

MOVFF Move f to f

Syntax: [*label*] MOVFF f_s, f_d

Operands: $0 \leq f_s \leq 4095$
 $0 \leq f_d \leq 4095$

Operation: $(f_s) \rightarrow f_d$

Status Affected: None

Encoding:

1st word (source)

2nd word (destin.)

1100	ffff	ffff	ffff f_s
1111	ffff	ffff	ffff f_d

Description:

The contents of source register ' f_s ' are moved to destination register ' f_d '. Location of source ' f_s ' can be anywhere in the 4096 byte data space (000h to FFFh), and location of destination ' f_d ' can also be anywhere from 000h to FFFh.

Either source or destination can be W (a useful special situation).

MOVFF is particularly useful for transferring a data memory location to a peripheral register (such as the transmit buffer or an I/O port).

The MOVFF instruction cannot use the PCL, TOSU, TOSH or TOSL as the destination register.

Note: The MOVFF instruction should not be used to modify interrupt settings while any interrupt is enabled. See Section 8.0 for more information.

Words: 2

Cycles: 2 (3)

Q Cycle Activity:

Q1 Q2 Q3 Q4

Q1	Q2	Q3	Q4
Decode	Read register 'f' (src)	Process Data	No operation
Decode	No operation No dummy read	No operation	Write register 'f' (dest)

Example: MOVFF REG1, REG2

Before Instruction

REG1 = 0x33
REG2 = 0x11

After Instruction

REG1 = 0x33,
REG2 = 0x33

< Previous instruction: [MOVE](#) | Instruction [index](#) | Next instruction: [MOVLB](#) >