MC68000 and MC68EC000 Instruction Set Summary

Mnemonic	Description
ABCD	Add Decimal with Extend
ADD	Add
ADDA	Add Address
ADDI	Add Immediate
ADDQ	Add Quick
ADDX	Add with Extend
AND	Logical AND
ANDI	Logical AND Immediate
ANDI to CCR	AND Immediate to Condition Code Register
ANDI to SR	AND Immediate to Status Register
ASL, ASR	Arithmetic Shift Left and Right
Bcc	Branch Conditionally
BCHG	Test Bit and Change
BCLR	Test Bit and Clear
BRA	Branch
BSET	Test Bit and Set
BSR	Branch to Subroutine
BTST	Test Bit
CHK	Check Register Against Bound
CLR	Clear
CMP	Compare
CMPA	Compare Address
CMPI	Compare Immediate
CMPM	Compare Memory to Memory
DBcc	Test Condition, Decrement, and Branch
DIVS	Signed Divide
DIVU	Unsigned Divide
EOR	Logical Exclusive-OR
EORI	Logical Exclusive-OR Immediate
EORI to CCR	Exclusive-OR Immediate to Condition Code Register
EORI to SR	Exclusive-OR Immediate to Status Register
EXG	Exchange Registers
EXT	Sign Extend
ILLEGAL	Take Illegal Instruction Trap
JMP	Jump
JSR	Jump to Subroutine

MC68000 and MC68EC000 Instruction Set Summary (Continued)

Mnemonic	Description
LEA	Load Effective Address
LINK	Link and Allocate
LSL, LSR	Logical Shift Left and Right
MOVE	Move
MOVEA	Move Address
MOVE to CCR	Move to Condition Code Register
MOVE from SR	Move from Status Register
MOVE to SR	Move to Status Register
MOVE USP	Move User Stack Pointer
MOVEM	Move Multiple Registers
MOVEP	Move Peripheral
MOVEQ	Move Quick
MULS	Signed Multiply
MULU	Unsigned Multiply
NBCD	Negate Decimal with Extend
NEG	Negate
NEGX	Negate with Extend
NOP	No Operation
NOT	Logical Complement
OR	Logical Inclusive-OR
ORI	Logical Inclusive-OR Immediate
ORI to CCR	Inclusive-OR Immediate to Condition Code Register
ORI to SR	Inclusive-OR Immediate to Status Register
PEA	Push Effective Address
RESET	Reset External Devices
ROL, ROR	Rotate Left and Right
ROXL, ROXR	Rotate with Extend Left and Right
RTE	Return from Exception
RTR	Return and Restore
RTS	Return from Subroutine
SBCD	Subtract Decimal with Extend
Scc	Set Conditionally
STOP	Stop
SUB	Subtract
SUBA	Subtract Address
SUBI	Subtract Immediate
SUBQ	Subtract Quick
SUBX	Subtract with Extend
SWAP	Swap Register Words
TAS	Test Operand and Set
TRAP	Trap
TRAPV	Trap on Overflow
TST	Test Operand
UNLK	Unlink

Operands and Notational Conventions

Operands	
An	Any Address Register n (example: A3 is address register 3)
Dn	Any Data Register n (example: D5 is data register 5)
Rn	Any data or address registerData register D7–D0, used during compare.
PC	Program counter
SR	Status register
CCR	Condition codes register (low order byte of SR)
SSP	Supervisor stack pointer
USP	User stack pointer
SP	Active stack pointer (same as A7)
X	Extend flag of the CCR
N	Negative flag of the CCR
Z	Zero flag of the CCR
V	Overflow flag of the CCR
C	Carry flag of the CCR
Immediate data	Immediate data for the instruction
d	Address displacement
Source	Source contents
Destination	Destination contents
Vector	Location of exception vector
ea	Any valid effective address
	Notational Conventions
+	Arithmetic addition or postincrement indicator
–	Arithmetic subtraction or predecrement indicator
×	Arithmetic multiplication
÷	Arithmetic division or conjunction symbol
~	Invert; operand is logically complemented.
Λ	Logical AND
V	Logical OR
⊕	Logical exclusive OR
→	Source operand is moved to destination operand.
←→	Two operands are exchanged.

INSTRUCTION NAME

ASSEMBLER SYNTAX

SIZE ATTRIBUTE

TEXT DESCRIPTION OF INSTRUCTION OPERATION

EFFECTS ON CONDITION CODES

INSTRUCTION FORMAT — SPECIFIES THE BIT PATTERN AND FIELDS OF THE "OPCODE" WORD

DEFINITIONS AND ALLOWED VALUES FOR THE INSTRUCTION FIELDS

ABCD

Add Decim

Operation: Source10 + Destinat

Assembler Syntax: ABCD Dy,Dx
ABCD – (Ay), – (Ax)

Attributes: Size = (Byte)

Description: Adds the source operand to and stores the result in the destinatio coded decimal arithmetic. The op numbers, can be addressed in two

1. Data Register to Data Regist ters specified in the instructi
2. Memory to Memory: The op dressing mode using the ad

This operation is a byte operation on

Condition Codes:

X	N	Z	V	C
*	U	*	U	*

X — Set the same as the carry bi
N — Undefined.
Z — Cleared if the result is nonze
V — Undefined.
C — Set if a decimal carry was g

Normally, the Z condition co the start of an operation. results upon completion of

Instruction Format:

15	14	13	12	11	10	9
1	1	0	0	REGISTER Rx		

Instruction Fields:

Register Rx field—Specifies the d
If R/M = 0, specifies a data reg
If R/M = 1, specifies an address

R/M field—Specifies the operand
0 — The operation is data regis
1 — The operation is memory to

Register Ry field—Specifies the
If R/M = 0, specifies a data reg
If R/M = 1, specifies an address

ABCD — Add Decimal with Extend — ABCD

Operation: Source10 + Destination10 + X → Destination

Assembler Syntax: ABCD Dy,Dx
ABCD – (Ay), – (Ax)

Attributes: Size = (Byte)

Description: Adds the source operand to the destination operand along with the extend bit, and stores the result in the destination location. The addition is performed using binary-coded decimal arithmetic. The operands, which are packed binary-coded decimal numbers, can be addressed in two different ways:

1. Data Register to Data Register: The operands are contained in the data registers specified in the instruction.
2. Memory to Memory: The operands are addressed with the predecrement addressing mode using the address registers specified in the instruction.

This operation is a byte operation only.

Condition Codes:

X	N	Z	V	C
*	U	*	U	*

X — Set the same as the carry bit.
N — Undefined.
Z — Cleared if the result is nonzero; unchanged otherwise.
V — Undefined.
C — Set if a decimal carry was generated; cleared otherwise.

NOTE

Normally, the Z condition code bit is set via programming before the start of an operation. This allows successful tests for zero results upon completion of multiple-precision operations.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	REGISTER Rx			1	0	0	0	0	R/M	REGISTER Ry		

Instruction Fields:

Register Rx field—Specifies the destination register.
If R/M = 0, specifies a data register.
If R/M = 1, specifies an address register for the predecrement addressing mode.

R/M field—Specifies the operand addressing mode.
0 — The operation is data register to data register.
1 — The operation is memory to memory.

Register Ry field—Specifies the source register.
If R/M = 0, specifies a data register.
If R/M = 1, specifies an address register for the predecrement addressing mode.

Operation: Source + Destination → Destination

Assembler Syntax: ADD < ea > ,Dn
ADD Dn, < ea >

Attributes: Size = (Byte, Word, Long)

Description: Adds the source operand to the destination operand using binary addition and stores the result in the destination location. The size of the operation may be specified as byte, word, or long. The mode of the instruction indicates which operand is the source and which is the destination, as well as the operand size.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set the same as the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow is generated; cleared otherwise.
C — Set if a carry is generated; cleared otherwise.

Instruction Format:

15	14	13	12	11 10 9	8 7 6	5 4 3	2 1 0
1	1	0	1	REGISTER	OPMODE	EFFECTIVE ADDRESS: MODE	EFFECTIVE ADDRESS: REGISTER

Instruction Fields:

Register field—Specifies any of the eight data registers.

Opmode field

Byte	Word	Long	Operation
000	001	010	< ea > + Dn → Dn
100	101	110	Dn + < ea > → < ea >

Effective Address field—Determines addressing mode.

a. If the location specified is a source operand, all addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An*	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

*Word and long only

b. If the location specified is a destination operand, only memory alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

NOTE

The Dn mode is used when the destination is a data register; the destination < ea > mode is invalid for a data register.

ADDA is used when the destination is an address register. ADDI and ADDQ are used when the source is immediate data. Most assemblers automatically make this distinction.

ADDA Add Address ADDA

Operation: Source + Destination → Destination

Assembler Syntax: ADDA < ea > , An

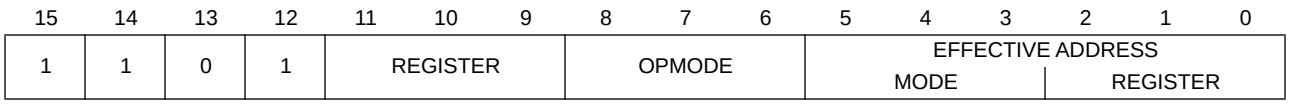
Attributes: Size = (Word, Long)

Description: Adds the source operand to the destination address register and stores the result in the address register. The size of the operation may be specified as word or long. The entire destination address register is used regardless of the operation size.

Condition Codes:

Not affected.

Instruction Format:



Instruction Fields:

Register field—Specifies any of the eight address registers. This is always the destination.

Opmode field—Specifies the size of the operation.
011— Word operation; the source operand is sign-extended to a long operand and the operation is performed on the address register using all 32 bits.
111— Long operation.

Effective Address field—Specifies the source operand. All addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

ADDI — Add Immediate — ADDI

Operation: Immediate Data + Destination → Destination

Assembler Syntax: ADDI # < data > , < ea >

Attributes: Size = (Byte, Word, Long)

Description: Adds the immediate data to the destination operand and stores the result in the destination location. The size of the operation may be specified as byte, word, or long. The size of the immediate data matches the operation size.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set the same as the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow is generated; cleared otherwise.
C — Set if a carry is generated; cleared otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	1	1	0	SIZE		EFFECTIVE ADDRESS					
										MODE			REGISTER		
16-BIT WORD DATA										8-BIT BYTE DATA					
32-BIT LONG DATA															

Instruction Fields:

Size field—Specifies the size of the operation.
- 00 — Byte operation
- 01 — Word operation
- 10 — Long operation

Effective Address field—Specifies the destination operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Immediate field—Data immediately following the instruction.
If size = 00, the data is the low-order byte of the immediate word.
If size = 01, the data is the entire immediate word.
If size = 10, the data is the next two immediate words.

ADDQ — Add Quick — ADDQ

Operation: Immediate Data + Destination → Destination

Assembler Syntax: ADDQ # < data > , < ea >

Attributes: Size = (Byte, Word, Long)

Description: Adds an immediate value of one to eight to the operand at the destination location. The size of the operation may be specified as byte, word, or long. Word and long operations are also allowed on the address registers. When adding to address registers, the condition codes are not altered, and the entire destination address register is used regardless of the operation size.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set the same as the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Set if a carry occurs; cleared otherwise.

The condition codes are not affected when the destination is an address register.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	1	DATA			0	SIZE		EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Data field—Three bits of immediate data representing eight values (0 – 7), with the immediate value zero representing a value of eight.

Size field—Specifies the size of the operation.
00— Byte operation
01— Word operation
10— Long operation

Effective Address field—Specifies the destination location. Only alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An*	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

*Word and Long only.

