EASy68K Quick Reference v2.1

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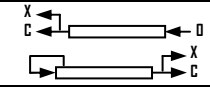
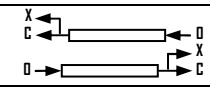
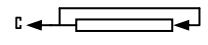
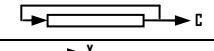
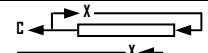
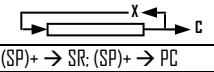
Opcode	Size	Operand	CCR	Effective Address s=source, d=destination, e=either, i=displacement												Operation	Description
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		
ABCD	B	Dy,Dx	*U*U*	e	-	-	-	-	-	-	-	-	-	-	-	$Dy_{10} + Dx_{10} + X \rightarrow Dx_{10}$	BCD destination + BCD source + eXtend
		-(Ay),-(Ax)		-	-	-	-	e	-	-	-	-	-	-	-	$-(Ay)_{10} + -(Ax)_{10} + X \rightarrow -(Ax)_{10}$	Z cleared if result not 0 unchanged otherwise
ADD [4]	BWL	s,Dn	*****	e	s	s	s	s	s	s	s	s	s	s	s[4]	s + Dn → Dn	Add binary (ADDI or ADDQ is used when source is
		Dn,d		e	d[4]	d	d	d	d	d	d	d	-	-	-	Dn + d → d	#n. Prevent ADDQ with #n.L)
ADDA [4]	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	s + An → An	Add address (.W sign-extended to .L)
ADDI [4]	BWL	#n,d	*****	d	-	d	d	d	d	d	d	d	-	-	s	#n + d → d	Add immediate to destination
ADDQ [4]	BWL	#n,d	*****	d	d	d	d	d	d	d	d	d	-	-	s	#n + d → d	Add quick immediate (#n range: 1 to 8)
ADDX	BWL	Dy,Dx	*****	e	-	-	-	-	-	-	-	-	-	-	-	Dy + Dx + X → Dx	Add source and eXtend bit to destination
		-(Ay),-(Ax)		-	-	-	-	e	-	-	-	-	-	-	-	-(Ay) + -(Ax) + X → -(Ax)	
AND [4]	BWL	s,Dn	-**00	e	-	s	s	s	s	s	s	s	s	s	s[4]	s AND Dn → Dn	Logical AND source to destination
		Dn,d		e	-	d	d	d	d	d	d	d	-	-	-	Dn AND d → d	(ANDI is used when source is #n)
ANDI [4]	BWL	#n,d	-**00	d	-	d	d	d	d	d	d	d	-	-	s	#n AND d → d	Logical AND immediate to destination
ANDI [4]	B	#n,CCR	≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	s	#n AND CCR → CCR	Logical AND immediate to CCR
ANDI [4]	W	#n,SR	≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	s	#n AND SR → SR	Logical AND immediate to SR (Privileged)
ASL	BWL	Dx,Dy	*****	e	-	-	-	-	-	-	-	-	-	-	-		Arithmetic shift Dy by Dx bits left/right
ASR		#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s		Arithmetic shift Dy #n bits L/R (#n: 1 to 8)
	W	d		-	-	d	d	d	d	d	d	d	-	-	-		Arithmetic shift ds 1 bit left/right (.W only)
Bcc	BW[3]	address[2]	-----	-	-	-	-	-	-	-	-	-	-	-	-	if cc true then address → PC	Branch conditionally (cc table on back) (8 or 16-bit ± offset to address)
BCHG	B L	Dn,d	--*--	e[1]	-	d	d	d	d	d	d	d	-	-	-	NOT(bit number of d) → Z	Set Z with state of specified bit in d then invert
		#n,d		d[1]	-	d	d	d	d	d	d	d	-	-	s	NOT(bit n of d)→ bit n of d	the bit in d
BCLR	B L	Dn,d	--*--	e[1]	-	d	d	d	d	d	d	d	-	-	-	NOT(bit number of d) → Z	Set Z with state of specified bit in d then clear
		#n,d		d[1]	-	d	d	d	d	d	d	d	-	-	s	0 → bit number of d	the bit in d
BFCHG	[5]	d{o:w}	-**00	d	-	d	-	-	d	d	d	d	-	-	-	NOT bit field of d	Complement the bit field at destination
BFCLR	[5]	d{o:w}	-**00	d	-	d	-	-	d	d	d	d	-	-	-	0 → bit field of d	Clear the bit field at destination
BFEXTS	[5]	s{o:w},Dn	-**00	d	-	s	-	-	s	s	s	s	s	s	-	bit field of s extend 32 → Dn	Dn = bit field of s sign extended to 32 bits
BFEXTU	[5]	s{o:w},Dn	-**00	d	-	s	-	-	s	s	s	s	s	s	-	bit field of s unsigned → Dn	Dn = bit field of s zero extended to 32 bits
BFFFO	[5]	s{o:w},Dn	-**00	d	-	s	-	-	s	s	s	s	s	s	-	bit number of 1st 1 → Dn	Dn = bit position of 1st 1 or offset + width
BFINS	[5]	Dn,s{o:w}	-**00	s	-	d	-	-	d	d	d	d	-	-	-	low bits Dn → bit field at d	Insert low bits of Dn to bit field at d
BFSET	[5]	d{o:w}	-**00	d	-	d	-	-	d	d	d	d	-	-	-	1 → bit field of d	Set all bits in bit field of destination
