ADS A,#im' instruction, the next instruction will not be skipped.)

Operand	Binary Code								Operation Notation
A,@HL	0	0	1	1	1	1	1	0	C, A ← A + (HL) + C
EA,RR	1	1	0	1	1	1	0	0	C, EA ← EA + RR + C
	1	0	1	0	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	C, RRb ← RRb + EA + C
	1	0	1	0	0	r2	r1	0	

Examples:

1. The extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag is set to "1":

```
SCF                ;  C ← "1"
ADC     EA,HL      ;  EA ← 0C3H + 0AAH + 1H = 6EH, C ← "1"
JPS     XXX        ;  Jump to XXX;no skip after ADC
```

2. If the extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag is cleared to "0":

```
RCF                ;  C ← "0"
ADC     EA,HL      ;  EA ← 0C3H + 0AAH + 0H = 6DH, C ← "1"
JPS     XXX        ;  Jump to XXX; no skip after ADC
```

ADC — Add with Carry

ADC (Continued)

Examples:

3. If ADC A,@HL is followed by an ADS A,#im, the ADC skips on carry to the instruction immediately after the ADS. An ADS instruction immediately after the ADC does not skip even if an overflow occurs. This function is useful for decimal adjustment operations.

a. 8 + 9 decimal addition (the contents of the address specified by the HL register is 9H):

```
RCF                  ;  C ← "0"
LD      A,#8H        ;  A ← 8H
ADS     A,#6H        ;  A ← 8H + 6H = 0EH
ADC     A,@HL        ;  A ← 0EH + 9H + C(0), C ← "1"
ADS     A,#0AH       ;  Skip this instruction because C = "1" after ADC result
JPS     XXX
```

b. 3 + 4 decimal addition (the contents of the address specified by the HL register is 4H):

```
RCF                  ;  C ← "0"
LD      A,#3H        ;  A ← 3H
ADS     A,#6H        ;  A ← 3H + 6H = 9H
ADC     A,@HL        ;  A ← 9H + 4H + C(0) = 0DH
ADS     A,#0AH       ;  No skip. A ← 0DH + 0AH = 7H
                     ;  (The skip function for 'ADS  A,#im' is inhibited after an
                     ;  'ADC  A,@HL' instruction even if an overflow occurs.)
JPS   XXX
```

ADS — Add and Skip on Overflow

ADS dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A, #im	Add 4-bit immediate data to A and skip on overflow	1	1 + S
EA, #imm	Add 8-bit immediate data to EA and skip on overflow	2	2 + S
A,@HL	Add indirect data memory to A and skip on overflow	1	1 + S
EA,RR	Add register pair (RR) contents to EA and skip on overflow	2	2 + S
RRb, EA	Add EA to register pair (RRb) and skip on overflow	2	2 + S

Description: The source operand is added to the destination operand and the sum is stored in the destination. The contents of the source are unaffected. If there is an overflow from the most significant bit of the result, the skip signal is generated and a skip is executed, but the carry flag value is unaffected.

If 'ADS A,#im' follows an 'ADC A,@HL' instruction in a program, ADC skips the ADS instruction if an overflow occurs. If there is no overflow, the ADS instruction is executed normally. This skip condition is valid only for 'ADC A,@HL' instructions, however. If an overflow occurs following an ADS instruction, the next instruction is not skipped.

Operand	Binary Code								Operation Notation
A, #im	1	0	1	0	d3	d2	d1	d0	A ← A + im; skip on overflow
EA,#imm	1	1	0	0	1	0	0	1	EA ← EA + imm; skip on overflow
	d7	d6	d5	d4	d3	d2	d1	d0	
A,@HL	0	0	1	1	1	1	1	1	A ← A + (HL); skip on overflow
EA,RR	1	1	0	1	1	1	0	0	EA ← EA + RR; skip on overflow
	1	0	0	1	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb + EA; skip on overflow
	1	0	0	1	0	r2	r1	0	

Examples:

1. The extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag = "0":

```
ADS    EA,HL        ;  EA ← 0C3H + 0AAH = 6DH
                    ;  ADS skips on overflow, but carry flag value is not
                    ;  affected.
JPS    XXX          ;  This instruction is skipped since ADS had an overflow.
JPS    YYY          ;  Jump to YYY.
```

ADS — Add and Skip on Overflow

ADS (Continued)

Examples:

2. If the extended accumulator contains the value 0C3H, register pair HL the value 12H, and the carry flag = "0":

```
ADS    EA,HL      ;  EA ← 0C3H + 12H = 0D5H
JPS    XXX        ;  Jump to XXX; no skip after ADS.
```

3. If 'ADC A,@HL' is followed by an 'ADS A,#im', the ADC skips on overflow to the instruction mmediately after the ADS. An 'ADS A,#im' instruction immediately after the 'ADC A,@HL' does not skip even if overflow occurs. This function is useful for decimal adjustment operations.

a. 8 + 9 decimal addition (the contents of the address specified by the HL register is 9H):

```
RCF               ;  C ← "0"
LD     A,#8H      ;  A ← 8H
ADS    A,#6H      ;  A ← 8H + 6H = 0EH
ADC    A,@HL      ;  A ← 0EH + 9H + C(0) = 7H, C ← "1"
ADS    A,#0AH     ;  Skip this instruction because C = "1" after ADC result.
JPS    XXX
```

b. 3 + 4 decimal addition (the contents of the address specified by the HL register is 4H):

```
RCF               ;  C ← "0"
LD     A,#3H      ;  A ← 3H
ADS    A,#6H      ;  A ← 3H + 6H = 9H
ADC    A,@HL      ;  A ← 9H + 4H + C(0) = 0DH, C ← "0"
ADS    A,#0AH     ;  No skip. A ← 0DH + 0AH = 7H
                  ;  (The skip function for 'ADS  A,#im' is inhibited after an
                  ;  'ADC  A,@HL' instruction even if an overflow occurs.)
JPS    XXX
```

AND — Logical AND

AND dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,#im	Logical-AND A immediate data to A	2	2
A,@HL	Logical-AND A indirect data memory to A	1	1
EA,RR	Logical-AND register pair (RR) to EA	2	2
RRb,EA	Logical-AND EA to register pair (RRb)	2	2

Description: The source operand is logically ANDed with the destination operand. The result is stored in the destination. The logical AND operation results in a "1" whenever the corresponding bits in the two operands are both "1"; otherwise a "0" is stored in the corresponding destination bit. The contents of the source are unaffected.

Operand	Binary Code								Operation Notation
A,#im	1	1	0	1	1	1	0	1	A ← A AND im
	0	0	0	1	d3	d2	d1	d0	
A,@HL	0	0	1	1	1	0	0	1	A ← A AND (HL)
EA,RR	1	1	0	1	1	1	0	0	EA ← EA AND RR
	0	0	0	1	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb AND EA
	0	0	0	1	0	r2	r1	0	

Example: If the extended accumulator contains the value 0C3H (11000011B) and register pair HL the value 55H (01010101B), the instruction

AND EA,HL

leaves the value 41H (01000001B) in the extended accumulator EA .

BAND — Bit Logical AND

BAND C,src.b

Operation:

Operand	Operation Summary	Bytes	Cycles
C,mema.b	Logical-AND carry flag with memory bit	2	2
C,memb.@L		2	2
C,@H+DA.b		2	2

Description: The specified bit of the source is logically ANDed with the carry flag bit value. If the Boolean value of the source bit is a logic zero, the carry flag is cleared to "0"; otherwise, the current carry flag setting is left unaltered. The bit value of the source operand is not affected.

Operand	Binary Code								Operation Notation
C,mema.b *	1	1	1	1	0	1	0	1	C ← C AND mema.b
C,memb.@L	1	1	1	1	0	1	0	1	C ← C AND [memb.7-2 + L.3-2].[L.1-0]
	0	1	0	0	a5	a4	a3	a2	
C,@H+DA.b	1	1	1	1	0	1	0	1	C ← C AND [H + DA.3-0].b
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. The following instructions set the carry flag if P1.0 (port 1.0) is equal to "1" (and assuming the carry flag is already set to "1"):

```
SMB     15          ;  C ← "1"
BAND    C,P1.0      ;  If P1.0 = "1", C ← "1"
                    ;  If P1.0 = "0", C ← "0"
```

2. Assume the P1 address is FF1H and the value for register L is 5H (0101B). The address (memb.7-2) is 111100B; (L.3-2) is 01B. The resulting address is 11110001B or FF1H, specifying P1. The bit value for the BAND instruction, (L.1-0) is 01B which specifies bit 1. Therefore, P1.@L = P1.1:

```
LD      L,#5H
BAND    C,P1.@L     ;  P1.@L is specified as P1.1
                    ;  C  AND  P1.1
```

BAND — Bit Logical AND

BAND (Continued)

Examples:

3. Register H contains the value 2H and FLAG = 20H.3. The address of H is 0010B and FLAG(3-0) is 0000B. The resulting address is 00100000B or 20H. The bit value for the BAND instruction is 3. Therefore, @H+FLAG = 20H.3:

```
FLAG    EQU   20H.3
LD      H,#2H
BAND    C,@H+FLAG     ;  C  AND  FLAG (20H.3)
```

BITR — Bit Reset

BITR dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
DA.b	Clear specified memory bit to logic zero	2	2
mema.b		2	2
memb.@L		2	2
@H+DA.b		2	2

Description: A BITR instruction clears to logic zero (resets) the specified bit within the destination operand. No other bits in the destination are affected.

Operand	Binary Code								Operation Notation
DA.b	1	1	b1	b0	0	0	0	0	DA.b ← 0
	a7	a6	a5	a4	a3	a2	a1	a0	
mema.b *	1	1	1	1	1	1	1	0	mema.b ← 0
memb.@L	1	1	1	1	1	1	1	0	[memb.7-2 + L3-2].[L.1-0] ← 0
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b	1	1	1	1	1	1	1	0	[H + DA.3-0].b ← 0
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. If the Bit location 30H.2 in the RAM has a current value of "1". The following instruction clears the third bit of location 30H to "0":

```
BITR    30H.2        ;  30H.2 ← "0"
```

2. You can use BITR in the same way to manipulate a port address bit:

```
BITR    P0.0         ;  P0.0 ← "0"
```

BITR — Bit Reset

BITR (Continued)

Examples: 3. For clearing P0.2, P0.3, and P1.0-P1.3 to "0":

```
        LD      L,#2H
BP2     BITR    P0.@L     ;  First, P0.@2H  =  P0.2
                          ;  (111100B) + 00B.10B  =  0F0H.2
        INCS    L
        CPSE    L,#8H
        JR      BP2
```

4. If bank 0, location 0A0H.0 is cleared (and regardless of whether the EMB value is logic zero), BITR has the following effect:

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BITR    @H+FLAG   ;   Bank 0 (AH + 0H).0 = 0A0H.0 ← "0"
```

NOTE: Since the BITR instruction is used for output functions, the pin names used in the examples above may change for different devices in the SAM47 product family.

BITS — Bit Set

BITS dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
DA.b	Set specified memory bit	2	2
mema.b		2	2
memb.@L		2	2
@H+DA.b		2	2

Description: This instruction sets the specified bit within the destination without affecting any other bits in the destination. BITS can manipulate any bit that is addressable using direct or indirect addressing modes.

Operand	Binary Code								Operation Notation
DA.b	1	1	b1	b0	0	0	0	1	DA.b ← 1
	a7	a6	a5	a4	a3	a2	a1	a0	
mema.b *	1	1	1	1	1	1	1	1	mema.b ← 1
memb.@L	1	1	1	1	1	1	1	1	[memb.7-2 + L.3-2].b [L.1-0] ← 1
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b	1	1	1	1	1	1	1	1	[H + DA.3-0].b ← 1
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. If the bit location 30H.2 in the RAM has a current value of "0", the following instruction sets the second bit of location 30H to "1".

