STLLRB

Store LORelease Register Byte stores a byte from a 32-bit register to a memory location. The instruction also has memory ordering semantics as described in *Load LOAcquire, Store LORelease*. For information about memory accesses, see *Load/Store addressing modes*.

No offset
(FEAT_LOR)

31 30	29 28 27 26 25 24 23	22	21	20	19 18 17 16 15	14	13 12 11 10 9	8 7 6 5 4	3 2 1 0
0 0	0 0 1 0 0 0	1	0	0	(1)(1)(1)(1)(1)	0	(1)(1)(1)(1)(1)	Rn	Rt
size		L		Rs		o0	Rt2		

        STLLRB <Wt>, [<Xn|SP>{,#0}]

```
integer n = UInt(Rn);
integer t = UInt(Rt);

boolean tagchecked = n != 31;
```

Assembler Symbols

<Wt>   Is the 32-bit name of the general-purpose register to be transferred, encoded in the "Rt" field.

<Xn|SP>   Is the 64-bit name of the general-purpose base register or stack pointer, encoded in the "Rn" field.

Operation

```
bits(64) address;
bits(8) data;

AccessDescriptor accdesc;
accdesc = CreateAccDescLOR(MemOp_STORE, tagchecked);
if n == 31 then
    CheckSPAlignment();
    address = SP[];
else
    address = X[n, 64];

address = address;
data = X[t, 8];
Mem[address, 1, accdesc] = data;
```

Operational information

If PSTATE.DIT is 1, the timing of this instruction is insensitive to the value of the data being loaded or stored.

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