

Instruction Set

As of ver. 0.5.0, SASM has support for 73 instructions!

Each instruction can have upto 2 operands, each 64-bits in size.

The operands can be either immediate values.

!!! Example

```
0, 1, 2, 3
```

Or they can be constants

!!! Example

```
M, N, O, P
```

Or Registers.

Registers

Registers in SASM are identified by unique IDs, with each register having its own.

Registers are addressed as either **references** or **values** via **compile-time functions**, namely `ref()` and `val()`

SEE {REFERENCE}

REFERENCE NEEDED **compile-time functions**

REFERENCE NEEDED **registers**