

To find out if there’s extra data after word opcode look at address mode. If it’s 111 that means that immediat data is being used. If it’s 111 you can look at the size used in the command and then know where the next code starts

Byte indexes are based on the least significant byte being byte 0

Commands with data at the end:

TODO: write test code and verify these

Command	size info
MOVE	size is bits 14 and 15, can have up to a long at the end
MOVEA	size is bits 14 and 15, can have up to a long at the end can be differentiated from move because bits 8 through 6 are always 001
MOVEQ	always has a long at the end (?)
MOVEM	word of Register List Mask
ADD	size is bits 6 and 7, can have up to long of data at the end
ADDA	size is bit 8 can have word or long at the end
ADDI	size is bits 6 and 7, up to a long of immediate at the end
ADDQ	size is bits 6 and 7, up to a long at the end (?)
SUB	size is bits 6 and 7, up to a long at the end (?)
MULS	word at end (?)
DIVU	word at end (?)
LEA	long at end (?)
CLR	size is bits 6 and 7, up to long at the end
AND	size is bits 6 and 7, up to long at the end
OR	size is bits 6 and 7, up to long at the end
LSx	none (?)
ASx	none (?)
ROx	none (?)
CMP	up to long at end (?)
BCC	up to word at end (?)
JSR	none (?)
RTS	none (?)