

指令名	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
MOV	0	0	0	R	E	G	A	0	R	E	G	B					Move B/IMM to A
MOT	0	0	1	R	E	G	A	0	R	E	G	B					Move B to top part of A, A[8..16]=B[8..16]
								1	I	M	M						Move IMM to top part of A, A[8..16]=IMM
LDR	0	1	0	R	E	G	A	0	R	E	G	B					Load a 16bits from B/IMM to A
								1	I	M	M						
STR	0	1	1	R	E	G	A	0	R	E	G	B					Store a 16bits from B/IMM to A
								1	I	M	M						
ALU	1	0	0	R	E	G	A	0	R	E	G	B	T	Y	P	E	Calcuate TYPE to A and B/IMM, then save result to A
								1	I	M	M						
ALUS	1	0	1														Same as above, and save flag to B if exist, or else will save to A
JMP	1	1	0	R	E	G	A	0	R	E	G	B	C	O	N	D	Jump to B If A is COND
								1	I	M	M						
HAL	1	1	1														Halt execution

TYPE	3	2	1	0
ADD	0	0	0	0
ADDS	0	0	0	1
SUB	0	0	1	0
SUBS	0	0	1	1
RSB	0	1	0	0
RSBS	0	1	0	1
	0	1	1	0
	0	1	1	1
MUL	1	0	0	0
DIV	1	0	0	1
AND	1	0	1	0
OR	1	0	1	1
XOR	1	1	0	0
	1	1	0	1
SHL	1	1	1	0
SHR	1	1	1	1

<https://armasm.com/docs/branches-and-conditionals/conditionals/>

COND	0	0	0	0
	0	0	0	1
	0	0	1	0
	0	0	1	1
	0	1	0	0
	0	1	0	1
	0	1	1	0
	0	1	1	1
	1	0	0	0
	1	0	0	1
	1	0	1	0
	1	0	1	1
	1	1	0	0
	1	1	0	1
	1	1	1	0
	1	1	1	1