ADDX — Add Extended — ADDX

Operation: Source + Destination + X → Destination

Assembler Syntax:
ADDX Dy,Dx
ADDX – (Ay), – (Ax)

Attributes: Size = (Byte, Word, Long)

Description: Adds the source operand and the extend bit to the destination operand and stores the result in the destination location. The operands can be addressed in two different ways:

1. Data register to data register—The data registers specified in the instruction contain the operands.
2. Memory to memory—The address registers specified in the instruction address the operands using the predecrement addressing mode.

The size of the operation can be specified as byte, word, or long.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set the same as the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Cleared if the result is nonzero; unchanged otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Set if a carry is generated; cleared otherwise.

NOTE

Normally, the Z condition code bit is set via programming before the start of an operation. This allows successful tests for zero results upon completion of multiple-precision operations.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	1	REGISTER Rx			1	SIZE		0	0	R/M	REGISTER Ry		

Instruction Fields:

Register Rx field—Specifies the destination register.
If R/M = 0, specifies a data register.
If R/M = 1, specifies an address register for the predecrement addressing mode.

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

R/M field—Specifies the operand address mode.
0 — The operation is data register to data register.
1 — The operation is memory to memory.

Register Ry field—Specifies the source register.
If R/M = 0, specifies a data register.
If R/M = 1, specifies an address register for the predecrement addressing mode.

AND — AND Logical — AND

Operation: Source L Destination → Destination

Assembler Syntax: AND < ea > ,Dn
AND Dn, < ea >

Attributes: Size = (Byte, Word, Long)

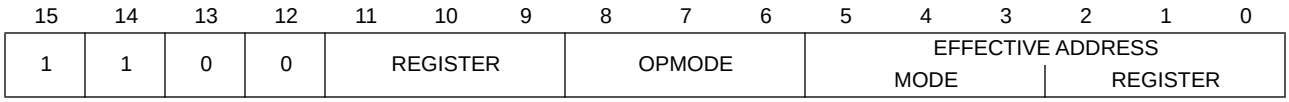
Description: Performs an AND operation of the source operand with the destination operand and stores the result in the destination location. The size of the operation can be specified as byte, word, or long. The contents of an address register may not be used as an operand.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:



Instruction Fields:

Register field—Specifies any of the eight data registers.

Opmode field

Byte	Word	Long	Operation
000	001	010	< ea > Λ Dn → Dn
100	101	110	Dn Λ < ea > → < ea >

Effective Address field—Determines addressing mode.

a. If the location specified is a source operand, only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

b. If the location specified is a destination operand, only memory alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

NOTE

The Dn mode is used when the destination is a data register; the destination < ea > mode is invalid for a data register.

Most assemblers use ANDI when the source is immediate data.

ANDI — AND Immediate — ANDI

Operation: Immediate Data Λ Destination $\rightarrow$ Destination

Assembler Syntax: ANDI # < data > , < ea >

Attributes: Size = (Byte, Word, Long)

Description: Performs an AND operation of the immediate data with the destination operand and stores the result in the destination location. The size of the operation can be specified as byte, word, or long. The size of the immediate data matches the operation size.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	1	0	SIZE		EFFECTIVE ADDRESS					
										MODE			REGISTER		
16-BIT WORD DATA										8-BIT BYTE DATA					
32-BIT LONG DATA															

Instruction Fields:

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

Effective Address field—Specifies the destination operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Immediate field—Data immediately following the instruction.
If size = 00, the data is the low-order byte of the immediate word.
If size = 01, the data is the entire immediate word.
If size = 10, the data is the next two immediate words.

ANDI to CCR

AND Immediate to Condition Codes

ANDI to CCR

Operation: Source Λ CCR $\rightarrow$ CCR

Assembler Syntax: ANDI # < data > ,CCR

Attributes: Size = (Byte)

Description: Performs an AND operation of the immediate operand with the condition codes and stores the result in the low-order byte of the status register.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Cleared if bit 4 of immediate operand is zero; unchanged otherwise.
N — Cleared if bit 3 of immediate operand is zero; unchanged otherwise.
Z — Cleared if bit 2 of immediate operand is zero; unchanged otherwise.
V — Cleared if bit 1 of immediate operand is zero; unchanged otherwise.
C — Cleared if bit 0 of immediate operand is zero; unchanged otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	1	0	0	0	1	1	1	1	0	0
0	0	0	0	0	0	0	0	8-BIT BYTE DATA							

AND Immediate to the Status Register
(Privileged Instruction)

ANDI
to SR

Operation: Source Λ SR $\rightarrow$ SR

Assembler Syntax: ANDI # < data >,SR

Attributes: Size = (Word)

Description: Performs an AND operation of the immediate operand with the status register and stores the result in the status register.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Cleared if bit 4 of immediate operand is zero; unchanged otherwise.
N — Cleared if bit 3 of immediate operand is zero; unchanged otherwise.
Z — Cleared if bit 2 of immediate operand is zero; unchanged otherwise.
V — Cleared if bit 1 of immediate operand is zero; unchanged otherwise.
C — Cleared if bit 0 of immediate operand is zero; unchanged otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	1	0	0	1	1	1	1	1	0	0
16—BIT WORD DATA															

ASL, ASR — Arithmetic Shift — ASL, ASR

Operation: Destination Shifted By Count → Destination

Assembler Syntax:
ASd Dx,Dy
ASd # < data > ,Dy
ASd < ea >
where d is direction, L or R

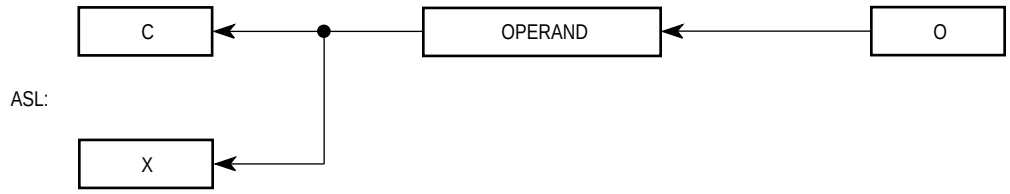
Attributes: Size = (Byte, Word, Long)

Description: Arithmetically shifts the bits of the operand in the direction (L or R) specified. The carry bit receives the last bit shifted out of the operand. The shift count for the shifting of a register may be specified in two different ways:

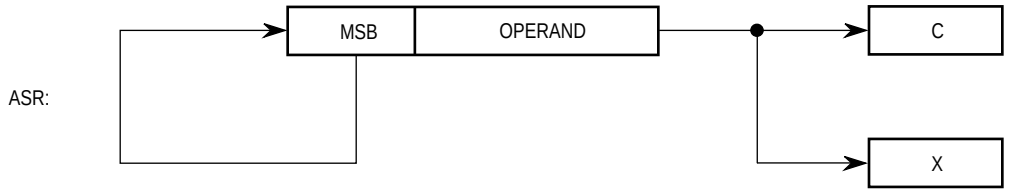
1. Immediate—The shift count is specified in the instruction (shift range, 1 – 8).
2. Register—The shift count is the value in the data register specified in instruction modulo 64.

The size of the operation can be specified as byte, word, or long. An operand in memory can be shifted one bit only, and the operand size is restricted to a word.

For ASL, the operand is shifted left; the number of positions shifted is the shift count. Bits shifted out of the high-order bit go to both the carry and the extend bits; zeros are shifted into the low-order bit. The overflow bit indicates if any sign changes occur during the shift.



For ASR, the operand is shifted right; the number of positions shifted is the shift count. Bits shifted out of the low-order bit go to both the carry and the extend bits; the sign bit (MSB) is shifted into the high-order bit.



Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set according to the last bit shifted out of the operand; unaffected for a shift count of zero.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if the most significant bit is changed at any time during the shift operation; cleared otherwise.
C — Set according to the last bit shifted out of the operand; cleared for a shift count of zero.

Instruction Format (Register Shifts):

15	14	13	12	11 10 9	8	7 6	5	4	3	2 1 0
1	1	1	0	COUNT/ REGISTER	dr	SIZE	i/r	0	0	REGISTER

Instruction Fields (Register Shifts):

Count/Register field—Specifies shift count or register that contains the shift count:
If i/r = 0, this field contains the shift count. The values 1 – 7 represent counts of 1 – 7; a value of zero represents a count of eight.
If i/r = 1, this field specifies the data register that contains the shift count (modulo 64).

dr field—Specifies the direction of the shift.
0 — Shift right
1 — Shift left

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

i/r field
If i/r = 0, specifies immediate shift count.
If i/r = 1, specifies register shift count.

Register field—Specifies a data register to be shifted.

Instruction Format (Memory Shifts):

15	14	13	12	11	10	9	8	7	6	5 4 3	2 1 0
1	1	1	0	0	0	0	dr	1	1	EFFECTIVE ADDRESS MODE	REGISTER

Instruction Fields (Memory Shifts):

dr field—Specifies the direction of the shift.
0 — Shift right
1 — Shift left

Effective Address field—Specifies the operand to be shifted. Only memory alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Bcc — Branch Conditionally — Bcc

Operation: If Condition True
Then PC + $d_n \rightarrow$ PC

Assembler Syntax: Bcc < label >

Attributes: Size = (Byte, Word)

Description: If the specified condition is true, program execution continues at location (PC) + displacement. The program counter contains the address of the instruction word for the Bcc instruction plus two. The displacement is a twos-complement integer that represents the relative distance in bytes from the current program counter to the destination program counter. If the 8-bit displacement field in the instruction word is zero, a 16-bit displacement (the word immediately following the instruction) is used.

Condition code cc specifies one of the following conditions:

Mnemonic	Condition
CC(HI)	Carry Clear
CS(LO)	Carry Set
EQ	Equal
GE	Greater or Equal
GT	Greater Than
HI	High
LE	Less or Equal

Mnemonic	Condition
LS	Low or Same
LT	Less Than
MI	Minus
NE	Not Equal
PL	Plus
VC	Overflow Clear
VS	Overflow Set

Condition Codes: Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	CONDITION				8-BIT DISPLACEMENT							
16-BIT DISPLACEMENT IF 8-BIT DISPLACEMENT = $00															

Instruction Fields:

Condition field—The binary code for one of the conditions listed in the table.

8-Bit Displacement field—Twos complement integer specifying the number of bytes between the branch instruction and the next instruction to be executed if the condition is met.

16-Bit Displacement field—Used for the displacement when the 8-bit displacement field contains $00.

NOTE

A branch to the immediately following instruction automatically uses the 16-bit displacement format because the 8-bit displacement field contains $00 (zero offset).

BCHG — Test a Bit and Change — BCHG

Operation: TEST (< number > of Destination) → Z;
TEST (< number > of Destination) → < bit number > of Destination

Assembler Syntax: BCHG Dn, < ea >
BCHG # < data > , < ea >

Attributes: Size = (Byte, Long)

Description: Tests a bit in the destination operand and sets the Z condition code appropriately, then inverts the specified bit in the destination. When the destination is a data register, any of the 32 bits can be specified by the modulo 32-bit number. When the destination is a memory location, the operation is a byte operation, and the bit number is modulo 8. In all cases, bit zero refers to the least significant bit. The bit number for this operation may be specified in either of two ways:

1. Immediate—The bit number is specified in a second word of the instruction.
2. Register—The specified data register contains the bit number.

Condition Codes:

X	N	Z	V	C
—	—	*	—	—

X — Not affected.
N — Not affected.
Z — Set if the bit tested is zero; cleared otherwise.
V — Not affected.
C — Not affected.

Instruction Format (Bit Number Dynamic, specified in a register):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	REGISTER			1	0	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields (Bit Number Dynamic):

Register field—Specifies the data register that contains the bit number.

Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn*	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

*Long only; all others are byte only.

Instruction Format (Bit Number Static, specified as immediate data):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	0	0	0	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		
0	0	0	0	0	0	0	0	BIT NUMBER							

Instruction Fields (Bit Number Static):

Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn*	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

*Long only; all others are byte only.

Bit Number field—Specifies the bit number.