BFTST	[5]	d{o:w}	-**00	d	-	d	-	-	d	d	d	d	d	d	-	set CCR with bit field of d	N = high bit of bit field, Z set if all bits 0
BRA	BW[3]	address[2]	-----	-	-	-	-	-	-	-	-	-	-	-	-	address → PC	Branch always (8 or 16-bit ± offset to addr)
BSET	B L	Dn,d	--*--	e[1]	-	d	d	d	d	d	d	d	-	-	-	NOT(bit n of d) → Z	Set Z with state of specified bit in d then
		#n,d		d[1]	-	d	d	d	d	d	d	d	-	-	s	1 → bit n of d	set the bit in d
BSR	BW[3]	address[2]	-----	-	-	-	-	-	-	-	-	-	-	-	-	PC → -(SP); address → PC	Branch to subroutine (8 or 16-bit ± offset)
BTST	B L	Dn,d	--*--	e[1]	-	d	d	d	d	d	d	d	d	d	-	NOT(bit Dn of d) → Z	Set Z with state of specified bit in d
		#n,d		d[1]	-	d	d	d	d	d	d	d	d	d	s	NOT(bit #n of d) → Z	Leave the bit in d unchanged
CHK	W	s,Dn	-*UUU	e	-	s	s	s	s	s	s	s	s	s	s	if Dn<0 or Dn>s then TRAP	Compare Dn with 0 and upper bound [s]
CLR	BWL	d	-0100	d	-	d	d	d	d	d	d	d	-	-	-	0 → d	Clear destination to zero
CMP [4]	BWL	s,Dn	-****	e	s[4]	s	s	s	s	s	s	s	s	s	s[4]	set CCR with Dn – s	Compare Dn to source
CMPA [4]	WL	s,An	-****	s	e	s	s	s	s	s	s	s	s	s	s	set CCR with An – s	Compare An to source
CMPI [4]	BWL	#n,d	-****	d	-	d	d	d	d	d	d	d	-	-	s	set CCR with d - #n	Compare destination to #n
CMPM [4]	BWL	(Ay)+,(Ax)+	-****	-	-	-	e	-	-	-	-	-	-	-	-	set CCR with (Ax) - (Ay)	Compare (Ax) to (Ay); Increment Ax and Ay
DBcc	W	Dn,addres[2]	-----	-	-	-	-	-	-	-	-	-	-	-	-	if cc false then { Dn-1 → Dn if Dn <> -1 then addr →PC }	Test condition, decrement and branch (16-bit ± offset to address)
DIVS	W	s,Dn	-***0	e	-	s	s	s	s	s	s	s	s	s	s	±32bit Dn / ±16bit s → ±Dn	Dn= [16-bit remainder, 16-bit quotient]
DIVU	W	s,Dn	-***0	e	-	s	s	s	s	s	s	s	s	s	s	32bit Dn / 16bit s → Dn	Dn= [16-bit remainder, 16-bit quotient]
EOR [4]	BWL	Dn,d	-**00	e	-	d	d	d	d	d	d	d	-	-	s[4]	Dn XOR d → d	Logical exclusive OR Dn to destination
EORI [4]	BWL	#n,d	-**00	d	-	d	d	d	d	d	d	d	-	-	s	#n XOR d → d	Logical exclusive OR #n to destination
EORI [4]	B	#n,CCR	≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	s	#n XOR CCR → CCR	Logical exclusive OR #n to CCR
EORI [4]	W	#n,SR	≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	s	#n XOR SR → SR	Logical exclusive OR #n to SR (Privileged)
EXG	L	Rx,Ry	-----	e	e	-	-	-	-	-	-	-	-	-	-	register ←→ register	Exchange registers (32-bit only)
EXT	WL	Dn	-**00	d	-	-	-	-	-	-	-	-	-	-	-	Dn.B → Dn.W | Dn.W → Dn.L	Sign extend (change .B to .W or .W to .L)
ILLEGAL			-----	-	-	-	-	-	-	-	-	-	-	-	-	PC→-(SSP); SR→-(SSP)	Generate Illegal Instruction exception
JMP		d	-----	-	-	d	-	-	d	d	d	d	d	d	-	↑d → PC	Jump to effective address of destination
JSR		d	-----	-	-	d	-	-	d	d	d	d	d	d	-	PC → -(SP); ↑d → PC	push PC, jump to subroutine at address d
LEA	L	s,An	-----	-	e	s	-	-	s	s	s	s	s	s	-	↑s → An	Load effective address of s to An
LINK		An,#n	-----	-	-	-	-	-	-	-	-	-	-	-	-	An → -(SP); SP → An; SP + #n → SP	Create local workspace on stack (negative n to allocate space)
LSL	BWL	Dx,Dy	***0*	e	-	-	-	-	-	-	-	-	-	-	-		Logical shift Dy, Dx bits left/right
LSR		#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s		Logical shift Dy, #n bits L/R (#n: 1 to 8)
	W	d		-	-	d	d	d	d	d	d	d	-	-	-		Logical shift d 1 bit left/right (.W only)
MOVE [4]	BWL	s,d	-**00	e	s[4]	e	e	e	e	e	e	e	s	s	s[4]	s → d	Move data from source to destination
MOVE	W	s,CCR	≡≡≡≡≡	s	-	s	s	s	s	s	s	s	s	s	s	s → CCR	Move source to Condition Code Register
MOVE	W	s,SR	≡≡≡≡≡	s	-	s	s	s	s	s	s	s	s	s	s	s → SR	Move source to Status Register (Privileged)
MOVE	W	SR,d	-----	d	-	d	d	d	d	d	d	d	-	-	-	SR → d	Move Status Register to destination
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		

