Operations	128	64	32	16	8	4	2	1
Immediate	0	0						
Calculate	0	1						
Сору	1	0						
Condition	1	1						
Register 0 in			0	0	0			
Register 1 in			0	0	1			
Register 2 in			0	1	0			
Register 3 in			0	1	1			
Register 4 in			1	0	0			
Register 5 in			1	0	1			
Input			1	1	0			
Unused			1	1	1			
Register 0 out						0	0	0
Register 1 out						0	0	1
Register 2 out						0	1	0
Register 3 out						0	1	1
Register 4 out						1	0	0
Register 5 out						1	0	1
Output						1	1	0
Unused						1	1	1
Or						0	0	0
Nand						0	0	1
Nor						0	1	0
And						0	1	1
Add						1	0	
Sub						1	0	1
Unused						1	1	0
Unused						1	1	1
Never						0	0	0
Equal to 0						0	0	1
Less than 0						0	1	0
Less than or Equal to 0						0	1	1
Always						1	0	0
Not Equal to 0						1	0	1
Greater than or Equal to 0						1	1	0

Greater than 0									1	1	
Instruction Layouts											
Сору	128	64		16	8	2 1	4	2	1		
	Operation		Copy from			Copy to					
Calculation	128	64	32	16	8		4	2	1		
	Operation		Unused			Condition					
Condition	128	64	32	16	8		4	2	1		
	Operation		Unused			Function		_	-		
Immediate	128	64	32	16	8		4	2	1		
	Operation		Value								
Info											
	"Immediate" is the term for sending a value directly to reg0. The immediate value is marked in the bits 1-6 of the instruction byte.										
	An immediate value can range from 0 - 63										
	Calculations alway	ave take the value	e in real and rea	2 and do the func	tion on them Dec	1 is on the let	t of the calcula	ation			
	Calculations always take the values in reg1 and reg2, and do the function on them. Reg1 is on the left of the calculation Example: Addition = reg1 + reg2, Subtraction = reg1 - reg 2										
	Conditions always take the value in reg3 and compare it against the given condition.										
	If the condition is evaluated as true, the program counter will jump to the line of code at the value stored in reg0.										
	There are only 16 bytes for programming, however the first 4 must be used to prime the registers.										
	They should not be changed and should be hard-coded.										
	The program bits start at 128 on the left. To program, replace the low constants with high constants and rewire.										
	When you have finished your program, export it as a custom component and then copy and paste it into the main CPU.										
	It will replace the component at the top of the CPU named "Program" and you should ensure you wire it correctly.										