BCLR — Test a Bit and Clear — BCLR

Operation: TEST (< bit number > of Destination) → Z; 0 → < bit number > of Destination

Assembler Syntax: BCLR Dn, < ea >
BCLR # < data > , < ea >

Attributes: Size = (Byte, Long)

Description: Tests a bit in the destination operand and sets the Z condition code appropriately, then clears the specified bit in the destination. When a data register is the destination, any of the 32 bits can be specified by a modulo 32-bit number. When a memory location is the destination, the operation is a byte operation, and the bit number is modulo 8. In all cases, bit zero refers to the least significant bit. The bit number for this operation can be specified in either of two ways:

1. Immediate—The bit number is specified in a second word of the instruction.
2. Register—The specified data register contains the bit number.

Condition Codes:

X	N	Z	V	C
—	—	*	—	—

X — Not affected.
N — Not affected.
Z — Set if the bit tested is zero; cleared otherwise.
V — Not affected.
C — Not affected.

Instruction Format (Bit Number Dynamic, specified in a register):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	REGISTER			1	1	0	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields (Bit Number Dynamic):

Register field—Specifies the data register that contains the bit number.

Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn*	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

*Long only; all others are byte only.

Instruction Format (Bit Number Static, specified as immediate data):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	0	0	1	0	EFFECTIVE ADDRESS					
										MODE			REGISTER		
0	0	0	0	0	0	0	0	BIT NUMBER							

Instruction Fields (Bit Number Static):

Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn*	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

*Long only; all others are byte only.

Bit Number field—Specifies the bit number.

BRA — Branch Always — BRA

Operation: PC + $d_n \rightarrow$ PC

Assembler Syntax: BRA < label >

Attributes: Size = (Byte, Word)

Description: Program execution continues at location (PC) + displacement. The program counter contains the address of the instruction word of the BRA instruction plus two. The displacement is a twos complement integer that represents the relative distance in bytes from the current program counter to the destination program counter. If the 8-bit displacement field in the instruction word is zero, a 16-bit displacement (the word immediately following the instruction) is used.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	0	0	0	0	8-BIT DISPLACEMENT							
16-BIT DISPLACEMENT IF 8-BIT DISPLACEMENT = $00															

Instruction Fields:

8-Bit Displacement field—Twos complement integer specifying the number of bytes between the branch instruction and the next instruction to be executed.

16-Bit Displacement field—Used for a larger displacement when the 8-bit displacement is equal to $00.

NOTE

A branch to the immediately following instruction automatically uses the 16-bit displacement format because the 8-bit displacement field contains $00 (zero offset).

BSET — Test a Bit and Set — BSET

Operation: TEST (< bit number > of Destination) → Z; 1 → < bit number > of Destination

Assembler Syntax:
BSET Dn, < ea >
BSET # < data > , < ea >

Attributes: Size = (Byte, Long)

Description: Tests a bit in the destination operand and sets the Z condition code appropriately, then sets the specified bit in the destination operand. When a data register is the destination, any of the 32 bits can be specified by a modulo 32-bit number. When a memory location is the destination, the operation is a byte operation, and the bit number is modulo 8. In all cases, bit zero refers to the least significant bit. The bit number for this operation can be specified in either of two ways:

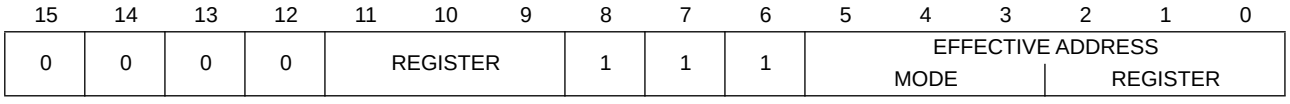
1. Immediate—The bit number is specified in the second word of the instruction.
2. Register—The specified data register contains the bit number.

Condition Codes:

X	N	Z	V	C
—	—	*	—	—

X — Not affected.
N — Not affected.
Z — Set if the bit tested is zero; cleared otherwise.
V — Not affected.
C — Not affected.

Instruction Format (Bit Number Dynamic, specified in a register):



Instruction Fields (Bit Number Dynamic):

Register field—Specifies the data register that contains the bit number.

Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn*	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

*Long only; all others are byte only.

Instruction Format (Bit Number Static, specified as immediate data):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	0	0	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		
0	0	0	0	0	0	0	BIT NUMBER								

Instruction Fields (Bit Number Static):

Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn*	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

*Long only; all others are byte only.

Bit Number field—Specifies the bit number.

BSR — Branch to Subroutine — BSR

Operation: SP – 4 → SP; PC → (SP); PC + d_n → PC

Assembler Syntax: BSR < label >

Attributes: Size = (Byte, Word)

Description: Pushes the long-word address of the instruction immediately following the BSR instruction onto the system stack. The program counter contains the address of the instruction word plus two. Program execution then continues at location (PC) + displacement. The displacement is a twos complement integer that represents the relative distance in bytes from the current program counter to the destination program counter. If the 8-bit displacement field in the instruction word is zero, a 16-bit displacement (the word immediately following the instruction) is used.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	0	0	0	0	1	8-BIT DISPLACEMENT							
16-BIT DISPLACEMENT IF 8-BIT DISPLACEMENT = $00															

Instruction Fields:

8-Bit Displacement field—Twos complement integer specifying the number of bytes between the branch instruction and the next instruction to be executed.

16-Bit Displacement field—Used for a larger displacement when the 8-bit displacement is equal to $00.

NOTE

A branch to the immediately following instruction automatically uses the 16-bit displacement format because the 8-bit displacement field contains $00 (zero offset).

BTST — Test a Bit — BTST

Operation: TEST (< bit number > of Destination) → Z

Assembler Syntax:
BTST Dn, < ea >
BTST # < data > , < ea >

Attributes: Size = (Byte, Long)

Description: Tests a bit in the destination operand and sets the Z condition code appropriately. When a data register is the destination, any of the 32 bits can be specified by a modulo 32- bit number. When a memory location is the destination, the operation is a byte operation, and the bit number is modulo 8. In all cases, bit zero refers to the least significant bit. The bit number for this operation can be specified in either of two ways:

1. Immediate—The bit number is specified in a second word of the instruction.
2. Register—The specified data register contains the bit number.

Condition Codes:

X	N	Z	V	C
—	—	*	—	—

X — Not affected.
N — Not affected.
Z — Set if the bit tested is zero; cleared otherwise.
V — Not affected.
C — Not affected.

Instruction Format (Bit Number Dynamic, specified in a register):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	REGISTER			1	0	0	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields (Bit Number Dynamic):

Register field—Specifies the data register that contains the bit number.

Effective Address field—Specifies the destination location. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn*	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

*Long only; all others are byte only.

Instruction Format (Bit Number Static, specified as immediate data):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	0	0	0	0	EFFECTIVE ADDRESS					
										MODE			REGISTER		
0	0	0	0	0	0	0	0	BIT NUMBER							

Instruction Fields (Bit Number Static):

Effective Address field—Specifies the destination location. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

Bit Number field—Specifies the bit number.

CHK — Check Register Against Bounds — CHK

Operation: If Dn < 0 or Dn > Source
Then TRAP

Assembler Syntax: CHK < ea > ,Dn

Attributes: Size = (Word)

Description: Compares the value in the data register specified in the instruction to zero and to the upper bound (effective address operand). The upper bound is a twos complement integer. If the register value is less than zero or greater than the upper bound, a CHK instruction exception (vector number 6) occurs.

Condition Codes:

X	N	Z	V	C
—	*	U	U	U

X — Not affected.
N — Set if Dn < 0; cleared if Dn > effective address operand; undefined otherwise.
Z — Undefined.
V — Undefined.
C — Undefined.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	REGISTER			SIZE		0	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies the data register that contains the value to be checked.

Size field—Specifies the size of the operation.
11— Word operation
10— Long operation

Effective Address field—Specifies the upper bound operand. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

CLR — Clear an Operand — CLR

Operation: 0 → Destination

Assembler Syntax: CLR < ea >

Attributes: Size = (Byte, Word, Long)

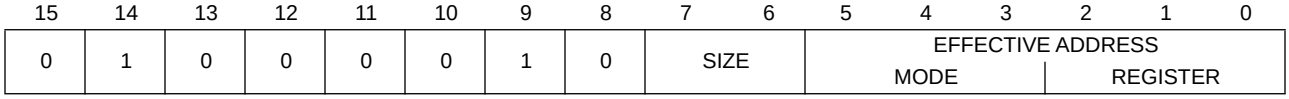
Description: Clears the destination operand to zero. The size of the operation may be specified as byte, word, or long.

Condition Codes:

X	N	Z	V	C
—	0	1	0	0

X — Not affected.
N — Always cleared.
Z — Always set.
V — Always cleared.
C — Always cleared.

Instruction Format:



Instruction Fields:

Size field—Specifies the size of the operation.
- 00— Byte operation
- 01— Word operation
- 10— Long operation

Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

NOTE

In the MC68000 and MC68008 a memory destination is read before it is cleared.

CMP Compare CMP

Operation: Destination – Source → cc

Assembler Syntax: CMP < ea > , Dn

Attributes: Size = (Byte, Word, Long)

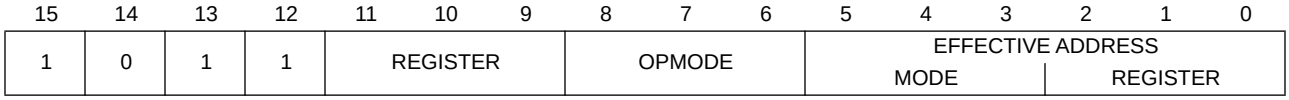
Description: Subtracts the source operand from the destination data register and sets the condition codes according to the result; the data register is not changed. The size of the operation can be byte, word, or long.

Condition Codes:

X	N	Z	V	C
—	*	*	*	*

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Set if a borrow occurs; cleared otherwise.

Instruction Format:



Instruction Fields:

Register field—Specifies the destination data register.

Opmode field

Byte	Word	Long	Operation
000	001	010	Dn – < ea >

Effective Address field—Specifies the source operand. All addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An*	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

*Word and Long only.

NOTE

CMPA is used when the destination is an address register. CMPI is used when the source is immediate data. CMPM is used for memory-to-memory compares. Most assemblers automatically make the distinction.

CMPA Compare Address CMPA

Operation: Destination – Source → cc

Assembler Syntax: CMPA < ea > , An

Attributes: Size = (Word, Long)

Description: Subtracts the source operand from the destination address register and sets the condition codes according to the result; the address register is not changed. The size of the operation can be specified as word or long. Word length source operands are sign- extended to 32 bits for comparison.

Condition Codes:

X	N	Z	V	C
—	*	*	*	*

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow is generated; cleared otherwise.
C — Set if a borrow is generated; cleared otherwise.

Instruction Format:

15	14	13	12	11 10 9	8 7 6	5 4 3	2 1 0
1	0	1	1	REGISTER	OPMODE	EFFECTIVE ADDRESS MODE	REGISTER

Instruction Fields:

Register field—Specifies the destination address register.

Opmode field—Specifies the size of the operation.
011— Word operation; the source operand is sign-extended to a long operand, and the operation is performed on the address register using all 32 bits.
111— Long operation.

Effective Address field—Specifies the source operand. All addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

CMPI — Compare Immediate — CMPI

Operation: Destination – Immediate Data → cc

Assembler Syntax: CMPI # < data > , < ea >

Attributes: Size = (Byte, Word, Long)

Description: Subtracts the immediate data from the destination operand and sets the condition codes according to the result; the destination location is not changed. The size of the operation may be specified as byte, word, or long. The size of the immediate data matches the operation size.

Condition Codes:

X	N	Z	V	C
—	*	*	*	*

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Set if a borrow occurs; cleared otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	1	0	0	SIZE		EFFECTIVE ADDRESS MODE			REGISTER		
16-BIT WORD DATA								8-BIT BYTE DATA							
32-BIT LONG DATA															

Instruction Fields:

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

Effective Address field—Specifies the destination operand. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Immediate field—Data immediately following the instruction.
If size = 00, the data is the low-order byte of the immediate word.
If size = 01, the data is the entire immediate word.
If size = 10, the data is the next two immediate words.

