Appendix 1 - Summary of VisUAL ARM Instruction Set and Other Useful Information

Summary	Opcode	Syntax				
Move	MOV	MOV{S}{cond} dest, op1 {, SHIFT_op #expression}				
Move Negated	MVN	MVN{S}{cond} dest, op1 {, SHIFT_op #expression}				
Address Load	ADR	ADR(S)(cond) dest, expression				
LDR Psuedo-Instruction	LDR	LDR(S)(cond) dest, =expression				
Add	ADD	ADD(S)(cond) dest, op1, op2 {, SHIFT_op #expression}				
Add with Carry	ADC	ADC(S)(cond) dest, op1, op2 {, SHIFT_op #expression}				
Subtract	SUB	<pre>SUB{S}{cond} dest, op1, op2 {, SHIFT_op #expression}</pre>				
Subtract with Carry	SBC	SBC(S)(cond) dest, op1, op2 {, SHIFT_op #expression}				
Reverse Subtract	RSB	RSB{S}{cond} dest, op1, op2 {, SHIFT_op #expression}				
Reverse Subtract with Carry	RSC	RSC(S)(cond) dest, op1, op2 {, SHIFT_op #expression}				
Bitwise And	AND	AND(S)(cond) dest, op1, op2 {, SHIFT_op #expression}				
Bitwise Exclusive Or	EOR	<pre>EOR{S}{cond} dest, op1, op2 {, SHIFT_op #expression}</pre>				
Bitwise Clear	BIC	BIC(S)(cond) dest, op1, op2 {, SHIFT_op #expression}				
Bitwise Or	ORR	ORR{S}{cond} dest, op1, op2 {, SHIFT_op #expression}				
Logical Shift Left	LSL	LSL{S}{cond} dest, op1, op2				
Logical Shift Right	LSR	LSR{S}{cond} dest, op1, op2				
Arithmetic Shift Right	ASR	ASR(S)(cond) dest, op1, op2				
Rotate Right	ROR	ROR{S}{cond} dest, op1, op2				
Rotate Right and Extend	RRX	RRX{S}{cond} op1, op2				
Compare	CMP	CMP{cond} op1, op2 {, SHIFT_op #expression}				
Compare Negated	CMN	CMN(cond) op1, op2 {, SHIFT_op #expression}				
Test Bit(s) Set	TST	TST{cond} op1, op2 {, SHIFT_op #expression}				
Test Equals	TEQ	TEQ{cond} op1, op2 {, SHIFT_op #expression}				
Load Register	LDR	LDR(B){cond} dest, [source {, OFFSET}] Offset addressing LDR(B){cond} dest, [source, OFFSET]! Pre-indexed addressing LDR(B){cond} dest, [source], OFFSET Post-indexed addressing				
Store Register	STR	<pre>STR{B}{cond} source, [dest {, OFFSET}] Offset addressing STR{B}{cond} source, [dest, OFFSET]! Pre-indexed addressing STR{B}{cond} source, [dest], OFFSET Post-indexed addressing</pre>				
Load Multiple Registers	LDM[dir]	LDM[dir]{cond} source, {list of registers}				
Store Multiple Registers	STM[dir]	<pre>STM[dir]{cond} dest, {list of registers}</pre>				
Branch	В	B{cond} target				
Branch with Link	BL	BL{cond} target				
Declare Word(s) in Memory	DCD	name DCD value_1, value_2, value_N				
Declare Constant	EQU	name equ expression				
Declare Empty Word(s) in	FILL	{name} FILL N				
Stop Emulation	END	END { cond }				

Table 1. Condition code suffixes

Suffix	Flags	Meaning				
EQ	Z = 1	Equal				
NE	Z = 0	Not equal				
CS or HS	C = 1	Higher or same, unsigned				
CC or LO	C = 0	Lower, unsigned				
MI	N = 1	Negative				
PL	N = 0	Positive or zero				
VS	V = 1	Overflow				
VS	V = 1	Overflow				
VC	V = 0	No overflow				
HI	C = 1 and Z = 0	Higher, unsigned				
LS	C = 0 or Z = 1	Lower or same, unsigned				
GE	N = V	Greater than or equal, signed				
LT	N != V	Less than, signed				
GT	Z = 0 and N = V	Greater than, signed				
LE	Z = 1 and N != V	Less than or equal, signed				
AL	Can have any value	Always. This is the default when no suffix is specified.				

Table 2. ASCII Table

MS LS	0	1	2	3	4	5	6	7
0	NUL	DLE	SP	0	@	P	,	р
1	SOH	DC1	!	1	A	Q	a	q
2	STX	DC2	"	2	В	R	b	r
3	ETX	DC3	#	3	С	S	С	s
4	EOT	DC4	\$	4	D	Т	d	t
5	ENQ	NAK	%	5	E	U	е	u
6	ACK	SYN	&	6	F	V	f	v
7	BEL	ETB	,	7	G	W	g	W
8	BS	CAN	(	8	Н	X	h	х
9	HT	EM	)	9	I	Y	i	У
A	LF	SUB	*	:	J	Z	j	Z
В	VT	ESC	+	;	K	[	k	{
С	FF	FS	,	<	L	\	1	- 1
D	CR	GS	_	=	М	]	m	}
E	SO	RS		>	N	^	n	
F	SI	US	/	?	0	_	0	DEL