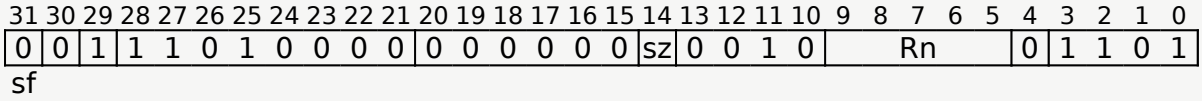
SETF8, SETF16

Set the PSTATE.NZV flags based on the value in the specified general-purpose register. `SETF8` treats the value as an 8 bit value, and `SETF16` treats the value as an 16 bit value.
The PSTATE.C flag is not affected by these instructions.

Integer
(FEAT_FlagM)



SETF8 (sz == 0)

```
SETF8 <Wn>
```

SETF16 (sz == 1)

```
SETF16 <Wn>
```

```
if !IsFeatureImplemented(FEAT_FlagM) then UNDEFINED;
constant integer msb = (8 << UInt(sz)) - 1;
integer n = UInt(Rn);
```

Assembler Symbols

<Wn>	Is the 32-bit name of the general-purpose source register, encoded in the "Rn" field.

Operation

```
bits(32) tmpreg = X[n, 32];
PSTATE.N = tmpreg<msb>;
PSTATE.Z = if (tmpreg<msb:0> == Zeros(msb + 1)) then '1' else '0';
PSTATE.V = tmpreg<msb+1> EOR tmpreg<msb>;
//PSTATE.C unchanged;
```

Operational information

If PSTATE.DIT is 1:

- The execution time of this instruction is independent of:
  - The values of the data supplied in any of its registers.
  - The values of the NZCV flags.
- The response of this instruction to asynchronous exceptions does not vary based on:
  - The values of the data supplied in any of its registers.

- The values of the NZCV flags.

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