Opcode	Size	Operand	CCR	Effective Address s=source, d=destination, e=either, i=displacement												Operation	Description
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		
MOVE	L	USP,An	-----	-	d	-	-	-	-	-	-	-	-	-	-	USP → An	Move User Stack Pointer to An (Privileged)
		An,USP		-	s	-	-	-	-	-	-	-	-	-	-	An → USP	Move An to User Stack Pointer (Privileged)
MOVEA[4]	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	s → An	Move source to An (MOVE s,An use MOVEA)
MOVEM[4]	WL	Rn-Rn,d	-----	-	-	d	-	d	d	d	d	d	-	-	-	Registers → d	Move specified registers to/from memory
		s,Rn-Rn		-	-	s	s	-	s	s	s	s	s	s	-	s → Registers	(.W source is sign-extended to .L for Rn)
MOVEP	WL	Dn,(i,An)	-----	s	-	-	-	-	d	-	-	-	-	-	-	Dn → (i,An)...(i+2,An)...(i+4,A.	Move Dn to/from alternate memory bytes
		(i,An),Dn		d	-	-	-	-	s	-	-	-	-	-	-	(i,An) → Dn...(i+2,An)...(i+4,A.	(Access only even or odd addresses)
MOVEQ[4]	L	#n,Dn	-**00	d	-	-	-	-	-	-	-	-	-	-	s	#n → Dn	Move sign extended 8-bit #n to Dn
MULS	W	s,Dn	-**00	e	-	s	s	s	s	s	s	s	s	s	s	±16bit s * ±16bit Dn → ±Dn	Multiply signed 16-bit; result: signed 32-bit
MULU	W	s,Dn	-**00	e	-	s	s	s	s	s	s	s	s	s	s	16bit s * 16bit Dn → Dn	Multiply unsig'd 16-bit; result: unsig'd 32-bit
NBCD	B	d	*U*U*	d	-	d	d	d	d	d	d	d	-	-	-	$0 - d_{10} - X \rightarrow d$	Negate BCD with eXtend, BCD result
NEG	BWL	d	*****	d	-	d	d	d	d	d	d	d	-	-	-	0 - d → d	Negate destination (2's complement)
NEGX	BWL	d	*****	d	-	d	d	d	d	d	d	d	-	-	-	0 - d - X → d	Negate destination with eXtend
NOP			-----	-	-	-	-	-	-	-	-	-	-	-	-	None	No operation occurs
NOT	BWL	d	-**00	d	-	d	d	d	d	d	d	d	-	-	-	NOT(d) → d	Logical NOT destination (1's complement)
OR[4]	BWL	s,Dn	-**00	e	-	s	s	s	s	s	s	s	s	s	s[4]	s OR Dn → Dn	Logical OR
		Dn,d		e	-	d	d	d	d	d	d	d	-	-	-	Dn OR d → d	(ORI is used when source is #n)
ORI[4]	BWL	#n,d	-**00	d	-	d	d	d	d	d	d	d	-	-	s	#n OR d → d	Logical OR #n to destination
ORI[4]	B	#n,CCR	≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	s	#n OR CCR → CCR	Logical OR #n to CCR
ORI[4]	W	#n,SR	≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	s	#n OR SR → SR	Logical OR #n to SR (Privileged)
PEA	L	s	-----	-	-	s	-	-	s	s	s	s	s	s	-	↑s → -(SP)	Push effective address of s onto stack
RESET			-----	-	-	-	-	-	-	-	-	-	-	-	-	Assert RESET Line	Issue a hardware RESET (Privileged)
ROL	BWL	Dx,Dy	-**0*	e	-	-	-	-	-	-	-	-	-	-	-		Rotate Dy, Dx bits left/right (without X)
ROR		#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s		Rotate Dy, #n bits left/right (#n: 1 to 8)
