

MIX Alphameric Codes

SYMBOL	CODE									
MIX and Printer	Computer and Magnetic Tape	Paper Tape							Punch Card	
		Channel								
		X	0	C	8	4	2	1		
(Space)	00			✓					(Blank)	
A	01	X	0					1	12 1	
B	02	X	0				2		12 2	
C	03	X	0	✓			2	1	12 3	
D	04	X	0			4			12 4	
E	05	X	0	✓		4		1	12 5	
F	06	X	0	✓		4	2		12 6	
G	07	X	0			4	2	1	12 7	
H	08	X	0		8				12 8	
I	09	X	0	✓	8			1	12 9	
Δ	10	X	0	✓					12	
J	11	X		✓				1	11 1	
K	12	X		✓			2		11 2	
L	13	X					2	1	11 3	
M	14	X		✓		4			11 4	
N	15	X				4		1	11 5	
O	16	X				4	2		11 6	
P	17	X		✓		4	2	1	11 7	
Q	18	X		✓	8				11 8	
R	19	X			8			1	11 9	
Σ	20	X							11	
Π	21		0						0 1	
S	22		0	✓			2		0 2	
T	23		0				2	1	0 3	
U	24		0	✓		4			0 4	
V	25		0			4		1	0 5	
W	26		0			4	2		0 6	
X	27		0	✓		4	2	1	0 7	
Y	28		0	✓	8				0 8	
Z	29		0		8			1	0 9	
0 (Zero)	30			✓	8		2		0	
1	31							1	1	
2	32						2		2	
3	33			✓			2	1	3	
4	34					4			4	
5	35			✓		4		1	5	
6	36			✓		4	2		6	
7	37					4	2	1	7	
8	38				8				8	
9	39			✓	8			1	9	
.	40	X	0	✓	8		2		12 2-8	
,	41	X	0		8		2	1	12 3-8	
(42	X	0	✓	8	4			12 4-8	
)	43	X	0		8	4		1	12 5-8	
+	44	X	0		8	4	2		12 6-8	
-	45	X	0		8		2	1	12 7-7	
*	46	X			8		2		11 2-8	
/	47	X		✓	8		2	1	11 3-8	
=	48	X			8	4			11 4-8	
\$	49	X		✓	8	4		1	11 5-8	
<	50	X		✓	8	4	2		11 6-8	
>	51	X			8	4	2	1	11 7-8	
@	52		0		8		2		0 2-8	
;	53		0	✓	8		2	1	0 3-8	
:	54		0		8	4			0 4-8	
'	55		0	✓	8	4		1	0 5-8	

MIX

A Summary of Operations in Operation-Code Order

INSTR.FORMAT					OPERATION		
±	AA	I	F	C	ABR	DF	NAME
± aaaa	i	L:R	00		NOP	0	NO OPERATION
± aaaa	i	L:R	01		ADD	0:5	ADD
± aaaa	i	06	01		FADD		FLOATING ADD
± aaaa	i	L:R	02		SUB	0:5	SUBTRACT
± aaaa	i	06	02		FSUB		FLOATING SUBTRACT
± aaaa	i	L:R	03		MUL	0:5	MULTIPLY
± aaaa	i	06	03		FMUL		FLOATING MULTIPLY
± aaaa	i	L:R	04		DIV	0:5	DIVIDE
± aaaa	i	06	04		FDIV		FLOATING DIVIDE
± aaaa	i	00	05		NUM		CONVERT TO NUMERIC
± aaaa	i	01	05		CHAR		CONVERT TO CHARACTERS
± aaaa	i	02	05		HLT		HALT
± aaaa	i	00	06		SLA		SHIFT LEFT A
± aaaa	i	01	06		SRA		SHIFT RIGHT A
± aaaa	i	02	06		SLAX		SHIFT LEFT AX
± aaaa	i	03	06		SRAX		SHIFT RIGHT AX
± aaaa	i	04	06		SLC		SHIFT LEFT AX CIRCULARLY
± aaaa	i	05	06		SRC		SHIFT RIGHT AX CIRCULARLY
± aaaa	i	N	07		MOVE	1	MOVE WORDS
± aaaa	i	L:R	08+[r]		LD[r]	0:5	LOAD
± aaaa	i	L:R	16+[r]		LD[r]N	0:5	LOAD r NEGATIVE
± aaaa	i	L:R	24+[r]		ST[r]	0:5	STORE
± aaaa	i	L:R	32		STJ	0:2	STORE J
± aaaa	i	L:R	33		STZ	0:5	STORE ZERO
± aaaa	i	U	34		JBUS	0	JUMP BUSY
± aaaa	i	U	35		IOC	0	I/O CONTROL
± aaaa	i	U	36		IN	0	INPUT
± aaaa	i	U	37		OUT	0	OUTPUT
± aaaa	i	U	38		JRED	0	JUMP READY
± aaaa	i	00	39		JMP		JUMP
± aaaa	i	01	39		JSJ		JUMP SAVE J
± aaaa	i	02	39		JOV		JUMP ON OVERFLOW
± aaaa	i	03	39		JNOV		JUMP ON NO OVERFLOW
± aaaa	i	04	39		JL		JUMP ON LESS
± aaaa	i	05	39		JE		JUMP ON EQUAL
± aaaa	i	06	39		JG		JUMP ON GREATER
± aaaa	i	07	39		JGE		JUMP ON GREATER-OR-EQUAL
± aaaa	i	08	39		JNE		JUMP ON UNEQUAL
± aaaa	i	09	39		JLE		JUMP ON LESS-OR-EQUAL
± aaaa	i	00	40+[r]		J[r]N		JUMP r NEGATIVE
± aaaa	i	01	40+[r]		J[r]Z		JUMP r ZERO
± aaaa	i	02	40+[r]		J[r]P		JUMP r POSITIVE
± aaaa	i	03	40+[r]		J[r]NN		JUMP r NONNEGATIVE
± aaaa	i	04	40+[r]		J[r]NZ		JUMP r NONZERO
± aaaa	i	05	40+[r]		J[r]NP		JUMP r NONPOSITIVE
± aaaa	i	00	48+[r]		INC[r]		INCREASE r
± aaaa	i	01	48+[r]		DEC[r]		DECREASE r
± aaaa	i	02	48+[r]		ENT[r]		ENTER r
± aaaa	i	03	48+[r]		ENN[r]		ENTER NEGATIVE r
± aaaa	i	L:R	56+[r]		CMP[r]	0:5	COMPARE r
± aaaa	i	06	56		FCMP		FLOATING COMPARE

[r]: rA=0, r1, r2, r3, r4, r5, r6, rX=7