Text

Description automatically generated with low confidenceURCL Unnamed Beta  
Official Documentation

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# Abstract

|  |  |
| --- | --- |
|  | URCL == Universal Reduced Computer Language |

URCL is a simple universal intermediate language. It is designed to be as similar as possible to common RISC assembly in order to make it as easy as possible to translate to any specific assembly language. This documentation will go into greater depth than the Google Sheet documentation.

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# Introduction

URCL first started with Minecraft CPUs and has also been called Universal Redstone Computer Language. URCL is not limited to only Minecraft though as it can be applied outside of Minecraft in applications for any CPU with any ISA (Instruction Set Architecture).

CPUs which are compatible with URCL can make use of all the tools for URCL, which includes emulators and high-level language compilers. Programs which are written in URCL can also be shared between any URCL compatible CPU regardless of the ISAs of the CPUs.

## Links

**URCL Discord:**

<https://discord.gg/Nv8jzWg5j8>

**URCL Google Sheet Documentation:**

<https://docs.google.com/spreadsheets/d/1YUCj-J1KTTxho59_RsKWj9JZa96_mLqB-j_kK2pjqM8/edit?usp=sharing>

**URCL Ports Google Sheet Documentation:**

<https://docs.google.com/spreadsheets/d/1_ztRKWEm2LjHLb3Bxw0JOyZjJ9Drsj-hyOE-TFpwtS4/edit?usp=sharing>

**URCL Discord Bot Repository:**

[https://github.com/ModPunchtree/URCLBot](https://github.com/ModPunchtree/FlaglessURCLBot)

|  |  |
| --- | --- |
|  | This contains a URCL emulator, B language to URCL compiler and a generic URCL code optimiser. |

# Overview

## Source Files

### URCL Source Files

All URCL code should be contained in “.urcl” files. These are plain text files. The name of the file can be any string of letters, numbers, and underscore.

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| --- | --- |
|  | To edit URCL code it is recommended that VSCode is used along with the “URCL Highlight” extension by Lucida Dragon on the VSCode marketplace. |
|  | To directly emulate URCL code it is recommended that the Discord bot is used in the URCL Discord, or the emulator can be downloaded and ran offline from the GitHub repository link in the Links section. |

## General Syntax

### General Layout

All URCL instructions contain an Identifier as well as Sources and a Destination. The Identifier is simply the name of the instruction. Sources specify where data should be fetched from, and the Destination specifies where the result of the instruction should be written to.

URCL instructions generally follow a three operand format. This means that there are three or fewer operands in each instruction.

In written form, the instructions take the format:

Identifier Destination Source1 Source2

For example:

ADD R1 R2 R3

|  |  |
| --- | --- |
|  | Add the contents of register 2 to the contents of register 3. Then write result into register 1. |

URCL instructions are atomic and are fully self-contained.

Atomic means that instructions are executed one at a time sequentially, and the next instruction does not start until the previous has finished.

Self-contained means that each instruction can be executed without any external information outside of the sources specified by the instruction itself. This means that the exact same instruction will always do the exact same thing regardless of the current state of the CPU.

URCL instructions are designed to be translated one at a time into the target CPU’s assembly.

This means that any URCL program can be translated easily, provided each instruction has an equivalent translation on the target CPU.

|  |  |
| --- | --- |
|  | URCL uses a load-store architecture.  Which means that values must be loaded from the RAM into the registers in order to be used. Then the results must be stored back into the RAM. |

### Prefixes

There are prefixes for general purpose registers, memory, labels, relative numbers, and ports.

#### Registers

Registers are prefixed with either R or $. For example:

R1 or $1 refer to general purpose register 1

#### Memory

Memory locations are prefixed with either M or #. For example:

M0 or #0 refer to memory location 0.

|  |  |
| --- | --- |
|  | Note that “memory” here does not refer to the entire RAM space, it only refers to the Heap which is later described in the Memory Map section. |
|  | If memory locations are used in an instruction which is not LOD, STR, LLOD or LSTR then it gets translated to an immediate value which points to that memory location. |

#### Labels

Labels are prefixed with .. For example:

.test refers to the label called “test”.

#### Relative Numbers

Relative Numbers are prefixed with + or -. For example:

+2 is a relative number that is positive 2.

#### Ports

Ports are prefixed with %. For example:

%7SEG refers to a port called “7SEG”

### Comments

Comments in URCL are the same as comments in C. Line comments are denoted using //. Multi-line comments are denoted using /\* and \*/. For example:

//comment is a line comment.

/\*

comment

\*/

is a multi-line comment.

### Macros

All macros are prepended with @. For example:

@define TEST 2

|  |  |
| --- | --- |
|  | Individual macros are not defined in URCL as they are completely up to the particular URCL interpreter to define. This is to enable different interpreters to define macros to suit their own needs. |

### Numbers

Numbers that have no prefix are in base 10, such as a number used as an immediate value. For example:

IMM R1 5 in this example the 5 is being used as an immediate value and it has no prefix so it will be interpreted as being in base 10.

Base 16 and base 2 numbers can also be used but they must be prepended with 0x and 0b respectively. For example:

IMM R1 0x5 the 0x5 will be interpreted as a base 16 value.

IMM R1 0b101 the 0b101 will be interpreted as a base 2 value.

|  |  |
| --- | --- |
|  | The example instruction in the previous 3 examples all load an immediate value of 5, into register 1. |

Base 8 numbers are prefixed with 0o. Numbers that are prefixed with 0 will be treated as base 10 numbers.

|  |  |
| --- | --- |
|  | Base 8 numbers are rarely used. |

### Relative Numbers

Relative numbers are used to specify the address of an instruction, relative to the current instruction. These are values are prefixed with a + or a -. For example:

JMP +5 the +5 refers to the URCL instruction 5 ahead of the current instruction.

|  |  |
| --- | --- |
|  | A relative value of +0 or -0 refers to the address of the current instruction. |
|  | Relative values must be converted into labels before being translated. |

### Whitespace

All spaces in URCL are ignored. This means that spaces can be put anywhere, and code can be indented however much the programmer wants while still being valid.

However, newlines are important as these mark where one instruction ends and the next begins. This means that multiple instructions cannot be put on the same line. Empty lines will be ignored though meaning the programmer can have as many empty lines in between their instructions as they like.

|  |  |
| --- | --- |
|  | The whitespace should be used to make the code as legible as possible. |

## Zero Register

The zero register is a register that cannot be overwritten and always reads 0. The zero register is referred to in the same way as any other general purpose register. So R0 and $0 both refer to register zero.

If the zero register is specified as a source operand to in an instruction, then it is the same as using an immediate value of zero.

If the zero register is specified as the destination operand in an instruction, then the output of the instruction is simply discarded.

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| --- | --- |
|  | In most circumstances it is advisable that the zero register is never used as a destination as this is the same as doing nothing in most instructions. |

## Program Counter

The program counter is a register that points to the beginning of the current instruction. The program counter in URCL can be read from in the exact same way that any other general purpose register is read.

The program counter is referred to using PC. For example:

PSH PC this pushes the value currently in the program counter onto the stack.

|  |  |
| --- | --- |
|  | Reading or writing to the program counter directly should be avoided if possible, as some target CPUs may struggle to translate this code if the program counter cannot be accessed directly. |

## Headers

Headers contain information which tells the URCL interpreter the required specific parameters for running a program. The headers can also allow you to see if a program is compatible with a target CPU.

### CPU Word Length

URCL assumes that the target CPU uses the same word length for everything. This means that an 8 bit CPU can have a maximum of 256 memory locations, 256 general purpose registers and any value larger than 8 bits would be truncated to make it 8 bits.

The word length is specified on a per-program basis, this means that every URCL program must specify the word length it runs at. This is done using the BITS header. For example:

BITS == 8 this specifies that the word length must be exactly 8 bits for this program.

BITS >= 8 this specifies that the word length can be 8 or more bits.

BITS <= 8 this specifies that the word length can be 8 or fewer bits.

|  |  |
| --- | --- |
|  | Most programs will only run at a single word length, so >= and <= are rarely used outside of libraries. |
|  | If the BITS header is missing, then the assumed value is 8 bits. |
|  | If the BITS header is missing the “==” or “>=” or “<=” then it is assumed to be “==”.  So “BITS 8” is the same as “BITS == 8”. |

### Minimum Number of Registers

The number of registers that can be used in URCL is fixed and each program needs to specify the minimum number of general purpose registers it requires. This is done using the MINREG header. For example:

MINREG 4 this specifies that this program requires a minimum of 4 general purpose registers which means that any CPU at least 4 general purpose registers can run the program (provided it meets all other requirements).

|  |  |
| --- | --- |
|  | If the MINREG header is missing, then the assumed value is 8. |

### Minimum Heap Space

The minimum number of words of heap space a program needs is specified using the MINHEAP header. For example:

MINHEAP 16 this specifies that this program needs 16 words of heap space to run.

|  |  |
| --- | --- |
|  | Note that the Heap does not refer to the entire RAM space. The Heap is described in more detail in the Memory Map section. |
|  | If the MINHEAP header is missing, then the assumed value is 16. |

### Instruction Storage Architecture

There are two ways that instructions can be stored on a target CPU. The instructions can be stored in the same RAM space that the program runs in (for example von Neumann architecture) or the instructions can be stored in a separate space which cannot be accessed while the program is running (for example Harvard architecture).

URCL programs which store data inside of the instructions will only work if the instructions are stored in the same space that the program is running in. So, it is important that programs specify which storage architecture they require. This is done using the RUN header. For example:

RUN RAM specifies that the instructions are stored in the same space the program runs in.

RUN ROM specifies that the instructions are not stored in the same space the program runs in.

|  |  |
| --- | --- |
|  | If the RUN header is missing, then the assumed value is ROM. |

### Minimum Stack Size

Programs can specify the minimum number of words that the stack must be able to hold in order to run a program. This is done using the MINSTACK header. For example:

MINSTACK 32 specifies that the stack must be able to hold at least 32 values to run this program.

|  |  |
| --- | --- |
|  | If the MINSTACK header is missing, then the assumed value is 8. |
|  | The stack is explained further in the Memory Map section. |

|  |  |
| --- | --- |
|  | Headers can be located anywhere within a program, but they should be at the very top to make it clearer to anyone reading the code. |

## Labels

Labels point towards a particular memory or instruction location. Labels in URCL work similar to labels in most assembly languages.

### Label Definition

Labels are defined by writing . followed by the name of the label on a line. That label then points to the instruction or data contained in the next line. The label name must be unique and can be made of string of letters, numbers and underscore. For example:

.test

ADD R1 R2 R3

This defines the label “test”, and this label points to the instruction: ADD R1 R2 R3.

Labels can also point to data that is stored inside of the instructions. For example:

.test2

DW 0x45

This defines the label “test2”, and this points to the data value “0x45” which is located inside of the instructions.

|  |  |
| --- | --- |
|  | DW means “Define Word” and it is used to put one word of data into the instructions. |
|  | DW can only be used in RUN RAM programs as the program needs to be able to access the instructions to be able to read or write to the DW value. |
|  | Since DW values are located in the instructions there is a risk of executing these as instructions. This should be avoided as the target CPU may end up executing a random instruction.  This particular fault is defined as “Non-Instruction Execution”. |

### Label Usage

Once defined, labels can be used in the code as source operands. They act the same as immediate values as a label is simply an immediate value which points to the address it was defined at. For example:

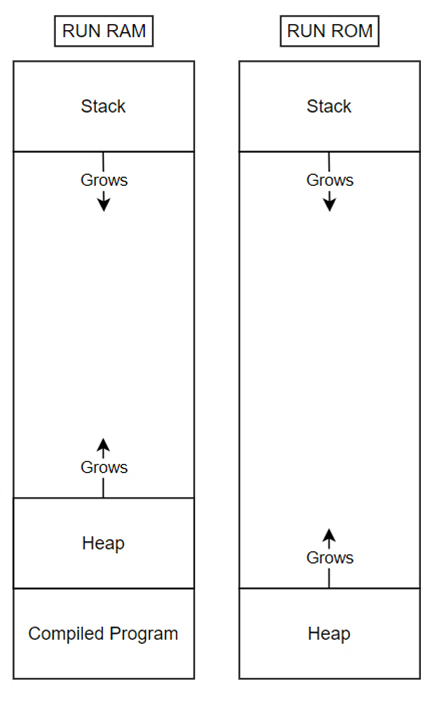
JMP .test which branches to the location of the label “test”.

|  |  |
| --- | --- |
|  | Labels are converted to immediate values after being translated to the target CPUs assembly code.  This means that they can be translated in the exact same way as an immediate value would. |

ADD R1 .test 1 which adds 1 to the location of the label “test”.

|  |  |
| --- | --- |
|  | Since the size of the instructions on the target CPU can be bigger than one word, adding 1 to a label which points at an instruction does not make that label point to the next instruction.  Labels can only be added to or subtracted from if that label points to DW values as these are guaranteed to occupy 1 word per value, regardless of the target CPU. |

## Memory Map



Normal memory values should be prepended with ‘M’ or ‘#’.

