

<code>_mov(s1, s2)</code>	load s2 into s1
<code>_movi(s1, 10)</code>	load 10 into s1
<code>_add(s1, s2)</code>	load s1 + s2 into s1
<code>_addc(s1, s2)</code>	load s1 + s2 + Carry into s1
<code>_addi(s1, 10)</code>	load s1 + 10 into s1
<code>_addic(s1, 10)</code>	load s1 + 10 + carry into s1
<code>_sub(s1, s2)</code>	load s1 - s2 into s1
<code>_subi(s1, 10)</code>	load s1 - 10 into s1
<code>_subc(s1, s2)</code>	load s1 - s2 - carry into s1
<code>_subic(s1, 10)</code>	load s1 - 10 - carry into s1
<code>_and(s1, s2)</code>	load s1 & s2 into s1
<code>_andi(s1, 8)</code>	load s1 & 00001000 into s1
<code>_or(s1, s2)</code>	load s1 OR s2 into s1
<code>_or(s1, 8)</code>	load s1 OR 00001000 into s1
<code>_shr(s1, s2)</code>	s1 = s2: carry<<1 car=s2(7)
<code>_shl(s1, s2)</code>	s1 = carry: s2>>1 car=s2(0)
<code>_jump(#start)</code>	
<code>_jump(z, #start)</code>	branch if Zero = 1
<code>_jump(nz, #start)</code>	branch if Zero = 0
<code>_jump(c, #start)</code>	branch if Carry = 1
<code>_jump(nc, #start)</code>	branch if Carry = 0
<code>_call(#start)</code>	
<code>_call(z, #start)</code>	call if Zero = 1
<code>_call(nz, #start)</code>	call if Zero = 0
<code>_call(c, #start)</code>	call if Carry = 1
<code>_call(nc, #start)</code>	call if Carry = 0
<code>_RET</code>	Return from call
<code>_cmp(s1, s2)</code>	compare s1 and s2 (s1 - s2)
<code>_cmpi(s1, 10)</code>	compare s1 and 10 (s1 - 10)
<code>_clrc</code>	Carry = 0
<code>_clrz</code>	Zero = 0
<code>_setc</code>	Carry = 1

`_setz` Zero = 1

`_imp(s0, portaddress)` s0 = portaddress

`_exp(s0, portaddress)` Portaddress = S0

`_expi(c, portaddress)` Portaddress = c

`vchip` A vision chip instruction

`&vchip` A vision chip instruction with keep