

This section describes the available arithmetic **opcodes/mnemonics** and their corresponding operations.

All arithmetic instructions accept **only a single operand**.  
The **other operand**, as well as the **destination**, is taken from one of the **Link registers**:  
**L0, L1, L2, L3**.

🔗 See: [Register Reference – Link Registers](#)

## 1234 Addition

The following opcodes are used for **addition**:

- **ADDI** — Add Signed Integer
- **ADDU** — Add Unsigned Integer
- **ADDF** — Add Floating Point

??? abstract "ADDI — *Add Signed Integer*"

Property	Value
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<b>**Opcode**</b>	`13`
<b>**Type**</b>	Arithmetic
<b>**Operand Type**</b>	Signed 64-bit integer
<b>**Destination**</b>	`L2` (implicit)

??? info "Algorithm"

L2 = L2 + <signed\_imm>

??? example "Example: ADDI"

ADDI 1

◆ **ADDU** — Add Unsigned Integer

...

◆ **ADDF** — Add Floating Point

Opcode	Code	Operand Count	Opernads	Description
SUBI				
MULI				
DIVI				
MODI				

ADDU	
SUBU	
MULU	
DIVU	
MODU	
ADDF	
SUBF	
MULF	
DIVE	