Normal memory values do not use an absolute RAM address, instead they are relative to the start of the Heap.

M0 points to the start of the Heap.

If a memory address is specified without being prepended with ‘M’ or ‘#’ then it will be treated as an absolute address.

The stack pointer must be stored in a dedicated register.

The RAM layout depends on the instruction storage architecture specified using the RUN header.

### Heap

The heap either starts at location zero in a RUN ROM program or it starts at the first available location after the space that the program itself occupies in a RUN RAM program. Then the heap in both cases expands upwards.

The Heap is where M and # prepended values go.

|  |  |
| --- | --- |
|  | There is no limit to the size of the Heap, other than the total size of the RAM. |

The literal RAM address of M or # prepended values in a RUN RAM program requires an offset to be added. The offset is equal to the location of M0. So, the location of MX is M0 + X which applies to any memory address.

|  |  |
| --- | --- |
|  | Knowing the location of M0 is important when translating URCL to the target CPU’s assembly. |

### Stack

The stack always starts at the top of the RAM (the highest address value) and expands downwards. This is a LIFO stack.

|  |  |
| --- | --- |
|  | There is no limit to the size of the Stack, other than the total size of the RAM. |
|  | While the Heap and Stack can be any size, they must **never** cross over each other. If they crossed over each other, they would overwrite each other.  This particular fault is defined as “Stack Overflow”. |

### Stack Pointer

The stack pointer points to the final item on the stack, rather than the next available space. When an item is added to the stack the stack pointer is decremented by 1, and when an item is removed from the stack the stack pointer is incremented by 1.

The stack pointer in URCL must be stored in a dedicated general purpose register. This means it can be read and written to in the same way as any other register. To specify the stack pointer register, SP is used. For example:

MOV R1 SP this instruction reads from the stack pointer register.

|  |  |
| --- | --- |
|  | Modifying the stack pointer directly is potentially dangerous as it can become out of sync to the stack. So, avoid doing this if it is not necessary. |

# Instructions

|  |  |
| --- | --- |
|  | This section will define all the instructions within URCL |

There are two main categories of instructions. These are “Basic” and “Complex”. There are also “Core” instructions which are a specific subset of the Basic instructions which are the minimum instructions required for a CPU to be 100% compatible with URCL.

All Complex instructions can be translated to Basic instructions and all Basic instructions can be translated to Core instructions. This means that if a target CPU can translate the Core instructions it can translate all of the URCL instructions.

All instructions are unsigned, unless otherwise stated.

## Core Instructions

|  |  |
| --- | --- |
|  | A CPU must be able to translate all these instructions to be 100% compatible with URCL |

There are 6 Core instructions.

### ADD

#### Full Name

Add

#### Description

The ADD instruction adds two values together, then it stores the result in a register.

|  |  |
| --- | --- |
|  | The input values can be either registers or immediate values. |

#### Operands

ADD requires 3 operands.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example | |
| Register | Register | Register | ADD R1 R2 R3 |

#### Code Examples

ADD R1 R1 R2

This instruction adds the value in register 1 to the value in register 2, then it stores the result into register 1.

### RSH

#### Full Name

Right shift

#### Description

The RSH instruction does a bitwise right shift of a value, then it stores the result in a register.

|  |  |
| --- | --- |
|  | Note that this is unsigned. |
|  | The lowest bit is shifted out and is lost in this instruction.  So, if the lowest bit is important, then save it before right shifting. |
|  | Note that this is non-cyclic. |

#### Operands

RSH requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | RSH R1 R2 |

#### Code Examples

RSH R1 R1

This instruction right shifts the value in register 1, then it stores the result into register 1.

### LOD

#### Full Name

Load

#### Description

The LOD instruction copies a value from the RAM at a specified address into a register.

#### Operands

LOD requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register (Pointer) | LOD R1 R2 |

#### Code Examples

LOD R1 R1

This instruction copies the RAM value addressed by the value in register 1, then it stores the result into register 1.

### STR

#### Full Name

Store

#### Description

The STR instruction copies a value into the RAM at a specified address.

#### Operands

STR requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register (Pointer) | Register | STR R1 R2 |

#### Code Examples

STR R1 R1

This instruction copies the value in register 1 into the RAM value addressed by the value in register 1.

### BGE

#### Full Name

Branch if greater than or equal to

#### Description

The BGE instruction branches to a specified address if one value is greater than or equal to another value.

|  |  |
| --- | --- |
|  | Note that this is unsigned. |

#### Operands

BGE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | BGE R1 R2 R3 |

#### Code Examples

BGE R1 R3 R2

This instruction branches to the instruction pointed to by the value in register 1 if the value in register 3 is greater than or equal to the value in register 2.

### NOR

#### Full Name

Bitwise NOR

#### Description

The NOR instruction does a bitwise NOR of two values, then it stores the result in a register.

#### Operands

NOR requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | NOR R1 R2 R3 |

#### Code Examples

NOR R1 R1 R2

This instruction does a bitwise NOR of the value in register 1 and the value in register 2, then it stores the result into register 1.

### IMM

#### Full Name

Immediate

#### Description

The IMM instruction copies an immediate value into a register.

#### Operands

IMM requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Immediate | IMM R1 6 |

#### Code Examples

IMM R3 5

This instruction copies the immediate value 5 and stores it into register 3.

## Basic Instructions

These are relatively simple instructions that can be translated into core instructions if needed.

There are 41 Basic instructions.

### ADD

#### Full Name

Add

#### Description

The ADD instruction adds two values together, then it stores the result in a register.

|  |  |
| --- | --- |
|  | The input values can be either registers or immediate values. |

#### Operands

ADD requires 3 operands.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example | |
| Register | Register | Register | ADD R1 R2 R3 |
| Register | Register | Immediate | ADD R1 R2 1 |
| Register | Immediate | Register | ADD R1 1 R3 |
| Register | Immediate | Immediate | ADD R1 1 2 |

#### Code Examples

ADD R3 3 5

This instruction adds the immediate value of 3 to the immediate value of 5 and stores the result (8) into register 3.

ADD R1 R1 R2

This instruction adds the value in register 1 to the value in register 2, then it stores the result into register 1.

### RSH

#### Full Name

Right shift

#### Description

The RSH instruction does a bitwise right shift of a value, then it stores the result in a register.

|  |  |
| --- | --- |
|  | Note that this is unsigned. |
|  | The lowest bit is shifted out and is lost in this instruction.  So, if the lowest bit is important, then save it before right shifting. |
|  | Note that this is non-cyclic. |

#### Operands

RSH requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | RSH R1 R2 |
| Register | Immediate | RSH R1 1 |

#### Code Examples

RSH R3 3

This instruction right shifts the immediate value of 3 and stores the result (1) into register 3.

RSH R1 R1

This instruction right shifts the value in register 1, then it stores the result into register 1.

### LOD

#### Full Name

Load

#### Description

The LOD instruction copies a value from the RAM at a specified address into a register.

#### Operands

LOD requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | RAM Address (Relative) | LOD R1 M2 |
| Register | RAM Address (Literal) | LOD R1 1 |
| Register | Register (Pointer) | LOD R1 R2 |
| Program Counter | RAM Address (Relative) | LOD PC M2 |
| Program Counter | RAM Address (Literal) | LOD PC 1 |
| Program Counter | Register (Pointer) | LOD PC R2 |

|  |  |
| --- | --- |
|  | Loading directly into the program counter should be avoided if possible. This is because it may be hard to translate to some target CPUs which cannot access their program counter directly. |

#### Code Examples

LOD R3 3

This instruction copies the RAM value addressed by an immediate value of 3 and stores the result into register 3.

LOD R1 R1

This instruction copies the RAM value addressed by the value in register 1, then it stores the result into register 1.

### STR

#### Full Name

Store

#### Description

The STR instruction copies a value into the RAM at a specified address.

#### Operands

STR requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| RAM Address (Relative) | Register | STR M2 R1 |
| RAM Address (Literal) | Register | STR 1 R1 |
| Register | Register | STR R1 R2 |
| RAM Address (Relative) | Immediate | STR M2 5 |
| RAM Address (Literal) | Immediate | STR 1 5 |
| Register | Immediate | STR R1 5 |

#### Code Examples

STR 3 R3

This instruction copies the value in register 3 into the RAM value addressed by an immediate value of 3.

STR R1 R1

This instruction copies the value in register 1 into the RAM value addressed by the value in register 1.

### BGE

#### Full Name

Branch if greater than or equal to

#### Description

The BGE instruction branches to a specified address if one value is greater than or equal to another value.

|  |  |
| --- | --- |
|  | Note that this is unsigned. |

#### Operands

BGE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Immediate | Register | Register | BGE .foo R2 R3 |
| Immediate | Register | Immediate | BGE .foo R2 1 |
| Immediate | Immediate | Register | BGE .foo 1 R3 |
| Register | Register | Register | BGE R1 R2 R3 |
| Register | Register | Immediate | BGE R1 R2 1 |
| Register | Immediate | Register | BGE R1 1 R3 |

#### Code Examples

BGE .foo R1 5

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is greater than or equal to the immediate value of 5.

BGE R1 5 R2

This instruction branches to the instruction pointed to by the value in register 1 if the immediate value of 5 is greater than or equal to the value in register 2.

### NOR

#### Full Name

Bitwise NOR

#### Description

The NOR instruction does a bitwise NOR of two values, then it stores the result in a register.

#### Operands

NOR requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | NOR R1 R2 R3 |
| Register | Register | Immediate | NOR R1 R2 1 |
| Register | Immediate | Register | NOR R1 1 R3 |

#### Code Examples

NOR R3 3 R2

This instruction does a bitwise NOR of the immediate value of 3 and the value in register 2 and stores the result into register 3.

NOR R1 R1 R2

This instruction does a bitwise NOR of the value in register 1 and the value in register 2, then it stores the result into register 1.

### SUB

#### Full Name

Subtract

#### Description

The SUB instruction subtracts one values from another, then it stores the result in a register.

#### Operands

SUB requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SUB R1 R2 R3 |
| Register | Register | Immediate | SUB R1 R2 1 |
| Register | Immediate | Register | SUB R1 1 R3 |
| Register | Immediate | Immediate | SUB R1 1 2 |

#### Code Examples

SUB R3 3 5

This instruction subtracts the immediate value of 3 from the immediate value of 5 and stores the result (-2 in 2’s complement) into register 3.

|  |  |
| --- | --- |
|  | Negative numbers will use 2’s complement. So, -2 on an 8 bit CPU would be the equivalent of 254. |

SUB R1 R1 R2

This instruction subtracts the value in register 1 from the value in register 2, then it stores the result into register 1.

### JMP

#### Full Name

Jump

#### Description

The JMP instruction branches to a specified value.

#### Operands

JMP requires 1 operand.

|  |  |
| --- | --- |
| Destination | Example |
| Immediate | JMP 5 |
| Register | JMP R1 |

#### Code Examples

JMP .test

This instruction jumps to the instruction addressed by the label “test”.

JMP R1

This instruction jumps to the instruction addressed by the value in register 1.

### MOV

#### Full Name

Move

#### Description

The MOV instruction copies a value into a register.

#### Operands

MOV requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | MOV R1 R2 |
| Register | Immediate | MOV R1 .foo |

#### Code Examples

MOV R1 R2

This instruction copies the value in register 2, then it stores it into register 1.

MOV R3 M5

This instruction copies the address of memory location 5 (as an immediate value) and stores it into register 3.

|  |  |
| --- | --- |
|  | Note that if a memory address is used in a location where an immediate would normally go, it is converted into an immediate value which points to the address of that memory location.  So, the M5 here is converted to the literal RAM address of memory location 5 in the Heap. |

### NOP

#### Full Name

No operation

#### Description

The NOP instruction does nothing.

|  |  |
| --- | --- |
|  | NOP should never be used in the majority of URCL programs since there is no point to making the target CPU do nothing if every instruction is atomic.  Note that there are no read before write hazards in URCL and branching occurs instantly. |

#### Operands

NOP requires 0 operands.

#### Code Examples

NOP

This instruction does nothing.

### IMM

#### Full Name

Immediate

#### Description

The IMM instruction copies an immediate value into a register.

