Operation

```
NestingLevel ← NestingLevel MOD 32
IF 64-Bit Mode (StackSize = 64)
    THEN
        Push(RBP);
        FrameTemp ← RSP;
    ELSE IF StackSize = 32
        THEN
            Push(EBP);
            FrameTemp ← ESP; FI;
    ELSE (* StackSize = 16 *)
            Push(BP);
            FrameTemp ← SP;
FI;
IF NestingLevel = 0
    THEN GOTO CONTINUE;
FI;

IF (NestingLevel > 1)
    THEN FOR i ← 1 to (NestingLevel - 1)
        DO
            IF 64-Bit Mode (StackSize = 64)
                THEN
                    RBP ← RBP - 8;
                    Push([RBP]); (* Quadword push *)
                ELSE IF OperandSize = 32
                    THEN
                        IF StackSize = 32
                            EBP ← EBP - 4;
                            Push([EBP]); (* Doubleword push *)
                        ELSE (* StackSize = 16 *)
                            BP ← BP - 4;
                            Push([BP]); (* Doubleword push *)
                        FI;
                    FI;
                ELSE (* OperandSize = 16 *)
                    IF StackSize = 32
                        THEN
                            EBP ← EBP - 2;
                            Push([EBP]); (* Word push *)
                        ELSE (* StackSize = 16 *)
                            BP ← BP - 2;
                            Push([BP]); (* Word push *)
```

```
                    FI;
                FI;
    OD;
FI;

IF 64-Bit Mode (StackSize = 64)
    THEN
        Push(FrameTemp); (* Quadword push *)
    ELSE IF OperandSize = 32
        THEN
            Push(FrameTemp); FI; (* Doubleword push *)
    ELSE (* OperandSize = 16 *)
            Push(FrameTemp); (* Word push *)
FI;

CONTINUE:
IF 64-Bit Mode (StackSize = 64)
    THEN
            RBP ← FrameTemp;
            RSP ← RSP − Size;
    ELSE IF StackSize = 32
        THEN
            EBP ← FrameTemp;
            ESP ← ESP − Size; FI;
    ELSE (* StackSize = 16 *)
            BP ← FrameTemp;
            SP ← SP − Size;
FI;

END;
```

Flags Affected

None.

Protected Mode Exceptions

#SS(0)	If the new value of the SP or ESP register is outside the stack segment limit.
#PF(fault-code)	If a page fault occurs or if a write using the final value of the stack pointer (within the current stack segment) would cause a page fault.
#UD	If the LOCK prefix is used.

Real-Address Mode Exceptions

#SS	If the new value of the SP or ESP register is outside the stack segment limit.
#UD	If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#SS(0)	If the new value of the SP or ESP register is outside the stack segment limit.
#PF(fault-code)	If a page fault occurs or if a write using the final value of the stack pointer (within the current stack segment) would cause a page fault.
#UD	If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0)	If the stack address is in a non-canonical form.
#PF(fault-code)	If a page fault occurs or if a write using the final value of the stack pointer (within the current stack segment) would cause a page fault.
#UD	If the LOCK prefix is used.