	W	d		-	-	d	d	d	d	d	d	d	-	-	-		Rotate d 1-bit left/right (.W only)
ROXL	BWL	Dx,Dy	***0*	e	-	-	-	-	-	-	-	-	-	-	-		Rotate Dy, Dx bits L/R, X used then updated
ROXR		#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s		Rotate Dy, #n bits left/right (#n: 1 to 8)
	W	d		-	-	d	d	d	d	d	d	d	-	-	-		Rotate destination 1-bit left/right (.W only)
RTE			≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → SR; (SP)+ → PC	Return from exception (Privileged)
RTR			≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → CCR, (SP)+ → PC	Return from subroutine and restore CCR
RTS			-----	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → PC	Return from subroutine
SBCD	B	Dy,Dx	*U*U*	e	-	-	-	-	-	-	-	-	-	-	-	$Dx_{10} - Dy_{10} - X \rightarrow Dx_{10}$	BCD destination – BCD source – eXtend
		-(Ay),-(Ax)		-	-	-	-	e	-	-	-	-	-	-	-	$-(Ax)_{10} - -(Ay)_{10} - X \rightarrow -(Ax)_{10}$	Z cleared if result not 0 unchanged otherwise
Scc	B	d	-----	d	-	d	d	d	d	d	d	d	-	-	-	If cc is true then 1's → d else 0's → d	If cc true then d.B = 11111111 else d.B = 00000000
STOP		#n	≡≡≡≡≡	-	-	-	-	-	-	-	-	-	-	-	s	#n → SR; STOP	Move #n to SR, stop processor (Privileged)
SUB[4]	BWL	s,Dn	*****	e	s	s	s	s	s	s	s	s	s	s	s[4]	Dn - s → Dn	Subtract binary (SUBI or SUBQ used when
		Dn,d		e	d[4]	d	d	d	d	d	d	d	-	-	-	d - Dn → d	source is #n. Prevent SUBQ with #n.L)
SUBA[4]	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	An - s → An	Subtract address (.W sign-extended to .L)
SUBI[4]	BWL	#n,d	*****	d	-	d	d	d	d	d	d	d	-	-	s	d - #n → d	Subtract immediate from destination
SUBQ[4]	BWL	#n,d	*****	d	d	d	d	d	d	d	d	d	-	-	s	d - #n → d	Subtract quick immediate (#n range: 1 to 8)
SUBX	BWL	Dy,Dx	*****	e	-	-	-	-	-	-	-	-	-	-	-	Dx - Dy - X → Dx	Subtract source and eXtend bit from destination
		-(Ay),-(Ax)		-	-	-	-	e	-	-	-	-	-	-	-	-(Ax) - -(Ay) – X → -(Ax)	
SWAP	W	Dn	-**00	d	-	-	-	-	-	-	-	-	-	-	-	bits[31:16]←→bits[15:0]	Exchange the 16-bit halves of Dn
TAS	B	d	-**00	d	-	d	d	d	d	d	d	d	-	-	-	test d→CCR; 1 →bit7 of d	N and Z set to reflect d, bit7 of d set to 1
TRAP		#n	-----	-	-	-	-	-	-	-	-	-	-	-	s	PC→-(SSP);SR→-(SSP); (vector table entry) → PC	Push PC and SR, PC set by vector table #n (#n range: 0 to 15)
TRAPV			-----	-	-	-	-	-	-	-	-	-	-	-	-	If V then TRAP #7	If overflow, execute an Overflow TRAP
TST	BWL	d	-**00	d	-	d	d	d	d	d	d	d	-	-	-	test d → CCR	N and Z set to reflect destination
UNLK		An	-----	-	d	-	-	-	-	-	-	-	-	-	-	An → SP; (SP)+ → An	Remove local workspace from stack
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		