```
BITS     30H.2          ;  30H.2 ← "1"
```

2. You can use BITS in the same way to manipulate a port address bit:

```
BITS     P0.0           ;  P0.0 ← "1"
```

BITS — Bit Set

BITS (Continued)

Examples: 3. For setting P0.2, P0.3, and P1.0-P1.3 to "1":

```
        LD      L,#2H
BP2     BITS    P0.@L    ;  First, P0.@02H = P0.2
                         ;  (111100B) + 00B.10B = 0F0H.2
        INCS    L
        CPSE    L,#8H
        JR      BP2
```

4. If bank 0, location 0A0H.0, is set to "1" and the EMB = "0", BITS has the following effect:

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BITS    @H+FLAG   ;  Bank 0 (AH + 0H).0 = 0A0H.0 ← "1"
```

NOTE: Since the BITS instruction is used for output functions, pin names used in the examples above may change for different devices in the SAM47 product family.

BOR — Bit Logical OR

BOR C,src.b

Operation:

Operand	Operation Summary	Bytes	Cycles
C,mema.b	Logical-OR carry with specified memory bit	2	2
C,memb.@L		2	2
C,@H+DA.b		2	2

Description: The specified bit of the source is logically ORed with the carry flag bit value. The value of the source is unaffected.

Operand	Binary Code								Operation Notation
C,mema.b *	1	1	1	1	0	1	1	0	C ← C OR mema.b
C,memb.@L	1	1	1	1	0	1	1	0	C ← C OR [memb.7-2 + L.3-2].[L.1-0]
	0	1	0	0	a5	a4	a3	a2	
C,@H+DA.b	1	1	1	1	0	1	1	0	C ← C OR [H + DA.3-0].b
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. The carry flag is logically ORed with the P1.0 value:

```
RCF                      ;  C ← "0"
BOR     C,P1.0           ;  If P1.0 = "1", then C ← "1"; if P1.0 = "0", then C ← "0"
```

2. The P1 address is FF1H and register L contains the value 1H (0001B). The address (memb.7-2) is 111100B and (L.3-2) = 00B. The resulting address is 11110000B or FF0H, specifying P0. The bit value for the BOR instruction, (L.1-0) is 01B which specifies bit 1. Therefore, P1.@L = P0.1:

```
LD      L,#1H
BOR     C,P1.@L          ;  P1.@L is specified as P0.1; C  OR  P0.1
```

BOR — Bit Logical OR

BOR (Continued)

Examples:

3. Register H contains the value 2H and FLAG = 20H.3. The address of H is 0010B and FLAG(3-0) is 0000B. The resulting address is 00100000B or 20H. The bit value for the BOR instruction is 3. Therefore, @H+FLAG = 20H.3:

```
FLAG    EQU         20H.3
LD      H,#2H
BOR     C,@H+FLAG         ;  C  OR  FLAG (20H.3)
```

BTSF — Bit Test and Skip on False

BTSF dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
DA.b	Test specified memory bit and skip if bit equals "0"	2	2 + S
mema.b		2	2 + S
memb.@L		2	2 + S
@H+DA.b		2	2 + S

Description: The specified bit within the destination operand is tested. If it is a "0", the BTSF instruction skips the instruction which immediately follows it; otherwise the instruction following the BTSF is executed. The destination bit value is not affected.

Operand	Binary Code								Operation Notation
DA.b	1	1	b1	b0	0	0	1	0	Skip if DA.b = 0
	a7	a6	a5	a4	a3	a2	a1	a0	
mema.b *	1	1	1	1	1	0	0	0	Skip if mema.b = 0
memb.@L	1	1	1	1	1	0	0	0	Skip if [memb.7-2 + L.3-2]. [L.1-0] = 0
	0	1	0	0	a5	a4	a3	a2	
@H + DA.b	1	1	1	1	1	0	0	0	Skip if [H + DA.3-0].b = 0
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FF0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. If RAM bit location 30H.2 is set to “0”, the following instruction sequence will cause the program to continue execution from the instruction identifed as LABEL2:

```
BTSF    30H.2         ; If 30H.2 = "0", then skip
RET                   ; If 30H.2 = "1", return
JP      LABEL2
```

2. You can use BTSF in the same way to test a port pin address bit:

```
BTSF    P1.0          ; If P1.0 = "0", then skip
RET                   ; If P1.0 = "1", then return
JP      LABEL3
```

BTSF — Bit Test and Skip on False

BTSF (Continued)

Examples: 3. P0.2, P0.3 and P1.0-P1.3 are tested:

```
        LD      L,#2H
BP2     BTSF    P0.@L     ;  First, P1.@02H = P0.2
                          ;  (111100B) + 00B.10B = 0F0H.2
        RET
        INCS    L
        CPSE    L,#8H
        JR      BP2
```

4. Bank 0, location 0A0H.0, is tested and (regardless of the current EMB value) BTSF has the following effect:

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BTSF    @H+FLAG   ;   If bank 0 (AH + 0H).0 = 0A0H.0 = "0", then skip
        RET
        •
        •
        •
```

BTST — Bit Test and Skip on True

BTST dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
C	Test carry bit and skip if set (= "1")	1	1 + S
DA.b	Test specified bit and skip if memory bit is set	2	2 + S
mema.b		2	2 + S
memb.@L		2	2 + S
@H+DA.b		2	2 + S

Description: The specified bit within the destination operand is tested. If it is "1", the instruction that immediately follows the BTST instruction is skipped; otherwise the instruction following the BTST instruction is executed. The destination bit value is not affected.

Operand	Binary Code								Operation Notation
C	1	1	0	1	0	1	1	1	Skip if C = 1
DA.b	1	1	b1	b0	0	0	1	1	Skip if DA.b = 1
	a7	a6	a5	a4	a3	a2	a1	a0	
mema.b *	1	1	1	1	1	0	0	1	Skip if mema.b = 1
memb.@L	1	1	1	1	1	0	0	1	Skip if [memb.7-2 + L.3-2]. [L.1-0] = 1
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b	1	1	1	1	1	0	0	1	Skip if [H + DA.3-0].b = 1
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. If RAM bit location 30H.2 is set to “0”, the following instruction sequence will execute the RET instruction:

```
BTST    30H.2        ;  If 30H.2 = "1", then skip
RET                  ;  If 30H.2 = "0", return
JP      LABEL2
```

BTST — Bit Test and Skip on True

BTST (Continued)

Examples:

2. You can use BTST in the same way to test a port pin address bit:

```
        BTST    P1.0      ;  If P1.0 = "1", then skip
        RET               ;  If P1.0 = "0", then return
        JP      LABEL3
```

3. P0.2, P0.3 and P1.0-P1.3 are tested:

```
        LD      L,#2H
BP2     BTST    P0.@L     ;  First, P0.@02H = P0.2
                          ;  (111100B) + 00B.10B = 0F0H.2
        RET
        INCS    L
        CPSE    L,#8H
        JR      BP2
```

4. Bank 0, location 0A0H.0, is tested and (regardless of the current EMB value) BTST has the following effect:

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BTST    @H+FLAG   ;  If bank 0 (AH + 0H).0 = 0A0H.0 = "1", then skip
        RET
        •
        •
        •
```

BTSTZ — Bit Test and Skip on True; Clear Bit

BTSTZ dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
mema.b	Test specified bit; skip and clear if memory bit is set	2	2 + S
memb.@L		2	2 + S
@H+DA.b		2	2 + S

Description: The specified bit within the destination operand is tested. If it is a "1", the instruction immediately following the BTSTZ instruction is skipped; otherwise the instruction following the BTSTZ is executed. The destination bit value is cleared.

Operand	Binary Code								Operation Notation
mema.b *	1	1	1	1	1	1	0	1	Skip if mema.b = 1 and clear
memb.@L	1	1	1	1	1	1	0	1	Skip if [memb.7-2 + L.3-2]. [L.1-0] = 1 and clear
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b	1	1	1	1	1	1	0	1	Skip if [H + DA.3-0].b =1 and clear
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. Port pin P0.0 is toggled by checking the P0.0 value (level):

```
        BTSTZ   P0.0      ;  If P0.0 = "1", then P0.0 ← "0" and skip
        BITS    P0.0      ;  If P0.0 = "0", then P0.0 ← "1"
        JP      LABEL3
```

2. For toggling P2.2, P2.3, and P3.0-P3.3:

```
        LD      L,#0AH
BP2     BTSTZ   P2.@L     ;  First, P2.@0AH = P2.2
                          ;  (111100B) + 10B.10B = 0F2H.2
        BITS    P2.@L
        INCS    L
        JR      BP2
```

BTSTZ — Bit Test and Skip on True; Clear Bit

BTSTZ (Continued)

Examples: 3. Bank 0, location 0A0H.0, is tested and EMB = "0":

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BTSTZ   @H+FLAG   ;  If bank 0 (AH + 0H).0  =  0A0H.0  = "1", clear and skip
        BITS    @H+FLAG   ;  If 0A0H.0  = "0", then 0A0H.0 ← "1"
```

BXOR — Bit Exclusive OR

BXOR C,src.b

Operation:

Operand	Operation Summary	Bytes	Cycles
C,mema.b	Exclusive-OR carry with memory bit	2	2
C,memb.@L		2	2
C,@H+DA.b		2	2

Description: The specified bit of the source is logically XORed with the carry bit value. The resultant bit is written to the carry flag. The source value is unaffected.

Operand	Binary Code								Operation Notation
C,mema.b *	1	1	1	1	0	1	1	1	C ← C XOR mema.b
C,memb.@L	1	1	1	1	0	1	1	1	C ← C XOR [memb.7-2 + L.3-2].[L.1-0]
	0	1	0	0	a5	a4	a3	a2	
C,@H+DA.b	1	1	1	1	0	1	1	1	C ← C XOR [H + DA.3-0].b
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. The carry flag is logically XORed with the P1.0 value:

```
RCF                          ;  C ← "0"
BXOR     C,P1.0              ;  If P1.0 = "1", then C ← "1"; if P1.0 = "0", then C ← "0"
```

2. The P1 address is FF1H and register L contains the value 1H (0001B). The address (memb.7-2) is 111100B and (L.3-2) = 00B. The resulting address is 11110000B or FF0H, specifying P0. The bit value for the BXOR instruction, (L.1-0) is 01B which specifies bit 1. Therefore, P1.@L = P0.1:

```
LD       L,#0001B
BXOR     C,P0.@L             ;  P1.@L is specified as P0.1; C  XOR  P0.1
```

BXOR — Bit Exclusive OR

BXOR (Continued)

Examples: 3. Register H contains the value 2H and FLAG = 20H.3. The address of H is 0010B and FLAG(3-0) is 0000B. The resulting address is 00100000B or 20H. The bit value for the BOR instruction is 3. Therefore, @H+FLAG = 20H.3:

```
FLAG    EQU     20H.3
LD      H,#2H
BXOR    C,@H+FLAG          ;  C  XOR  FLAG (20H.3)
```

CALL — Call Procedure

CALL dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR	Call direct in page (14 bits)	3	4

Description: CALL calls a subroutine located at the destination address. The instruction adds three to the program counter to generate the return address and then pushes the result onto the stack, decreasing the stack pointer by six. The EMB and ERB are also pushed to the stack. Program execution continues with the instruction at this address. The subroutine may therefore begin anywhere in the full 16 K byte program memory address space.

Operand	Binary Code								Operation Notation
ADR	1	1	0	1	1	0	1	1	[(SP-1) (SP-2)] ← EMB, ERB
	0	1	a13	a12	a11	a10	a9	a8	[(SP-3) (SP-4)] ← PC7-0
	a7	a6	a5	a4	a3	a2	a1	a0	[(SP-5) (SP-6)] ← PC13-8

Example: The stack pointer value is 00H and the label 'PLAY' is assigned to program memory location 0E3FH. Executing the instruction

CALL PLAY

at location 0123H will generate the following values:

SP = 0FAH
0FFH = 0H
0FEH = EMB, ERB
0FDH = 2H
0FCH = 3H
0FBH = 0H
0FAH = 1H
PC = 0E3FH

Data is written to stack locations 0FFH-0FAH as follows:

SP - 6	(0FAH)	PC11 - PC8			
SP - 5	(0FBH)	0	0	PC13	PC12
SP - 4	(0FCH)	PC3 - PC0			
SP - 3	(0FDH)	PC7 - PC4			
SP - 2	(0FEH)	0	0	EMB	ERB
SP - 1	(0FFH)	0	0	0	0
SP →	(00H)				

CALLS — Call Procedure (Short)

CALLS dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR	Call direct in page (11 bits)	2	3

Description: The CALLS instruction unconditionally calls a subroutine located at the indicated address. The instruction increments the PC twice to obtain the address of the following instruction. Then, it pushes the result onto the stack, decreasing the stack pointer six times. The higher bits of the PC, with the exception of the lower 11 bits, are cleared. The CALLS instruction can be used in the all range (0000H-7FFFH), but the subroutine call must therefore be located within the 2 K byte block (0000H-07FFH) of program memory.

Operand	Binary Code								Operation Notation
ADR	1	1	1	0	1	a10	a9	a8	[(SP-1) (SP-2)] ← EMB, ERB
	a7	a6	a5	a4	a3	a2	a1	a0	[(SP-3) (SP-4)] ← PC7-0
									[(SP-5) (SP-6)] ← PC14-8

Example: The stack pointer value is 00H and the label 'PLAY' is assigned to program memory location 0345H. Executing the instruction

CALLS PLAY

at location 0123H will generate the following values:

SP = 0FAH
0FFH = 0H
0FEH = EMB, ERB
0FDH = 2H
0FCH = 3H
0FBH = 0H
0FAH = 1H
PC = 0345H

Data is written to stack locations 0FFH-0FAH as follows:

SP - 6	(0FAH)	PC11 - PC8			
SP - 5	(0FBH)	0	PC14	PC13	PC12
SP - 4	(0FCH)	PC3 - PC0			
SP - 3	(0FDH)	PC7 - PC4			
SP - 2	(0FEH)	0	0	EMB	ERB
SP - 1	(0FFH)	0	0	0	0
SP →	(00H)				

CCF — Complement Carry Flag

CCF

Operation:

Operand	Operation Summary	Bytes	Cycles
-	Complement carry flag	1	1

Description: The carry flag is complemented; if C = "1" it is changed to C = "0" and vice-versa.

Operand	Binary Code								Operation Notation
-	1	1	0	1	0	1	1	0	C ← C

Example: If the carry flag is logic zero, the instruction

CCF

changes the value to logic one.

COM — Complement Accumulator

COM A

Operation:

Operand	Operation Summary	Bytes	Cycles
A	Complement accumulator (A)	2	2

Description: The accumulator value is complemented; if the bit value of A is "1", it is changed to "0" and vice versa.

Operand	Binary Code								Operation Notation
A	1	1	0	1	1	1	0	1	A ← A
	0	0	1	1	1	1	1	1	

Example: If the accumulator contains the value 4H (0100B), the instruction

COM A

leaves the value 0BH (1011B) in the accumulator.

CPSE — Compare and Skip if Equal

CPSE dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
R,#im	Compare and skip if register equals #im	2	2 + S
@HL,#im	Compare and skip if indirect data memory equals #im	2	2 + S
A,R	Compare and skip if A equals R	2	2 + S
A,@HL	Compare and skip if A equals indirect data memory	1	1 + S
EA,@HL	Compare and skip if EA equals indirect data memory	2	2 + S
EA,RR	Compare and skip if EA equals RR	2	2 + S

Description: CPSE compares the source operand (subtracts it from) the destination operand, and skips the next instruction if the values are equal. Neither operand is affected by the comparison.

Operand	Binary Code								Operation Notation
R,#im	1	1	0	1	1	0	0	1	Skip if R = im
	d3	d2	d1	d0	0	r2	r1	r0	
@HL,#im	1	1	0	1	1	1	0	1	Skip if (HL) = im
	0	1	1	1	d3	d2	d1	d0	
A,R	1	1	0	1	1	1	0	1	Skip if A = R
	0	1	1	0	1	r2	r1	r0	
A,@HL	0	0	1	1	1	0	0	0	Skip if A = (HL)
EA,@HL	1	1	0	1	1	1	0	0	Skip if A = (HL), E = (HL+1)
	0	0	0	0	1	0	0	1	
EA,RR	1	1	0	1	1	1	0	0	Skip if EA = RR
	1	1	1	0	1	r2	r1	0	

Example: The extended accumulator contains the value 34H and register pair HL contains 56H. The second instruction (RET) in the instruction sequence

```
CPSE    EA,HL
RET
```

is not skipped. That is, the subroutine returns since the result of the comparison is 'not equal.'

DECS — Decrement and Skip on Borrow

DECS dst

Operation:

Operand	Operation Summary	Bytes	Cycles
R	Decrement register (R); skip on borrow	1	1 + S
RR	Decrement register pair (RR); skip on borrow	2	2 + S

Description: The destination is decremented by one. An original value of 00H will underflow to 0FFH. If a borrow occurs, a skip is executed. The carry flag value is unaffected.

Operand	Binary Code								Operation Notation
R	0	1	0	0	1	r2	r1	r0	R ← R-1; skip on borrow
RR	1	1	0	1	1	1	0	0	RR ← RR-1; skip on borrow
	1	1	0	1	1	r2	r1	0	

Examples:

1. Register pair HL contains the value 7FH (01111111B). The following instruction leaves the value 7EH in register pair HL:

```
DECS    HL
```

2. Register A contains the value 0H. The following instruction sequence leaves the value 0FFH in register A. Since a "borrow" occurs, the 'CALL PLAY1' instruction is skipped and the 'CALL PLAY2' instruction is executed:

```
DECS    A          ;  "Borrow" occurs
CALL    PLAY1      ;  Skipped
CALL    PLAY2      ;  Executed
```

DI — Disable Interrupts

DI

Operation:

Operand	Operation Summary	Bytes	Cycles
-	Disable all interrupts	2	2

Description: Bit 3 of the interrupt priority register IPR, IME, is cleared to logic zero, disabling all interrupts. Interrupts can still set their respective interrupt status latches, but the CPU will not directly service them.

Operand	Binary Code								Operation Notation
-	1	1	1	1	1	1	1	0	IME ← 0
	1	0	1	1	0	0	1	0	

Example: If the IME bit (bit 3 of the IPR) is logic one (e.g., all instructions are enabled), the instruction

DI

sets the IME bit to logic zero, disabling all interrupts.

EI — Enable Interrupts

EI

Operation:

Operand	Operation Summary	Bytes	Cycles
-	Enable all interrupts	2	2

Description: Bit 3 of the interrupt priority register IPR (IME) is set to logic one. This allows all interrupts to be serviced when they occur, assuming they are enabled. If an interrupt's status latch was previously enabled by an interrupt, this interrupt can also be serviced.

Operand	Binary Code								Operation Notation
-	1	1	1	1	1	1	1	1	IM ← 1
	1	0	1	1	0	0	1	0	

Example: If the IME bit (bit 3 of the IPR) is logic zero (e.g., all instructions are disabled), the instruction

EI

sets the IME bit to logic one, enabling all interrupts.

IDLE — Idle Operation

IDLE

Operation:

Operand	Operation Summary	Bytes	Cycles
-	Engage CPU idle mode	2	2

Description: IDLE causes the CPU clock to stop while the system clock continues oscillating by setting bit 2 of the power control register (PCON). After an IDLE instruction has been executed, peripheral hardware remains operative.

In application programs, an IDLE instruction must be immediately followed by at least three NOP instructions. This ensures an adequate time interval for the clock to stabilize before the next instruction is executed. If three or more NOP instructions are not used after IDLE instruction, leakage current could be flown because of the floating state in the internal bus.

Operand	Binary Code								Operation Notation
-	1	1	1	1	1	1	1	1	PCON.2 ← 1
	1	0	1	0	0	0	1	1	

Example: The instruction sequence

