

MOVWF

< Previous instruction: [MOVLW](#) | Instruction [index](#) | Next instruction: [MULLW](#) >

| MOVWF | Move W to f | | | | |
|-------------------|--|------|------|------|------|
| Syntax: | [<i>label</i>] MOVWF f [,a] | | | | |
| Operands: | $0 \leq f \leq 255$ $a \in [0,1]$ | | | | |
| Operation: | $(W) \rightarrow f$ | | | | |
| Status Affected: | None | | | | |
| Encoding: | <table><tr><td>0110</td><td>111a</td><td>ffff</td><td>ffff</td></tr></table> | 0110 | 111a | ffff | ffff |
| 0110 | 111a | ffff | ffff | | |
| Description: | Move data from W to register 'f'. Location 'f' can be anywhere in the 256 byte bank. If 'a' is 0, the Access Bank will be selected, overriding the BSR value. If 'a' = 1, then the bank will be selected as per the BSR value (default). | | | | |
| Words: | 1 | | | | |
| Cycles: | 1 | | | | |
| Q Cycle Activity: | | | | | |

| Q1 | Q2 | Q3 | Q4 |
|--------|-------------------|--------------|--------------------|
| Decode | Read register 'f' | Process Data | Write register 'f' |

Example: MOVWF REG, 0

Before Instruction

W = 0x4F
REG = 0xFF

After Instruction

W = 0x4F
REG = 0x4F

< Previous instruction: [MOVLW](#) | Instruction [index](#) | Next instruction: [MULLW](#) >