

ARM[®] Compiler toolchain v5.02 for μVision

Assembler Reference



ARM Compiler toolchain v5.02 for μ Vision

Assembler Reference

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Release Information

The following changes have been made to this book.

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Chapter 1

Conventions and feedback

The following describes the typographical conventions and how to give feedback:

Typographical conventions

The following typographical conventions are used:

`monospace` Denotes text that can be entered at the keyboard, such as commands, file and program names, and source code.

`monospace` Denotes a permitted abbreviation for a command or option. The underlined text can be entered instead of the full command or option name.

monospace *italic*

Denotes arguments to commands and functions where the argument is to be replaced by a specific value.

`monospace` **bold**

Denotes language keywords when used outside example code.

italic Highlights important notes, introduces special terminology, denotes internal cross-references, and citations.

bold Highlights interface elements, such as menu names. Also used for emphasis in descriptive lists, where appropriate, and for ARM[®] processor signal names.

Feedback on this product

If you have any comments and suggestions about this product, contact your supplier and give:

- your name and company

- the serial number of the product
- details of the release you are using
- details of the platform you are using, such as the hardware platform, operating system type and version
- a small standalone sample of code that reproduces the problem
- a clear explanation of what you expected to happen, and what actually happened
- the commands you used, including any command-line options
- sample output illustrating the problem
- the version string of the tools, including the version number and build numbers.

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- a concise explanation of your comments.

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Other information

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- Keil Support Knowledgebase, <http://www.keil.com/support/knowledgebase.asp>
- Keil Product Support, <http://www.keil.com/support/>
- ARM Glossary, <http://infocenter.arm.com/help/topic/com.arm.doc.aeg0014-/index.html>.

Chapter 2

Assembler command line options

The following topics describe the ARM® Compiler toolchain assembler command line syntax and the command line options accepted by the assembler, `armasm`:

- [Assembler command line syntax on page 2-2](#)
- [Assembler command line options on page 2-3](#).

2.1 Assembler command line syntax

The command for invoking the ARM assembler is:

```
armasm {options} {inputfile}
```

where:

options are commands to the assembler. You can invoke the assembler with any combination of options separated by spaces. You can specify values for some options. To specify a value for an option, use either '=' (*option=value*) or a space character (*option value*).

inputfile can be one or more assembly source files separated by spaces. Input files must be UAL, or pre-UAL ARM or Thumb® assembly language source files.

2.1.1 See also

Using the Compiler:

- [Order of compiler command-line options on page 3-10.](#)

2.2 Assembler command line options

The following command line options are supported by the assembler:

- [--16 on page 2-5](#)
- [--32 on page 2-6](#)
- [--apcs=qualifier...qualifier on page 2-7](#)
- [--arm on page 2-9](#)
- [--arm_only on page 2-10](#)
- [--bi on page 2-11](#)
- [--bigend on page 2-12](#)
- [--brief_diagnostics on page 2-13](#)
- [--checkreglist on page 2-14](#)
- [--compatible=name on page 2-15](#)
- [--cpreproc on page 2-16](#)
- [--cpreproc_opts=options on page 2-17](#)
- [--cpu=list on page 2-18](#)
- [--cpu=name on page 2-19](#)
- [--debug on page 2-20](#)
- [--depend=dependfile on page 2-21](#)
- [--depend_format=string on page 2-22](#)
- [--diag_error=tag{, tag} on page 2-23](#)
- [--diag_remark=tag{, tag} on page 2-24](#)
- [--diag_style=style on page 2-25](#)
- [--diag_suppress=tag{, tag} on page 2-26](#)
- [--diag_warning=tag{, tag} on page 2-27](#)
- [--dllexport_all on page 2-28](#)
- [--dwarf2 on page 2-29](#)
- [--dwarf3 on page 2-30](#)
- [--errors=errorfile on page 2-31](#)
- [--execstack on page 2-32](#)
- [--exceptions on page 2-33](#)
- [--exceptions_unwind on page 2-34](#)
- [--fpmode=model on page 2-35](#)
- [--fpu=list on page 2-36](#)
- [--fpu=name on page 2-37](#)
- [-g on page 2-39](#)
- [--help on page 2-40](#)
- [-idir{,dir, ...} on page 2-41](#)
- [--keep on page 2-42](#)
- [--length=n on page 2-43](#)
- [--li on page 2-44](#)
- [--library_type=lib on page 2-45](#)
- [--licrety on page 2-46](#)
- [--list=file on page 2-47](#)
- [--list= on page 2-48](#)
- [--littleend on page 2-49](#)
- [-m on page 2-50](#)
- [--maxcache=n on page 2-51](#)

- `--md` on page 2-52
- `--no_code_gen` on page 2-53
- `--no_esc` on page 2-54
- `--no_execstack` on page 2-55
- `--no_exceptions` on page 2-56
- `--no_exceptions_unwind` on page 2-57
- `--no_hide_all` on page 2-58
- `--no_reduce_paths` on page 2-59
- `--no_regs` on page 2-60
- `--no_terse` on page 2-61
- `--no_unaligned_access` on page 2-62
- `--no_warn` on page 2-63
- `-o filename` on page 2-64
- `--pd` on page 2-65
- `--predefine "directive"` on page 2-66
- `--reduce_paths` on page 2-67
- `--regnames=none` on page 2-68
- `--regnames=callstd` on page 2-69
- `--regnames=all` on page 2-70
- `--report-if-not-wysiwyg` on page 2-71
- `--show_cmdline` on page 2-72
- `--split_ldm` on page 2-73
- `--thumb` on page 2-74
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- `--unaligned_access` on page 2-76
- `--unsafe` on page 2-77
- `--untyped_local_labels` on page 2-78
- `--version_number` on page 2-79
- `--via=file` on page 2-80
- `--vsn` on page 2-81
- `--width=n` on page 2-82
- `--xref` on page 2-83.