```
IDLE
NOP
NOP
NOP
```

sets bit 2 of the PCON register to logic one, stopping the CPU clock. The three NOP instructions provide the necessary timing delay for clock stabilization before the next instruction in the program sequence is executed.

INCS — Increment and Skip on Carry

INCS dst

Operation:

Operand	Operation Summary	Bytes	Cycles
R	Increment register (R); skip on carry	1	1 + S
DA	Increment direct data memory; skip on carry	2	2 + S
@HL	Increment indirect data memory; skip on carry	2	2 + S
RRb	Increment register pair (RRb); skip on carry	1	1 + S

Description: The instruction INCS increments the value of the destination operand by one. An original value of 0FH will, for example, overflow to 00H. If a carry occurs, the next instruction is skipped. The carry flag value is unaffected.

Operand	Binary Code								Operation Notation
R	0	1	0	1	1	r2	r1	r0	R ← R + 1; skip on carry
DA	1	1	0	0	1	0	1	0	DA ← DA + 1; skip on carry
	a7	a6	a5	a4	a3	a2	a1	a0	
@HL	1	1	0	1	1	1	0	1	(HL) ← (HL) + 1; skip on carry
	0	1	1	0	0	0	1	0	
RRb	1	0	0	0	0	r2	r1	0	RRb ← RRb + 1; skip on carry

Example: Register pair HL contains the value 7EH (01111110B). RAM location 7EH contains 0FH. The instruction sequence

```
INCS    @HL        ;  7EH ← "0"
INCS    HL         ;  Skip
INCS    @HL        ;  7EH ← "1"
```

leaves the register pair HL with the value 7EH and RAM location 7EH with the value 1H. Since a carry occurred, the second instruction is skipped. The carry flag value remains unchanged.

IRET — Return from Interrupt

IRET

Operation:

Operand	Operation Summary	Bytes	Cycles
-	Return from interrupt	1	3

Description: IRET is used at the end of an interrupt service routine. It pops the PC values successively from the stack and restores them to the program counter. The stack pointer is incremented by six and the PSW, enable memory bank (EMB) bit, and enable register bank (ERB) bit are also automatically restored to their pre-interrupt values. Program execution continues from the resulting address, which is generally the instruction immediately after the point at which the interrupt request was detected. If a lower-level or same-level interrupt was pending when the IRET was executed, IRET will be executed before the pending interrupt is processed.

Since the 15th bit of an interrupt start address is not loaded in the PC when the interrupt is occured, this bit of PC values is always interpreted as a logic zero at that time. The start address of an interrupt in the ROM must for this reason be located in 0000H-3FFFH.

Operand	Binary Code								Operation Notation
-	1	1	0	1	0	1	0	1	PC14-8 ← (SP + 1) (SP) PC7-0 ← (SP + 3) (SP + 2) PSW ← (SP + 5) (SP + 4) SP ← SP + 6

Example: The stack pointer contains the value 0FAH. An interrupt is detected in the instruction at location 0123H. RAM locations 0FDH, 0FCH, and 0FAH contain the values 2H, 3H, and 1H, respectively. The instruction

IRET

leaves the stack pointer with the value 00H and the program returns to continue execution at location 0123H.

During a return from interrupt, data is popped from the stack to the program counter. The data in stack locations 0FFH-0FAH is organized as follows:

SP →	(0FAH)	PC11 - PC8			
SP + 1	(0FBH)	0	PC14	PC13	PC12
SP + 2	(0FCH)	PC3 - PC0			
SP + 3	(0FDH)	PC7 - PC4			
SP + 4	(0FEH)	IS1	IS0	EMB	ERB
SP + 5	(0FFH)	C	SC2	SC1	SC0
SP + 6	(00H)				

JP — Jump

JP dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR	Jump to direct address (14 bits)	3	3

Description: JP causes an unconditional branch to the indicated address by replacing the contents of the program counter with the address specified in the destination operand. The destination can be anywhere in the 16 K byte program memory address space.

Operand	Binary Code								Operation Notation
ADR	1	1	0	1	1	0	1	1	PC13-0 ← ADR13-0
	0	0	a13	a12	a11	a10	a9	a8	
	a7	a6	a5	a4	a3	a2	a1	a0	

Example: The label 'SYSCON' is assigned to the instruction at program location 07FFH. The instruction

```
JP        SYSCON
```

at location 0123H will load the program counter with the value 07FFH.

JPS — Jump (Short)

JPS dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR	Jump direct in page (12 bits)	2	2

Description: JPS causes an unconditional branch to the indicated address with the 4 K byte program memory address space. Bits 0-11 of the program counter are replaced with the directly specified address. The destination address for this jump is specified to the assembler by a label or by an actual address in program memory.

Operand	Binary Code								Operation Notation
ADR	1	0	0	1	a11	a10	a9	a8	PC14-0 ← PC14-12+ADR11-0
	a7	a6	a5	a4	a3	a2	a1	a0	

Example: The label 'SUB' is assigned to the instruction at program memory location 00FFH. The instruction

JPS SUB

at location 0EABH will load the program counter with the value 00FFH. Normally, the JPS instruction jumps to the address in the block in which the instruction is located. If the first byte of the instruction code is located at address xFFEH or xFFFH, the instruction will jump to the next block. If the instruction 'JPS SUB' were located instead at program memory address 0FFEH or 0FFFH, the instruction 'JPS SUB' would load the PC with the value 10FFH, causing a program malfunction.

JR — Jump Relative (Very Short)

JR dst

Operation:

Operand	Operation Summary	Bytes	Cycles
#im	Branch to relative immediate address	1	2
@WX	Branch relative to contents of WX register	2	3
@EA	Branch relative to contents of EA	2	3

Description: JR causes the relative address to be added to the program counter and passes control to the instruction whose address is now in the PC. The range of the relative address is current PC - 15 to current PC + 16. The destination address for this jump is specified to the assembler by a label, an actual address, or by immediate data using a plus sign (+) or a minus sign (-).

For immediate addressing, the (+) range is from 2 to 16 and the (-) range is from -1 to -15. If a 0, 1, or any other number that is outside these ranges are used, the assembler interprets it as an error.

For JR @WX and JR @EA branch relative instructions, the valid range for the relative address is 0H-0FFH. The destination address for these jumps can be specified to the assembler by a label that lies anywhere within the current 256-byte block.

Normally, the 'JR @WX' and 'JR @EA' instructions jump to the address in the page in which the instruction is located. However, if the first byte of the instruction code is located at address xxFEH or xxFFH, the instruction will jump to the next page.

Operand	Binary Code								Operation Notation
#im *									PC14-0 ← ADR (PC-15 to PC+16)
@WX	1	1	0	1	1	1	0	1	PC14-0 ← PC14-8 + (WX)
	0	1	1	0	0	1	0	0	
@EA	1	1	0	1	1	1	0	1	PC14-0 ← PC14-8 + (EA)
	0	1	1	0	0	0	0	0	

	First Byte								Condition
* JR #im	0	0	0	1	a3	a2	a1	a0	PC ← PC+2 to PC+16
	0	0	0	0	a3	a2	a1	a0	PC ← PC-1 to PC-15

JR — Jump Relative (Very Short)

JR (Continued)

Examples:

1. A short form for a relative jump to label 'KK' is the instruction

```
        JR          KK
```

   where 'KK' must be within the allowed range of current PC-15 to current PC+16. The JR instruction has in this case the effect of an unconditional JP instruction.

2. In the following instruction sequence, if the instruction 'LD WX, #02H' were to be executed in place of 'LD WX,#00H', the program would jump to 1004H and 'JPS CCC' would be executed. If 'LD WX,#03H' were to be executed, the jump would be to1006H and 'JPS DDD' would be executed.

```
        ORG         1000H

        JPS         AAA
        JPS         BBB
        JPS         CCC
        JPS         DDD
XXX     LD          WX,#00H  ;  WX ← 00H
        LD          EA,WX
        ADS         WX,EA    ;  WX ← (WX) + (EA)
        JR          @WX      ;  Current PC12-8 (10H) + WX (00H) = 1000H
                             ;  Jump to address 1000H and execute JPS AAA
```

3. Here is another example:

```
        ORG         1100H

        LD          A,#0H
        LD          A,#1H
        LD          A,#2H
        LD          A,#3H
        LD          30H,A    ;  Address 30H ← A
        JPS         YYY
XXX     LD  EA,#00H          ;  EA ← 00H
        JR          @EA      ;  Jump to address 1100H
                             ;  Address 30H ← 00H
```

   If 'LD EA,#01H' were to be executed in place of 'LD EA,#00H', the program would jump to 1101H and address 30H would contain the value 1H. If 'LD EA,#02H' were to be executed, the jump would be to 1102H and address 30H would contain the value 2H.

LCALL — Long Call Procedure

CALL dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR15	Call direct in page (15 bits)	3	4

Description: CALL calls a subroutine located at the destination address. The instruction adds three to the program counter to generate the return address and then pushes the result onto the stack, decrementing the stack pointer by six. The EMB and ERB are also pushed to the stack. Program execution continues with the instruction at this address. The subroutine may therefore begin anywhere in the full 32-Kbyte program memory address space.

The LCALL instruction can be used in the all range (0000H-7FFFH) while the CALL instruction can be used in the only range (0000H-3FFFH).

Operand	Binary Code								Operation Notation
ADR15	1	1	0	1	1	0	1	0	[(SP-1) (SP-2)] ← EMB, ERB
	0	a14	a13	a12	a11	a10	a9	a8	[(SP-3) (SP-4)] ← PC7-0
	a7	a6	a5	a4	a3	a2	a1	a0	[(SP-5) (SP-6)] ← PC14-8

Example: The stack pointer value is 00H and the label 'PLAY' is assigned to program memory location 5E3FH. Executing the instruction

LCALL PLAY

at location 0123H will generate the following values:

SP = 0FAH
0FFH = 0H
0FEH = EMB, ERB
0FDH = 2H
0FCH = 3H
0FBH = 0H
0FAH = 1H
PC = 5E3FH

Data is written to stack locations 0FFH–0FAH as follows:

0FAH	PC11 – PC8			
0FBH	0	PC14	PC13	PC12
0FCH	PC3 – PC0			
0FDH	PC7 – PC4			
0FEH	0	0	EMB	ERB
0FFH	0	0	0	0

LD — Load

LD dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,#im	Load 4-bit immediate data to A	1	1
A,@RRa	Load indirect data memory contents to A	1	1
A,DA	Load direct data memory contents to A	2	2
A,Ra	Load register contents to A	2	2
Ra,#im	Load 4-bit immediate data to register	2	2
RR,#imm	Load 8-bit immediate data to register	2	2
DA,A	Load contents of A to direct data memory	2	2
Ra,A	Load contents of A to register	2	2
EA,@HL	Load indirect data memory contents to EA	2	2
EA,DA	Load direct data memory contents to EA	2	2
EA,RRb	Load register contents to EA	2	2
@HL,A	Load contents of A to indirect data memory	1	1
DA,EA	Load contents of EA to data memory	2	2
RRb,EA	Load contents of EA to register	2	2
@HL,EA	Load contents of EA to indirect data memory	2	2

Description: The contents of the source are loaded into the destination. The source's contents are unaffected.

If an instruction such as 'LD A,#im' (LD EA,#imm) or 'LD HL,#imm' is written more than two times in succession, only the first LD will be executed; the other similar instructions that immediately follow the first LD will be treated like a NOP. This is called the 'redundancy effect' (see examples below).

Operand	Binary Code								Operation Notation
A,#im	1	0	1	1	d3	d2	d1	d0	A ← im
A,@RRa	1	0	0	0	1	i2	i1	i0	A ← (RRa)
A,DA	1	0	0	0	1	1	0	0	A ← DA
	a7	a6	a5	a4	a3	a2	a1	a0	
A,Ra	1	1	0	1	1	1	0	1	A ← Ra
	0	0	0	0	1	r2	r1	r0	
Ra,#im	1	1	0	1	1	0	0	1	Ra ← im
	d3	d2	d1	d0	1	r2	r1	r0	

LD — Load

LD (Continued)

Description:

Operand	Binary Code								Operation Notation
RR,#imm	1	0	0	0	0	r2	r1	1	RR ← imm
	d7	d6	d5	d4	d3	d2	d1	d0	
DA,A	1	0	0	0	1	0	0	1	DA ← A
	a7	a6	a5	a4	a3	a2	a1	a0	
Ra,A	1	1	0	1	1	1	0	1	Ra ← A
	0	0	0	0	0	r2	r1	r0	
EA,@HL	1	1	0	1	1	1	0	0	A ← (HL), E ← (HL + 1)
	0	0	0	0	1	0	0	0	
EA,DA	1	1	0	0	1	1	1	0	A ← DA, E ← DA + 1
	a7	a6	a5	a4	a3	a2	a1	a0	
EA,RRb	1	1	0	1	1	1	0	0	EA ← RRb
	1	1	1	1	0	r2	r1	0	
@HL,A	1	1	0	0	0	1	0	0	(HL) ← A
DA,EA	1	1	0	0	1	1	0	1	DA ← A, DA + 1 ← E
	a7	a6	a5	a4	a3	a2	a1	a0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← EA
	1	1	1	1	0	r2	r1	0	
@HL,EA	1	1	0	1	1	1	0	0	(HL) ← A, (HL + 1) ← E
	0	0	0	0	0	0	0	0	

Examples:

1. RAM location 30H contains the value 4H. The RAM location values are 40H, 41H and 0AH, 3H respectively. The following instruction sequence leaves the value 40H in point pair HL, 0AH in the accumulator and in RAM location 40H, and 3H in register E.

