

## Info

x means destination register, sr means source register in a register–register operand, pr means register in a register–pointer operand. n means constant number, nb means constant byte number. \* means pointer.

For arguments, R means register, Rax means any ax register (ax, eax, rax), K means a constant of any size, KB means a constant where  $0 \leq K \leq 127$ , P means memory address.

## Destination Registers (x)

ax  $\rightarrow$  0  
cx  $\rightarrow$  1  
dx  $\rightarrow$  2  
bx  $\rightarrow$  3  
sp  $\rightarrow$  4  
bp  $\rightarrow$  5  
si  $\rightarrow$  6  
di  $\rightarrow$  7

## Source Registers (sr)

ax  $\rightarrow$  Cx  
cx  $\rightarrow$  C(x+8)  
dx  $\rightarrow$  Dx  
bx  $\rightarrow$  D(x+8)  
sp  $\rightarrow$  Ex  
bp  $\rightarrow$  E(x+8)  
si  $\rightarrow$  Fx  
di  $\rightarrow$  F(x+8)

## Register in a Register–Pointer Op (pr)

ax  $\rightarrow$  04  
bx  $\rightarrow$  1C  
cx  $\rightarrow$  0C  
dx  $\rightarrow$  14  
si  $\rightarrow$  34  
di  $\rightarrow$  3C

## Size

Goes before every opcode.

byte → Special case. No size op, but you must subtract 1 from the opcode

word → 66

dword → [none]

qword → 48

## 1 mov

### 1.1 mov

#### 1.1.1 register

mov R R ⇒ 89 sr

mov R K ⇒ C7 Cx n

mov R P ⇒ 8B pr 25 \*

#### 1.1.2 pointer

mov P R ⇒ 89 pr 25 \*

mov P K ⇒ C7 04 25 \* n

### 1.2 movsx

movsx R byte P ⇒ 0F BE pr 25 \*

movsx R word P ⇒ 0F BF pr 25 \*

movsxd R P ⇒ 63 pr 25 \*

### 1.3 movzx

movzx R byte P ⇒ 0F B6 pr 25 \*

movzx R word P ⇒ 0F B7 pr 25 \*

### 1.4 cmov

cmovz R R ⇒ 0F 44 sr

cmovs R R ⇒ 0F 48 sr

## 2 push/pop

### 2.1 push

Note: In the case of registers and pointers, push cannot push bytes, nor dwords. It must push either a qword or a word. It does not require a size, in the case of qwords, but does in the case of a word.

push R ⇒ 5x

push P ⇒ FF 34 25 \*

push KB ⇒ 6A nB

push K ⇒ 68 n

## 2.2 pop

Same restrictions apply as in push.

pop R  $\Rightarrow$  5(x+8)

pop P  $\Rightarrow$  8F 04 25 \*

## 3 arithmetic

### 3.1 add

#### 3.1.1 register

add R R  $\Rightarrow$  01 sr

add R KB  $\Rightarrow$  83 Cx nb

add Rax K  $\Rightarrow$  05 n

add R K  $\Rightarrow$  81 Cx n

add R P  $\Rightarrow$  01 pr 25 \*

#### 3.1.2 pointer

add P R  $\Rightarrow$  03 pr 25 \*

add P KB  $\Rightarrow$  83 04 25 \* nb

add P K  $\Rightarrow$  81 04 25 \* n

### 3.2 sub

#### 3.2.1 register

sub R S  $\Rightarrow$  29 sr

sub R KB  $\Rightarrow$  83 C(x+8) nb

sub rax K  $\Rightarrow$  2D n

sub R K  $\Rightarrow$  81 E(x+8) n

sub R P  $\Rightarrow$  29 pr 25 \*

#### 3.2.2 pointer

sub P R  $\Rightarrow$  2B pr 25 \*

sub P KB  $\Rightarrow$  83 2C 25 \* nb

sub P K  $\Rightarrow$  81 2C 25 \* nb

### 3.3 mul

mul R  $\Rightarrow$  F7 Ex

mul P  $\Rightarrow$  F7 24 25 \*

### 3.4 imul

imul R  $\Rightarrow$  F7 E(x+8)

imul P  $\Rightarrow$  F7 2C 25 \*

imul R R  $\Rightarrow$  0F AF sr

### 3.5 div

div R  $\Rightarrow$  F7 Fx  
div P  $\Rightarrow$  F7 34 25 \*

### 3.6 idiv

idiv R  $\Rightarrow$  F7 F(x+8)  
idiv P  $\Rightarrow$  F7 3C 25 \*

### 3.7 neg

neg R  $\Rightarrow$  F7 D(x+8)  
neg P  $\Rightarrow$  F7 1C 25 \*

## 4 Shift

### 4.1 shr

shr R 1  $\Rightarrow$  D1 E(x+8)  
shr R KB  $\Rightarrow$  C1 E(x+8) nb  
shr P 1  $\Rightarrow$  D1 2C 25 \*  
shr P KB  $\Rightarrow$  C1 2C 25 \* nb