#### Operands

IMM requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Immediate | IMM R1 6 |

#### Code Examples

IMM R3 5

This instruction copies the immediate value 5 and stores it into register 3.

|  |  |
| --- | --- |
|  | Since MOV also accepts immediates, MOV can always be used in place of IMM.  But using IMM when loading immediates is preferred as it makes the code clearer to the reader.  MOV allows immediates because this makes compiling to URCL a little easier. |

### LSH

#### Full Name

Left shift

#### Description

The LSH instruction does a bitwise left shift of a value, then it stores the result in a register.

|  |  |
| --- | --- |
|  | The uppermost bit is shifted out and is lost in this instruction.  So, if the uppermost bit is important then save it before left shifting. |
|  | Note that this is non-cyclic. |

#### Operands

LSH requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | LSH R1 R2 |
| Register | Immediate | LSH R1 1 |

#### Code Examples

LSH R3 3

This instruction left shifts the immediate value of 3 and stores the result (6) into register 3.

LSH R1 R1

This instruction left shifts the value in register 1, then it stores the result into register 1.

### INC

#### Full Name

Increment

#### Description

The INC instruction adds 1 to a value then stores the result into a register.

#### Operands

INC requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | INC R1 R2 |
| Register | Immediate | INC R1 .foo |

#### Code Examples

INC R1 R2

This instruction adds 1 to the value in register 2, then it stores it into register 1.

INC R3 .foo

This instruction adds 1 to the address of the label “foo” and stores it into register 3.

|  |  |
| --- | --- |
|  | Since the size of the instructions on the target CPU can be bigger than one word, adding 1 to a label which points at an instruction does not make that label point to the next instruction.  Labels should only be added to or subtracted from if that label points to DW values as these are guaranteed to occupy 1 word per value regardless of the target CPU. |

### DEC

#### Full Name

Decrement

#### Description

The DEC instruction subtracts 1 from a value then stores the result into a register.

#### Operands

DEC requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | DEC R1 R2 |
| Register | Immediate | DEC R1 .foo |

#### Code Examples

DEC R1 R2

This instruction subtracts 1 from the value in register 2, then it stores it into register 1.

DEC R3 .foo

This instruction subtracts 1 from the address of the label “foo” and stores it into register 3.

### NEG

#### Full Name

Negate

#### Description

The NEG instruction calculates the negation of the value, interpreted as 2's compliment, then stores the result into a register.

#### Operands

NEG requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | NEG R1 R2 |
| Register | Immediate | NEG R1 5 |

#### Code Examples

NEG R1 R2

This instruction calculates the 2’s complement of the value in register 2 and stores the result into register 1.

NEG R3 5

This instruction calculates the 2’s complement of the immediate value 5 and stores the result (-5) into register 3.

### AND

#### Full Name

Bitwise AND

#### Description

The AND instruction does a bitwise AND of two values, then it stores the result in a register.

#### Operands

AND requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | AND R1 R2 R3 |
| Register | Register | Immediate | AND R1 R2 1 |
| Register | Immediate | Register | AND R1 1 R3 |

#### Code Examples

AND R3 3 R2

This instruction does a bitwise AND of the immediate value of 3 and the value in register 2 and stores the result into register 3.

AND R1 R1 R2

This instruction does a bitwise AND of the value in register 1 and the value in register 2, then it stores the result into register 1.

### OR

#### Full Name

Bitwise OR

#### Description

The OR instruction does a bitwise OR of two values, then it stores the result in a register.

#### Operands

OR requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | OR R1 R2 R3 |
| Register | Register | Immediate | OR R1 R2 1 |
| Register | Immediate | Register | OR R1 1 R3 |

#### Code Examples

OR R3 3 R2

This instruction does a bitwise OR of the immediate value of 3 and the value in register 2 and stores the result into register 3.

OR R1 R1 R2

This instruction does a bitwise OR of the value in register 1 and the value in register 2, then it stores the result into register 1.

### NOT

#### Full Name

Bitwise NOT

#### Description

The NOT instruction does a bitwise NOT of a value, then it stores the result in a register.

#### Operands

NOT requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | NOT R1 R2 |
| Register | Immediate | NOT R1 1 |

#### Code Examples

NOT R1 R1

This instruction does a bitwise NOT of the value in register 1, then it stores the result into register 1.

NOT R3 3

This instruction does a bitwise NOT of the immediate value of 3 and stores the result into register 3.

|  |  |
| --- | --- |
|  | On an 8 bit CPU the result of NOT of 3 would be 252. |

### XNOR

#### Full Name

Bitwise XNOR

#### Description

The XNOR instruction does a bitwise XNOR of two values, then it stores the result in a register.

#### Operands

XNOR requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | XNOR R1 R2 R3 |
| Register | Register | Immediate | XNOR R1 R2 1 |
| Register | Immediate | Register | XNOR R1 1 R3 |

#### Code Examples

XNOR R3 3 R2

This instruction does a bitwise XNOR of the immediate value 3 and the value in register 2 and stores the result into register 3.

XNOR R1 R1 R2

This instruction does a bitwise XNOR of the value in register 1 and the value in register 2, then it stores the result into register 1.

### XOR

#### Full Name

Bitwise XOR

#### Description

The XOR instruction does a bitwise XOR of two values, then it stores the result in a register.

#### Operands

XOR requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | XOR R1 R2 R3 |
| Register | Register | Immediate | XOR R1 R2 1 |
| Register | Immediate | Register | XOR R1 1 R3 |

#### Code Examples

XOR R3 3 R2

This instruction does a bitwise XOR of the immediate value 3 and the value in register 2 and stores the result into register 3.

XOR R1 R1 R2

This instruction does a bitwise XOR of the value in register 1 and the value in register 2, then it stores the result into register 1.

### NAND

#### Full Name

Bitwise NAND

#### Description

The NAND instruction does a bitwise NAND of two values, then it stores the result in a register.

#### Operands

NAND requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | NAND R1 R2 R3 |
| Register | Register | Immediate | NAND R1 R2 1 |
| Register | Immediate | Register | NAND R1 1 R3 |

#### Code Examples

NAND R3 3 R2

This instruction does a bitwise NAND of the immediate value of 3 and the value in register 2 and stores the result into register 3.

NAND R1 R1 R2

This instruction does a bitwise NAND of the value in register 1 and the value in register 2, then it stores the result into register 1.

### BRL

#### Full Name

Branch if less than

#### Description

The BRL instruction branches to a specified address if one value is less than another value.

|  |  |
| --- | --- |
|  | Note that this is unsigned. |

#### Operands

BRL requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Immediate | Register | Register | BRL .foo R2 R3 |
| Immediate | Register | Immediate | BRL .foo R2 1 |
| Immediate | Immediate | Register | BRL .foo 1 R3 |
| Register | Register | Register | BRL R1 R2 R3 |
| Register | Register | Immediate | BRL R1 R2 1 |
| Register | Immediate | Register | BRL R1 1 R3 |

#### Code Examples

BRL .foo R1 5

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is less than the immediate value of 5.

BRL R1 5 R2

This instruction branches to the instruction pointed to by the value in register 1 if the immediate value of 5 is less than the value in register 2.

### BRG

#### Full Name

Branch if greater than

#### Description

The BRG instruction branches to a specified address if one value is less than another value.

|  |  |
| --- | --- |
|  | Note that this is unsigned. |

#### Operands

BRG requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Immediate | Register | Register | BRG .foo R2 R3 |
| Immediate | Register | Immediate | BRG .foo R2 1 |
| Immediate | Immediate | Register | BRG .foo 1 R3 |
| Register | Register | Register | BRG R1 R2 R3 |
| Register | Register | Immediate | BRG R1 R2 1 |
| Register | Immediate | Register | BRG R1 1 R3 |

#### Code Examples

BRG .foo R1 5

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is greater than the immediate value of 5.

BRG R1 5 R2

This instruction branches to the instruction pointed to by the value in register 1 if the immediate value of 5 is greater than the value in register 2.

### BRE

#### Full Name

Branch if equal to

#### Description

The BRE instruction branches to a specified address if one value is equal to another value.

#### Operands

BRE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Immediate | Register | Register | BRE .foo R2 R3 |
| Immediate | Register | Immediate | BRE .foo R2 1 |
| Immediate | Immediate | Register | BRE .foo 1 R3 |
| Register | Register | Register | BRE R1 R2 R3 |
| Register | Register | Immediate | BRE R1 R2 1 |
| Register | Immediate | Register | BRE R1 1 R3 |

#### Code Examples

BRE .foo R1 5

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is equal to the immediate value of 5.

BRE R1 5 R2

This instruction branches to the instruction pointed to by the value in register 1 if the immediate value of 5 is equal to the value in register 2.

### BNE

#### Full Name

Branch if not equal to

#### Description

The BNE instruction branches to a specified address if one value is equal to another value.

#### Operands

BNE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Immediate | Register | Register | BNE .foo R2 R3 |
| Immediate | Register | Immediate | BNE .foo R2 1 |
| Immediate | Immediate | Register | BNE .foo 1 R3 |
| Register | Register | Register | BNE R1 R2 R3 |
| Register | Register | Immediate | BNE R1 R2 1 |
| Register | Immediate | Register | BNE R1 1 R3 |

#### Code Examples

BNE .foo R1 5

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is not equal to the immediate value of 5.

BNE R1 5 R2

This instruction branches to the instruction pointed to by the value in register 1 if the immediate value of 5 is not equal to the value in register 2.

### BOD

#### Full Name

Branch if odd

#### Description

The BOD instruction branches to a specified address if a value is odd.

|  |  |
| --- | --- |
|  | A value is odd if the lowest bit is active. |

#### Operands

BOD requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Immediate | Register | BOD .foo R2 |
| Register | Register | BOD R1 R2 |

#### Code Examples

BOD .foo R1

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is odd.

BOD R1 R2

This instruction branches to the instruction pointed to by the value in register 1 if the value in register 2 is odd.

### BEV

#### Full Name

Branch if even

#### Description

The BEV instruction branches to a specified address if a value is even.

|  |  |
| --- | --- |
|  | A value is even if the lowest bit is not active. |

#### Operands

BEV requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Immediate | Register | BEV .foo R2 |
| Register | Register | BEV R1 R2 |

#### Code Examples

BEV .foo R1

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is even.

BEV R1 R2

This instruction branches to the instruction pointed to by the value in register 1 if the value in register 2 is even.

### BLE

#### Full Name

Branch if less than or equal to

#### Description

The BLE instruction branches to a specified address if one value is less than or equal to another value.

|  |  |
| --- | --- |
|  | Note that this is unsigned. |

#### Operands

BLE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Immediate | Register | Register | BLE .foo R2 R3 |
| Immediate | Register | Immediate | BLE .foo R2 1 |
| Immediate | Immediate | Register | BLE .foo 1 R3 |
| Register | Register | Register | BLE R1 R2 R3 |
| Register | Register | Immediate | BLE R1 R2 1 |
| Register | Immediate | Register | BLE R1 1 R3 |

#### Code Examples

BLE .foo R1 5

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is less than or equal to the immediate value of 5.

BLE R1 5 R2

This instruction branches to the instruction pointed to by the value in register 1 if the immediate value of 5 is less than or equal to the value in register 2.

### BRZ

#### Full Name

Branch if zero

#### Description

The BRZ instruction branches to a specified address if a value is equal to zero.

#### Operands

BRZ requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Immediate | Register | BRZ .foo R2 |
| Register | Register | BRZ R1 R2 |

#### Code Examples

BRZ .foo R1

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is equal to zero.

BRZ R1 R2

This instruction branches to the instruction pointed to by the value in register 1 if the value in register 2 is equal to zero.

### BNZ

#### Full Name

Branch if not zero

#### Description

The BNZ instruction branches to a specified address if a value is equal to zero.

#### Operands

BNZ requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Immediate | Register | BNZ .foo R2 |
| Register | Register | BNZ R1 R2 |

#### Code Examples

BNZ .foo R1

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is not equal to zero.

BNZ R1 R2

This instruction branches to the instruction pointed to by the value in register 1 if the value in register 2 is not equal to zero.

### BRN

#### Full Name

Branch if negative

#### Description

The BRN instruction branches to a specified address if a value is negative.

|  |  |
| --- | --- |
|  | This is signed. |
|  | A value is negative if the highest bit is active. (2’s complement) |

#### Operands

BRN requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Immediate | Register | BRN .foo R2 |
| Register | Register | BRN R1 R2 |

#### Code Examples

BRN .foo R1

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is negative.

BRN R1 R2

This instruction branches to the instruction pointed to by the value in register 1 if the value in register 2 is negative.

### BRP

#### Full Name

Branch if positive

#### Description

The BRP instruction branches to a specified address if a value is positive or zero.

|  |  |
| --- | --- |
|  | This is signed. |
|  | A value is positive if the highest bit is not active. (2’s complement) |

#### Operands

BRP requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Immediate | Register | BRP .foo R2 |
| Register | Register | BRP R1 R2 |

#### Code Examples

BRP .foo R1

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 is positive.

