

## DCFSNZ                      Decrement f, skip if not 0

Syntax:                      [*label*] DCFSNZ    f[,d[,a]]

Operands:                       $0 \leq f \leq 255$

$d \in [0,1]$

$a \in [0,1]$

Operation:                       $(f) - 1 \rightarrow \text{dest}$ ,  
skip if result  $\neq 0$

Status Affected:              None

Encoding:

|      |      |      |      |
|------|------|------|------|
| 0100 | 11da | ffff | ffff |
|------|------|------|------|

Description:

The contents of register 'f' are decremented. If 'd' is 0, the result is placed in W. If 'd' is 1, the result is placed back in register 'f' (default). If the result is not 0, the next instruction, which is already fetched, is discarded, and a NOP is executed instead, making it a two-cycle instruction. 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(2)

**Note:** 3 cycles if skip and followed by a 2-word instruction.

Q Cycle Activity:

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

If skip:

| Q1           | Q2           | Q3           | Q4           |
|--------------|--------------|--------------|--------------|
| No operation | No operation | No operation | No operation |

If skip and followed by 2-word instruction:

it skip and followed by 2-word instruction.

| Q1           | Q2           | Q3           | Q4           |
|--------------|--------------|--------------|--------------|
| No operation | No operation | No operation | No operation |
| No operation | No operation | No operation | No operation |

Example:                HERE        DCFSNZ    TEMP, 1, 0  
                             ZERO        :  
                             NZERO     :

Before Instruction

TEMP                    =    ?

After Instruction

TEMP                    =    TEMP - 1,  
If TEMP                 =    0;  
                             PC        =    Address (ZERO)  
If TEMP                 ≠    0;  
                             PC        =    Address (NZERO)

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