### 4.2 sar

sar R 1  $\Rightarrow$  D1 F(x+8)  
sar R KB  $\Rightarrow$  C1 F(x+8) nb  
sar P 1  $\Rightarrow$  D1 3C 25 \*  
sar P KB  $\Rightarrow$  C1 3C 25 \* nb

### 4.3 shl

shl R 1  $\Rightarrow$  D1 Ex  
shl R KB  $\Rightarrow$  C1 Ex nb  
shl R 1  $\Rightarrow$  D1 24 25 \*  
shl R KB  $\Rightarrow$  C1 24 25 \* nb

### 4.4 ror

ror R 1  $\Rightarrow$  D1 C(x+8)  
ror R KB  $\Rightarrow$  C1 C(x+8) nb  
ror P 1  $\Rightarrow$  D1 0C 25 \*  
ror P KB  $\Rightarrow$  C1 0C 25 \* nb

### 4.5 rol

rol R 1  $\Rightarrow$  D1 Cx  
rol R KB  $\Rightarrow$  C1 Cx nb  
rol P 1  $\Rightarrow$  D1 04 25 \*  
rol P KB  $\Rightarrow$  C1 04 25 \* nb

## 5 Bitwise Logic

### 5.1 not

```
not R  $\Rightarrow$  F7 Dx  
not P  $\Rightarrow$  F7 14 25 *
```

### 5.2 or

#### 5.2.1 register

```
or R R  $\Rightarrow$  09 sr  
or R KB  $\Rightarrow$  83 C(x+8) nb  
or rax K  $\Rightarrow$  0D n  
or R K  $\Rightarrow$  81 C(x+8) n  
or R P  $\Rightarrow$  09 pr 25 *
```

#### 5.2.2 pointer

```
or P R  $\Rightarrow$  0B pr 25 *  
or P KB  $\Rightarrow$  83 0C 25 * nb  
or P K  $\Rightarrow$  81 0C 25 * n
```

### 5.3 xor

#### 5.3.1 register

```
xor R R  $\Rightarrow$  31 sr  
xor R KB  $\Rightarrow$  83 Fx nb  
xor rax K  $\Rightarrow$  35 n  
xor R K  $\Rightarrow$  81 Fx n  
xor R P  $\Rightarrow$  33 pr 25 *
```

#### 5.3.2 pointer

```
xor P R  $\Rightarrow$  31 pr 25 *  
xor P KB  $\Rightarrow$  83 34 25 * nb  
xor P K  $\Rightarrow$  81 34 25 * n
```

## 5.4 and

### 5.4.1 register

```
and R R  $\Rightarrow$  21 sr
and R KB  $\Rightarrow$  83 Ex nb
and rax K  $\Rightarrow$  25 n
and R K  $\Rightarrow$  81 Ex n
and R P  $\Rightarrow$  23 pr *
```

### 5.4.2 pointer

```
and P R  $\Rightarrow$  21 pr 25 *
and P KB  $\Rightarrow$  83 24 25 * nb
and P K  $\Rightarrow$  81 24 25 * n
```

## 5.5 test

### 5.5.1 register

```
test R R  $\Rightarrow$  85 sr
test rax K  $\Rightarrow$  A9 n
test R K  $\Rightarrow$  F7 Cx n
test R P  $\Rightarrow$  85 pr 25 *
```

### 5.5.2 pointer

```
test P R  $\Rightarrow$  85 pr 25 *
test P K  $\Rightarrow$  F7 04 25 * n
```

## 6 jmp

### 6.1 byte-length

```
jns KB  $\Rightarrow$  79 nb
jnz KB  $\Rightarrow$  75 nb
jmp KB  $\Rightarrow$  EB nb
```

## 7 Miscellaneous

Always 32-bits (dword) (meaning no size code).

```
nop  $\Rightarrow$  90
syscall  $\Rightarrow$  0F 05
```