BRP R1 R2

This instruction branches to the instruction pointed to by the value in register 1 if the value in register 2 is positive.

### PSH

#### Full Name

Push

#### Description

The PSH instruction pushes a value onto the stack.

|  |  |
| --- | --- |
|  | Since the stack pointer points to the topmost filled value in the stack, the stack pointer is first decremented before writing to the location it points to. This happens automatically in the PSH instruction. |

#### Operands

PSH requires 1 operand.

|  |  |
| --- | --- |
| Source1 | Example |
| Register | PSH R1 |
| Immediate | PSH 5 |

#### Code Examples

PSH R1

This instruction pushes the value in register 1 onto the stack.

PSH .test

This instruction pushes the address of the label “test” onto the stack.

### POP

#### Full Name

Pop

#### Description

The POP instruction pops a value from the stack into a register.

|  |  |
| --- | --- |
|  | Since the stack pointer points to the topmost filled value in the stack, the value at the location where the stack pointer points is first read before incrementing the stack pointer. This happens automatically in the POP instruction. |

#### Operands

POP requires 1 operand.

|  |  |
| --- | --- |
| Destination | Example |
| Register | POP R1 |

#### Code Examples

POP R1

This instruction pops from the stack into register 1.

### CAL

#### Full Name

Call

#### Description

The CAL instruction pushes the address of the next instruction onto the stack then it branches to a specific address.

|  |  |
| --- | --- |
|  | This is used to branch to subroutines. |
|  | The address pushed onto the stack is the return address. |

#### Operands

CAL requires 1 operand.

|  |  |
| --- | --- |
| Source1 | Example |
| Immediate | CAL .test |
| Register | CAL R1 |

#### Code Examples

CAL .test

This instruction pushes the address of the next instruction onto the stack then it branches to the instruction pointed to by the label “test”.

CAL R1

This instruction pushes the address of the next instruction onto the stack then it branches to the instruction pointed to by the value in register 1.

### RET

#### Full Name

Return

#### Description

The RET instruction pops a value from the stack then it branches to that value.

|  |  |
| --- | --- |
|  | The value at the top of the stack must be a valid address of an instruction for RET to work.  Otherwise, a “Non-Instruction Execution” fault may occur. |

#### Operands

RET requires 0 operands.

#### Code Examples

RET

This instruction pops a value from the stack then it branches to that value.

### HLT

#### Full Name

Halt

#### Description

The HLT instruction halts execution.

|  |  |
| --- | --- |
|  | This marks the end of a program. |
|  | Once halted, the target CPU will need to be manually reset to run again. |

#### Operands

HLT requires 0 operands.

#### Code Examples

HLT

This instruction halts the target CPU.

### CPY

#### Full Name

Copy

#### Description

The CPY instruction copies a value from the RAM at a specified address into another RAM location at another specified address.

#### Operands

CPY requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| RAM Address (Relative) | RAM Address (Relative) | CPY M1 M2 |
| RAM Address (Relative) | RAM Address (Literal) | CPY M1 1 |
| RAM Address (Relative) | Register (Pointer) | CPY M1 R2 |
| RAM Address (Literal) | RAM Address (Relative) | CPY 1 M2 |
| RAM Address (Literal) | RAM Address (Literal) | CPY 1 1 |
| RAM Address (Literal) | Register (Pointer) | CPY 1 R2 |
| Register | RAM Address (Relative) | CPY R1 M2 |
| Register | RAM Address (Literal) | CPY R1 1 |
| Register | Register (Pointer) | CPY R1 R2 |

|  |  |
| --- | --- |
|  | This instruction should be used when moving values around in the RAM.  This instruction allows for potentially shorter or faster translations than that of the equivalent LOD followed by a STR instruction. |

#### Code Examples

CPY M3 3

This instruction copies the RAM value addressed by an immediate value of 3 and stores the result into memory location 3.

CPY R2 R1

This instruction copies the RAM value addressed by the value in register 1, then stores it into the RAM value addressed by the value in register 2.

### BRC

#### Full Name

Branch if carry

#### Description

The BRC instruction branches to a specified address if one value added to another value activates the carry flag.

|  |  |
| --- | --- |
|  | Note that the results of the addition in this instruction are not kept. |

#### Operands

BRC requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Immediate | Register | Register | BRC .foo R2 R3 |
| Immediate | Register | Immediate | BRC .foo R2 1 |
| Immediate | Immediate | Register | BRC .foo 1 R3 |
| Register | Register | Register | BRC R1 R2 R3 |
| Register | Register | Immediate | BRC R1 R2 1 |
| Register | Immediate | Register | BRC R1 1 R3 |

#### Code Examples

BRC .foo R1 5

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 added to the immediate value of 5 activates the carry flag.

BRC R1 5 R2

This instruction branches to the instruction pointed to by the value in register 1 if the immediate value of 5 added to the value in register 2 activates the carry flag.

### BNC

#### Full Name

Branch if no carry

#### Description

The BNC instruction branches to a specified address if one value added to another value does not activate the carry flag.

|  |  |
| --- | --- |
|  | Note that the results of the addition in this instruction are not kept. |

#### Operands

BNC requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Immediate | Register | Register | BNC .foo R2 R3 |
| Immediate | Register | Immediate | BNC .foo R2 1 |
| Immediate | Immediate | Register | BNC .foo 1 R3 |
| Register | Register | Register | BNC R1 R2 R3 |
| Register | Register | Immediate | BNC R1 R2 1 |
| Register | Immediate | Register | BNC R1 1 R3 |

#### Code Examples

BNC .foo R1 5

This instruction branches to the instruction pointed to by the label “foo” if the value in register 1 added to the immediate value of 5 does not activate the carry flag.

BNC R1 5 R2

This instruction branches to the instruction pointed to by the value in register 1 if the immediate value of 5 added to the value in register 2 does not activate the carry flag.

## Complex Instructions

These are instructions which are typically more difficult to translate directly to a target CPU’s assembly. These instructions can be translated into equivalent Basic and Core instructions if they cannot be directly translated.

There are 17 complex instructions.

### MLT

#### Full Name

Multiply

#### Description

The MLT instruction multiplies two values together, then it stores the result in a register.

#### Operands

MLT requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | MLT R1 R2 R3 |
| Register | Register | Immediate | MLT R1 R2 1 |
| Register | Immediate | Register | MLT R1 1 R3 |

#### Code Examples

MLT R3 3 R2

This instruction multiplies the immediate value of 3 with the value in register 2 and stores the result into register 3.

MLT R1 R1 R2

This instruction multiplies the value in register 1 with the value in register 2, then it stores the result into register 1.

### DIV

#### Full Name

Division

#### Description

The DIV instruction divides one value by another, then it stores the result in a register.

|  |  |
| --- | --- |
|  | This is integer division. So, the result is rounded down (towards zero) to the nearest integer. |
|  | Note that this is unsigned. |

#### Operands

DIV requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | DIV R1 R2 R3 |
| Register | Register | Immediate | DIV R1 R2 1 |
| Register | Immediate | Register | DIV R1 1 R3 |

#### Code Examples

DIV R3 5 R2

This instruction divides the immediate value of 5 by the value in register 2 and stores the result into register 3.

DIV R1 R1 R2

This instruction divides the value in register 1 by the value in register 2, then it stores the result into register 1.

### MOD

#### Full Name

Modulus

#### Description

The MOD instruction calculates the remainder left after one value is divided by another, then it stores the result in a register.

|  |  |
| --- | --- |
|  | This uses integer division. So, the dividend is rounded down (towards zero) to the nearest integer, leaving the remainder as the result. |
|  | Note that this is unsigned. |

#### Operands

MOD requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | MOD R1 R2 R3 |
| Register | Register | Immediate | MOD R1 R2 1 |
| Register | Immediate | Register | MOD R1 1 R3 |

#### Code Examples

MOD R3 5 R2

This instruction calculates the remainder left after the immediate value of 5 is divided by the value in register 2 and stores the result into register 3.

MOD R1 R1 R2

This instruction calculates the remainder left after the value in register 1 is divided by the value in register 2, then it stores the result into register 1.

### BSR

#### Full Name

Barrel shift right

#### Description

The BSR instruction does a specific number of bitwise right shifts of a value, then it stores the result in a register.

|  |  |
| --- | --- |
|  | Note that this is unsigned. |
|  | The bits that are shifted out in this instruction are lost.  So, if those bits are important, save them before shifting. |
|  | Note that this is non-cyclic. |

#### Operands

BSR requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | BSR R1 R2 R3 |
| Register | Register | Immediate | BSR R1 R2 1 |
| Register | Immediate | Register | BSR R1 1 R3 |

#### Code Examples

BSR R3 3 R2

This instruction right shifts the immediate value of 3 a number of times, this number is the value in register 2. Then it stores the result into register 3.

BSR R1 R1 R2

This instruction right shifts the value in register 1 a number of times, this number is the value in register 2. Then it stores the result into register 1.

### BSL

#### Full Name

Barrel shift left

#### Description

The BSL instruction does a specific number of bitwise left shifts of a value, then it stores the result in a register.

|  |  |
| --- | --- |
|  | The bits that are shifted out in this instruction are lost.  So, if those bits are important, save them before shifting. |
|  | Note that this is non-cyclic. |

#### Operands

BSL requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | BSL R1 R2 R3 |
| Register | Register | Immediate | BSL R1 R2 1 |
| Register | Immediate | Register | BSL R1 1 R3 |

#### Code Examples

BSL R3 3 R2

This instruction left shifts the immediate value of 3 a number of times, this number is the value in register 2. Then it stores the result into register 3.

BSL R1 R1 R2

This instruction left shifts the value in register 1 a number of times, this number is the value in register 2. Then it stores the result into register 1.

### SRS

#### Full Name

Signed right shift

#### Description

The SRS instruction does a signed right shift of a value, then it stores the result in a register.

|  |  |
| --- | --- |
|  | Note that this is signed. |
|  | The lowest bit is shifted out and is lost in this instruction.  So, if the lowest bit is important, then save it before right shifting. |
|  | The sign bit (uppermost bit) is extended in this instruction. |
|  | Note that this is non-cyclic. |

#### Operands

SRS requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Register | SRS R1 R2 |
| Register | Immediate | SRS R1 1 |

#### Code Examples

SRS R1 R1

This instruction does a signed right shift of the value in register 1, then it stores the result into register 1.

SRS R3 3

This instruction does a signed right shift of the immediate value of 3 and stores the result into register 3.

### BSS

#### Full Name

Barrel shift right signed

#### Description

The BSS instruction does a specific number of signed right shifts of a value, then it stores the result in a register.

|  |  |
| --- | --- |
|  | Note that this is signed. |
|  | The bits that are shifted out in this instruction are lost.  So, if those bits are important, save them before shifting. |
|  | Note that this is non-cyclic. |

#### Operands

BSS requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | BSS R1 R2 R3 |
| Register | Register | Immediate | BSS R1 R2 1 |
| Register | Immediate | Register | BSS R1 1 R3 |

#### Code Examples

BSS R3 3 R2

This instruction does a signed right shift of the immediate value of 3 a number of times, this number is the value in register 2. Then it stores the result into register 3.

BSS R1 R1 R2

This instruction does a signed right shift of the value in register 1 a number of times, this number is the value in register 2. Then it stores the result into register 1.

### SETE

#### Full Name

Set if equal to

#### Description

The SETE instruction sets a register to all 1’s in binary if one value is equal to another value, otherwise it sets that register to 0.

|  |  |
| --- | --- |
|  | All 1’s in binary on an 8 bit CPU is 255. |

#### Operands

SETE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SETE R1 R2 R3 |
| Register | Register | Immediate | SETE R1 R2 1 |
| Register | Immediate | Register | SETE R1 1 R3 |

#### Code Examples

SETE R2 R1 5

This instruction will write all 1’s into register 2 if the value in register 1 is equal to the immediate value of 5, otherwise it will write 0 into register 2.

SETE R1 R1 R2

This instruction will write all 1’s into register 1 if the value in register 1 is equal to the value in register 2, otherwise it will write 0 into register 1.

### SETNE

#### Full Name

Set if not equal to

#### Description

The SETNE instruction sets a register to all 1’s in binary if one value is not equal to another value, otherwise it sets that register to 0.

|  |  |
| --- | --- |
|  | All 1’s in binary on an 8 bit CPU is 255. |

#### Operands

SETNE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SETNE R1 R2 R3 |
| Register | Register | Immediate | SETNE R1 R2 1 |
| Register | Immediate | Register | SETNE R1 1 R3 |

#### Code Examples

SETNE R2 R1 5

This instruction will write all 1’s into register 2 if the value in register 1 is not equal to the immediate value of 5, otherwise it will write 0 into register 2.

SETNE R1 R1 R2

This instruction will write all 1’s into register 1 if the value in register 1 is not equal to the value in register 2, otherwise it will write 0 into register 1.