CMPM Compare Memory CMPM

Operation: Destination – Source → cc

Assembler Syntax: CMPM (Ay) + ,(Ax) +

Attributes: Size = (Byte, Word, Long)

Description: Subtracts the source operand from the destination operand and sets the condition codes according to the results; the destination location is not changed. The operands are always addressed with the postincrement addressing mode, using the address registers specified in the instruction. The size of the operation may be specified as byte, word, or long.

Condition Codes:

X	N	Z	V	C
—	*	*	*	*

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow is generated; cleared otherwise.
C — Set if a borrow is generated; cleared otherwise.

Instruction Format:

15	14	13	12	11 10 9	8	7 6	5	4	3	2 1 0
1	0	1	1	REGISTER Ax	1	SIZE	0	0	1	REGISTER Ay

Instruction Fields:

Register Ax field—(always the destination) Specifies an address register in the postincrement addressing mode.

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

Register Ay field—(always the source) Specifies an address register in the postincrement addressing mode.

DBcc Test Condition, Decrement, and Branch DBcc

Operation: If Condition False
Then (Dn – 1 → Dn; If Dn ≠ – 1 Then PC + d_n → PC)

Assembler Syntax: DBcc Dn, < label >

Attributes: Size = (Word)

Description: Controls a loop of instructions. The parameters are a condition code, a data register (counter), and a displacement value. The instruction first tests the condition for termination; if it is true, no operation is performed. If the termination condition is not true, the low-order 16 bits of the counter data register decrement by one. If the result is – 1, execution continues with the next instruction. If the result is not equal to – 1, execution continues at the location indicated by the current value of the program counter plus the sign-extended 16-bit displacement. The value in the program counter is the address of the instruction word of the DBcc instruction plus two. The displacement is a twos complement integer that represents the relative distance in bytes from the current program counter to the destination program counter. Condition code cc specifies one of the following conditional tests (refer to Table 3-19 for more information on these conditional tests):

Mnemonic	Condition
CC(HI)	Carry Clear
CS(LO)	Carry Set
EQ	Equal
F	False
GE	Greater or Equal
GT	Greater Than
HI	High
LE	Less or Equal

Mnemonic	Condition
LS	Low or Same
LT	Less Than
MI	Minus
NE	Not Equal
PL	Plus
T	True
VC	Overflow Clear
VS	Overflow Set

Condition Codes:

Not affected.

DBcc Test Condition, Decrement, and Branch DBcc

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	1	CONDITION				1	1	0	0	1	REGISTER		
16-BIT DISPLACEMENT															

Instruction Fields:

Condition field—The binary code for one of the conditions listed in the table.

Register field—Specifies the data register used as the counter.

Displacement field—Specifies the number of bytes to branch.

NOTE

The terminating condition is similar to the UNTIL loop clauses of high-level languages. For example: DBMI can be stated as "decrement and branch until minus".

Most assemblers accept DBRA for DBF for use when only a count terminates the loop (no condition is tested).

A program can enter a loop at the beginning or by branching to the trailing DBcc instruction. Entering the loop at the beginning is useful for indexed addressing modes and dynamically specified bit operations. In this case, the control index count must be one less than the desired number of loop executions. However, when entering a loop by branching directly to the trailing DBcc instruction, the control count should equal the loop execution count. In this case, if a zero count occurs, the DBcc instruction does not branch, and the main loop is not executed.

DIVS — Signed Divide — DIVS

Operation: Destination ÷ Source → Destination

Assembler Syntax: DIVS.W < ea > ,Dn32/16 → 16r – 16q

Attributes: Size = (Word)

Description: Divides the signed destination operand by the signed source operand and stores the signed result in the destination. The instruction divides a long word by a word. The result is a quotient in the lower word (least significant 16 bits) and the remainder in the upper word (most significant 16 bits) of the result. The sign of the remainder is the same as the sign of the dividend.

Two special conditions may arise during the operation:

1. Division by zero causes a trap.
2. Overflow may be detected and set before the instruction completes. If the instruction detects an overflow, it sets the overflow condition code, and the operands are unaffected.

Condition Codes:

X	N	Z	V	C
—	*	*	*	0

X—Not affected.
N — Set if the quotient is negative; cleared otherwise; undefined if overflow or divide by zero occurs.
Z — Set if the quotient is zero; cleared otherwise; undefined if overflow or divide by zero occurs.
V — Set if division overflow occurs; undefined if divide by zero occurs; cleared otherwise.
C — Always cleared.

Instruction Format (word form)

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	0	REGISTER			1	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies any of the eight data registers. This field always specifies the destination operand.

Effective Address field—Specifies the source operand. Only data addressing modes are allowed as shown:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

NOTE

Overflow occurs if the quotient is larger than a 16-bit signed integer. The instruction checks for overflow at the start of execution. If the upper word of the dividend is greater than or equal to the divisor, the overflow bit is set, and the instruction terminates with the operands unchanged.

Operation: Destination ÷ Source → Destination

Assembler Syntax: DIVU.W < ea > ,Dn32/16 → 16r – 16q

Attributes: Size = (Word)

Description: Divides the unsigned destination operand by the unsigned source operand and stores the unsigned result in the destination. The instruction divides a long word by a word. The result is a quotient in the lower word (least significant 16bits) and the remainder is in the upper word (most significant 16 bits) of the result.

Two special conditions may arise during the operation:

1. Division by zero causes a trap.
2. Overflow may be detected and set before the instruction completes. If the instruction detects an overflow, it sets the overflow condition code, and the operands are unaffected.

Condition Codes:

X	N	Z	V	C
—	*	*	*	0

X — Not affected.
N — Set if the quotient is negative; cleared otherwise; undefined if overflow or divide by zero occurs.
Z — Set if the quotient is zero; cleared otherwise; undefined if overflow or divide by zero occurs.
V — Set if division overflow occurs; cleared otherwise; undefined if divide by zero occurs.
C — Always cleared.

Instruction Format(word form)

15	14	13	12	11 10 9	8	7	6	5 4 3	2 1 0
1	0	0	0	REGISTER	0	1	1	EFFECTIVE ADDRESS: MODE	EFFECTIVE ADDRESS: REGISTER

Instruction Fields:

Register field—Specifies any of the eight data registers; this field always specifies the destination operand.

Effective Address field—Specifies the source operand. Only data addressing modes are allowed as shown:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

NOTE

Overflow occurs if the quotient is larger than a 16-bit signed integer. The instruction checks for overflow at the start of execution. If the upper word of the dividend is greater than or equal to the divisor, the overflow bit is set, and the instruction terminates with the operands unchanged.

EOR — Exclusive-OR Logical — EOR

Operation: Source ⊕ Destination → Destination

Assembler Syntax: EOR Dn, < ea >

Attributes: Size = (Byte, Word, Long)

Description: Performs an exclusive-OR operation on the destination operand using the source operand and stores the result in the destination location. The size of the operation may be specified to be byte, word, or long. The source operand must be a data register. The destination operand is specified in the effective address field.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format (word form):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	1	1	REGISTER			OPMODE			EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies any of the eight data registers.

Opmode field

Byte	Word	Long	Operation
100	101	110	< ea > ⊕ Dn → < ea >

Effective Address field—Specifies the destination operand. Only data addressing can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

NOTE

Memory-to-data-register operations are not allowed. Most assemblers use EORI when the source is immediate data.

EORI — Exclusive-OR Immediate — EORI

Operation: Immediate Data ⊕ Destination → Destination

Assembler Syntax: EORI # < data > , < ea >

Attributes: Size = (Byte, Word, Long)

Description: Performs an exclusive-OR operation on the destination operand using the immediate data and the destination operand and stores the result in the destination location. The size of the operation may be specified as byte, word, or long. The size of the immediate data matches the operation size.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	1	0	SIZE		EFFECTIVE ADDRESS MODE			REGISTER		
16-BIT WORD DATA								8-BIT BYTE DATA							
32-BIT LONG DATA															

Instruction Fields:

Size field—Specifies the size of the operation.
00— Byte operation
01— Word operation
10— Long operation

Effective Address field—Specifies the destination operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Immediate field—Data immediately following the instruction.
If size = 00, the data is the low-order byte of the immediate word.
If size = 01, the data is the entire immediate word.
If size = 10, the data is next two immediate words.

EORI to CCR

Exclusive OR Immediate to Condition Code

EORI to CCR

Operation: Source ⊕ CCR → CCR

Assembler Syntax: EORI # < data > ,CCR

Attributes: Size = (Byte)

Description: Performs an exclusive-OR operation on the condition code register using the immediate operand and stores the result in the condition code register (low-order byte of the status register). All implemented bits of the condition code register are affected.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Changed if bit 4 of immediate operand is one; unchanged otherwise.
N — Changed if bit 3 of immediate operand is one; unchanged otherwise.
Z — Changed if bit 2 of immediate operand is one; unchanged otherwise.
V — Changed if bit 1 of immediate operand is one; unchanged otherwise.
C — Changed if bit 0 of immediate operand is one; unchanged otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	1	0	0	0	1	1	1	1	0	0
0	0	0	0	0	0	0	0	8-BIT BYTE DATA							

EORI to SR

Exclusive OR Immediate to Status Register
(Privileged Instruction)

EORI to SR

Operation: Source ⊕ SR → SR

Assembler Syntax: EORI # < data > ,SR

Attributes: Size = (Word)

Description: Performs an exclusive OR operation on the status register using the immediate operand and stores the result in the status register. All implemented bits of the status register are affected.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Changed if bit 4 of immediate operand is one; unchanged otherwise.
N — Changed if bit 3 of immediate operand is one; unchanged otherwise.
Z — Changed if bit 2 of immediate operand is one; unchanged otherwise.
V — Changed if bit 1 of immediate operand is one; unchanged otherwise.
C — Changed if bit 0 of immediate operand is one; unchanged otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	1	0	1	0	0	1	1	1	1	1	0	0
16—BIT WORD DATA															

EXG — Exchange Registers — EXG

Operation: Rx ←→ Ry

Assembler Syntax: EXG Dx,Dy
EXG Ax,Ay EXG Dx,Ay

Attributes: Size = (Long)

Description: Exchanges the contents of two 32-bit registers. The instruction performs three types of exchanges.

1. Exchange data registers.
2. Exchange address registers.
3. Exchange a data register and an address register.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	REGISTER Rx			1	OPMODE					REGISTER Ry		

Instruction Fields:

Register Rx field—Specifies either a data register or an address register depending on the mode. If the exchange is between data and address registers, this field always specifies the data register.

Opmode field—Specifies the type of exchange.
01000—Data registers
01001—Address registers
10001—Data register and address register

Register Ry field—Specifies either a data register or an address register depending on the mode. If the exchange is between data and address registers, this field always specifies the address register.

EXT — Sign Extend — EXT

Operation: Destination Sign-Extended → Destination

Assembler Syntax:
EXT.W Dn Extend byte to word
EXT.L Dn Extend word to long word

Attributes: Size = (Word, Long)

Description: Extends a byte in a data register to a word or a long word, or a word in a data register to a long word, by replicating the sign bit to the left. If the operation extends a byte to a word, bit 7 of the designated data register is copied to bits 15 – 8 of that data register. If the operation extends a word to a long word, bit 15 of the designated data register is copied to bits 31 – 16 of the data register.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	0	0	OPMODE			0	0	0	REGISTER		

Instruction Fields:

Opmode field—Specifies the size of the sign-extension operation.
010— Sign-extend low-order byte of data register to word.
011— Sign-extend low-order word of data register to long.

Register field—Specifies the data register is to be sign-extended.

