**Version**: 0.5.0

**Total Instructions Supported: 73** 

Operand Size: Up to 2 operands, each of 64-bits



# Operand Types

Instructions in SASM accept a variety of operand types:

??? example "Immediate Values"

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

??? example "Constants"

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

??? example "Registers"

```
L0, L1, L2, L3
```

## Register Dereferencing

SASM registers are identified by unique IDs. Each register can be accessed either as a reference or as a value using compile-time functions.

```
ref(L1) ; reference to register L1
val(L1) ; value stored in register L1
```

These are **compile-time functions** that tell the assembler how to interpret operands.

#### Related References

- Compile-time Functions
- Register Reference

## Instruction Set - Quick Reference

```
=== "INTEGER"
    | OPCODE | INST |
    |-----|
    | **13** | [ADDI](Arithmetic/Addition.md#ADDI) |
    | **14** | [SUBI](Arithmetic/Subtraction.md#SUBI) |
    | **15** | [MULI](Arithmetic/Multiplication.md#MULI) |
    | **16** | [DIVI](Arithmetic/Division.md#DIVI) |
    | **17** | [MODI](Arithmetic/Modulus.md#MODI) |
=== "UNSIGNED"
    | OPCODE | INST |
    |----|
    | **18** | [ADDU](Arithmetic/Addition.md#ADDU) |
    | **19** | [SUBU](Arithmetic/Subtraction.md#SUBU) |
    | **20** | [MULU](Arithmetic/Multiplication.md#MULU) |
    | **21** | [DIVU](Arithmetic/Division.md#DIVU) |
    | **22** | [MODU](Arithmetic/Modulus.md#MODU) |
=== "FLOAT"
    | OPCODE | INST |
    |----|
    | **23** | [ADDF](Arithmetic/Addition.md#ADDF) |
    | **24** | [SUBF](Arithmetic/Subtraction.md#SUBF) |
    | **25** | [MULF](Arithmetic/Multiplication.md#MULF) |
    | **26** | [DIVF](Arithmetic/Division.md#DIVF) |
```