### SETG

#### Full Name

Set if greater than

#### Description

The SETG instruction sets a register to all 1’s in binary if one value is greater than another value, otherwise it sets that register to 0.

|  |  |
| --- | --- |
|  | All 1’s in binary on an 8 bit CPU is 255. |
|  | Note that this is unsigned. |

#### Operands

SETG requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SETG R1 R2 R3 |
| Register | Register | Immediate | SETG R1 R2 1 |
| Register | Immediate | Register | SETG R1 1 R3 |

#### Code Examples

SETG R2 R1 5

This instruction will write all 1’s into register 2 if the value in register 1 is greater than the immediate value of 5, otherwise it will write 0 into register 2.

SETG R1 R1 R2

This instruction will write all 1’s into register 1 if the value in register 1 is greater than the value in register 2, otherwise it will write 0 into register 1.

### SETL

#### Full Name

Set if less than

#### Description

The SETL instruction sets a register to all 1’s in binary if one value is less than another value, otherwise it sets that register to 0.

|  |  |
| --- | --- |
|  | All 1’s in binary on an 8 bit CPU is 255. |
|  | Note that this is unsigned. |

#### Operands

SETL requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SETL R1 R2 R3 |
| Register | Register | Immediate | SETL R1 R2 1 |
| Register | Immediate | Register | SETL R1 1 R3 |

#### Code Examples

SETL R2 R1 5

This instruction will write all 1’s into register 2 if the value in register 1 is less than the immediate value of 5, otherwise it will write 0 into register 2.

SETL R1 R1 R2

This instruction will write all 1’s into register 1 if the value in register 1 is less than the value in register 2, otherwise it will write 0 into register 1.

### SETGE

#### Full Name

Set if greater than or equal to

#### Description

The SETGE instruction sets a register to all 1’s in binary if one value is greater than another value, otherwise it sets that register to 0.

|  |  |
| --- | --- |
|  | All 1’s in binary on an 8 bit CPU is 255. |
|  | Note that this is unsigned. |

#### Operands

SETGE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SETGE R1 R2 R3 |
| Register | Register | Immediate | SETGE R1 R2 1 |
| Register | Immediate | Register | SETGE R1 1 R3 |

#### Code Examples

SETGE R2 R1 5

This instruction will write all 1’s into register 2 if the value in register 1 is greater than or equal to the immediate value of 5, otherwise it will write 0 into register 2.

SETGE R1 R1 R2

This instruction will write all 1’s into register 1 if the value in register 1 is greater than or equal to the value in register 2, otherwise it will write 0 into register 1.

### SETLE

#### Full Name

Set if less than or equal to

#### Description

The SETLE instruction sets a register to all 1’s in binary if one value is greater than another value, otherwise it sets that register to 0.

|  |  |
| --- | --- |
|  | All 1’s in binary on an 8 bit CPU is 255. |
|  | Note that this is unsigned. |

#### Operands

SETLE requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SETLE R1 R2 R3 |
| Register | Register | Immediate | SETLE R1 R2 1 |
| Register | Immediate | Register | SETLE R1 1 R3 |

#### Code Examples

SETLE R2 R1 5

This instruction will write all 1’s into register 2 if the value in register 1 is less than or equal to the immediate value of 5, otherwise it will write 0 into register 2.

SETLE R1 R1 R2

This instruction will write all 1’s into register 1 if the value in register 1 is less than or equal to the value in register 2, otherwise it will write 0 into register 1.

### SETC

#### Full Name

Set if carry

#### Description

The SETC instruction sets a register to all 1’s in binary if one value added to another value activates the carry flag, otherwise it sets that register to 0.

|  |  |
| --- | --- |
|  | All 1’s in binary on an 8 bit CPU is 255. |
|  | Note that the result of the addition is not kept. |

#### Operands

SETC requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SETC R1 R2 R3 |
| Register | Register | Immediate | SETC R1 R2 1 |
| Register | Immediate | Register | SETC R1 1 R3 |

#### Code Examples

SETC R2 R1 5

This instruction will write all 1’s into register 2 if the value in register 1 added to the immediate value of 5 activates the carry flag, otherwise it will write 0 into register 2.

SETC R1 R1 R2

This instruction will write all 1’s into register 1 if the value in register 1 added to the value in register 2 activates the carry flag, otherwise it will write 0 into register 1.

### SETNC

#### Full Name

Set if no carry

#### Description

The SETNC instruction sets a register to all 1’s in binary if one value added to another value does not activate the carry flag, otherwise it sets that register to 0.

|  |  |
| --- | --- |
|  | All 1’s in binary on an 8 bit CPU is 255. |
|  | Note that the result of the addition is not kept. |

#### Operands

SETNC requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 | Source2 | Example |
| Register | Register | Register | SETNC R1 R2 R3 |
| Register | Register | Immediate | SETNC R1 R2 1 |
| Register | Immediate | Register | SETNC R1 1 R3 |

#### Code Examples

SETNC R2 R1 5

This instruction will write all 1’s into register 2 if the value in register 1 added to the immediate value of 5 does not activate the carry flag, otherwise it will write 0 into register 2.

SETNC R1 R1 R2

This instruction will write all 1’s into register 1 if the value in register 1 added to the value in register 2 does not activate the carry flag, otherwise it will write 0 into register 1.

### LLOD

#### Full Name

List load

#### Description

The LLOD instruction copies a value from the RAM at a specified address + offset into a register.

#### Operands

LLOD requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination | Source1 (Base) | Source2 (Offset) | Example |
| Register | Register | Register | LLOD R1 R2 R3 |
| Register | Register | Immediate | LLOD R1 R2 1 |
| Register | Immediate | Register | LLOD R1 1 R3 |
| Register | Immediate | Immediate | LLOD R1 .foo 2 |

#### Code Examples

LLOD R3 .foo 5

This instruction copies a value from the RAM at a specific address. This address is the address of the label “foo” added to the offset of an immediate value of 5. Then it stores the result into register 3.

LLOD R1 R1 R2

This instruction copies a value from the RAM at a specific address. This address is the value in register 1 added to the value in register 2. Then it stores the result into register 1.

### LSTR

#### Full Name

List store

#### Description

The LSTR instruction writes a value into the RAM at a specified address + offset.

#### Operands

LSTR requires 3 operands.

|  |  |  |  |
| --- | --- | --- | --- |
| Destination (Base) | Source1 (Offset) | Source2 | Example |
| Register | Register | Register | LSTR R1 R2 R3 |
| Register | Register | Immediate | LSTR R1 R2 1 |
| Register | Immediate | Register | LSTR R1 1 R3 |
| Register | Immediate | Immediate | LSTR R1 2 R3 |
| Immediate | Register | Register | LSTR .foo R2 R3 |
| Immediate | Register | Immediate | LSTR .foo R2 1 |
| Immediate | Immediate | Register | LSTR .foo 2 R3 |
| Immediate | Immediate | Immediate | LSTR .foo 2 1 |

#### Code Examples

LSTR .foo 5 R3

This instruction writes the value in register 3 into the RAM at a specific address. This address is the address of the label “foo” added to an immediate value of 5.

LSTR R1 R2 R3

This instruction writes the value in register 3 into the RAM at a specific address. This address is the value in register 1 added to the value in register 3.

## I/O Instructions

These instructions cannot be translated into other instructions and must be directly translated in order to be ran on the target CPU.

There are 2 I/O instructions.

### IN

#### Full Name

In

#### Description

The IN instruction reads the value on a particular port and writes it into a register.

|  |  |
| --- | --- |
|  | Specific ports are defined in the Ports section. |
|  | Note that ports can also be made up and do not have to follow the official documentation.  In this case the programmer should define what is meant by each port if it is not obvious. A simple comment in the code is usually fine. |

#### Operands

IN requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Register | Port | IN R1 %RNG |

#### Code Examples

IN R1 %RNG

This instruction reads from the port “RNG” (which is defined in the port documentation as a random number generator) and the result is written into register 1.

IN R2 %7SEG

This instruction reads from the port “7SEG” (which is **not** defined in the port documentation so it should be defined somewhere by the programmer), and the result is written into register 2.

### OUT

#### Full Name

Out

#### Description

The OUT instruction reads a value and outputs the result into a specific port.

|  |  |
| --- | --- |
|  | Specific ports are defined in the Ports section. |
|  | Note that ports can also be made up and do not have to follow the official documentation.  In this case the programmer should define what is meant by each port if it is not obvious. A simple comment in the code is usually fine. |

#### Operands

OUT requires 2 operands.

|  |  |  |
| --- | --- | --- |
| Destination | Source1 | Example |
| Port | Register | OUT %RNG R1 |
| Port | Immediate | OUT %RNG 5 |

#### Code Examples

OUT %RNG R1

This instruction reads the value in register 1 and writes it into the port “RNG” (which is defined in the port documentation as a random number generator).

OUT %7SEG 5

This instruction takes the immediate value 5 and writes it into port “7SEG” (which is **not** defined in the port documentation so it should be defined somewhere by the programmer).

# Instruction Translations

All Basic instructions can be translated into Core instructions and all Complex instructions can be translated into Basic and Core instructions.

This section covers the translations for each instruction.

|  |  |
| --- | --- |
|  | In this section “<A>” refers to the first operand, “<B>” refers to the second operand and “<C>” refers to the third operand. |
|  | There are multiple translations for different operands. Each with specific conditions where that translation is valid.  So, of the translations where the conditions are met, the shortest translation should be used. |
|  | All relative values must be converted into labels before translating.  This is to prevent relative values from being broken as the translations are usually longer than one instruction. |

## Basic Instruction Translations

### ADD

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Operand 1 <A> | Operand 2 <B> | Operand 3 <C> | Condition | Translation |
| Register | Register | Register | Any | None |
| Register | Register | Immediate | A temporary register is required | IMM tempREG <C> ADD <A> <B> tempREG |
| Register | Immediate | Register | A temporary register is required | IMM tempREG <B> ADD <A> tempREG <C> |
| Register | Immediate | Immediate | Two temporary registers are required | IMM tempREG1 <B> IMM tempREG2 <C> ADD <A> tempREG1 tempREG2 |

### RSH

|  |  |  |  |
| --- | --- | --- | --- |
| Operand 1 <A> | Operand 2 <B> | Condition | Translation |
| Register | Register | Any | None |
| Register | Immediate | A temporary register is required | IMM tempREG <B> RSH <A> tempREG |

### LOD

|  |  |  |  |
| --- | --- | --- | --- |
| Operand 1 <A> | Operand 2 <B> | Condition | Translation |
| Register | Register | Any | None |
| Register | Immediate | A temporary register is required | IMM tempREG <B> LOD <A> tempREG |
| PC | Register | A temporary register is required | LOD tempREG <B> JMP tempREG |
| PC | Immediate | A temporary register is required | LOD tempREG <B> JMP tempREG |

### STR

|  |  |  |  |
| --- | --- | --- | --- |
| Operand 1 <A> | Operand 2 <B> | Condition | Translation |
| Register | Register | Any | None |
| Register | Immediate | A temporary register is required | IMM tempREG <A> STR tempREG <B> |
| Immediate | Register | A temporary register is required | IMM tempREG <B> STR <A> tempREG |
| Immediate | Immediate | A temporary register is required | IMM tempREG1 <A> IMM tempREG2 <B> STR tempREG1 tempREG2 |

### BGE

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Operand 1 <A> | Operand 2 <B> | Operand 3 <C> | Condition | Translation |
| Register | Register | Register | Any | None |
| Register | Register | Immediate | A temporary register is required | IMM tempREG <C> BGE <A> <B> tempREG |
| Register | Immediate | Register | A temporary register is required | IMM tempREG <B> BGE <A> tempREG <C> |
| Immediate | Register | Register | A temporary register is required | IMM tempREG <A> BGE tempREG <B> <C> |
| Immediate | Register | Immediate | Two temporary registers are required | IMM tempREG1 <A> IMM tempREG2 <C> BGE tempREG1 <B> tempREG2 |
| Immediate | Immediate | Register | Two temporary registers are required | IMM tempREG1 <A> IMM tempREG2 <B> BGE tempREG1 tempREG2 <C> |

### NOR

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Operand 1 <A> | Operand 2 <B> | Operand 3 <C> | Condition | Translation |
| Register | Register | Register | Any | None |
| Register | Register | Immediate | A temporary register is required | IMM tempREG <C> NOR <A> <B> tempREG |
| Register | Immediate | Register | A temporary register is required | IMM tempREG <B> NOR <A> tempREG <C> |

