

Lecture 13 :

Special Bit Instructions

Today's Goals

- Learn bit-set and bit-clear instructions
- Branch on bit instructions

Bit Manipulate Instructions

Set or clear bits in a memory byte

- BSET ($M \leftarrow (M) + (mm)$)
 - Set to 1 bits in a memory location
- BCLR ($M \leftarrow (M) \cdot \overline{(mm)}$)
 - Clear to 0 bits in a memory location
- Note that ...
 - They can only be used on data in memory.
 - Use AND and OR instructions for setting/clearing bits on registers.
 - Therefore, two operands are needed.
 - 1st : the address
 - 2nd : immediate mask value
 - In the mask byte,
 - 1 means to affect the bit
 - 0 means preserve the bit
- Examples
 - BSET 0,X, \$81 ; \$81 = %10000001
 - BCLR 0,Y, \$33 ; \$33 = %00110011

Bit Test Instructions

Test bits

- BITA ((A) · (M))
 - Bit test A
 - Test bits without altering the value of the register.
- BITB ((B) · (M))
 - Bit test B
 - Test bits without altering the value of the register.
- Examples
 - BITA #\$44 ; \$44 = %01000100
 - Tests the bit 6 and 2 of register A.
 - Updates Z and N bits of CCR accordingly.
- Note that...
 - Like comparison instructions, the result is discarded. CCR bits are affected by the instructions.

Bit Condition Branch Instructions

- Make branch decisions based on the value of bits.
- BRCLR, BRSET
 - Perform bitwise logical AND on the contents of the specified memory location and the mask supplied with the instruction.
 - BRCLR: branch if $(M) \cdot (mm) = 0$ [if selected bit(s) clear]
 - BRSET: branch if $\overline{(M)} \cdot (mm) = 0$ [if selected bit(s) set]

- Examples

```
here    brclr ($66), $80, here
        ldd  $70
```

```
;; -----
```

```
loop    inc count
...
        brset ($66), $e0, loop
```

```
...
```

Note: The first operand is an address.



Examples

Two door sport car

- Turn on the cabin light without affecting other bits

```
BSET    $00, %00000010    ; $02
```

	7	6	5	4	3	2	1	0
\$0000	GBOXD	LEFTD	RGHTD	TRNKD	–	GBOXL	CBNL	TRNKL

Examples

Two door sport car

- Turn off the glove box light and trunk light without affecting other bits

```
BCLR    $00, %00000101    ; $05
```

	7	6	5	4	3	2	1	0
\$0000	GBOXD	LEFTD	RGHTD	TRNKD	–	GBOXL	CBNL	TRNKL

Examples

Two door sport car

- Turn on the cabin light if either door is open (=the bit is set)

```
LDAA    $00
BITA    #%01100000          ; #$60
BNE      CBNLON
BRA      SKIP
CBNLON:  BSET    $00, %00000010    ; $02
SKIP:
```

	7	6	5	4	3	2	1	0
\$0000	GBOXD	LEFTD	RGHTD	TRNKD	–	GBOXL	CBNL	TRNKL

Examples

Two door sport car

- Turn off the cabin light if both doors are closed

```
                BRCLR  $00, %01100000, CBNLOFF
                BRA     SKIP
CBNLOFF:        BCLR   $00, %00000010
SKIP:
```

	7	6	5	4	3	2	1	0
\$0000	GBOXD	LEFTD	RGHTD	TRNKD	–	GBOXL	CBNL	TRNKL

Examples

Two door sport car

- Turn on the cabin light if both doors are open

```
                BRSET  #%01100000    CBNLON
                BRA     SKIP
CBNLON:         BSET   $00, %00000010    ; $02
SKIP:
```

	7	6	5	4	3	2	1	0
\$0000	GBOXD	LEFTD	RGHTD	TRNKD	–	GBOXL	CBNL	TRNKL

Questions?

Wrap-up

What we've learned

What to Come