

040i--- Enter Ai with positive 16 bit constant
 041i--- Enter Ai with negative 16 bit constant

 042i--- Enter Ai with 32 bit constant
 043i--- (same as above)

 044i--- Enter Ai from constant local memory address
 045--k Store Ak into constant local memory address

 046i-k Enter Ai from local memory address Ak
 047-jk Store Aj into local memory address Ak

 050i--- Enter Si with positive 32 bit constant
 051i--- Enter Si with negative 32 bit constant

 052i--- Enter Si with upper 32 bit constant
 053i--- Enter Si with 64 bit constant

 054i--- Enter Si from constant local memory address
 055-j- Store Sj into constant local memory address

 056i-k Enter Si from local memory address Ak
 057i-k Store Si into local memory address Ak

 060ijk Enter Si from common memory address $A_j + A_k$
 061ijk Store Si into common memory address $A_j + A_k$

 062i-k Enter Si from common memory address Ak
 063i-k Store Si into common memory address Ak

 064i-k Enter Si from common memory address $A_k + \text{constant}$
 065i-k Store Si into common memory address $A_k + \text{constant}$

 066i--- Enter Si from constant common memory address
 067i--- Store Si into constant common memory address

 070ijk Enter Vi from common memory address A_j with increment Ak
 071ijk Store Vi into common memory address A_j with increment Ak

 072ijk Enter Vi from common memory address $V_j + A_k$
 073ijk Store Vi into common memory address $V_j + A_k$

 074i-k Enter Vi from local memory address Ak
 075i-k Store Vi into local memory address Ak

 076---- Pass
 077---- Pass