ILLEGAL Take Illegal Instruction Trap ILLEGAL

Operation: SSP – 4 → SSP; PC → (SSP);
SSP – 2 → SSP; SR → (SSP);
Illegal Instruction Vector Address → PC

Assembler Syntax: ILLEGAL

Attributes: Unsized

Description: Forces an illegal instruction exception, vector number 4. All other illegal instruction bit patterns are reserved for future extension of the instruction set and should not be used to force an exception.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	0	1	0	1	1	1	1	1	1	0	0

Operation: Destination Address → PC

Assembler Syntax: JMP < ea >

Attributes: Unsized

Description: Program execution continues at the effective address specified by the instruction. The addressing mode for the effective address must be a control addressing mode.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Field:

Effective Address field—Specifies the address of the next instruction. Only control addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	—	—
– (An)	—	—
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

JSR — Jump to Subroutine — JSR

Operation: SP – 4 → SP; PC → (SP); Destination Address → PC

Assembler Syntax: JSR < ea >

Attributes: Unsized

Description: Pushes the long-word address of the instruction immediately following the JSR instruction onto the system stack. Program execution then continues at the address specified in the instruction.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	1	0	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Field:

Effective Address field—Specifies the address of the next instruction. Only control addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	—	—
– (An)	—	—
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

LEA — Load Effective Address — LEA

Operation: < ea > → An

Assembler Syntax: LEA < ea > ,An

Attributes: Size = (Long)

Description: Loads the effective address into the specified address register. All 32 bits of the address register are affected by this instruction.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	REGISTER			1	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies the address register to be updated with the effective address.

Effective Address field—Specifies the address to be loaded into the address register. Only control addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	—	—
– (An)	—	—
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

LINK — Link and Allocate — LINK

Operation: SP – 4 → SP; An → (SP); SP → An; SP + d_n → SP

Assembler Syntax: LINK An, # < displacement >

Attributes: Size = Unsized

Description: Pushes the contents of the specified address register onto the stack. Then loads the updated stack pointer into the address register. Finally, adds the displacement value to the stack pointer. The address register occupies one long word on the stack. The user should specify a negative displacement in order to allocate stack area.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	0	1	0	REGISTER		
WORD DISPLACEMENT															

Instruction Fields:

Register field—Specifies the address register for the link.

Displacement field—Specifies the twos complement integer to be added to the stack pointer.

NOTE

LINK and UNLK can be used to maintain a linked list of local data and parameter areas on the stack for nested subroutine calls.

Operation: Destination Shifted By Count → Destination

Assembler Syntax:
LSd Dx,Dy
LSd # < data > ,Dy
LSd < ea >
where d is direction, L or R

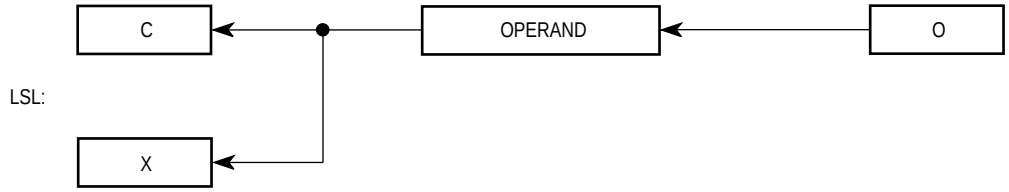
Attributes: Size = (Byte, Word, Long)

Description: Shifts the bits of the operand in the direction specified (L or R). The carry bit receives the last bit shifted out of the operand. The shift count for the shifting of a register is specified in two different ways:

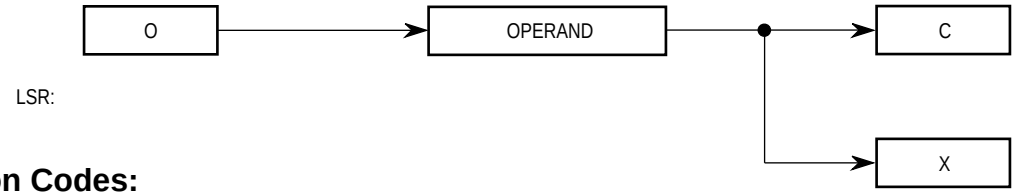
1. Immediate—The shift count (1 – 8) is specified in the instruction.
2. Register—The shift count is the value in the data register specified in the instruction modulo 64.

The size of the operation for register destinations may be specified as byte, word, or long. The contents of memory, < ea > , can be shifted one bit only, and the operand size is restricted to a word.

The LSL instruction shifts the operand to the left the number of positions specified as the shift count. Bits shifted out of the high-order bit go to both the carry and the extend bits; zeros are shifted into the low-order bit.



The LSR instruction shifts the operand to the right the number of positions specified as the shift count. Bits shifted out of the low-order bit go to both the carry and the extend bits; zeros are shifted into the high-order bit.



Condition Codes:

X	N	Z	V	C
*	*	*	0	*

X — Set according to the last bit shifted out of the operand; unaffected for a shift count of zero.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Set according to the last bit shifted out of the operand; cleared for a shift count of zero.

Instruction Format (Register Shifts):

15	14	13	12	11 10 9	8	7 6	5	4	3	2 1 0
1	1	1	0	COUNT/ REGISTER	dr	SIZE	i/r	0	1	REGISTER

Instruction Fields (Register Shifts):

Count/Register field

If i/r = 0, this field contains the shift count. The values 1 – 7 represent shifts of 1 – 7; value of zero specifies a shift count of eight.

If i/r = 1, the data register specified in this field contains the shift count (modulo 64).

dr field—Specifies the direction of the shift.
0 — Shift right
1 — Shift left

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation i/r field
If i/r = 0, specifies immediate shift count.
If i/r = 1, specifies register shift count.

Register field—Specifies a data register to be shifted.

Instruction Format (Memory Shifts):

15	14	13	12	11	10	9	8	7	6	5 4 3	2 1 0
1	1	1	0	0	0	1	dr	1	1	EFFECTIVE ADDRESS MODE	REGISTER

Instruction Fields (Memory Shifts):

dr field—Specifies the direction of the shift.
0 — Shift right
1 — Shift left

Effective Address field—Specifies the operand to be shifted. Only memory alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

MOVE Move Data from Source to Destination MOVE

Operation: Source → Destination

Assembler Syntax: MOVE < ea > , < ea >

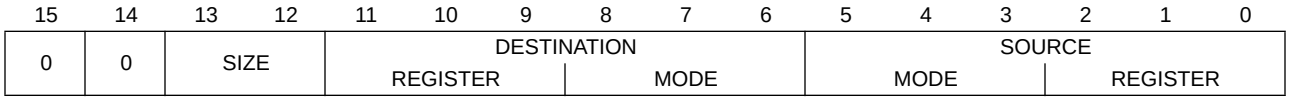
Attributes: Size = (Byte, Word, Long)

Description: Moves the data at the source to the destination location and sets the condition codes according to the data. The size of the operation may be specified as byte, word, or long. Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:



Instruction Fields:

Size field—Specifies the size of the operand to be moved.
01 — Byte operation
11 — Word operation
10 — Long operation

Destination Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Source Effective Address field—Specifies the source operand. All addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An*	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

*For byte size operation, address register direct is not allowed.

NOTE

Most assemblers use MOVEA when the destination is an address register.

MOVEQ can be used to move an immediate 8-bit value to a data register.

MOVEA Move Address MOVEA

Operation: Source → Destination

Assembler Syntax: MOVEA < ea > ,An

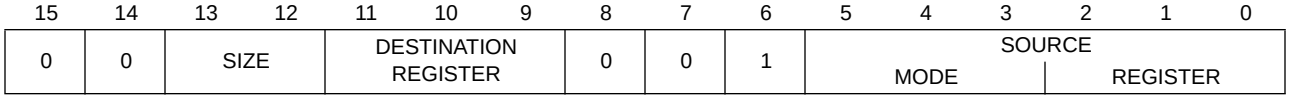
Attributes: Size = (Word, Long)

Description: Moves the contents of the source to the destination address register. The size of the operation is specified as word or long. Word-size source operands are sign-extended to 32-bit quantities.

Condition Codes:

Not affected.

Instruction Format:



Instruction Fields:

Size field—Specifies the size of the operand to be moved.

11 — Word operation; the source operand is sign-extended to a long operand and all 32 bits are loaded into the address register.

10 — Long operation.

Destination Register field—Specifies the destination address register.

Effective Address field—Specifies the location of the source operand. All addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

MOVE to CCR — Move to Condition Code Register — MOVE to CCR

Operation: Source → CCR

Assembler Syntax: MOVE < ea > ,CCR

Attributes: Size = (Word)

Description: Moves the low-order byte of the source operand to the condition code register. The upper byte of the source operand is ignored; the upper byte of the status register is not altered.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set to the value of bit 4 of the source operand.
N — Set to the value of bit 3 of the source operand.
Z — Set to the value of bit 2 of the source operand.
V — Set to the value of bit 1 of the source operand.
C — Set to the value of bit 0 of the source operand.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	1	0	0	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Field:

Effective Address field—Specifies the location of the source operand. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

NOTE

MOVE to CCR is a word operation. ANDI, ORI, and EORI to CCR are byte operations.

MOVE from SR

Move from the Status Register

MOVE from SR

Operation: SR → Destination

Assembler Syntax: MOVE SR, < ea >

Attributes: Size = (Word)

Description: Moves the data in the status register to the destination location. The destination is word length. Unimplemented bits are read as zeros.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	0	0	0	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Effective Address field—Specifies the destination location. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

MOVE to SR

Move to Status Register (Privileged Instruction)

MOVE to SR

Operation: Source → SR

Assembler Syntax: MOVE < ea > ,SR

Attributes: Size = (Word)

Description: Moves the data in the source operand to the condition code register. The The source operand is a word and all implemented bits of the status register are affected.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set to the value of bit 4 of the source operand.
N — Set to the value of bit 3 of the source operand.
Z — Set to the value of bit 2 of the source operand.
V — Set to the value of bit 1 of the source operand.
C — Set to the value of bit 0 of the source operand.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	1	1	0	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Field:

Effective Address field—Specifies the location of the source operand. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

Move User Stack Pointer
(Privileged Instruction)

MOVE
USP

Operation: If Supervisor State
Then USP → An or An → USP
Else TRAP

Assembler Syntax: MOVE USP,An
MOVE An,USP

Attributes: Size = (Long)

Description: Moves the contents of the user stack pointer to or from the specified address register.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	1	0	dr	REGISTER		

Instruction Fields:

dr field—Specifies the direction of transfer.
0—Transfer the address register to the user stack pointer.
1—Transfer the user stack pointer to the address register.

Register field—Specifies the address register for the operation.

MOVEM Move Multiple Registers MOVEM

Operation: Registers → Destination; Source → Registers

Assembler Syntax: MOVEM < list > , < ea >
MOVEM < ea > , < list >

Attributes: Size = (Word, Long)

Description: Moves the contents of selected registers to or from consecutive memory locations starting at the location specified by the effective address. A register is selected if the bit in the mask field corresponding to that register is set. The instruction size determines whether 16 or 32 bits of each register are transferred. In the case of a word transfer to either address or data registers, each word is sign-extended to 32 bits, and the resulting long word is loaded into the associated register.

Selecting the addressing mode also selects the mode of operation of the MOVEM instruction, and only the control modes, the predecrement mode, and the postincrement mode are valid. If the effective address is specified by one of the control modes, the registers are transferred starting at the specified address, and the address is incremented by the operand length (2 or 4) following each transfer. The order of the registers is from D0 to D7, then from A0 to A7.

If the effective address is specified by the predecrement mode, only a register-to-memory operation is allowed. The registers are stored starting at the specified address minus the operand length (2 or 4), and the address is decremented by the operand length following each transfer. The order of storing is from A7 to A0, then from D7 to D0. When the instruction has completed, the decremented address register contains the address of the last operand stored. For the MC68020, MC68030, MC68040, and CPU32, if the addressing register is also moved to memory, the value written is the initial register value decremented by the size of the operation. The MC68000 and MC68010 write the initial register value (not decremented).

