

# Instruction Set

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

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

!!! Example "The operands can be either immediate values."

0, 1, 2, 3

!!! Example "Or they can be constants"

M, N, O, P

!!! Example Or Registers.

L0, L1, L2, L3

## 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**