#### === "UNDOCUMENTED"

```
=== "RELATIONAL"

=== "INTEGER"

| OPCODE | INST |
|------|
| **35** | [EQI](../reference/missing#TO_BE_IMPLEMENTED) |
| **36** | [GEI](../reference/missing#TO_BE_IMPLEMENTED) |
| **37** | [GTI](../reference/missing#TO_BE_IMPLEMENTED) |
| **38** | [LEI](../reference/missing#TO_BE_IMPLEMENTED) |
| **39** | [LTI](../reference/missing#TO_BE_IMPLEMENTED) |
| **40** | [NEI](../reference/missing#TO_BE_IMPLEMENTED) |

=== "UNSIGNED"

| OPCODE | INST |
```

```
|-----|
        | **41** | [EQU](../reference/missing#TO_BE_IMPLEMENTED) |
        | **42** | [GEU](../reference/missing#TO_BE_IMPLEMENTED) |
        | **43** | [GTU](../reference/missing#TO_BE_IMPLEMENTED) |
        | **44** | [LEU](../reference/missing#TO_BE_IMPLEMENTED) |
        | **45** | [LTU](../reference/missing#TO_BE_IMPLEMENTED) |
        | **46** | [NEU](../reference/missing#TO_BE_IMPLEMENTED) |
    === "FLOAT"
        | OPCODE | INST |
        |-----|
        | **47** | [EQF](../reference/missing#TO_BE_IMPLEMENTED) |
        | **48** | [GEF](../reference/missing#TO_BE_IMPLEMENTED) |
        | **49** | [GTF](../reference/missing#TO_BE_IMPLEMENTED) |
        | **50** | [LEF](../reference/missing#TO_BE_IMPLEMENTED) |
        | **51** | [LTF](../reference/missing#TO_BE_IMPLEMENTED) |
        | **52** | [NEF](../reference/missing#TO_BE_IMPLEMENTED) |
=== "TYPE CASTING"
    | OPCODE | INST |
    |----|
    | **57** | [I2F](../reference/missing#TO_BE_IMPLEMENTED) |
    | **58** | [U2F](../reference/missing#TO_BE_IMPLEMENTED) |
    | **59** | [F2I](../reference/missing#TO_BE_IMPLEMENTED) |
    | **60** | [F2U](../reference/missing#TO_BE_IMPLEMENTED) |
=== "MEMORY ACCESS"
    | OPCODE | INST |
    |----|
    | **61** | [READ1U](../reference/missing#TO_BE_IMPLEMENTED) |
    | **62** | [READ2U](../reference/missing#TO_BE_IMPLEMENTED) |
    | **63** | [READ4U](../reference/missing#TO_BE_IMPLEMENTED) |
    | **64** | [READ8U](../reference/missing#TO_BE_IMPLEMENTED) |
    | **65** | [READ1I](../reference/missing#TO_BE_IMPLEMENTED) |
    | **66** | [READ2I](../reference/missing#TO_BE_IMPLEMENTED) |
    | **67** | [READ4I](../reference/missing#TO_BE_IMPLEMENTED) |
    | **68** | [READ8I](../reference/missing#TO_BE_IMPLEMENTED) |
    | **69** | [WRITE1](../reference/missing#TO_BE_IMPLEMENTED) |
    | **70** | [WRITE2](../reference/missing#TO_BE_IMPLEMENTED) |
    | **71** | [WRITE4](../reference/missing#TO_BE_IMPLEMENTED) |
    | **72** | [WRITE8](../reference/missing#TO_BE_IMPLEMENTED) |
=== "SEQUENCE CONTROL"
    | OPCODE | INST |
    |-----|
      **1** | [INVOK](../reference/missing#TO_BE_IMPLEMENTED) |
       **2** | [RETVL](../reference/missing#TO_BE_IMPLEMENTED) |
       **8** | [CALL](../reference/missing#TO_BE_IMPLEMENTED) |
       **9** | [LOOP](../reference/missing#TO_BE_IMPLEMENTED) |
```

```
**27** | [JMPU](../reference/missing#TO_BE_IMPLEMENTED) |
      **28** | [JMPC](../reference/missing#TO_BE_IMPLEMENTED) |
     **33** | [RET](../reference/missing#TO_BE_IMPLEMENTED) |
=== "BINARY OPERATIONS"
    | OPCODE | INST |
    |-----|
    | **34** | [NOT](../reference/missing#TO_BE_IMPLEMENTED) |
    | **53** | [ORB](../reference/missing#TO_BE_IMPLEMENTED) |
    | **54** | [XOR](../reference/missing#TO_BE_IMPLEMENTED) |
    | **55** | [SHR](../reference/missing#TO_BE_IMPLEMENTED) |
    | **56** | [SHL](../reference/missing#TO_BE_IMPLEMENTED) |
    | **29** | [ANDB](../reference/missing#TO_BE_IMPLEMENTED) |
    | **30** | [NOTB](../reference/missing#TO_BE_IMPLEMENTED) |
=== "MISC"
    | OPCODE | INST |
    |-----|
       **0** | [DONOP](../reference/missing#TO_BE_IMPLEMENTED) |
      **3** | [PUSHR](../reference/missing#TO_BE_IMPLEMENTED) |
      **4** | [SPOPR](../reference/missing#TO_BE_IMPLEMENTED) |
      **5** | [SHUTS](../reference/missing#TO_BE_IMPLEMENTED) |
       **6** | [SETR](../reference/missing#TO_BE_IMPLEMENTED) |
      **7** | [GETR](../reference/missing#TO_BE_IMPLEMENTED) |
     **10** | [PUSH](../reference/missing#TO_BE_IMPLEMENTED) |
     **11** | [SPOP](../reference/missing#TO_BE_IMPLEMENTED) |
    | **12** | [SWAP](../reference/missing#TO_BE_IMPLEMENTED) |
    | **31** | [COPY](../reference/missing#TO_BE_IMPLEMENTED) |
    | **32** | [DUPS](../reference/missing#TO_BE_IMPLEMENTED) |
```

#### **INSTRUCTION DOCUMENTATION TEMPLATE:**

[OPCODE] — [OPERATION] {#[OPCODE]}

```
=== "[OPCODE] Example"

```linenums="1" hl_lines="1 3 5"

...
```

=== "[OPCODE] Properties"