If the effective address is specified by the postincrement mode, only a memory-to-register operation is allowed. The registers are loaded starting at the specified address; the address is incremented by the operand length (2 or 4) following each transfer. The order of loading is the same as that of control mode addressing. When the instruction has completed, the incremented address register contains the address of the last operand loaded plus the operand length. If the addressing register is also loaded from memory, the memory value is ignored and the register is written with the postincremented effective address.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	dr	0	0	1	SIZE	EFFECTIVE ADDRESS					
										MODE			REGISTER		
REGISTER LIST MASK															

MOVEM Move Multiple Registers MOVEM

Instruction Fields:

dr field—Specifies the direction of the transfer.

0 — Register to memory.

1 — Memory to register.

Size field—Specifies the size of the registers being transferred.

0 — Word transfer

1 — Long transfer

Effective Address field—Specifies the memory address for the operation. For register-to-memory transfers, only control alterable addressing modes or the predecrement addressing mode can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	—	—
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

For memory-to-register transfers, only control addressing modes or the postincrement addressing mode can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	—	—
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

Register List Mask field—Specifies the registers to be transferred. The low-order bit corresponds to the first register to be transferred; the high-order bit corresponds to the last register to be transferred. Thus, for both control modes and postincrement mode addresses, the mask correspondence is:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
A7	A6	A5	A4	A3	A2	A1	A0	D7	D6	D5	D4	D3	D2	D1	D0

For the predecrement mode addresses, the mask correspondence is reversed:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
D0	D1	D2	D3	D4	D5	D6	D7	A0	A1	A2	A3	A4	A5	A6	A7

MOVEP Move Peripheral Data MOVEP

Operation: Source → Destination

Assembler Syntax: MOVEP Dx,(d16,Ay)
MOVEP (d16,Ay),Dx

Attributes: Size = (Word, Long)

Description: Moves data between a data register and alternate bytes within the address space starting at the location specified and incrementing by two. The high-order byte of the data register is transferred first, and the low-order byte is transferred last. The memory address is specified in the address register indirect plus 16-bit displacement addressing mode. This instruction was originally designed for interfacing 8-bit peripherals on a 16-bit data bus, such as the MC68000 bus. Although supported by the MC68020, MC68030, and MC68040, this instruction is not useful for those processors with an external 32-bit bus.

Example: Long transfer to/from an even address.

Byte Organization in Register

31 24	23 16	15 8	7 0
HIGH ORDER	MID UPPER	MID LOWER	LOW ORDER

Byte Organization in 16-Bit Memory (Low Address at Top)

15 8	7 0
HIGH ORDER	
MID UPPER	
MID LOWER	
LOW ORDER	

Condition Codes: Not affected.

Instruction Format:

15	14	13	12	11 10 9	8 7 6	5	4	3	2 1 0
0	0	0	0	DATA REGISTER	OPMODE	0	0	1	ADDRESS REGISTER
16-BIT DISPLACEMENT									

Instruction Fields:

Data Register field—Specifies the data register for the instruction.

Opmode field—Specifies the direction and size of the operation.
100—Transfer word from memory to register.
101—Transfer long from memory to register.
110—Transfer word from register to memory.
111—Transfer long from register to memory.

Address Register field—Specifies the address register which is used in the address register indirect plus displacement addressing mode.

Displacement field—Specifies the displacement used in the operand address.

MOVEQ — Move Quick — MOVEQ

Operation: Immediate Data → Destination

Assembler Syntax: MOVEQ # < data > ,Dn

Attributes: Size = (Long)

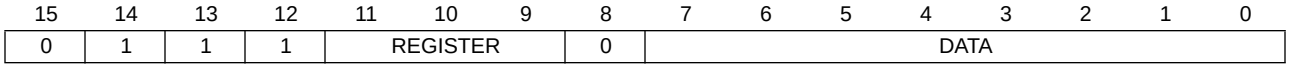
Description: Moves a byte of immediate data to a 32-bit data register. The data in an 8-bit field within the operation word is sign- extended to a long operand in the data register as it is transferred.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:



Instruction Fields:

Register field—Specifies the data register to be loaded.

Data field—Eight bits of data, which are sign-extended to a long operand.

MULS — Signed Multiply — MULS

Operation: Source x Destination → Destination

Assembler Syntax: MULS.W < ea > ,Dn16 x 16 → 32

Attributes: Size = (Word)

Description: Multiplies two signed operands yielding a signed result. This instruction has a word operand form and a long operand form.

In the word form, the multiplier and multiplicand are both word operands, and the result is a long-word operand. A register operand is the low-order word; the upper word of the register is ignored. All 32 bits of the product are saved in the destination data register.

In the long form, the multiplier and multiplicand are both long- word operands, and the result is either a long word or a quad word. The long-word result is the low-order 32 bits of the quad- word result; the high-order 32 bits of the product are discarded.

Condition Codes:

X	N	Z	V	C
—	*	*	*	0

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if overflow; cleared otherwise.
C — Always cleared.

Instruction Format (word form):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	REGISTER			1	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies a data register as the destination.

Effective Address field—Specifies the source operand. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

MULU — Unsigned Multiply — MULU

Operation: Source x Destination → Destination

Assembler Syntax: MULU.W < ea > ,Dn16 x 16 → 32

Attributes: Size = (Word)

Description: Multiplies two unsigned operands yielding an unsigned result. This instruction has a word operand form and a long operand form.

In the word form, the multiplier and multiplicand are both word operands, and the result is a long-word operand. A register operand is the low-order word; the upper word of the register is ignored. All 32 bits of the product are saved in the destination data register.

In the long form, the multiplier and multiplicand are both long- word operands, and the result is either a long word or a quad word. The long-word result is the low-order 32 bits of the quad- word result; the high-order 32 bits of the product are discarded.

Condition Codes:

X	N	Z	V	C
—	*	*	*	0

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if overflow; cleared otherwise.
C — Always cleared.

Instruction Format (word form):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	REGISTER			0	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies a data register as the destination.

Effective Address field—Specifies the source operand. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

NBCD — Negate Decimal with Extend — NBCD

Operation: 0 – Destination$_{10}$ – X → Destination

Assembler Syntax: NBCD < ea >

Attributes: Size = (Byte)

Description: Subtracts the destination operand and the extend bit from zero. The operation is performed using binary-coded decimal arithmetic. The packed binary-coded decimal result is saved in the destination location. This instruction produces the tens complement of the destination if the extend bit is zero or the nines complement if the extend bit is one. This is a byte operation only.

Condition Codes:

X	N	Z	V	C
*	U	*	U	*

X — Set the same as the carry bit.
N — Undefined.
Z — Cleared if the result is nonzero; unchanged otherwise.
V — Undefined.
C — Set if a decimal borrow occurs; cleared otherwise.

NOTE

Normally the Z condition code bit is set via programming before the start of the operation. This allows successful tests for zero results upon completion of multiple-precision operations.

Instruction Format (word form):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	REGISTER			0	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies a data register as the destination.

Effective Address field—Specifies the source operand. Only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

NEG — Negate — NEG

Operation: 0 – Destination → Destination

Assembler Syntax: NEG < ea >

Attributes: Size = (Byte, Word, Long)

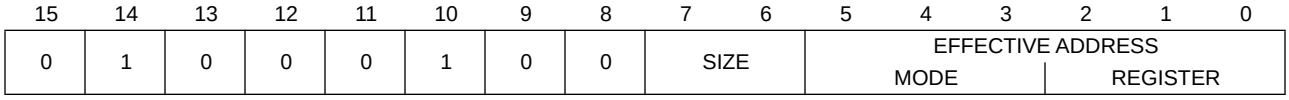
Description: Subtracts the destination operand from zero and stores the result in the destination location. The size of the operation is specified as byte, word, or long.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set the same as the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Cleared if the result is zero; set otherwise.

Instruction Format:



Instruction Fields:

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

Effective Address field—Specifies the destination operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

NEGX — Negate with Extend — NEGX

Operation: 0 – Destination – X → Destination

Assembler Syntax: NEGX < ea >

Attributes: Size = (Byte, Word, Long)

Description: Subtracts the destination operand and the extend bit from zero. Stores the result in the destination location. The size of the operation is specified as byte, word, or long.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set the same as the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Cleared if the result is nonzero; unchanged otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Set if a borrow occurs; cleared otherwise.

NOTE

Normally the Z condition code bit is set via programming before the start of the operation. This allows successful tests for zero results upon completion of multiple-precision operations.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	0	0	0	SIZE		EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

Effective Address field—Specifies the destination operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

NOP — No Operation — NOP

Operation: None

Assembler Syntax: NOP

Attributes: Unsized

Description: Performs no operation. The processor state, other than the program counter, is unaffected. Execution continues with the instruction following the NOP instruction.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	1	1	0	0	0	1

NOT — Logical Complement — NOT

Operation: ~ Destination → Destination

Assembler Syntax: NOT < ea >

Attributes: Size = (Byte, Word, Long)

Description: Calculates the ones complement of the destination operand and stores the result in the destination location. The size of the operation is specified as byte, word, or long.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:

15	14	13	12	11	10	9	8	7 6	5 4 3	2 1 0
0	1	0	0	0	1	1	0	SIZE	EFFECTIVE ADDRESS: MODE	EFFECTIVE ADDRESS: REGISTER

Instruction Fields:

Size field—Specifies the size of the operation.
00— Byte operation
01— Word operation
10— Long operation

Effective Address field—Specifies the destination operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

OR — Inclusive OR Logical — OR

Operation: Source V Destination → Destination

Assembler Syntax:
OR < ea > ,Dn
OR Dn, < ea >

Attributes: Size = (Byte, Word, Long)

Description: Performs an inclusive-OR operation on the source operand and the destination operand and stores the result in the destination location. The size of the operation is specified as byte, word, or long. The contents of an address register may not be used as an operand.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	0	REGISTER			OPMODE			EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies any of the eight data registers.

Opmode field

Byte	Word	Long	Operation
000	001	010	< ea > V Dn → Dn
100	101	110	Dn V < ea > → < ea >

Effective Address field—If the location specified is a source operand, only data addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

If the location specified is a destination operand, only memory alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

NOTE

If the destination is a data register, it must be specified using the destination Dn mode, not the destination < ea > mode.

Most assemblers use ORI when the source is immediate data.

ORI Inclusive-OR ORI

Operation: Immediate Data V Destination → Destination

Assembler Syntax: ORI # < data > , < ea >

Attributes: Size = (Byte, Word, Long)

Description: Performs an inclusive-OR operation on the immediate data and the destination operand and stores the result in the destination location. The size of the operation is specified as byte, word, or long. The size of the immediate data matches the operation size.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	SIZE		EFFECTIVE ADDRESS					
										MODE			REGISTER		
16-BIT WORD DATA								8-BIT BYTE DATA							
32-BIT LONG DATA															

Instruction Fields:

Size field—Specifies the size of the operation.
00— Byte operation
01— Word operation
10— Long operation

Effective Address field—Specifies the destination operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Immediate field—Data immediately following the instruction.
If size = 00, the data is the low-order byte of the immediate word.
If size = 01, the data is the entire immediate word.
If size = 10, the data is the next two immediate words.

