

Abacus 2 Instruction Set

DATA INSTRUCTIONS

MOV	<i>Move</i>	POP	<i>Pop from Stack</i>
LDRF	<i>Load Flags</i>	POPF	<i>Pop Stack to Flags</i>
STRF	<i>Save Flags</i>	IN	<i>Input from Port</i>
XCHG	<i>Exchange</i>	OUT	<i>Output to Port</i>
PUSH	<i>Push to Stack</i>	LEA	<i>Load Effective Address</i>
PUSHF	<i>Push Flags to Stack</i>	CBW	<i>Convert Byte to Word</i>

ARITHMETIC INSTRUCTIONS

ADD	<i>Add</i>	INC	<i>Increment</i>
ADC	<i>Add with Carry</i>	DEC	<i>Decrement</i>
SUB	<i>Subtract</i>	NEG	<i>Negate</i>
SBB	<i>Subtract with Borrow</i>	CMP	<i>Compare (Subtract)</i>

LOGIC INSTRUCTIONS

AND	<i>And</i>	NOT	<i>Not</i>
OR	<i>Or</i>	TEST	<i>Test (And)</i>
XOR	<i>Exclusive Or</i>		

SHIFT INSTRUCTIONS

SHL	<i>Shift Left</i>
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BRANCHING INSTRUCTIONS

JMP	<i>Jump Unconditionally</i>	JNZ	<i>Jump if not Zero</i>
JO	<i>Jump if Overflow</i>	JC	<i>Jump if Carry</i>
JS	<i>Jump if Sign</i>	JNC	<i>Jump if not Carry</i>
JZ	<i>Jump if Zero</i>	JP	<i>Jump Parity</i>

FUNCTION INSTRUCTIONS

CALL	<i>Call Function</i>	IRET	<i>Return Interrupt</i>
RET	<i>Return Function</i>	BRK	<i>Call Breakpoint</i>
INT	<i>Call Interrupt</i>		

SPECIAL INSTRUCTIONS

CPUID	<i>Processor Identification</i>	CLF	<i>Clear Flag</i>
NOP	<i>No Operation</i>	STF	<i>Set Flag</i>
HLT	<i>Halt Processor</i>	CMF	<i>Complement Flag</i>
WAIT	<i>Wait for Interrupt</i>		

FPU INSTRUCTIONS

FNOP	<i>No Operation</i>
FIXS	<i>Convert Floating Point to Fixed Single</i>
FIXD	<i>Convert Floating Point to Fixed Double</i>
FLTS	<i>Convert Fixed Single to Floating Point</i>
FLTD	<i>Convert Fixed Double to Floating Point</i>
CHSS	<i>Change Sign Fixed Single</i>
CHSD	<i>Change Sign Fixed Double</i>
CHSF	<i>Change Sign Floating Point</i>
XCHS	<i>Exchange TOS/NOS Fixed Single</i>
XCHD	<i>Exchange TOS/NOS Fixed Double</i>
XCHF	<i>Exchange TOS/NOS Floating Point</i>
POPS	<i>Pop Fixed Single from Stack</i>
POPD	<i>Pop Fixed Double from Stack</i>
POPF	<i>Pop Floating Point from Stack</i>
PTOS	<i>Push Fixed Single to Stack</i>
PTOD	<i>Push Fixed Double to Stack</i>
PTOF	<i>Push Floating Point to Stack</i>
PUPI	<i>Push Pi to Stack</i>
SADD	<i>Add Fixed Single</i>
SSUB	<i>Subtract Fixed Single</i>
SMUL	<i>Multiply Fixed Single (Lower)</i>
SMUU	<i>Multiply Fixed Single (Upper)</i>
SDIV	<i>Divide Fixed Single</i>
DADD	<i>Add Fixed Double</i>
DSUB	<i>Subtract Fixed Double</i>
DMUL	<i>Multiply Fixed Double (Lower)</i>
DMUU	<i>Multiply Fixed Double (Upper)</i>
DDIV	<i>Divide Fixed Double</i>
FADD	<i>Add Floating Point</i>
FSUB	<i>Subtract Floating Point</i>
FMUL	<i>Multiply Floating Point</i>
FDIV	<i>Divide Floating Point</i>
SIN	<i>Sine</i>
COS	<i>Cosine</i>
TAN	<i>Tangent</i>
ASIN	<i>Inverse Sine</i>
ACOS	<i>Inverse Cosine</i>
ATAN	<i>Inverse Tangent</i>
SQRT	<i>Square Root</i>
LOG	<i>Common Logarithm</i>
LN	<i>Natural Logarithm</i>
EXP	<i>Exponent (Euler)</i>
PWR	<i>Exponent (X^Y)</i>