Condition Tests (+ OR, ! NOT, ⊕ XOR; u Unsigned, a Alternate cc)					
cc	**Condition**	**Test**	**cc**	**Condition**	**Test**
T	true	1	VC	overflow clear	!V
F	false	0	VS	overflow set	V
HIu	higher than	!(C + Z)	PL	plus	!N
LSu	lower or same	C + Z	MI	minus	N
HSu, CCa	higher or same	!C	GE	greater or equal	!(N ⊕ V)
LOu, CSa	lower than	C	LT	less than	(N ⊕ V)
NE	not equal	!Z	GT	greater than	![(N ⊕ V) + Z]
EQ	equal	Z	LE	less or equal	(N ⊕ V) + Z

An Address register (16/32-bit, n=0-7) **s** Source,
Dn Data register (8/16/32-bit, n=0-7) **d** Destination
Rn any data or address register **e** Either source or destination
BCD Binary Coded Decimal **i** Displacement
PC Program Counter (24-bit) **↑** Effective address
#n Immediate data **{o:w}** offset:width of bit field
SP Active Stack Pointer (same as A7) **SSP** Supervisor Stack Pointer (32-bit) **USP** User Stack Pointer (32-bit)

SR Status Register (16-bit)
CCR Condition Code Register (lower 8-bits of SR)
N negative, **Z** zero, **V** overflow, **C** carry, **X** extend
***** set by operation's result, ≡ set directly
- not affected, **0** cleared, **1** set, **U** undefined

[1] Long only; all others are byte only
[2] Assembler calculates offset
[3] Branch sizes: **.B** or **.S** -128 to +127 bytes, **.W** or **.L** -32768 to +32767 bytes
[4] Assembler automatically uses A, I, Q or M form if possible. Use #n.L to prevent Quick optimization
[5] Bit field determines size. Not supported by 68000. EASy68K hybrid form of 68020 instruction

Commonly Used Simulator Input/Output Tasks TRAP #15 is used to run simulator tasks. Place the task number in register D0. See Help for a complete description of available tasks. (cstring is null terminated)

0	Display n characters of string at (A1), n=D1.W (stops on NULL or max 255) with CR,LF	**1**	Display n characters of string at (A1), n=D1.W (stops on NULL or max 255) without CR,LF	**2**	Read characters from keyboard. Store at (A1). Null terminated. D1.W = length (max 80)	**3**	Display D1.L as signed decimal number
4	Read number from keyboard into D1.L	**5**	Read single character from keyboard in D1.B	**6**	Display D1.B as ASCII character	**7**	Set D1.B to 1 if keyboard input pending else set to 0
8	time in 1/100 second since midnight →D1.L	**9**	Terminate the program. (Halts the simulator)	**10**	Print cstring at (A1) on default printer.	**11**	Position cursor at row,col D1.W=ccrr, $FF00 clears
13	Display cstring at (A1) with CR,LF	**14**	Display cstring at (A1) without CR,LF	**15**	Display unsigned number in D1.L in D2.B base	**17**	Display cstring at (A1) , then display number in D1.L
18	Display cstring at (A1), read number into D1.L	**19**	Return state of keys or scan code. See help	**20**	Display ± number in D1.L, field D2.B columns wide	**21**	Set font properties. See help for details