ORI to CCR

Inclusive OR Immediate to Condition Codes

ORI to CCR

Operation: Source V CCR → CCR

Assembler Syntax: ORI # < data > ,CCR

Attributes: Size = (Byte)

Description: Performs an inclusive-OR operation on the immediate operand and the condition codes and stores the result in the condition code register (low-order byte of the status register). All implemented bits of the condition code register are affected.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set if bit 4 of immediate operand is one; unchanged otherwise.
N — Set if bit 3 of immediate operand is one; unchanged otherwise.
Z — Set if bit 2 of immediate operand is one; unchanged otherwise.
V — Set if bit 1 of immediate operand is one; unchanged otherwise.
C — Set if bit 0 of immediate operand is one; unchanged otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0
0	0	0	0	0	0	0	0	8-BIT BYTE DATA							

Inclusive OR Immediate to the Status Register
(Privileged Instruction)

ORI to SR

Operation: If Supervisor State
Then Source V SR → SR
Else TRAP

Assembler Syntax: ORI # < data > ,SR

Attributes: Size = (Word)

Description: Performs an inclusive-OR operation of the immediate operand and the status register's contents and stores the result in the status register. All implemented bits of the status register are affected.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X—Set if bit 4 of immediate operand is one; unchanged otherwise.

N—Set if bit 3 of immediate operand is one; unchanged otherwise.

Z—Set if bit 2 of immediate operand is one; unchanged otherwise.

V—Set if bit 1 of immediate operand is one; unchanged otherwise.

C—Set if bit 0 of immediate operand is one; unchanged otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	1	1	1	1	1	0	0
16—BIT WORD DATA															

PEA — Push Effective Address — PEA

Operation: SP – 4 → SP; < ea > → (SP)

Assembler Syntax: PEA < ea >

Attributes: Size = (Long)

Description: Computes the effective address and pushes it onto the stack. The effective address is a long address.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	0	0	0	0	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Field:

Effective Address field—Specifies the address to be pushed onto the stack. Only control addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	—	—
– (An)	—	—
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

RESET — Reset External Devices — RESET

Operation: If Supervisor State
Then Assert $\overline{\text{RESET}}$ Line
Else TRAP

Assembler Syntax: RESET

Attributes: Unsized

Description: Asserts the $\overline{\text{RESET}}$ signal for 124 clock periods, resetting all external external devices. The processor state, other than the program counter, is unaffected and execution continues with the next instruction.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	1	1	0	0	0	0

ROL, ROR Rotate (Without Extend) ROL, ROR

Operation: Destination Rotated By < count > → Destination

Assembler Syntax: ROd Dx,Dy
ROd # < data > ,Dy ROd < ea > where d is direction, L or R

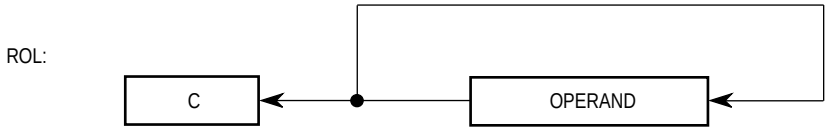
Attributes: Size = (Byte, Word, Long)

Description: Rotates the bits of the operand in the direction specified (L or R). The extend bit is not included in the rotation. The rotate count for the rotation of a register is specified in either of two ways:

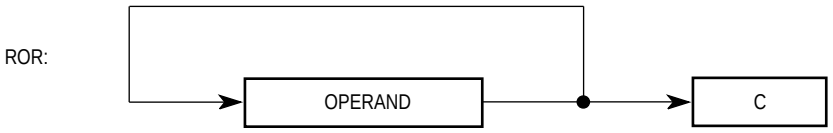
1. Immediate—The rotate count (1 – 8) is specified in the instruction.
2. Register—The rotate count is the value in the data register specified in the instruction, modulo 64.

The size of the operation for register destinations is specified as byte, word, or long. The contents of memory, (ROd < ea >), can be rotated one bit only, and operand size is restricted to a word.

The ROL instruction rotates the bits of the operand to the left; the rotate count determines the number of bit positions rotated. Bits rotated out of the high-order bit go to the carry bit and also back into the low-order bit.



The ROR instruction rotates the bits of the operand to the right; the rotate count determines the number of bit positions rotated. Bits rotated out of the low-order bit go to the carry bit and also back into the high-order bit.



Condition Codes:

X	N	Z	V	C
—	*	*	0	*

X — Not affected.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Set according to the last bit rotated out of the operand; cleared when the rotate count is zero.

Instruction Format (Register Rotate):

15	14	13	12	11 10 9	8	7 6	5	4	3	2 1 0
1	1	1	0	COUNT/ REGISTER	dr	SIZE	i/r	1	1	REGISTER

Instruction Fields (Register Rotate):

Count/Register field:
If i/r = 0, this field contains the rotate count. The values 1 – 7 represent counts of 1 – 7, and zero specifies a count of eight.
If i/r = 1, this field specifies a data register that contains the rotate count (modulo 64).

dr field—Specifies the direction of the rotate.
0 — Rotate right
1 — Rotate left

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

i/r field—Specifies the rotate count location.
If i/r = 0, immediate rotate count.
If i/r = 1, register rotate count.

Register field—Specifies a data register to be rotated.

Instruction Format (Memory Rotate):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	0	1	1	dr	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields (Memory Rotate):

dr field—Specifies the direction of the rotate.
0 — Rotate right
1 — Rotate left

Effective Address field—Specifies the operand to be rotated. Only memory alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

ROXL, ROXR Rotate with Extend ROXL, ROXR

Operation: Destination Rotated With X By Count → Destination

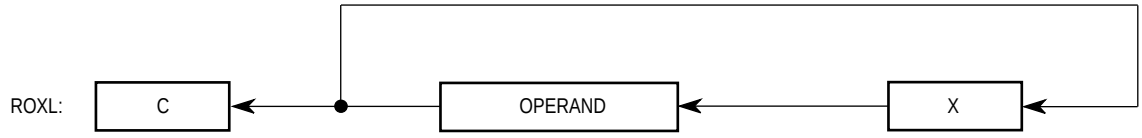
Assembler Syntax:
ROXd Dx,Dy
ROXd # < data > ,Dy
ROXd < ea >
where d is direction, L or R

Attributes: Size = (Byte, Word, Long)

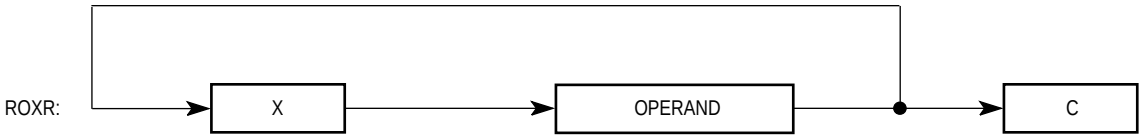
Description: Rotates the bits of the operand in the direction specified (L or R). The extend bit is included in the rotation. The rotate count for the rotation of a register is specified in either of two ways:

1. Immediate—The rotate count (1 – 8) is specified in the instruction.
2. Register—The rotate count is the value in the data register specified in the instruction, modulo 64.

The size of the operation for register destinations is specified as byte, word, or long. The contents of memory, < ea > , can be rotated one bit only, and operand size is restricted to a word. The ROXL instruction rotates the bits of the operand to the left; the rotate count determines the number of bit positions rotated. Bits rotated out of the high-order bit go to the carry bit and the extend bit; the previous value of the extend bit rotates into the low-order bit.



The ROXR instruction rotates the bits of the operand to the right; the rotate count determines the number of bit positions rotated. Bits rotated out of the low-order bit go to the carry bit and the extend bit; the previous value of the extend bit rotates into the high-order bit.



Condition Codes:

X	N	Z	V	C
*	*	*	0	*

X — Set to the value of the last bit rotated out of the operand; unaffected when the rotate count is zero.
N — Set if the most significant bit of the result is set; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Always cleared.
C — Set according to the last bit rotated out of the operand; when the rotate count is zero, set to the value of the extend bit.

Instruction Format (Register Rotate):

15	14	13	12	11 10 9	8	7 6	5	4	3	2 1 0
1	1	1	0	COUNT/ REGISTER	dr	SIZE	i/r	1	0	REGISTER

ROXL, ROXR Rotate with Extend ROXL, ROXR

Instruction Fields (Register Rotate):

Count/Register field:
If i/r = 0, this field contains the rotate count. The values 1 – 7 represent counts of 1 – 7, and zero specifies a count of eight.
If i/r = 1, this field specifies a data register that contains the rotate count (modulo 64).

dr field—Specifies the direction of the rotate.
0 — Rotate right
1 — Rotate left

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

i/r field—Specifies the rotate count location.
If i/r = 0, immediate rotate count.
If i/r = 1, register rotate count.

Register field—Specifies a data register to be rotated.

Instruction Format (Memory Rotate):

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	0	1	0	dr	1	1	EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields (Memory Rotate):

dr field—Specifies the direction of the rotate.
0 — Rotate right
1 — Rotate left

Effective Address field—Specifies the operand to be rotated. Only memory alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

RTE

Return from Exception
(Privileged Instruction)

RTE

Operation: If Supervisor State
Then (SP) → SR; SP + 2 → SP; (SP) → PC; SP + 4 → SP; Restore State and Deallocate Stack According to (SP)
Else TRAP

Assembler Syntax: RTE

Attributes: Unsized

Description: Loads the processor state information stored in the exception stack frame located at the top of the stack into the processor.

Condition Codes:

Set according to the condition code bits in the status register value restored from the stack.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	1	1	0	0	1	1

RTR Return and Restore Condition Codes RTR

Operation: (SP) → CCR; SP + 2 → SP; (SP) → PC; SP + 4 → SP

Assembler Syntax: RTR

Attributes: Unsized

Description: Pulls the condition code and program counter values from the stack. The previous condition code and program counter values are lost. The supervisor portion of the status register is unaffected.

Condition Codes:

Set to the condition codes from the stack.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	1	1	0	1	1	1

RTS — Return from Subroutine — RTS

Operation: (SP) → PC; SP + 4 → SP

Assembler Syntax: RTS

Attributes: Unsized

Description: Pulls the program counter value from the stack. The previous program counter value is lost.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	1	1	0	1	0	1

SBCD Subtract Decimal with Extend SBCD

Operation: Destination10 – Source10 – X → Destination

Assembler Syntax: SBCD Dx,Dy
SBCD – (Ax), – (Ay)

Attributes: Size = (Byte)

Description: Subtracts the source operand and the extend bit from the destination operand and stores the result in the destination location. The subtraction is performed using binary-coded decimal arithmetic; the operands are packed binary-coded decimal numbers. The instruction has two modes:

1. Data register to data register—the data registers specified in the instruction contain the operands.
2. Memory to memory—the address registers specified in the instruction access the operands from memory using the predecrement addressing mode.

This operation is a byte operation only.

Condition Codes:

X	N	Z	V	C
*	U	*	U	*

X — Set the same as the carry bit.
N — Undefined.
Z — Cleared if the result is nonzero; unchanged otherwise.
V — Undefined.
C — Set if a borrow (decimal) is generated; cleared otherwise.

NOTE

Normally the Z condition code bit is set via programming before the start of an operation. This allows successful tests for zero results upon completion of multiple-precision operations.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	0	REGISTER Dy/Ay			1	0	0	0	0	R/M	REGISTER Dx/Ax		

Instruction Fields:

Register Dy/Ay field—Specifies the destination register.
If R/M = 0, specifies a data register.
If R/M = 1, specifies an address register for the predecrement addressing mode.

R/M field—Specifies the operand addressing mode.
0 — The operation is data register to data register.
1 — The operation is memory to memory.

Register Dx/Ax field—Specifies the source register.
If R/M = 0, specifies a data register.
If R/M = 1, specifies an address register for the predecrement addressing mode.

Scc — Set According to Condition — Scc

Operation: If Condition True
Then 1s → Destination
Else 0s → Destination

Assembler Syntax: Scc < ea >

Attributes: Size = (Byte)

Description: Tests the specified condition code; if the condition is true, sets the byte specified by the effective address to TRUE (all ones). Otherwise, sets that byte to FALSE (all zeros). Condition code cc specifies one of the following conditions:

Mnemonic	Condition
CC(HI)	Carry Clear
CS(LO)	Carry Set
EQ	Equal
F	False
GE	Greater or Equal
GT	Greater Than
HI	High
LE	Less or Equal

Mnemonic	Condition
LS	Low or Same
LT	Less Than
MI	Minus
NE	Not Equal
PL	Plus
T	True
VC	Overflow Clear
VS	Overflow Set

Condition Codes: Not affected.

