

Byte	0	1	2	3	4	5
halt	0	0				
nop	1	0				
rrmovl rA, rB	2	0	rA	rB		
irmovl V, rB	3	0	8	rB	V	
rmmovl rA, D(rB)	4	0	rA	rB	D	
mrmovl D(rB), rA	5	0	rA	rB	D	
OpI rA, rB	6	fn	rA	rB		
jXX Dest	7	fn	Dest			
cmovXX rA, rB	2	fn	rA	rB		
call Dest	8	0	Dest			
ret	9	0				
pushl rA	A	0	rA	F		
popl rA	B	0	rA	F		