```
LD      HL,#30H     ;  HL ← 30H
LD      A,@HL       ;  A ← 4H
LD      HL,#40H     ;  HL ← 40H
LD      EA,@HL      ;  A ← 0AH, E ← 3H
LD      @HL,A       ;  RAM (40H) ← 0AH
```

LD — Load

LD (Continued)

Examples:

2. If an instruction such as LD A,#im (LD EA,#imm) or LD HL,#imm is written more than two times in succession, only the first LD is executed; the next instructions are treated as NOPs. Here are two examples of this 'redundancy effect':

```
LD    A,#1H      ;  A ← 1H
LD    EA,#2H     ;  NOP
LD    A,#3H      ;  NOP
LD    23H,A      ;  (23H) ← 1H

LD    HL,#10H    ;  HL ← 10H
LD    HL,#20H    ;  NOP
LD    A,#3H      ;  A ← 3H
LD    EA,#35     ;  NOP
LD    @HL,A      ;  (10H) ← 3H
```

The following table contains descriptions of special characteristics of the LD instruction when used in different addressing modes:

Instruction	Operation Description and Guidelines
LD A,#im	Since the 'redundancy effect' occurs with instructions like LD EA,#imm, if this instruction is used consecutively, the second and additional instructions of the same type will be treated like NOPs.
LD A,@RRa	Load the data memory contents pointed to by 8-bit RRa register pairs (HL, WX, WL) to the A register.
LD A,DA	Load direct data memory contents to the A register.
LD A,Ra	Load 4-bit register Ra (E, L, H, X, W, Z, Y) to the A register.
LD Ra,#im	Load 4-bit immediate data into the Ra register (E, L, H, X, W, Y, Z).
LD RR,#imm	Load 8-bit immediate data into the Ra register (EA, HL, WX, YZ). There is a redundancy effect if the operation addresses the HL or EA registers.
LD DA,A	Load contents of register A to direct data memory address.
LD Ra,A	Load contents of register A to 4-bit Ra register (E, L, H, X, W, Z, Y).

LD — Load

LD (Concluded)

Examples:

Instruction	Operation Description and Guidelines
LD EA,@HL	Load data memory contents pointed to by 8-bit register HL to the A register, and the contents of HL+1 to the E register. The contents of register L must be an even number. If the number is odd, the LSB of register L is recognized as a logic zero (an even number), and it is not replaced with the true value. For example, 'LD HL,#36H' loads immediate 36H to HL and the next instruction 'LD EA,@HL' loads the contents of 36H to register A and the contents of 37H to register E.
LD EA,DA	Load direct data memory contents of DA to the A register, and the next direct data memory contents of DA + 1 to the E register. The DA value must be an even number. If it is an odd number, the LSB of DA is recognized as a logic zero (an even number), and it is not replaced with the true value. For example, 'LD EA,37H' loads the contents of 36H to the A register and the contents of 37H to the E register.
LD EA,RRb	Load 8-bit RRb register (HL, WX, YZ) to the EA register. H, W, and Y register values are loaded into the E register, and the L, X, and Z values into the A register.
LD @HL,A	Load A register contents to data memory location pointed to by the 8-bit HL register value.
LD DA,EA	Load the A register contents to direct data memory and the E register contents to the next direct data memory location. The DA value must be an even number. If it is an odd number, the LSB of the DA value is recognized as logic zero (an even number), and is not replaced with the true value.
LD RRb,EA	Load contents of EA to the 8-bit RRb register (HL, WX, YZ). The E register is loaded into the H, W, and Y register and the A register into the L, X, and Z register.
LD @HL,EA	Load the A register to data memory location pointed to by the 8-bit HL register, and the E register contents to the next location, HL + 1. The contents of the L register must be an even number. If the number is odd, the LSB of the L register is recognized as logic zero (an even number), and is not replaced with the true value. For example, 'LD HL,#36H' loads immediate 36H to register HL; the instruction 'LD @HL,EA' loads the contents of A into address 36H and the contents of E into address 37H.

LDB — Load Bit

LDB dst,src.b
LDB dst.b,src

Operation:

Operand	Operation Summary	Bytes	Cycles
mema.b,C	Load carry bit to a specified memory bit	2	2
memb.@L,C	Load carry bit to a specified indirect memory bit	2	2
@H+DA.b,C		2	2
C,mema.b	Load memory bit to a specified carry bit	2	2
C,memb.@L	Load indirect memory bit to a specified carry bit	2	2
C,@H+DA.b		2	2

Description: The Boolean variable indicated by the first or second operand is copied into the location specified by the second or first operand. One of the operands must be the carry flag; the other may be any directly or indirectly addressable bit. The source is unaffected.

Operand	Binary Code								Operation Notation
mema.b,C *	1	1	1	1	1	1	0	0	mema.b ← C
memb.@L,C	1	1	1	1	1	1	0	0	memb.7-2 + [L.3-2]. [L.1-0] ← C
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b,C	1	1	1	1	1	1	0	0	H + [DA.3-0].b ← (C)
	0	0	b1	b0	a3	a2	a1	a0	
C,mema.b*	1	1	1	1	0	1	0	0	C ← mema.b
C,memb.@L	1	1	1	1	0	1	0	0	C ← memb.7-2 + [L.3-2] . [L.1-0]
	0	1	0	0	a5	a4	a3	a2	
C,@H+DA.b	1	1	1	1	0	1	0	0	C ← [H + DA.3-0].b
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

LDB — Load Bit

LDB (Continued)

Examples:

1. The carry flag is set and the data value at input pin P1.0 is logic zero. The following instruction clears the carry flag to logic zero.

```
LDB     C,P1.0
```

2. The P1 address is FF1H and the L register contains the value 1H (0001B). The address (memb.7-2) is 111100B and (L.3-2) is 00B. The resulting address is 11110000B or FF0H and P0 is addressed. The bit value (L.1-0) is specified as 01B (bit 1).

```
LD      L,#0001B
LDB     C,P1.@L             ;  P1.@L specifies P0.1 and C ← P0.1
```

3. The H register contains the value 2H and FLAG = 20H.3. The address for H is 0010B and for FLAG(3-0) the address is 0000B. The resulting address is 00100000B or 20H. The bit value is 3. Therefore, @H+FLAG = 20H.3.

```
FLAG    EQU     20H.3
LD      H,#2H
LDB     C,@H+FLAG           ;  C ← FLAG (20H.3)
```

4. The following instruction sequence sets the carry flag and the loads the "1" data value to the output pin P1.0, setting it to output mode:

```
SCF                         ;  C ← "1"
LDB     P1.0,C              ;  P1.0 ← "1"
```

5. The P1 address is FF1H and L = 01H (0001B). The address (memb.7-2) is 111100B and (L.3-2) is 00B. The resulting address, 11110000B specifies P0. The bit value (L.1-0) is specified as 01B (bit 1). Therefore, P1.@L = P0.1.

```
SCF                         ;  C ← "1"
LD      L,# 0001B
LDB     P1.@L,C             ;  P1.@L specifies P0.1
                            ;  P0.1 ← "1"
```

6. In this example, H = 2H and FLAG = 20H.3 and the address 20H is specified. Since the bit value is 3, @H+FLAG = 20H.3:

```
FLAG    EQU     20H.3
RCF                         ;  C ← "0"
LD      H,#2H
LDB     @H+FLAG,C           ;  FLAG(20H.3) ← "0"
```

NOTE: Port pin names used in examples 4 and 5 may vary with different SAM47 devices.

LDC — Load Code Byte

LDC dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
EA,@WX	Load code byte from WX to EA	1	3
EA,@EA	Load code byte from EA to EA	1	3

Description: This instruction is used to load a byte from program memory into an extended accumulator. The address of the byte fetched is the six highest bit values in the program counter and the contents of an 8-bit working register (either WX or EA). The contents of the source are unaffected.

Operand	Binary Code								Operation Notation
EA,@WX	1	1	0	0	1	1	0	0	EA ← [PC14-8 + (WX)]
EA,@EA	1	1	0	0	1	0	0	0	EA ← [PC14-8 + (EA)]

Examples:

1. The following instructions will load one of four values defined by the define byte (DB) directive to the extended accumulator:

```
        LD      EA,#00H
        CALL    DISPLAY
        JPS     MAIN

        ORG     0500H

        DB      66H
        DB      77H
        DB      88H
        DB      99H
DISPLAY LDC     EA,@EA   ;  EA ← address 0500H = 66H
        RET
```

If the instruction 'LD EA,#01H' is executed in place of 'LD EA,#00H', The content of 0501H (77H) is loaded to the EA register. If 'LD EA,#02H' is executed, the content of address 0502H (88H) is loaded to EA.

LDC — Load Code Byte

LDC (Continued)

Examples:

2. The following instructions will load one of four values defined by the define byte (DB) directive to the extended accumulator:

```
        ORG     0500H

        DB      66H
        DB      77H
        DB      88H
        DB      99H
DISPLAY LD      WX,#00H
        LDC     EA,@WX  ;  EA ← address 0500H = 66H
        RET
```

   If the instruction 'LD WX,#01H' is executed in place of 'LD WX,#00H', then EA ← address 0501H = 77H.

   If the instruction 'LD WX,#02H' is executed in place of 'LD WX,#00H', then EA ← address 0502H = 88H.

3. Normally, the LDC EA, @EA and the LDC EA, @WX instructions reference the table data on the page on which the instruction is located. If, however, the instruction is located at address xxFFH, it will reference table data on the next page. In this example, the upper 4 bits of the address at location 0200H is loaded into register E and the lower 4 bits into register A:

```
        ORG     01FDH
01FDH   LD      WX,#00H
01FFH   LDC     EA,@WX  ;  E ← upper 4 bits of 0200H address
                        ;  A ← lower 4 bits of 0200H address
```

4. Here is another example of page referencing with the LDC instruction:

```
        ORG     0100H
        DB      67H
        SMB     0
        LD      HL,#30H ;  Even number
        LD      WX,#00H
        LDC     EA,@WX  ;  E ← upper 4 bits of 0100H address
                        ;  A ← lower 4 bits of 0100H address
        LD      @HL,EA  ;  RAM (30H) ← 7, RAM (31H) ← 6
```

LDD — Load Data Memory and Decrement

LDD dst

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Load indirect data memory contents to A; decrement register L contents and skip on borrow	1	2 + S

Description: The contents of a data memory location are loaded into the accumulator, and the contents of the register L are decreased by one. If a "borrow" occurs (e.g., if the resulting value in register L is 0FH), the next instruction is skipped. The contents of data memory and the carry flag value are not affected.

Operand	Binary Code								Operation Notation
A,@HL	1	0	0	0	1	0	1	1	A ← (HL), then L ← L-1; skip if L = 0FH

Example: In this example, assume that register pair HL contains 20H and internal RAM location 20H contains the value 0FH:

```
LD      HL,#20H
LDD     A,@HL          ;  A ← (HL) and L ← L-1
JPS     XXX            ;  Skip
JPS     YYY            ;  H ← 2H and L ← 0FH
```

The instruction 'JPS XXX' is skipped since a "borrow" occurred after the 'LDD A,@HL' and instruction 'JPS YYY' is executed.

LDI — Load Data Memory and Increment

LDI dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Load indirect data memory to A; increment register L contents and skip on overflow	1	2 + S

Description: The contents of a data memory location are loaded into the accumulator, and the contents of the register L are incremented by one. If an overflow occurs (e.g., if the resulting value in register L is 0H), the next instruction is skipped. The contents of data memory and the carry flag value are unaffected.

Operand	Binary Code								Operation Notation
A,@HL	1	0	0	0	1	0	1	0	A ← (HL), then L ← L+1; skip if L = 0H

Example: Assume that register pair HL contains the address 2FH and internal RAM location 2FH contains the value 0FH:

```
LD      HL,#2FH
LDI     A,@HL          ;  A ← (HL) and L ← L+1
JPS     XXX            ;  Skip
JPS     YYY            ;  H ← 2H and L ← 0H
```

The instruction 'JPS XXX' is skipped since an overflow occurred after the 'LDI A,@HL' and the instruction 'JPS YYY' is executed.

LJP — Long Jump

JP dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR15	Jump to direct address (15 bits)	3	3

Description: JP causes an unconditional branch to the indicated address by replacing the contents of the program counter with the address specified in the destination operand. The destination can be anywhere in the 32-Kbyte program memory address space.

The LJP instruction can be used in the all range (0000H-7FFFH) while the JP instruction can be used in the only range (0000H-3FFFH).

Operand	Binary Code								Operation Notation
ADR15	1	1	0	1	1	0	0	0	PC14-0 ← ADR15
	0	a14	a13	a12	a11	a10	a9	a8	
	a7	a6	a5	a4	a3	a2	a1	a0	

Example: The label 'SYSCON' is assigned to the instruction at program location 5FFFH. The instruction

```
LJP     SYSCON
```

at location 0123H will load the program counter with the value 5FFFH.

NOP — No Operation

NOP

Operation:

Operand	Operation Summary	Bytes	Cycles
–	No operation	1	1

Description: No operation is performed by a NOP instruction. It is typically used for timing delays.

One NOP causes a 1-cycle delay: with a 1 μs cycle time, five NOPs would therefore cause a 5 μs delay. Program execution continues with the instruction immediately following the NOP. Only the PC is affected. At least three NOP instructions should follow a STOP or IDLE instruction.

Operand	Binary Code								Operation Notation
–	1	0	1	0	0	0	0	0	No operation

Example: Three NOP instructions follow the STOP instruction to provide a short interval for clock stabilization before power-down mode is initiated:

```
STOP
NOP
NOP
NOP
```

OR — Logical OR

OR dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A, #im	Logical-OR immediate data to A	2	2
A, @HL	Logical-OR indirect data memory contents to A	1	1
EA,RR	Logical-OR double register to EA	2	2
RRb,EA	Logical-OR EA to double register	2	2

Description: The source operand is logically ORed with the destination operand. The result is stored in the destination. The contents of the source are unaffected.

Operand	Binary Code								Operation Notation
A, #im	1	1	0	1	1	1	0	1	A ← A OR im
	0	0	1	0	d3	d2	d1	d0	
A, @HL	0	0	1	1	1	0	1	0	A ← A OR (HL)
EA,RR	1	1	0	1	1	1	0	0	EA ← EA OR RR
	0	0	1	0	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb OR EA
	0	0	1	0	0	r2	r1	0	

Example: If the accumulator contains the value 0C3H (11000011B) and register pair HL the value 55H (01010101B), the instruction

OR EA,@HL

leaves the value 0D7H (11010111B) in the accumulator .

POP — Pop from Stack

POP dst

Operation:

Operand	Operation Summary	Bytes	Cycles
RR	Pop to register pair from stack	1	1
SB	Pop SMB and SRB values from stack	2	2

Description: The contents of the RAM location addressed by the stack pointer is read, and the SP is incremented by two. The value read is then transferred to the variable indicated by the destination operand.

Operand	Binary Code								Operation Notation
RR	0	0	1	0	1	r2	r1	0	$RR_L \leftarrow$ (SP), $RR_H \leftarrow$ (SP+1) SP $\leftarrow$ SP+2
SB	1	1	0	1	1	1	0	1	(SRB) $\leftarrow$ (SP), SMB $\leftarrow$ (SP+1), SP $\leftarrow$ SP+2
	0	1	1	0	0	1	1	0	

Example: The SP value is equal to 0EDH, and RAM locations 0EFH through 0EDH contain the values 2H, 3H, and 4H, respectively. The instruction

POP HL

leaves the stack pointer set to 0EFH and the data pointer pair HL set to 34H.

PUSH — Push Onto Stack

PUSH src

Operation:

Operand	Operation Summary	Bytes	Cycles
RR	Push register pair onto stack	1	1
SB	Push SMB and SRB values onto stack	2	2

Description: The SP is then decreased by two and the contents of the source operand are copied into the RAM location addressed by the stack pointer, thereby adding a new element to the top of the stack.

Operand	Binary Code								Operation Notation
RR	0	0	1	0	1	r2	r1	1	(SP-1) ← RR_H, (SP-2) ← RR_L SP ← SP-2
SB	1	1	0	1	1	1	0	1	(SP-1) ← SMB, (SP-2) ← SRB; (SP) ← SP-2
	0	1	1	0	0	1	1	1	

Example: As an interrupt service routine begins, the stack pointer contains the value 0FAH and the data pointer register pair HL contains the value 20H. The instruction

PUSH HL

leaves the stack pointer set to 0F8H and stores the values 2H and 0H in RAM locations 0F9H and 0F8H, respectively.

RCF — Reset Carry Flag

RCF

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Reset carry flag to logic zero	1	1

Description: The carry flag is cleared to logic zero, regardless of its previous value.

Operand	Binary Code								Operation Notation
–	1	1	1	0	0	1	1	0	C ← 0

Example: Assuming the carry flag is set to logic one, the instruction

RCF

resets (clears) the carry flag to logic zero.

REF — Reference Instruction

REF dst

Operation:

Operand	Operation Summary	Bytes	Cycles
memc	Reference code	1	3 (note)

NOTE: The REF instruction for a 16 K CALL instruction is 4 cycles.

Description: The REF instruction is used to rewrite into 1-byte form, arbitrary 2-byte or 3-byte instructions (or two 1-byte instructions) stored in the REF instruction reference area in program memory. REF reduces the number of program memory accesses for a program.

Operand	Binary Code								Operation Notation
memc	t7	t6	t5	t4	t3	t2	t1	t0	PC13-0 ← memc.7-4, memc.3-0 < 1

TJP and TCALL are 2-byte pseudo-instructions that are used only to specify the reference area:

1. When the reference area is specified by the TJP instruction,
   memc.7-6 = 00
   PC13-0 ← memc.5-0 + (memc + 1).7-0

2. When the reference area is specified by the TCALL instruction,
   memc.7-6 = 01
   [(SP-1) (SP-2)] ← EMB, ERB
   [(SP-3) (SP-4)] ← PC7-0
   [(SP-5) (SP-6)] ← PC13-8
   SP ← SP-6
   PC13-0 ← memc.5-0 + (memc + 1).7-0

When the reference area is specified by any other instruction, the 'memc' and 'memc + 1' instructions are executed.

Instructions referenced by REF occupy 2 bytes of memory space (for two 1-byte instructions or one 2-byte instruction) and must be written as an even number from 0020H to 007FH in ROM. In addition, the destination address of the TJP and TCALL instructions must be located with the 3FFFH address. TJP and TCALL are reference instructions for JP/JPS and CALL/CALLS.

If the instruction following a REF is subject to the 'redundancy effect', the redundant instruction is skipped. If, however, the REF follows a redundant instruction, it is executed.

On the other hand, the binary code of a REF instruction is 1 byte. The upper 4 bits become the higher address bits of the referenced instruction, and the lower 4 bits of the referenced instruction becomes the lower address, producing a total of 8 bits or 1 byte (see Example 3 below).

NOTE: If the MSB value of the first one-byte binary code in instruction is “0”, the instruction cannot be referenced by a REF instruction.

REF — Reference Instruction

REF (Continued)

Examples:

1. Instructions can be executed efficiently using REF, as shown in the following example:

```
            ORG     0020H
AAA         LD      HL,#00H
BBB         LD      EA,#FFH
CCC         TCALL   SUB1
DDD         TJP     SUB2
            •
            •
            •
            ORG     0080H
            REF     AAA       ;  LD     HL,#00H
            REF     BBB       ;  LD     EA,#FFH
            REF     CCC       ;  CALL   SUB1
            REF     DDD       ;  JP     SUB2
```

2. The following example shows how the REF instruction is executed in relation to LD instructions that have a 'redundancy effect':

```
            ORG     0020H
AAA         LD      EA,#40H
            •
            •
            •
            ORG     0100H
            LD      EA,#30H
            REF     AAA       ;  Not skipped
            •
            •
            •
            REF     AAA
            LD      EA,#50H   ;  Skipped
            SRB     2
```

REF — Reference Instruction

REF (Concluded)

Examples: 3. In this example the binary code of 'REF A1' at locations 20H-21H is 20H, for 'REF A2' at locations 22H-23H, it is 21H, and for 'REF A3' at 24H-25H, the binary code is 22H :

```
Opcode   Symbol  Instruction

                 ORG     0020H

83  00   A1      LD      HL,#00H
83  03   A2      LD      HL,#03H
83  05   A3      LD      HL,#05H
83  10   A4      LD      HL,#10H
83  26   A5      LD      HL,#26H
83  08   A6      LD      HL,#08H
83  0F   A7      LD      HL,#0FH
83  F0   A8      LD      HL,#0F0H
83  67   A9      LD      HL,#067H
41  0B   A10     TCALL   SUB1
01  0D   A11     TJP     SUB2
                 •
                 •
                 •
                 ORG     0100H

20               REF     A1          ;  LD      HL,#00H
21               REF     A2          ;  LD      HL,#03H
22               REF     A3          ;  LD      HL,#05H
23               REF     A4          ;  LD      HL,#10H
24               REF     A5          ;  LD      HL,#26H
25               REF     A6          ;  LD      HL,#08H
26               REF     A7          ;  LD      HL,#0FH
27               REF     A8          ;  LD      HL,#0F0H
30               REF     A9          ;  LD      HL,#067H
31               REF     A10         ;  CALL    SUB1
32               REF     A11         ;  JP      SUB2
```

RET — Return from Subroutine

RET

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Return from subroutine	1	3

Description: RET pops the PC values successively from the stack, incrementing the stack pointer by six. Program execution continues from the resulting address, generally the instruction immediately following a CALL, LCALL or CALLS.

Operand	Binary Code								Operation Notation
–	1	1	0	0	0	1	0	1	PC14-8 ← (SP+1) (SP) PC7-0 ← (SP+3) (SP+2) EMB,ERB ← (SP+5) (SP+4) SP ← SP+6

Example: The stack pointer contains the value 0FAH. RAM locations 0FAH, 0FBH, 0FCH, and 0FDH contain 1H, 0H, 5H, and 2H, respectively. The instruction

RET

leaves the stack pointer with the new value of 00H and program execution continues from location 0125H.

During a return from subroutine, PC values are popped from stack locations as follows:

SP →	(0FAH)	PC11 - PC8			
SP + 1	(0FBH)	0	PC14	PC13	PC12
SP + 2	(0FCH)	PC3 - PC0			
SP + 3	(0FDH)	PC7 - PC4			
SP + 4	(0FEH)	0	0	EMB	ERB
SP + 5	(0FFH)	0	0	0	0
SP + 6	(000H)				

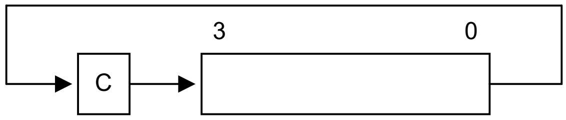
RRC — Rotate Accumulator Right through Carry

RRC A

Operation:

Operand	Operation Summary	Bytes	Cycles
A	Rotate right through carry bit	1	1

Description: The four bits in the accumulator and the carry flag are together rotated one bit to the right. Bit 0 moves into the carry flag and the original carry value moves into the bit 3 accumulator position.



Operand	Binary Code								Operation Notation
A	1	0	0	0	1	0	0	0	C ← A.0, A3 ← C A.n-1 ← A.n (n = 1, 2, 3)

Example: The accumulator contains the value 5H (0101B) and the carry flag is cleared to logic zero. The instruction

RRC A

leaves the accumulator with the value 2H (0010B) and the carry flag set to logic one.

SBC — Subtract with Carry

SBC dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Subtract indirect data memory from A with carry	1	1
EA,RR	Subtract register pair (RR) from EA with carry	2	2
RRb,EA	Subtract EA from register pair (RRb) with carry	2	2

Description: SBC subtracts the source and carry flag value from the destination operand, leaving the result in the destination. SBC sets the carry flag if a borrow is needed for the most significant bit; otherwise it clears the carry flag. The contents of the source are unaffected.

If the carry flag was set before the SBC instruction was executed, a borrow was needed for the previous step in multiple precision subtraction. In this case, the carry bit is subtracted from the destination along with the source operand.

Operand	Binary Code								Operation Notation
A,@HL	0	0	1	1	1	1	0	0	C,A ← A - (HL) - C
EA,RR	1	1	0	1	1	1	0	0	C, EA ← EA -RR - C
	1	1	0	0	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	C,RRb ← RRb - EA - C
	1	1	0	0	0	r2	r1	0	

Examples:

1. The extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag is set to "1":

```
SCF                 ;  C ← "1"
SBC      EA,HL      ;  EA ←  0C3H - 0AAH - 1H, C ← "0"
JPS      XXX        ;  Jump to XXX; no skip after SBC
```

2. If the extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag is cleared to "0":

```
RCF                 ;  C ← "0"
SBC      EA,HL      ;  EA ← 0C3H - 0AAH - 0H  =  19H, C ← "0"
JPS      XXX        ;  Jump to XXX;  no skip after SBC
```

SBC — Subtract with Carry

SBC (Continued)

Examples:

3. If SBC A,@HL is followed by an ADS A,#im, the SBC skips on 'no borrow' to the instruction immediately after the ADS. An 'ADS A,#im' instruction immediately after the 'SBC A,@HL' instruction does not skip even if an overflow occurs. This function is useful for decimal adjustment operations.

a. 8 - 6 decimal addition (the contents of the address specified by the HL register is 6H):

```
RCF                    ;  C ← "0"
LD       A,#8H         ;  A ← 8H
SBC      A,@HL         ;  A ← 8H - 6H - C(0) = 2H, C ← "0"
ADS      A,#0AH        ;  Skip this instruction because no borrow after SBC result
JPS      XXX
```

b. 3 - 4 decimal addition (the contents of the address specified by the HL register is 4H):

```
RCF                    ;  C ← "0"
LD       A,#3H         ;  A ← 3H
SBC      A,@HL         ;  A ← 3H - 4H - C(0) = 0FH, C ← "1"
ADS      A,#0AH        ;  No skip. A ← 0FH + 0AH = 9H
                       ;  (The skip function of 'ADS A,#im' is inhibited after a
                       ;  'SBC A,@HL' instruction even if an overflow occurs.)
JPS      XXX
```

SBS — Subtract

SBS dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Subtract indirect data memory from A; skip on borrow	1	1 + S
EA,RR	Subtract register pair (RR) from EA; skip on borrow	2	2 + S
RRb,EA	Subtract EA from register pair (RRb); skip on borrow	2	2 + S

Description: The source operand is subtracted from the destination operand and the result is stored in the destination. The contents of the source are unaffected. A skip is executed if a borrow occurs. The value of the carry flag is not affected.

Operand	Binary Code								Operation Notation
A,@HL	0	0	1	1	1	1	0	1	A ← A - (HL); skip on borrow
EA,RR	1	1	0	1	1	1	0	0	EA ← EA - RR; skip on borrow
	1	0	1	1	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb - EA; skip on borrow
	1	0	1	1	0	r2	r1	0	

Examples:

1. The accumulator contains the value 0C3H, register pair HL contains the value 0C7H, and the carry flag is cleared to logic zero:

```
RCF                    ;  C ← "0"
SBS     EA,HL          ;  EA ← 0C3H - 0C7H
                       ;  SBS instruction skips on borrow,
                       ;  but carry flag value is not affected
JPS     XXX            ;  Skip because a borrow occurred
JPS     YYY            ;  Jump to YYY is executed
```

2. The accumulator contains the value 0AFH, register pair HL contains the value 0AAH, and the carry flag is set to logic one:

```
SCF                    ;  C ← "1"
SBS     EA,HL          ;  EA ← 0AFH - 0AAH
JPS     XXX            ;  Jump to XXX
                       ;  JPS was not skipped since no "borrow" occurred after
                       ;  SBS
```

SCF — Set Carry Flag

SCF

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Set carry flag to logic one	1	1

Description: The SCF instruction sets the carry flag to logic one, regardless of its previous value.

Operand	Binary Code								Operation Notation
–	1	1	1	0	0	1	1	1	C ← 1

Example: If the carry flag is cleared to logic zero, the instruction

SCF

sets the carry flag to logic one.

SMB — Select Memory Bank

SMB n

Operation:

Operand	Operation Summary	Bytes	Cycles
n	Select memory bank	2	2

Description: The SMB instruction sets the upper four bits of a 12-bit data memory address to select a specific memory bank. The constants 0, n, and 15 are usually used as the SMB operand to select the corresponding memory bank. All references to data memory addresses fall within the following address ranges:

Please note that since data memory spaces differ for various devices in the SAM4 product family, the 'n' value of the SMB instruction will also vary.

Addresses	Register Areas	Bank	SMB
000H-01FH	Working registers	0	0
020H-0FFH	Stack and general-purpose registers		
n00H-nFFH	General-purpose registers	n (n = 1-14)	n (n = 1-14)
F80H-FFFH	I/O-mapped hardware registers	15	15

The enable memory bank (EMB) flag must always be set to "1" in order for the SMB instruction to execute successfully for memory banks 0-15.

Format	Binary Code								Operation Notation
n	1	1	0	1	1	1	0	1	SMB ← n (n = 0-15)
	0	1	0	0	d3	d2	d1	d0	

Example: If the EMB flag is set, the instruction

SMB 0

selects the data memory address range for bank 0 (000H-0FFH) as the working memory bank.

NOTE: The number of memory balk selected by SMB may change for different devices in the SAM47 product family.

SRB — Select Register Bank

SRB n

Operation:

Operand	Operation Summary	Bytes	Cycles
n	Select register bank	2	2

Description: The SRB instruction selects one of four register banks in the working register memory area. The constant value used with SRB is 0, 1, 2, or 3. The following table shows the effect of SRB settings:

ERB Setting	SRB Settings				Selected Register Bank
	3	2	1	0	
0	0	0	x	x	Always set to bank 0
1	0	0	0	0	Bank 0
			0	1	Bank 1
			1	0	Bank 2
			1	1	Bank 3

NOTE: 'x' = not applicable.

The enable register bank flag (ERB) must always be set for the SRB instruction to execute successfully for register banks 0, 1, 2, and 3. In addition, if the ERB value is logic zero, register bank 0 is always selected, regardless of the SRB value.

Operand	Binary Code								Operation Notation
n	1	1	0	1	1	1	0	1	SRB ← n (n = 0, 1, 2, 3)
	0	1	0	1	0	0	d1	d0	

Example: If the ERB flag is set, the instruction

SRB 3

selects register bank 3 (018H-01FH) as the working memory register bank.

SRET — Return from Subroutine and Skip

SRET

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Return from subroutine and skip	1	3 + S

Description: SRET is normally used to return to the previously executing procedure at the end of a subroutine that was initiated by a CALL, LCALL or CALLS instruction. SRET skips the resulting address, which is generally the instruction immediately after the point at which the subroutine was called. Then, program execution continues from the resulting address and the contents of the location addressed by the stack pointer are popped into the program counter.

Operand	Binary Code								Operation Notation
–	1	1	1	0	0	1	0	1	PC14-8 ← (SP+1) (SP) PC7-0 ← (SP+3) (SP+2) EMB,ERB ← (SP+5) (SP+4) SP ← SP+6

Example: If the stack pointer contains the value 0FAH and RAM locations 0FAH, 0FBH, 0FCH, and 0FDH contain the values 1H, 0H, 5H, and 2H, respectively, the instruction

SRET

leaves the stack pointer with the value 00H and the program returns to continue execution at location 0125H, then skips unconditionally.

During a return from subroutine, data is popped from the stack to the PC as follows:

SP →	(0FAH)	PC11 - PC8			
SP + 1	(0FBH)	0	PC14	PC13	PC12
SP + 2	(0FCH)	PC3 - PC0			
SP + 3	(0FDH)	PC7 - PC4			
SP + 4	(0FEH)	0	0	EMB	ERB
SP + 5	(0FFH)	0	0	0	0
SP + 6	(000H)				

STOP — Stop Operation

STOP

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Engage CPU stop mode	2	2

Description: The STOP instruction stops the system clock by setting bit 3 of the power control register (PCON) to logic one. When STOP executes, all system operations are halted with the exception of some peripheral hardware with special power-down mode operating conditions.

In application programs, a STOP instruction must be immediately followed by at least three NOP instructions. This ensures an adequate time interval for the clock to stabilize before the next instruction is executed. If three or more NOP instructions are not used after STOP instruction, leakage current could be flown because of the floating state in the internal bus.

Operand	Binary Code								Operation Notation
–	1	1	1	1	1	1	1	1	PCON.3 ← 1
	1	0	1	1	0	0	1	1	

Example: Given that bit 3 of the PCON register is cleared to logic zero, and all systems are operational, the instruction sequence

```
STOP
NOP
NOP
NOP
```

sets bit 3 of the PCON register to logic one, stopping all controller operations (with the exception of some peripheral hardware). The three NOP instructions provide the necessary timing delay for clock stabilization before the next instruction in the program sequence is executed.

VENT — Load EMB, ERB, and Vector Address

VENTn dst

Operation:

Operand	Operation Summary	Bytes	Cycles
EMB (0,1) ERB (0,1) ADR	Load enable memory bank flag (EMB) and the enable register bank flag (ERB) and program counter to vector address, then branch to the corresponding location.	2	2

Description: The VENT instruction loads the contents of the enable memory bank flag (EMB) and enable register bank flag (ERB) into the respective vector addresses. It then points the interrupt service routine to the corresponding branching locations. The program counter is loaded automatically with the respective vector addresses which indicate the starting address of the respective vector interrupt service routines.

The EMB and ERB flags should be modified using VENT before the vector interrupts are acknowledged. Then, when an interrupt is generated, the EMB and ERB values of the previous routine are automatically pushed onto the stack and then popped back when the routine is completed.

After the return from interrupt (IRET) you do not need to set the EMB and ERB values again. Instead, use BITR and BITS to clear these values in your program routine.

The starting addresses for vector interrupts and reset operations are pointed to by the VENTn instruction. These starting addresses must be located in ROM ranges 0000H-3FFFH. Generally, the VENTn instructions are coded starting at location 0000H.

The format for VENT instructions is as follows:

```
VENTn     d1,d2,ADDR
```

EMB ← d1 ("0" or "1")
ERB ← d2 ("0" or "1")
PC ← ADDR (address to branch
n = device-specific module address code (n = 0-n)

Operand	Binary Code								Operation Notation
EMB (0,1) ERB (0,1) ADR	E M B	E R B	a13	a12	a11	a10	a9	a8	ROM (2 x n) 7-6 → EMB, ERB ROM (2 x n) 5-4 → PC13-12 ROM (2 x n) 3-0 → PC11-8 ROM (2 x n + 1) 7-0 → PC7-0 (n = 0, 1, 2, 3, 4, 5, 6, 7)
	a7	a6	a5	a4	a3	a2	a1	a0	

VENT — Load EMB, ERB, and Vector Address

VENTn (Continued)

Example: The instruction sequence

```
ORG     0000H
VENT0   1,0,RESET
VENT1   0,1,INTA
VENT2   0,1,INTB
VENT3   0,1,INTC
VENT4   0,1,INTD
VENT6   0,1,INTE
VENT7   0,1,INTF
```

causes the program sequence to branch to the RESET routine labeled 'RESET', setting EMB to "1" and ERB to "0" when RESET is activated. When a basic timer interrupt is generated, VENT1 causes the program to branch to the basic timer's interrupt service routine, INTA, and to set the EMB value to "0" and the ERB value to "1". VENT2 then branches to INTB, VENT3 to INTC, and so on, setting the appropriate EMB and ERB values.

NOTE: The number of VENTn interrupt names used in the examples above may change for different devices in the SAM47 product family.

XCH — Exchange A or EA with Nibble or Byte

XCH dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,DA	Exchange A and data memory contents	2	2
A,Ra	Exchange A and register (Ra) contents	1	1
A,@RRa	Exchange A and indirect data memory	1	1
EA,DA	Exchange EA and direct data memory contents	2	2
EA,RRb	Exchange EA and register pair (RRb) contents	2	2
EA,@HL	Exchange EA and indirect data memory contents	2	2

Description: The instruction XCH loads the accumulator with the contents of the indicated destination variable and writes the original contents of the accumulator to the source.

Operand	Binary Code								Operation Notation
A,DA	0	1	1	1	1	0	0	1	A ↔ DA
	a7	a6	a5	a4	a3	a2	a1	a0	
A,Ra	0	1	1	0	1	r2	r1	r0	A ↔ Ra
A,@RRa	0	1	1	1	1	i2	i1	i0	A ↔ (RRa)
EA,DA	1	1	0	0	1	1	1	1	A ↔ DA,E ↔ DA + 1
	a7	a6	a5	a4	a3	a2	a1	a0	
EA,RRb	1	1	0	1	1	1	0	0	EA ↔ RRb
	1	1	1	0	0	r2	r1	0	
EA,@HL	1	1	0	1	1	1	0	0	A ↔ (HL), E ↔ (HL + 1)
	0	0	0	0	0	0	0	1	

Example: Double register HL contains the address 20H. The accumulator contains the value 3FH (00111111B) and internal RAM location 20H the value 75H (01110101B). The instruction

```
XCH     EA,@HL
```

leaves RAM location 20H with the value 3FH (00111111B) and the extended accumulator with the value 75H (01110101B).

XCHD — Exchange and Decrement

XCHD dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Exchange A and data memory contents; decrement contents of register L and skip on borrow	1	2 + S

Description: The instruction XCHD exchanges the contents of the accumulator with the RAM location addressed by register pair HL and then decrements the contents of register L. If the content of register L is 0FH, the next instruction is skipped. The value of the carry flag is unaffected.

Operand	Binary Code								Operation Notation
A,@HL	0	1	1	1	1	0	1	1	A ↔ (HL), then L ← L-1; skip if L = 0FH

Example: Register pair HL contains the address 20H and internal RAM location 20H contains the value 0FH:

```
        LD      HL,#20H
        LD      A,#0H
        XCHD    A,@HL    ;  A ←  0FH and L ← L - 1, (HL) ← "0"
        JPS     XXX      ;  Skipped since a borrow occurred
        JPS     YYY      ;  H ← 2H, L ← 0FH
YYY     XCHD    A,@HL    ;  (2FH) ← 0FH, A ← (2FH), L ← L - 1  =  0EH
        •
        •
        •
```

The 'JPS YYY' instruction is executed since a skip occurs after the XCHD instruction.

XCHI — Exchange and Increment

XCHI dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Exchange A and data memory contents; increment contents of register L and skip on overflow	1	2 + S

Description: The instruction XCHI exchanges the contents of the accumulator with the RAM location addressed by register pair HL and then increments the contents of register L. If the content of register L is 0H, a skip is executed. The value of the carry flag is unaffected.

Operand	Binary Code								Operation Notation
A,@HL	0	1	1	1	1	0	1	0	A ↔ (HL), then L ← L+1; skip if L = 0H

Example: Register pair HL contains the address 2FH and internal RAM location 2FH contains 0FH:

```
        LD      HL,#2FH
        LD      A,#0H
        XCHI    A,@HL    ;  A ← 0FH and L ← L + 1 = 0, (HL) ← "0"
        JPS     XXX      ;  Skipped since an overflow occurred
        JPS     YYY      ;  H ← 2H, L ← 0H
YYY     XCHI    A,@HL    ;  (20H) ← 0FH, A ← (20H), L ← L + 1 = 1H
        •
        •
        •
```

The 'JPS YYY' instruction is executed since a skip occurs after the XCHI instruction.

XOR — Logical Exclusive OR

XOR dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,#im	Exclusive-OR immediate data to A	2	2
A,@HL	Exclusive-OR indirect data memory to A	1	1
EA,RR	Exclusive-OR register pair (RR) to EA	2	2
RRb,EA	Exclusive-OR register pair (RRb) to EA	2	2

Description: XOR performs a bitwise logical XOR operation between the source and destination variables and stores the result in the destination. The source contents are unaffected.

Operand	Binary Code								Operation Notation
A,#im	1	1	0	1	1	1	0	1	A ← A XOR im
	0	0	1	1	d3	d2	d1	d0	
A,@HL	0	0	1	1	1	0	1	1	A ← A XOR (HL)
EA,RR	1	1	0	1	1	1	0	0	EA ← EA XOR (RR)
	0	0	1	1	0	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb XOR EA
	0	0	1	1	0	r2	r1	0	

Example: If the extended accumulator contains 0C3H (11000011B) and register pair HL contains 55H (01010101B), the instruction

XOR EA,HL

leaves the value 96H (10010110B) in the extended accumulator.