### SUB

|  |  |
| --- | --- |
|  | If the Operand types are not specified, then the translation applies to all possible combinations of operand types. |

|  |  |
| --- | --- |
| Condition | Translation |
| <B> is the same as <C> | MOV <A> R0 |
| <A> is different to <B> | NOT <A> <C> ADD <A> <A> <B> INC <A> <A> |
| <A> is different to <C>  and  <C> is a register | NOT <C> <C> ADD <A> <B> <C> INC <A> <A> NOT <C> <C> |
| <A> is not R1 | PSH R1 NOT R1 <C> ADD <A> <B> R1 INC <A> <A> POP R1 |
| <A> is not R2 | PSH R2 NOT R1 <C> ADD <A> <B> R1 INC <A> <A> POP R2 |

### MOV

|  |  |
| --- | --- |
| Condition | Translation |
| Any | ADD <A> <B> R0 |

### NOP

|  |  |
| --- | --- |
| Condition | Translation |
| Any | MOV R0 R0 |

### IMM

|  |  |
| --- | --- |
| Condition | Translation |
| Any | ADD <A> <B> R0 |

### LSH

|  |  |
| --- | --- |
| Condition | Translation |
| Any | ADD <A> <B> <B> |

### INC

|  |  |
| --- | --- |
| Condition | Translation |
| Any | ADD <A> <B> 1 |

### DEC

|  |  |
| --- | --- |
| Condition | Translation |
| X is equal to an immediate value which has all its bits active. (255 in 8 bit) | ADD <A> <B> X |

|  |  |
| --- | --- |
|  | Some of the translations include instructions that are in the same category as the original instruction.  If this is the case, then the code will need further translation if the goal is to lower the tier of instructions. |

### NEG

|  |  |
| --- | --- |
| Condition | Translation |
| Any | NOT <A> <B> INC <A> <A> |

### AND

|  |  |
| --- | --- |
| Condition | Translation |
| <B> is the same as <C> | MOV <C> <A> |
| <A> is different to <C> and <C> is a register | NOT <A> <B> NOT <C> <C> NOR <A> <A> <C> NOT <C> <C> |
| <A> is different to <B> and <B> is a register | NOT <B> <B> NOT <A> <C> NOR <A> <A> <B> NOT <B> <B> |
| <A> is different to R1 or R2 | PSH R1 PSH R2 NOT R1 <B> NOT R2 <C> NOR <A> R1 R2 POP R2 POP R1 |
| <A> is different to R3 or R4 | PSH R3 PSH R4 NOT R3 <B> NOT R4 <C> NOR <A> R3 R4 POP R4 POP R3 |

### OR

|  |  |
| --- | --- |
| Condition | Translation |
| Any | NOR <A> <B> <C> NOT <A> <A> |

### NOT

|  |  |
| --- | --- |
| Condition | Translation |
| Any | NOR <A> <B> R0 |

### XNOR

|  |  |
| --- | --- |
| Condition | Translation |
| <B> is the same as <C> and X is equal to an immediate value which has all its bits active. (255 in 8 bit) | IMM <A> X |
| <A> is different to R1 | AND <A> <B> <C> PSH R1 NOR R1 <B> <C> NOR <A> <A> R1 POP R1 NOT <A> <A> |
| <A> is different to R2 | AND <A> <B> <C> PSH R2 NOR R1 <B> <C> NOR <A> <A> R2 POP R2 NOT <A> <A> |

### XOR

|  |  |
| --- | --- |
| Condition | Translation |
| <B> is the same as <C> | MOV <A> R0 |
| <A> is different to R1 | AND <A> <B> <C> PSH R1 NOR R1 <B> <C> NOR <A> <A> R1 POP R1 |
| <A> is different to R2 | AND <A> <B> <C> PSH R2 NOR R1 <B> <C> NOR <A> <A> R2 POP R2 |

### NAND

|  |  |
| --- | --- |
| Condition | Translation |
| <B> is the same as <C> | NOT <A> <B> |
| <A> is different to <C> and <C> is a register | NOT <A> <B> NOT <C> <C> NOR <A> <A> <C> NOT <C> <C> NOT <A> <A> |
| <A> is different to <B> and <B> is a register | NOT <B> <B> NOT <A> <C> NOR <A> <A> <B> NOT <B> <B> NOT <A> <A> |
| <A> is different to R1 | PSH R1 NOT R1 <B> NOT <A> <C> NOR <A> <A> R1 POP R1 NOT <A> <A> |
| <A> is different to R2 | PSH R2 NOT R1 <B> NOT <A> <C> NOR <A> <A> R2 POP R2 NOT <A> <A> |

### BRL

|  |  |
| --- | --- |
| Condition | Translation |
| Any | BGE +2 <B> <C> JMP <A> |

### BRG

|  |  |
| --- | --- |
| Condition | Translation |
| Any | BGE +2 <C> <B> JMP <A> |

### BRE

|  |  |
| --- | --- |
| Condition | Translation |
| Any | BGE +2 <B> <C> JMP +4 BGE +2 <C> <B> JMP +2 JMP <A> |

### BNE

|  |  |
| --- | --- |
| Condition | Translation |
| Any | BGE +2 <B> <C> JMP +2 BGE +2 <C> <B> JMP <A> |

### BOD

|  |  |
| --- | --- |
| Condition | Translation |
| Any | PSH R1 AND R1 <B> 1 BGE +2 R1 1 JMP +3 POP R1 JMP <A> |

### BEV

|  |  |
| --- | --- |
| Condition | Translation |
| Any | PSH R1 AND R1 <B> 1 BGE +2 R1 1 JMP <A> POP R1 |

### BLE

|  |  |
| --- | --- |
| Condition | Translation |
| Any | BGE <A> <C> <B> |

### BRZ

|  |  |
| --- | --- |
| Condition | Translation |
| Any | BGE +2 <B> 1 JMP <A> |

### BNZ

|  |  |
| --- | --- |
| Condition | Translation |
| Any | BGE <A> <B> 1 |

### BRN

|  |  |
| --- | --- |
| Condition | Translation |
| X is equal to an immediate value which has only the uppermost bit active. (128 in 8 bit) | BGE <A> <B> X |

### BRP

|  |  |
| --- | --- |
| Condition | Translation |
| X is equal to an immediate value which has only the uppermost bit active. (128 in 8 bit) | BGE +2 <B> X JMP <A> |

### PSH

|  |  |
| --- | --- |
| Condition | Translation |
| Any | INC SP SP STR SP <A> |

### POP

|  |  |
| --- | --- |
| Condition | Translation |
| Any | LOD <A> SP DEC SP SP |

### CAL

|  |  |
| --- | --- |
| Condition | Translation |
| Any | PSH +2 JMP <A> |

### RET

|  |  |
| --- | --- |
| Condition | Translation |
| A temporary register is required | POP tempREG JMP tempREG |
| A temporary RAM location is required | PSH R1 DEC SP SP LOD R1 SP STR tempRAM R1 INC SP SP POP R1 DEC SP SP LOD PC tempRAM |
| Program must be RUN RAM | PSH R1 DEC SP SP LOD R1 SP STR +5 R1 INC SP SP POP R1 DEC SP SP LOD PC +1 DW 0 |

### HLT

|  |  |
| --- | --- |
| Condition | Translation |
| Any | JMP +0 |

### CPY

|  |  |
| --- | --- |
| Condition | Translation |
| A temporary register is required | LOD tempREG <B> STR <A> tempREG |
| <A> is different to R1 | PSH R1 LOD R1 <B> STR <A> R1 POP R1 |
| <A> is different to R2 | PSH R2 LOD R2 <B> STR <A> R2 POP R2 |

### BRC

|  |  |
| --- | --- |
| Condition | Translation |
| A temporary register is required | ADD tempREG <B> <C> BRL <A> tempREG <B> BRL <A> tempREG <C> |
| A temporary RAM location is required and <A> is different to R1 and <B> is different to R1 and <C> is different to R1 | PSH R1 ADD R1 <B> <C> STR tempRAM <A> BRL +3 R1 <B> BRL +2 R1 <C> STR tempRAM +3 POP R1 LOD PC tempRAM |
| A temporary RAM location is required and <A> is different to R2 and <B> is different to R2 and <C> is different to R2 | PSH R2 ADD R2 <B> <C> STR tempRAM <A> BRL +3 R2 <B> BRL +2 R2 <C> STR tempRAM +3 POP R2 LOD PC tempRAM |
| A temporary RAM location is required and <A> is different to R3 and <B> is different to R3 and <C> is different to R3 | PSH R3 ADD R3 <B> <C> STR tempRAM <A> BRL +3 R3 <B> BRL +2 R3 <C> STR tempRAM +3 POP R3 LOD PC tempRAM |
| A temporary RAM location is required and <A> is different to R4 and <B> is different to R4 and <C> is different to R4 | PSH R4 ADD R4 <B> <C> STR tempRAM <A> BRL +3 R4 <B> BRL +2 R4 <C> STR tempRAM +3 POP R4 LOD PC tempRAM |

### BNC

|  |  |
| --- | --- |
| Condition | Translation |
| A temporary register is required | LOD tempREG <B> STR <A> tempREG |
| A temporary RAM location is required and <A> is different to R1 and <B> is different to R1 and <C> is different to R1 | PSH R1 ADD R1 <B> <C> STR tempRAM +6 BRL +3 R1 <B> BRL +2 R1 <C> STR tempRAM <A> POP R1 LOD PC tempRAM |
| A temporary RAM location is required and <A> is different to R2 and <B> is different to R2 and <C> is different to R2 | PSH R2 ADD R2 <B> <C> STR tempRAM +6 BRL +3 R2 <B> BRL +2 R2 <C> STR tempRAM <A> POP R2 LOD PC tempRAM |
| A temporary RAM location is required and <A> is different to R3 and <B> is different to R3 and <C> is different to R3 | PSH R3 ADD R3 <B> <C> STR tempRAM +6 BRL +3 R3 <B> BRL +2 R3 <C> STR tempRAM <A> POP R3 LOD PC tempRAM |
| A temporary RAM location is required and <A> is different to R4 and <B> is different to R4 and <C> is different to R4 | PSH R4 ADD R4 <B> <C> STR tempRAM +6 BRL +3 R4 <B> BRL +2 R4 <C> STR tempRAM <A> POP R4 LOD PC tempRAM |

## Complex Instruction Translations

### MLT

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| <A> is different to R1  and  <A> is different to R2 | Shift and Add | PSH R1 PSH R2 MOV R1 <B> MOV R2 <C> MOV <A> R0 BEV +2 R2 ADD <A> <A> R1 RSH R2 R2 LSH R1 R1 BNZ -4 R2 POP R2 POP R1 |
| <A> is different to R3  and  <A> is different to R4 | Shift and Add | PSH R3 PSH R4 MOV R3 <B> MOV R4 <C> MOV <A> R0 BEV +2 R4 ADD <A> <A> R3 RSH R4 R4 LSH R3 R3 BNZ -4 R4 POP R4 POP R3 |
| <A> is different to R1  and  <A> is different to R2 | Repeated Addition | PSH R1 PSH R2 MOV R1 <C> MOV R2 <B> MOV <A> R0 BRZ +4 <C> DEC R1 R1 ADD <A> <A> R2 BNZ -2 R1 POP R2 POP R1 |
| <A> is different to R3  and  <A> is different to R4 | Repeated Addition | PSH R3 PSH R4 MOV R3 <C> MOV R4 <B> MOV <A> R0  BRZ +4 <C> DEC R3 R3 ADD <A> <A> R4 BNZ -2 R3 POP R4 POP R3 |

### DIV

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| <A> is different to R1  and  <A> is different to <C> | Repeated Subtraction | BRL +9 <B> <C> PSH R1 MOV R1 <B> MOV <A> R0 INC <A> <A> SUB R1 R1 <C> BGE -2 R1 <C> POP R1 JMP +2 MOV <A> R0 |
| <A> is different to R2  and  <A> is different to <C> | Repeated Subtraction | BRL +9 <B> <C> PSH R2 MOV R2 <B> MOV <A> R0 INC <A> <A> SUB R2 R2 <C> BGE -2 R2 <C> POP R2 JMP +2 MOV <A> R0 |
| <A> is different to R1  and  <A> is different to R2 | Repeated Subtraction | BRL +13 <B> <C> PSH R1 PSH R2 MOV R1 <B> MOV R2 <C> MOV <A> R0 INC <A> <A> SUB R1 R1 R2 BGE -2 R1 R2 POP R2 POP R1 JMP +2 MOV <A> R0 |
| <A> is different to R3  and  <A> is different to R4 | Repeated Subtraction | BRL +13 <B> <C> PSH R3 PSH R4 MOV R3 <B> MOV R4 <C> MOV <A> R0 INC <A> <A> SUB R3 R3 R4 BGE -2 R3 R4 POP R4 POP R3 JMP +2 MOV <A> R0 |

