

ADDWF

< Previous instruction: [ADDLW](#) | Instruction [index](#) | Next instruction: [ADDWFC](#) >

ADDWF	ADD W to f				
Syntax:	[<i>label</i>] ADDWF f [,d [,a]				
Operands:	$0 \leq f \leq 255$ $d \in [0,1]$ $a \in [0,1]$				
Operation:	$(W) + (f) \rightarrow \text{dest}$				
Status Affected:	N, OV, C, DC, Z				
Encoding:	<table><tr><td>0010</td><td>01da</td><td>ffff</td><td>ffff</td></tr></table>	0010	01da	ffff	ffff
0010	01da	ffff	ffff		
Description:	Add W to register 'f'. If 'd' is 0, the result is stored in W. If 'd' is 1, the result is stored back in register 'f' (default). If 'a' is 0, the Access Bank will be selected. If 'a' is 1, the BSR is used.				
Words:	1				
Cycles:	1				
Q Cycle Activity:					
Q1	Q2	Q3	Q4		
Decode	Read register 'f'	Process Data	Write to destination		

Example: ADDWF REG, 0, 0

Before Instruction

W = 0x17
REG = 0xC2

After Instruction

W = 0xD9
REG = 0xC2

< Previous instruction: [ADDLW](#) | Instruction [index](#) | Next instruction: [ADDWFC](#) >