ADD

Add
(M68000 Family)

ADD

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			REGISTER		

ADD

Add
(M68000 Family)

ADD

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 tables:

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

MC68020, MC68030, and MC68040 only

(bd,An,Xn)**	110	reg. number:An	(bd,PC,Xn)†	111	011
([bd,An,Xn],od)	110	reg. number:An	([bd,PC,Xn],od)	111	011
([bd,An],Xn,od)	110	reg. number:An	([bd,PC],Xn,od)	111	011

*Word and long only
**Can be used with CPU32.

ADD Add (M68000 Family) ADD

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

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)	—	—

MC68020, MC68030, and MC68040 only

(bd,An,Xn)*	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)*	—	—
([bd,PC,Xn],od)	—	—
([bd,PC],Xn,od)	—	—

*Can be used with CPU32

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.

AND

AND Logical
(M68000 Family)

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:

15	14	13	12	11 10 9	8 7 6	5 4 3	2 1 0
1	1	0	0	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 > Λ Dn → Dn
100	101	110	Dn Λ < ea > → < ea >

AND — AND Logical (M68000 Family) — AND

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 tables:

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

MC68020, MC68030, and MC68040 only

(bd,An,Xn*	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)*	111	011
([bd,PC,Xn],od)	111	011
([bd,PC],Xn,od)	111	011

*Can be used with CPU32.

AND

AND Logical
(M68000 Family)

AND

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

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)	—	—

MC68020, MC68030, and MC68040 only

(bd,An,Xn)*	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)*	—	—
([bd,PC,Xn],od)	—	—
([bd,PC],Xn,od)	—	—

*Can be used with CPU32.

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.

Bcc — Branch Conditionally (M68000 Family) — Bcc

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

Assembler Syntax: Bcc < label >

Attributes: Size = (Byte, Word, Long*)

*(MC68020, MC68030, and MC68040 only)

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. If the 8-bit displacement field in the instruction word is all ones ($FF), the 32-bit displacement (long word immediately following the instruction) is used. 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
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.

Bcc — Branch Conditionally (M68000 Family) — Bcc

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															
32-BIT DISPLACEMENT IF 8-BIT DISPLACEMENT = $FF															

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.

32-Bit Displacement field—Used for the displacement when the 8-bit displacement field contains $FF.

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).

CMP

Compare
(M68000 Family)

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:

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 data register.

Opmode field

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

CMP Compare (M68000 Family) CMP

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

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

MC68020, MC68030, and MC68040 only

(bd,An,Xn)**	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)†	111	011
([bd,PC,Xn],od)	111	011
([bd,PC],Xn,od)	111	011

*Word and Long only.
**Can be used with CPU32.

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.

JSR — Jump to Subroutine (M68000 Family) — 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 tables:

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

MC68020, MC68030, and MC68040 only

(bd,An,Xn)*	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)*	111	011
([bd,PC,Xn],od)	111	011
([bd,PC],Xn,od)	111	011

*Can be used with CPU32.

LEA — Load Effective Address (M68000 Family) — LEA

Operation: < ea > → An

Assembler Syntax: LEA < ea > ,An

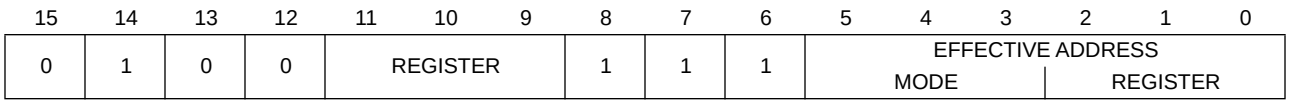
Attributes: Size = (Long)

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:



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 tables:

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

MC68020, MC68030, and MC68040 only

(bd,An,Xn)	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)*	111	011
([bd,PC,Xn],od)	111	011
([bd,PC],Xn,od)	111	011

*Can be used with CPU32.