### MOD

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| <A> is different to <C> | Repeated Subtraction | MOV <A> <B> BRL +3 <A> <C> SUB <A> <A> <C> JMP -2 |
| <A> is different to R1 and <B> is different to R1 | Repeated Subtraction | PSH R1 MOV R1 <C> MOV <A> <B> BRL +3 <B> R1 SUB <A> <A> R1 JMP -2 POP R1 |
| <A> is different to R2 and <B> is different to R2 | Repeated Subtraction | PSH R2 MOV R2 <C> MOV <A> <B> BRL +3 <A> R2 SUB <A> <A> R2 JMP -2 POP R2 |
| <A> is different to R3 and <B> is different to R3 | Repeated Subtraction | PSH R3 MOV R3 <C> MOV <A> <B> BRL +3 <A> R3 SUB <A> <A> R3 JMP -2 POP R3 |

### BSR

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| <A> is different to R1 and <B> is different to R1 |  | PSH R1 MOV R1 <C> MOV <A> <B> BRZ +4 R1 RSH <A> <A> DEC R1 R1 JMP -3 POP R1 |
| <A> is different to R2 and <B> is different to R2 |  | PSH R2 MOV R2 <C> MOV <A> <B> BRZ +4 R2 RSH <A> <A> DEC R2 R2 JMP -3 POP R2 |
| <A> is different to R3 and <B> is different to R3 |  | PSH R3 MOV R3 <C> MOV <A> <B> BRZ +4 R3 RSH <A> <A> DEC R3 R3 JMP -3 POP R3 |

### BSL

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| <A> is different to R1 and <B> is different to R1 |  | PSH R1 MOV R1 <C> MOV <A> <B> BRZ +4 R1 LSH <A> <A> DEC R1 R1 JMP -3 POP R1 |
| <A> is different to R2 and <B> is different to R2 |  | PSH R2 MOV R2 <C> MOV <A> <B> BRZ +4 R2 LSH <A> <A> DEC R2 R2 JMP -3 POP R2 |
| <A> is different to R3 and <B> is different to R3 |  | PSH R3 MOV R3 <C> MOV <A> <B> BRZ +4 R3 LSH <A> <A> DEC R3 R3 JMP -3 POP R3 |

### SRS

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| X is equal to an immediate value which has only the uppermost bit active. |  | BRN +3 <B> RSH <A> <B> JMP +3 RSH <A> <B> ADD <A> <A> X |

### BSS

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| <A> is different to R1 and <B> is different to R1 |  | PSH R1 MOV R1 <C> MOV <A> <B> BRZ +4 R1 SRS <A> <A> DEC R1 R1 JMP -3 POP R1 |
| <A> is different to R2 and <B> is different to R2 |  | PSH R2 MOV R2 <C> MOV <A> <B> BRZ +4 R2 SRS <A> <A> DEC R2 R2 JMP -3 POP R2 |
| <A> is different to R3 and <B> is different to R3 |  | PSH R3 MOV R3 <C> MOV <A> <B> BRZ +4 R3 SRS <A> <A> DEC R3 R3 JMP -3 POP R3 |

### SETE

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| Any |  | BRE +3 <B> <C> MOV <A> R0 JMP +2 IMM <A> 1 |

### SETNE

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| Any |  | BNE +3 <B> <C> MOV <A> R0 JMP +2 IMM <A> 1 |

### SETG

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| Any |  | BRG +3 <B> <C> MOV <A> R0 JMP +2 IMM <A> 1 |

### SETL

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| Any |  | BRL +3 <B> <C> MOV <A> R0 JMP +2 IMM <A> 1 |

### SETGE

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| Any |  | BGE +3 <B> <C> MOV <A> R0 JMP +2 IMM <A> 1 |

### SETLE

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| Any |  | BLE +3 <B> <C> MOV <A> R0 JMP +2 IMM <A> 1 |

### SETC

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| A temporary register is required |  | MOV tempREG <B> BRG +2 <B> <C> MOV tempREG <C> ADD <A> <B> <C> SETL <A> <A> tempREG |
| <A> is different to R1 and <B> is different to R1 and <C> is different to R1 |  | PSH R1 MOV R1 <B> BRG +2 <B> <C> MOV R1 <C> ADD <A> <B> <C> SETL <A> <A> R1 POP R1 |
| <A> is different to R2 and <B> is different to R2 and <C> is different to R2 |  | PSH R2 MOV R2 <B> BRG +2 <B> <C> MOV R2 <C> ADD <A> <B> <C> SETL <A> <A> R2 POP R2 |
| <A> is different to R3 and <B> is different to R3 and <C> is different to R3 |  | PSH R3 MOV R3 <B> BRG +2 <B> <C> MOV R3 <C> ADD <A> <B> <C> SETL <A> <A> R3 POP R3 |
| <A> is different to R4 and <B> is different to R4 and <C> is different to R4 |  | PSH R4 MOV R4 <B> BRG +2 <B> <C> MOV R4 <C> ADD <A> <B> <C> SETL <A> <A> R4 POP R4 |

### SETNC

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| A temporary register is required |  | MOV tempREG <B> BRG +2 <B> <C> MOV tempREG <C> ADD <A> <B> <C> SETGE <A> <A> tempREG |
| <A> is different to R1 and <B> is different to R1 and <C> is different to R1 |  | PSH R1 MOV R1 <B> BRG +2 <B> <C> MOV R1 <C> ADD <A> <B> <C> SETGE <A> <A> R1 POP R1 |
| <A> is different to R2 and <B> is different to R2 and <C> is different to R2 |  | PSH R2 MOV R2 <B> BRG +2 <B> <C> MOV R2 <C> ADD <A> <B> <C> SETGE <A> <A> R2 POP R2 |
| <A> is different to R3 and <B> is different to R3 and <C> is different to R3 |  | PSH R3 MOV R3 <B> BRG +2 <B> <C> MOV R3 <C> ADD <A> <B> <C> SETGE <A> <A> R3 POP R3 |
| <A> is different to R4 and <B> is different to R4 and <C> is different to R4 |  | PSH R4 MOV R4 <B> BRG +2 <B> <C> MOV R4 <C> ADD <A> <B> <C> SETGE <A> <A> R4 POP R4 |

### LLOD

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| Any |  | ADD <A> <B> <C> LOD <A> <A> |

### LSTR

|  |  |  |
| --- | --- | --- |
| Condition | Extra Information | Translation |
| A temporary register is required |  | ADD tempREG <A> <B> STR <C> tempREG |
| <C> is different to R1 |  | PSH R1 ADD R1 <A> <B> STR <C> R1 POP R1 |
| <C> is different to R2 |  | PSH R2 ADD R1 <A> <B> STR <C> R2 POP R2 |

# Ports

There are 64 official ports.

The word length of the value of each port is equal to the word length of the CPU.

Ports can be written to or read from using the I/O instructions as appropriate.

|  |  |
| --- | --- |
|  | Official ports can be used in URCL programs without having to be defined. They use the definition given here. |
|  | Note that ports can also be made up and do not have to follow the official documentation.  In this case the programmer should define what is meant by each port if it is not obvious. A simple comment in the code is usually fine. |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Type | Port Number | Alias (Port Name) | Full Name | Input Notes/Usage | Output Notes/Usage | Valid Inputs |
| General | 0 | %CPUBUS | CPU Bus |  |  | Number |
| 1 | %TEXT | Text IO |  |  | Number, Character |
| 2 | %NUMB | Numeric IO |  |  | Number |
| 3 |  | Reserved |  |  |  |
| 4 |  | Reserved |  |  |  |
| 5 | %SUPPORTED | Port Supported | Returns 0 if the port does not exist | Sets value to return if it does exist, this can be handled by a compiler if the CPU does not support it | Number, Port Alias |
| 6 | SPECIAL | Special | User Defined | User Defined |  |
| 7 | PROFILE | Profile | Tells current Profile | Sets Profile | Number |
| Graphics | 8 | X | Display X | Tells display width | Sets X Vertex | Number |
| 9 | Y | Display Y | Tells display height | Sets Y Vertex | Number |
| 10 | COLOR or COLOUR | Colour | Reads colour at x, y into a register | Sets Colour and draws a pixel based on the x, y vertex | Colour |
| 11 | BUFFER | Display Buffer | Reads buffer state | 0 writes buffer to display, clears the buffer, and disables it, 1 enables writing to the buffer | Number |
| 12 |  | Reserved |  |  |  |
| 13 |  | Reserved |  |  |  |
| 14 |  | Reserved |  |  |  |
| 15 | GSPECIAL | Graphics Special | User Defined | User Defined |  |
| Text | 16 | ASCII8 | 8-Bit ASCII | Takes in an 8-Bit Ascii character | Displays an 8-bit ascii character | Number, Character |
| 17 | CHAR5 | 5-Bit Char | Takes in a 5-bit character | Displays a 5 bit character | Number, Character |
| 18 | CHAR6 | 6-Bit Char | Takes in a 6-bit character | Displays a 6 bit character | Number, Character |
| 19 | ASCII7 | 7-Bit ASCII | Takes in a 7-Bit Ascii character | Displays a 7-bit ascii character | Number, Character |
| 20 | UTF8 | UTF-8 | Takes in a UTF-8 character (1-4 bytes) | Displays a UTF-8 character | Number, Character |
| 21 |  | Reserved |  |  |  |
| 22 |  | Reserved |  |  |  |
| 23 | TSPECIAL | Text Special | User Defined | User Defined |  |
| Numbers | 24 | INT | Signed Integer | Takes in a signed integer | Displays a signed integer | Number |
| 25 | UINT | Unsigned Integer | Takes in an unsigned integer | Displays an unsigned integer | Number |
| 26 | BIN | Binary | Takes in a binary number | Displays a binary number | Number |
| 27 | HEX | Hexadecimal | Takes in a hexadecimal number | Displays a hexadecimal number | Number |
| 28 | FLOAT | Floating Point Number | Takes in a floating-point number | Displays a floating-point number |  |
| 29 | FIXED | Fixed Point Number | Takes in a fixed-point number | Displays a fixed-point number |  |
| 30 |  | Reserved |  |  |  |
| 31 | N-SPECIAL | Numbers Special | User Defined | User Defined |  |
| Storage | 32 | ADDR | Address | Tells address | Sets address | Number |
| 33 | BUS | Bus | Reads the data at the address | Writes data to that address | Number |
| 34 | PAGE | Page | Reads the page number | Sets the page number | Number |
| 35 |  | Reserved |  |  |  |
| 36 |  | Reserved |  |  |  |
| 37 |  | Reserved |  |  |  |
| 38 |  | Reserved |  |  |  |
| 39 | SSPECIAL | Storage Special | User Defined | User Defined |  |
| Miscellaneous | 40 | RNG | RNG Device | Reads a random number | Sets a seed or device specific | Number |
| 41 | NOTE | Note | Reads sound device pitch | Sets sound device pitch | Number, Note |
| 42 | INSTR | Instrument | Reads sound device instrument | Sets sound device instrument | Number, Instrument |
| 43 | NLEG | Note length | Device specific | Sets sound device note length and plays that note (in tenths?) | Number |
| 44 | WAIT | Wait | Returns 1 after the wait period | Sets wait period (in tenths of seconds) | Number |
| 45 | NADDR | Network Address | Reads the current address | Sets the network address | Number |
| 46 | DATA | Network Data | Reads network data | Sends network data | Number |
| 47 | MSPECIAL | Miscellaneous Special | User Defined | User Defined |  |
| User defined | 48 | UD1 | User Defined |  |  |  |
| 49 | UD2 | User Defined |  |  |  |
| 50 | UD3 | User Defined |  |  |  |
| 51 | UD4 | User Defined |  |  |  |
| 52 | UD5 | User Defined |  |  |  |
| 53 | UD6 | User Defined |  |  |  |
| 54 | UD7 | User Defined |  |  |  |
| 55 | UD8 | User Defined |  |  |  |
| 56 | UD9 | User Defined |  |  |  |
| 57 | UD10 | User Defined |  |  |  |
| 58 | UD11 | User Defined |  |  |  |
| 59 | UD12 | User Defined |  |  |  |
| 60 | UD13 | User Defined |  |  |  |
| 61 | UD14 | User Defined |  |  |  |
| 62 | UD15 | User Defined |  |  |  |
| 63 | UD16 | User Defined |  |  |  |

# Code Faults

|  |  |
| --- | --- |
|  | This section contains most common faults and the most likely causes as well as possible solutions. |

Faults within the code can be detected using a URCL emulator.

It is important to test for and fix these faults before deploying the code onto a target CPU. The code is unable to detect these errors itself when deployed.

