

Load/store instructions

LWU, LHU, LBU

L.S, L.D, S.S, S.D

DADD, DADDI, DADDU, DADDIU // 32-bit variants still supported (ADD, ADDI, ADDU, ADDIU)

SLT, SLTI, SLTU, SLTIU

DMUL, DMULU, DDIV, DDIVU

DSLL, DSLL32, DSLLV

DSRL, DSRL32, DSRLV

DSRA, DSRA32, DSRAV

DROTR, DROTR32, DROTRV

J, JAL, JALR

BEQ, BNE, BLT, BLE, BGT, BGE

LUI, AUI, DAHI, DATI

C.EQ.S, C.NE.S, C.LT.S, C.LE.S, C.GT.S, C.GE.S

C.EQ.D, C.NE.D, C.LT.D, C.LE.D, C.GT.D, C.GE.D

BC1T, BC1F

DMTC1, DMFC1

CVT.D.S, CVT.D.W, CVT.D.L

CVT.S.D, CVT.S.W, CVT.S.L

CVT.L.S, CVT.L.D

CVT.W.S, CVT.W.D

ADD.S, ADD.D, ADD.PS

SUB.S, SUB.D, SUB.PS

MUL.S, MUL.D, MUL.PS

DIV.S, DIV.D, DIV.PS

MOV.S, MOV.D, MOV.PS

CVT.PS.S F0, F1, F2

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// Merge two SPs into one PS
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PLL.PS F0, F1, F2

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PLU.PS  F0, F1, F2    // Merge two SP into one PS
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PUL.PS F0, F1, F2

PUU.PS F0, F1, F2 // Merge two SP into one PS

CVT.S.PL F0, F1

CVT.S.PU F0, F1 // Extract a SP from a PS