MOVE Move Data from Source to Destination (M68000 Family) MOVE

Operation: Source → Destination

Assembler Syntax: MOVE < ea > , < ea >

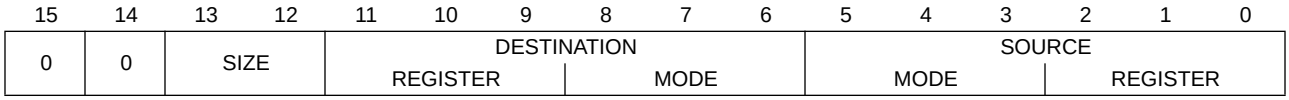
Attributes: Size = (Byte, Word, Long)

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

MOVE Move Data from Source to Destination (M68000 Family) MOVE

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

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)	—	—

MC68020, MC68030, and MC68040 only

(bd,An,Xn)*	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)*	—	—
([bd,PC,Xn],od)	—	—
([bd,PC],Xn,od)	—	—

*Can be used with CPU32.

MOVE Move Data from Source to Destination (M68000 Family) MOVE

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

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

MC68020, MC68030, and MC68040 only

(bd,An,Xn)**	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)**	111	011
([bd,PC,Xn],od)	111	011
([bd,PC],Xn,od)	111	011

*For byte size operation, address register direct is not allowed.
**Can be used with CPU32.

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 (M68000 Family) — 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:

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

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.

MOVEA — Move Address (M68000 Family) — MOVEA

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

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

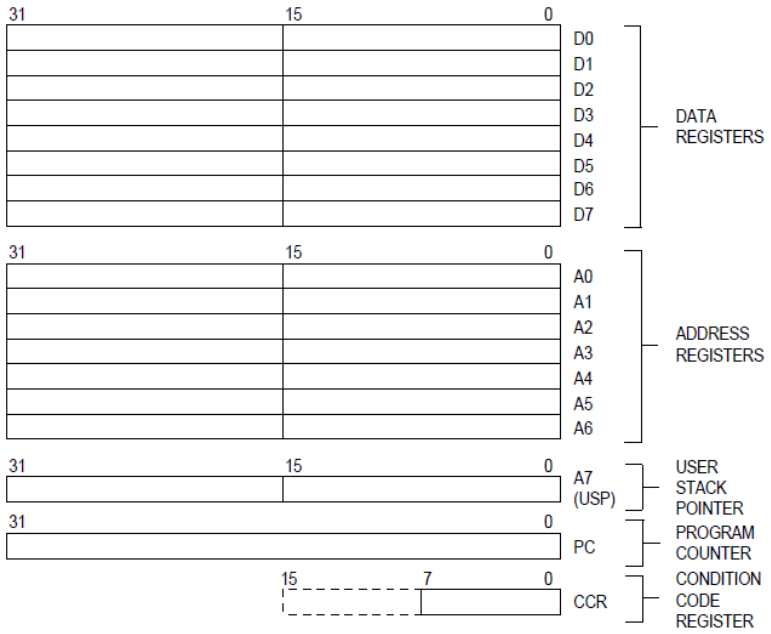
Addressing Mode	Mode	Register
(xxx).W	111	000
(xxx).L	111	001
#<data>	111	100
(d_{16},PC)	111	010
(d_8,PC,Xn)	111	011

MC68020, MC68030, and MC68040 only

(bd,An,Xn)*	110	reg. number:An
([bd,An,Xn],od)	110	reg. number:An
([bd,An],Xn,od)	110	reg. number:An

(bd,PC,Xn)*	111	011
([bd,PC,Xn],od)	111	011
([bd,PC],Xn,od)	111	011

*Can be used with CPU32.



M68000 Family User Programming Model

Steps to convert a real number to IEEE **Double Precision** floating-point representation

1. Convert decimal to binary
2. Normalize: moving the point left or right
3. Add **1023** to the exponent
4. Mantissa is the one **after the floating point** in the normalized form
   - If the mantissa part is less than 52 bits, add zeros at the end
5. Put the corresponding numbers into each field

Sign (1)	Exponent (8)	Mantissa(23)

Example: $\mathbf{-3.8125_{10}}$ = $\mathbf{-11.1101_2}$ (note that the integer part is **not** 2's complement)

= **-1**.11101*2^1 (**normalize**: scientific notation)

Sign bit = 1, because this is a negative number

Exponent bits = 1 + **127** (biased) = 128 = 10000000_2

Mantissa bits: 111 0100 0000 0000 0000 0000

Therefore, the real number in floating-point representation is:

1 100 0000 0 111 01 00 0000 0000 0000 0000_2 = $C0740000