## Pre-Runtime Faults

These are faults which can be detected before running the code.

|  |  |
| --- | --- |
|  | These faults can be detected by static analysis before execution, such as part of a generic URCL code optimiser. |

### Invalid Number of Operands

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| Too many operands were given for an instruction. | Rewrite the instruction in question, making sure that the number of operands match the expected value given in the Instruction section. |
| Too few operands were given for an instruction. | Rewrite the instruction in question, making sure that the number of operands match the expected value given in the Instruction section. |

### Invalid Operand Types

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| The types of operands that were given for an instruction are not in the valid operand types which are listed in the Instruction section. | Rewrite the instruction in question, making sure that the types are valid as per the operand type tables provided in the Instruction section. |

### Unrecognised Identifier

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| Invalid instruction name. | Rewrite the instruction in question, making sure that the name is spelt exactly as given in the Instruction section. |
| Invalid operand name. | Rewrite the instruction in question, making sure that the operands have the correct prefix if required. These are specified in the Prefix section. |
| Comment that has not be marked as a comment. | Add // or /\* and \*/ as appropriate to the comment. |
| Invalid header name. | Rewrite the header in question, making sure that the name is spelt exactly as given in the Header section. |
| Label without prefix. | Add the prefix . on to the label in question. |

### Unsupported Number of Registers

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| The value of MINREG is higher than 2 to the power of CPU Word Length. (256 on an 8 bit CPU) | Lower the number of registers the program requires by using the Heap and Stack or increase the word length. This may require rewriting large parts of the program. |
| The program uses a register which is larger than the value set in the MINREG header. | Increase the value of the MINREG header to match the minimum required by the program. |

### Unsupported Heap Size

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| The value of MINHEAP is higher than 2 to the power of CPU Word Length. (256 on an 8 bit CPU) | Lower the number of words of heap the program requires or increase the word length. This may require rewriting large parts of the program. |

### Unsupported Stack Size

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| The value of MINSTACK is higher than 2 to the power of CPU Word Length. (256 on an 8 bit CPU) | Lower the number of stack values the program requires or increase the word length. This may require rewriting large parts of the program. |

### Invalid Label Name

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| Label name contains invalid characters. | Rename the label in question, making sure that the label name consists of only letters, numbers, and underscore. |

### Duplicate Label Definition

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| The same label is defined multiple times. | Remove or rename one of the label definitions. Each label should only be defined once. |

## Runtime Faults

These are faults which can only be detected by running the code.

### Non-Instruction Execution

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| Branched to a value which does not point towards an instruction. | Rewrite the code in question to make sure the branch address always points to a valid instruction. |
| A non-instruction pointer is loaded into the program counter. | Rewrite the code in question to make sure the load target always points to a valid instruction. |
| The program fails to branch around DW values. | Add JMP instructions to branch around the DW value or move the DW values elsewhere in the program. |

### Stack Underflow

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| Popping from the stack while it is empty. | Rewrite code to ensure the POP instruction is only called when there are values on the stack. |
| The stack pointer lost sync with the actual size of the stack. | Avoid editing the stack pointer directly in the code as this can cause it to be desynced if not handled properly. |

### Stack Overflow

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| The stack overlaps the heap. | Rewrite code to ensure the heap and stack do not get too big or increase the values of the MINHEAP and MINSTACK headers. |
| The stack pointer lost sync with the actual size of the stack. | Avoid editing the stack pointer directly in the code as this can cause it to be desynced if not handled properly. |

### Invalid RAM Location

|  |  |
| --- | --- |
| Potential Cause | Potential Fix |
| Attempted to write to a RAM location which does not exist. | Rewrite code to ensure that invalid RAM addresses are not written to or increase the value of the MINHEAP header to include that RAM address. |
| Attempted to read from a RAM location which does not exist. | Rewrite code to ensure that invalid RAM addresses are not read from or increase the value of the MINHEAP header to include that RAM address. |

# Interpreting URCL

Due to how simple it is to translate from URCL to a target CPU’s assembly, it is possible to store the raw URCL code on the target CPU and get the CPU to interpret and translate the code itself during execution.

This is a lot slower than running compiled code but can offer some advantages, such as being able to modify the instructions more easily during execution.

## Bitwise Representation

There are several different ways to represent URCL code, some of which are given here.

Each operand requires one full word length, and the operand type must be stored separately.

There are only two types that an operand can be, and the exact pair of types depend on the instruction. This means that the operand type can be represented using a single bit for each operand.

There are 59 URCL instructions. This means that 6 bits are required to be able to represent them all.

|  |  |
| --- | --- |
|  | To represent just the Core instructions, only 3 bits are required. |

This means that 1 to 5 words are required to represent each instruction.

The first 1 or 2 words represent the instruction and the operand types. Then the remaining 0 to 3 words represent the number of operands.

On an 8 bit CPU this could look like:

|  |  |  |
| --- | --- | --- |
| 8 Bit (All instructions + Separate Types) | Bitwise Representation | Key |
| First Word | AAAAAA XX | A = Instruction  X = Unused |
| Second Word | BCD XXXXX | B = First operand type  C = Second operand type  D = Third operand type |
| Third Word | EEEEEEEE | E = First Operand |
| Fourth Word | FFFFFFFF | F = Second Operand |
| Fifth Word | GGGGGGGG | G = Third Operand |

|  |  |
| --- | --- |
|  | Each letter represents 1 bit within each word. |

A 4 Byte version can be done with 8 bits which has fewer unused bits, but only if the number of instructions is cut down to 32. This means that all the Complex and some of Basic instructions must be removed to make it work with only 5 bits for the instruction:

|  |  |  |
| --- | --- | --- |
| 8 Bit (Cut down to 4 Bytes + Separate Types) | Bitwise Representation | Key |
| First Word | AAAAA BCD | A = Instruction  B = First operand type  C = Second operand type  D = Third operand type |
| Second Word | EEEEEEEE | E = First Operand |
| Third Word | FFFFFFFF | F = Second Operand |
| Fourth Word | GGGGGGGG | G = Third Operand |

Since there are only 159 possible combinations of instructions and operand types, the operand types can be combined with the instructions to fit in one byte. This will, however, make it harder to interpret the instruction.

So, on an 8 bit CPU it could look like:

|  |  |  |
| --- | --- | --- |
| 8 Bit (Cut down to 4 Bytes + Combined Types) | Bitwise Representation | Key |
| First Word | AAAAAAAA | A = Instruction and Types |
| Second Word | BBBBBBBB | B = First Operand |
| Third Word | CCCCCCCC | C = Second Operand |
| Fourth Word | DDDDDDDD | D = Third Operand |

On a 16 bit CPU it could look like:

|  |  |  |
| --- | --- | --- |
| 16 Bit (All instructions) | Bitwise Representation | Key |
| First Word | AAAAAA BCD XXXXXXX | A = Instruction  B = First operand type  C = Second operand type  D = Third operand type  X = Unused |
| Second Word | EEEEEEEEEEEEEEEE | E = First Operand |
| Third Word | FFFFFFFFFFFFFFFF | F = Second Operand |
| Fourth Word | GGGGGGGGGGGGGGGG | G = Third Operand |

Lastly, on a 4 bit CPU if the only the Core and a couple of the Basic instructions were kept, it could look like:

|  |  |  |
| --- | --- | --- |
| 4 Bit (Cut down to 4 bits) | Bitwise Representation | Key |
| First Word | AAAA | A = Instruction |
| Second Word | BCD X | B = First operand type  C = Second operand type  D = Third operand type  X = Unused |
| Third Word | EEEE | E = First Operand |
| Fourth Word | FFFF | F = Second Operand |
| Fifth Word | GGGG | G = Third Operand |

# Example Programs

## Simple Fibonacci

BITS == 8

MINREG 2

MINHEAP 0

MINSTACK 0

RUN ROM

IMM R1 0

IMM R2 1

.loop

ADD R1 R1 R2

ADD R2 R1 R2

JMP .loop

|  |  |
| --- | --- |
|  | This program has no escape condition so it will keep going forever. |
|  | This program does not output the answers. |

## FizzBuzz

BITS == 8

MINREG 4

MINHEAP 0

MINSTACK 0

RUN ROM

.setup

IMM R1 0 // current value = 0

IMM R2 3 // fizz counter = 3

IMM R3 5 // buzz counter = 5

.loop

OUT %TEXT ‘#’ // draw a new line character to the char display

INC R1 R1

IMM R4 0 // R4 is used to tell if fizz activated

DEC R2 R2

BRZ .fizz R2 // branch to .fizz if fizz counter == 0

.return

DEC R3 R3

BRZ .buzz R3 // branch to .buzz if buzz counter == 0

BNZ .loop R4 // branch to .loop if R4 != 0

OUT %TEXT R1 // draw current value to the char display

JMP .loop

.fizz

IMM R4 1 // R4 = 1

OUT %TEXT ‘F’ // draw "FIZZ" on the char display

OUT %TEXT ‘I’

OUT %TEXT ‘Z’

OUT %TEXT ‘Z’

IMM R2 3 // fizz counter = 3

JMP .return

.buzz

OUT %TEXT ‘B’ // draw "BUZZ" on the char display

OUT %TEXT ‘U’

OUT %TEXT ‘Z’

OUT %TEXT ‘Z’

IMM R3 5 // buzz counter = 5

JMP .loop

|  |  |
| --- | --- |
|  | This program starts at 1 and it increments this value once per loop. It prints out “FIZZ” if the value is divisible by 3, “BUZZ” if the value is divisible by 5, “FIZZBUZZ” if the value is divisible by both 3 and 5 or the original value if not divisible by 3 or 5. |
|  | This program has no escape condition so it will keep going forever. |

## Bubble Sort

BITS == 8

MINREG 5

MINHEAP 5

MINSTACK 0

RUN ROM

.setup

MOV R2 R0 // R2 = list pointer

.rng

IN R1 %RNG // R1 = random number

STR R2 R1

INC R2 R2

OUT %TEXT ‘#’

OUT %TEXT R1

BNE .rng R2 5 // stop when 5 numbers have been generated

.main

MOV R5 R0 // R5 = switch check

DEC R3 R0 // R3 = low pointer

MOV R4 R0 // R4 = high pointer

.loop

INC R3 R3 // R3 += 1

INC R4 R4 // R4 += 1

LOD R1 R3 // R1 = low value

LOD R2 R4 // R2 = high value

BRL .switch R2 R1 // go to .switch if high less than low

BNE .loop R4 4 // branch to .loop if not at end of list

BRE .main R5 1 // loop again if any switches occurred

.out

MOV R1 R0 // R1 = pointer for printing outputs

.outLoop

LOD R2 R1

OUT %TEXT ‘#’

OUT %TEXT R2

INC R1 R1

BNE .outLoop R1 5 // loop until all 5 values are printed

HLT

.switch

IMM R5 1 // set switch check

STR R3 R2

STR R4 R1

BNE .loop R4 4 // branch to .loop if not at end of list

JMP .main // loop again

|  |  |
| --- | --- |
|  | This program generates a list of 5 random numbers and prints them. Then it sorts the numbers using a bubble sort algorithm, afterwards it prints the sorted list. |

More example programs can be found in the URCL Discord which is linked in the Links section.

# Acknowledgements

URCL would not have been possible without all of the URCL community contributing towards it. The community has contributed by voting on every part of the language, testing the language on real CPUs, creating tools such as emulators and compilers, writing many URCL programs and more.

## Biggest Contributors

|  |  |  |
| --- | --- | --- |
| Name (If they wish to give it) | Discord Username / Minecraft Username | Contributions |
| Ben Aitken | Mod Punchtree / ModPunchtree | * One of the original founders of URCL * Created the Flagless fork of URCL * Managed the Google Sheet documentation for both Main URCL and Flagless * Ran Flagless URCL on the MPU6 * Hosted polls * Made several emulators * Made a B to URCL compiler * Made a generic URCL code optimiser * Made a Discord bot so the emulator and compiler are easily accessible * Created and maintained this formal URCL documentation |
|  | Haku / | * Created a tool to translate URCL into target CPU’s assembly |
|  | Kuggo / Kuggo | * One of the original founders of URCL * Began working on math and string libraries * Hosted a poll |
|  | Lucida Dragon / | * Created FlapStacks and URCL.NET * Created the URCL highlight extension for VSCode * Created a Discord bot |
|  | URCL's Official Gay Lady / IAmLesbian | * One of the original founders of URCL * Managed the URCL discord * Hosted polls * Created the URCL logo * Kept Tuke under control |
|  | Verlio\_H / | * One of the original founders of URCL * Created URCL OS * Made the current ports documentation * Created the complex numbers library |
|  | Tuke / | * Created URCL OS * Made the current ports documentation * Created a compiler * Beans |
|  | sammyuri / sammyuri | * Ran URCL on several of their CPUs |
|  | GLS / GamingLiamStudios | * Made a C to URCL compiler |
|  | Qwerasd / | * Made a URCL emulator |
|  | Tape / TapeDispenser69 | * Made a URCL emulator in scratch * worked on an OS * Whined about the existence of Flagless URCL |