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STLURB

Store-Release Register Byte (unscaled) calculates an address from a base register value and an immediate offset, and stores a byte to the calculated address, from a 32-bit register.

The instruction has memory ordering semantics as described in *Load-Acquire*, *Load-AcquirePC*, and *Store-Release*

For information about memory accesses, see *Load/Store addressing modes*.

Unscaled offset (FEAT_LRCPC2)

```
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 1 1 0 0 1 0 0 imm9 0 0 Rn Rt

size opc
```

```
STLURB <Wt>, [<Xn|SP>{, #<simm>}]
bits(64) offset = SignExtend(imm9, 64);
```

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.

<simm> Is the optional signed immediate byte offset, in the range

-256 to 255, defaulting to 0 and encoded in the "imm9"

field.

Shared Decode

```
integer n = UInt(Rn);
integer t = UInt(Rt);
boolean tagchecked = n != 31;
```

Operation

```
address = SP[];
else
   address = X[n, 64];

address = address + offset;

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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