Instruction Format:

15	14	13	12	11 10 9 8	7	6	5 4 3	2 1 0
0	1	0	1	CONDITION	1	1	EFFECTIVE ADDRESS: MODE	REGISTER

Instruction Fields:

Condition field—The binary code for one of the conditions listed in the table.

Effective Address field—Specifies the location in which the TRUE/FALSE byte is to be stored. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

STOP

Load Status Register and Stop
(Privileged Instruction)

STOP

Operation: If Supervisor State
Then Immediate Data → SR; STOP
Else TRAP

Assembler Syntax: STOP # < data >

Attributes: Unsized

Description: Moves the immediate operand into the status register (both user and supervisor portions), advances the program counter to point to the next instruction, and stops the fetching and executing of instructions. A trace, interrupt, or reset exception causes the processor to resume instruction execution. A trace exception occurs if instruction tracing is enabled (T0 = 1, T1 = 0) when the STOP instruction begins execution. If an interrupt request is asserted with a priority higher than the priority level set by the new status register value, an interrupt exception occurs; otherwise, the interrupt request is ignored. External reset always initiates reset exception processing.

Condition Codes:

Set according to the immediate operand.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	1	1	0	0	1	0
IMMEDIATE DATA															

Instruction Fields:

Immediate field—Specifies the data to be loaded into the status register.

SUB — Subtract — SUB

Operation: Destination – Source → Destination

Assembler Syntax: SUB < ea > ,Dn
SUB Dn, < ea >

Attributes: Size = (Byte, Word, Long)

Description: Subtracts the source operand from the destination operand and stores the result in the destination. The size of the operation is specified as byte, word, or long. The mode of the instruction indicates which operand is the source, which is the destination, and which is the operand size.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set to the value of the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow is generated; cleared otherwise.
C — Set if a borrow is generated; cleared otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	0	0	1	REGISTER			OPMODE			EFFECTIVE ADDRESS					
										MODE			REGISTER		

Instruction Fields:

Register field—Specifies any of the eight data registers.

Opmode field

Byte	Word	Long	Operation
000	001	010	Dn – < ea > → Dn
100	101	110	< ea > – Dn → < ea >

Effective Address field—Determines the addressing mode. If the location specified is a source operand, all addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An*	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

*For byte-sized operation, address register direct is not allowed.

If the location specified is a destination operand, only memory alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	—	—
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

NOTE

If the destination is a data register, it must be specified as a destination Dn address, not as a destination < ea > address.

Most assemblers use SUBA when the destination is an address register and SUBI or SUBQ when the source is immediate data.

SUBA Subtract Address SUBA

Operation: Destination – Source → Destination

Assembler Syntax: SUBA < ea > ,An

Attributes: Size = (Word, Long)

Description: Subtracts the source operand from the destination address register and stores the result in the address register. The size of the operation is specified as word or long. Word-sized source operands are sign-extended to 32-bit quantities prior to the subtraction.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11 10 9	8 7 6	5 4 3	2 1 0
1	0	0	1	REGISTER	OPMODE	EFFECTIVE ADDRESS MODE	REGISTER

Instruction Fields:

Register field—Specifies the destination, any of the eight address registers.

Opmode field—Specifies the size of the operation.
011— Word operation. The source operand is sign-extended to a long operand and the operation is performed on the address register using all 32 bits.
111— Long operation.

Effective Address field—Specifies the source operand. All addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

SUBI — Subtract Immediate — SUBI

Operation: Destination – Immediate Data → Destination

Assembler Syntax: SUBI # < data > , < ea >

Attributes: Size = (Byte, Word, Long)

Description: Subtracts the immediate data from the destination operand and stores the result in the destination location. The size of the operation is specified as byte, word, or long. The size of the immediate data matches the operation size.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set to the value of the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Set if a borrow occurs; cleared otherwise.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	1	0	0	SIZE		EFFECTIVE ADDRESS					
										MODE			REGISTER		
16-BIT WORD DATA								8-BIT BYTE DATA							
32-BIT LONG DATA															

Instruction Fields:

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

Effective Address field—Specifies the destination operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Immediate field—Data immediately following the instruction.
If size = 00, the data is the low-order byte of the immediate word.
If size = 01, the data is the entire immediate word.
If size = 10, the data is the next two immediate words.

SUBQ — Subtract Quick — SUBQ

Operation: Destination – Immediate Data → Destination

Assembler Syntax: SUBQ # < data > , < ea >

Attributes: Size = (Byte, Word, Long)

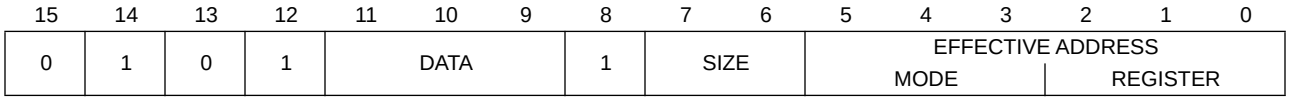
Description: Subtracts the immediate data (1 – 8) from the destination operand. The size of the operation is specified as byte, word, or long. Only word and long operations can be used with address registers, and the condition codes are not affected. When subtracting from address registers, the entire destination address register is used, despite the operation size.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set to the value of the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Set if the result is zero; cleared otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Set if a borrow occurs; cleared otherwise.

Instruction Format:



Instruction Fields:

Data field—Three bits of immediate data; 1 – 7 represent immediate values of 1 – 7, and zero represents eight.

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

Effective Address field—Specifies the destination location. Only alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An*	001	reg. number:An
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

*Word and long only.

SUBX — Subtract with Extend — SUBX

Operation: Destination – Source – X → Destination

Assembler Syntax: SUBX Dx,Dy
SUBX – (Ax), – (Ay)

Attributes: Size = (Byte, Word, Long)

Description: Subtracts the source operand and the extend bit from the destination operand and stores the result in the destination. The instruction has two modes:

1. Data register to data register—the data registers specified in the instruction contain the operands.
2. Memory to memory—the address registers specified in the instruction access the operands from memory using the predecrement addressing mode.

The size of the operand is specified as byte, word, or long.

Condition Codes:

X	N	Z	V	C
*	*	*	*	*

X — Set to the value of the carry bit.
N — Set if the result is negative; cleared otherwise.
Z — Cleared if the result is nonzero; unchanged otherwise.
V — Set if an overflow occurs; cleared otherwise.
C — Set if a borrow occurs; cleared otherwise.

NOTE

Normally the Z condition code bit is set via programming before the start of an operation. This allows successful tests for zero results upon completion of multiple-precision operations.

Instruction Format:

15	14	13	12	11 10 9	8	7 6	5	4	3	2 1 0
1	0	0	1	REGISTER Dy/Ay	1	SIZE	0	0	R/M	REGISTER Dx/Ax

Instruction Fields:

Register Dy/Ay field—Specifies the destination register.
If R/M = 0, specifies a data register.
If R/M = 1, specifies an address register for the predecrement addressing mode.

Size field—Specifies the size of the operation.
00 — Byte operation
01 — Word operation
10 — Long operation

R/M field—Specifies the operand addressing mode.
0 — The operation is data register to data register.
1 — The operation is memory to memory.

Register Dx/Ax field—Specifies the source register:
If R/M = 0, specifies a data register.
If R/M = 1, specifies an address register for the predecrement addressing mode.

SWAP — Swap Register Halves — SWAP

Operation: Register 31 – 16 ⟷ Register 15 – 0

Assembler Syntax: SWAP Dn

Attributes: Size = (Word)

Description: Exchange the 16-bit words (halves) of a data register.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the most significant bit of the 32-bit result is set; cleared otherwise.
Z — Set if the 32-bit result is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	0	0	0	0	1	0	0	0	REGISTER		

Instruction Field:

Register field—Specifies the data register to swap.

TAS — Test and Set an Operand — TAS

Operation: Destination Tested → Condition Codes; 1 → Bit 7 of Destination

Assembler Syntax: TAS < ea >

Attributes: Size = (Byte)

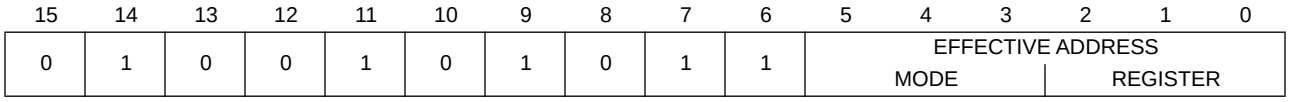
Description: Tests and sets the byte operand addressed by the effective address field. The instruction tests the current value of the operand and sets the N and Z condition bits appropriately. TAS also sets the high-order bit of the operand. The operation uses a locked or read-modify-write transfer sequence. This instruction supports use of a flag or semaphore to coordinate several processors.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the most significant bit of the operand is currently set; cleared otherwise.
Z — Set if the operand was zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:



Instruction Fields:

Effective Address field—Specifies the location of the tested operand. Only data alterable addressing modes can be used as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Operation: 1 → S-Bit of SR
SSP – 4 → SSP; PC → (SSP); SSP – 2 → SSP;
SR → (SSP); Vector Address → PC

Assembler Syntax: TRAP # < vector >

Attributes: Unsized

Description: Causes a TRAP # < vector > exception. The instruction adds the immediate operand (vector) of the instruction to 32 to obtain the vector number. The range of vector values is 0 – 15, which provides 16 vectors.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	0	0	VECTOR			

Instruction Fields:

Vector field—Specifies the trap vector to be taken.

TRAPV Trap on Overflow TRAPV

Operation: If V then TRAP

Assembler Syntax: TRAPV

Attributes: Unsized

Description: If the overflow condition is set, causes a TRAPV exception with a vector number 7. If the overflow condition is not set, the processor performs no operation and execution continues with the next instruction.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	1	1	0	1	1	0

TST — Test an Operand — TST

Operation: Destination Tested → Condition Codes

Assembler Syntax: TST < ea >

Attributes: Size = (Byte, Word, Long)

Description: Compares the operand with zero and sets the condition codes according to the results of the test. The size of the operation is specified as byte, word, or long.

Condition Codes:

X	N	Z	V	C
—	*	*	0	0

X — Not affected.
N — Set if the operand is negative; cleared otherwise.
Z — Set if the operand is zero; cleared otherwise.
V — Always cleared.
C — Always cleared.

Instruction Format:

15	14	13	12	11	10	9	8	7 6	5 4 3	2 1 0
0	1	0	0	1	0	1	0	SIZE	EFFECTIVE ADDRESS: MODE	EFFECTIVE ADDRESS: REGISTER

Instruction Fields:

Size field—Specifies the size of the operation.
- 00 — Byte operation
- 01 — Word operation
- 10 — Long operation

Effective Address field—Specifies the addressing mode for the destination operand as listed in the following table:

Addressing Mode	Mode	Register
Dn	000	reg. number:Dn
An	—	—
(An)	010	reg. number:An
(An) +	011	reg. number:An
– (An)	100	reg. number:An
(d_{16},An)	101	reg. number:An
(d_8,An,Xn)	110	reg. number:An

Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	—	—
(d_{16},PC)	—	—
(d_8,PC,Xn)	—	—

Operation: An → SP; (SP) → An; SP + 4 → SP

Assembler Syntax: UNLK An

Attributes: Unsized

Description: Loads the stack pointer from the specified address register, then loads the address register with the long word pulled from the top of the stack.

Condition Codes:

Not affected.

Instruction Format:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	1	1	1	0	0	1	0	1	1	REGISTER		

Instruction Field:

Register field—Specifies the address register for the instruction.