

# MOVF

< Previous instruction: [LFSR](#) | Instruction [index](#) | Next instruction: [MOVFF](#) >

MOVF	Move f								
Syntax:	[ <i>label</i> ]   MOVF   f [,d [,a]								
Operands:	$0 \leq f \leq 255$ $d \in [0,1]$ $a \in [0,1]$								
Operation:	$f \rightarrow \text{dest}$								
Status Affected:	N, Z								
Encoding:	<table border="1"><tr><td>0101</td><td>00da</td><td>ffff</td><td>ffff</td></tr></table>	0101	00da	ffff	ffff				
0101	00da	ffff	ffff						
Description:	The contents of register 'f' are moved to a destination dependent upon the status of 'd'. If 'd' is 0, the result is placed in W. If 'd' is 1, the result is placed back in register 'f' (default). Location 'f' can be anywhere in the 256 byte bank. If 'a' is 0, the Access Bank will be selected, overriding the BSR value. If 'a' = 1, then the bank will be selected as per the BSR value (default).								
Words:	1								
Cycles:	1								
Q Cycle Activity:	<table><tr><th>Q1</th><th>Q2</th><th>Q3</th><th>Q4</th></tr><tr><td>Decode</td><td>Read register 'f'</td><td>Process Data</td><td>Write W</td></tr></table>	Q1	Q2	Q3	Q4	Decode	Read register 'f'	Process Data	Write W
Q1	Q2	Q3	Q4						
Decode	Read register 'f'	Process Data	Write W						

Example:                    MOVF    REG, 0, 0

Before Instruction

REG        =    0x22  
W           =    0xFF

After Instruction

REG        =    0x22  
W           =    0x22

< Previous instruction: [LFSR](#) | Instruction [index](#) | Next instruction: [MOVFF](#) >