2.3 --16

This option instructs the assembler to interpret instructions as Thumb[®] instructions using the pre-UAL Thumb syntax. This is equivalent to a `CODE16` directive at the head of the source file. Use the `--thumb` option to specify Thumb instructions using the UAL syntax.

2.3.1 See also

- [--thumb](#) on page 2-74
- [ARM, THUMB, THUMBX, CODE16 and CODE32](#) on page 5-16.

2.4 --32

This option is a synonym for `--arm`.

2.4.1 See also

- [--arm on page 2-9](#).

2.5 --apcs=qualifier...qualifier

This option specifies whether you are using the *Procedure Call Standard for the ARM Architecture* (AAPCS). It can also specify some attributes of code sections.

The AAPCS forms part of the *Base Standard Application Binary Interface for the ARM Architecture* (BSABI) specification. By writing code that adheres to the AAPCS, you can ensure that separately compiled and assembled modules can work together.

Note

AAPCS qualifiers do not affect the code produced by the assembler. They are an assertion by the programmer that the code in *inputfile* complies with a particular variant of AAPCS. They cause attributes to be set in the object file produced by the assembler. The linker uses these attributes to check compatibility of files, and to select appropriate library variants.

Values for *qualifier* are:

none Specifies that *inputfile* does not use AAPCS. AAPCS registers are not set up. Other qualifiers are not permitted if you use none.

/interwork, /nointerwork

/interwork specifies that the code in the *inputfile* can interwork between ARM and Thumb safely. The default is /nointerwork.

/inter, /nointer

Are synonyms for /interwork and /nointerwork.

/ropi, /noropi

/ropi specifies that the code in *inputfile* is Read-Only Position-Independent (ROPI). The default is /noropi.

/pic, /nopic

Are synonyms for /ropi and /noropi.

/rwpi, /norwpi

/rwpi specifies that the code in *inputfile* is Read-Write Position-Independent (RWPI). The default is /norwpi.

/pid, /nopid

Are synonyms for /rwpi and /norwpi.

/fpic, /nofpic

/fpic specifies that the code in *inputfile* is read-only independent and references to addresses are suitable for use in a Linux shared object. The default is /nofpic.

/hardfp, /softfp

Requests hardware or software floating-point linkage. This enables the procedure call standard to be specified separately from the version of the floating-point hardware available through the --fpu option. It is still possible to specify the procedure call standard by using the --fpu option, but ARM recommends you use --apcs. If floating-point support is not permitted (for example, because --fpu=none is specified, or because of other means), then /hardfp and /softfp are ignored. If floating-point support is permitted and the *softfp* calling convention is used (--fpu=softvfp or --fpu=softvfp+vfp...), then /hardfp gives an error.

Note

You must specify at least one *qualifier*. If you specify more than one *qualifier*, ensure that there are no spaces or commas between the individual qualifiers in the list.

2.5.1 Example

```
armasm --apcs=/inter/ropi inputfile.s
```

2.5.2 See also

Procedure Call Standard for the ARM Architecture,

<http://infocenter.arm.com/help/topic/com.arm.doc.ih0042-/index.html>.

Compiler Reference:

- *[--apcs=qualifer...qualifier](#) on page 3-10.*

2.6 --arm

This option instructs the assembler to interpret instructions as ARM instructions. It does not, however, guarantee ARM-only code in the object file. This is the default. Using this option is equivalent to specifying the `ARM` or `CODE32` directive at the start of the source file.

2.6.1 See also

- [--32 on page 2-6](#)
- [--arm_only on page 2-10](#)
- [ARM, THUMB, THUMBX, CODE16 and CODE32 on page 5-16.](#)

2.7 --arm_only

This option instructs the assembler to only generate ARM code. This is similar to `--arm` but also has the property that the assembler does not permit the generation of any Thumb code.

2.7.1 See also

- [--arm on page 2-9](#).

2.8 --bi

This option is a synonym for `--bigend`.

2.8.1 See also

- [--bigend on page 2-12](#)
- [--littleend on page 2-49](#)

2.9 --bigend

This option instructs the assembler to assemble code suitable for a big-endian ARM processor. The default is `--littleend`.

2.9.1 See also

- [--littleend on page 2-49](#).

2.10 --brief_diagnostics

This option instructs the assembler to use a shorter form of the diagnostic output. In this form, the original source line is not displayed and the error message text is not wrapped when it is too long to fit on a single line. The default is `--no_brief_diagnostics`.

2.10.1 See also

- [--diag_error=tag{, tag}](#) on page 2-23
- [--diag_warning=tag{, tag}](#) on page 2-27.

2.11 --checkreglist

This option instructs the assembler to check RLIST, LDM, and STM register lists to ensure that all registers are provided in increasing register number order. A warning is given if registers are not listed in order.

This option is deprecated. Use `--diag_warning 1206` instead.

2.11.1 See also

- [`--diag_warning=tag{, tag}` on page 2-27](#).

2.12 --compatible=*name*

This option specifies a second processor or architecture, *name*, for which the assembler generates compatible code.

When you specify a processor or architecture name using --compatible, valid values of *name* for both the --cpu and --compatible options are restricted to those shown in [Table 2-1](#) and must not be from the same group.

Table 2-1 Compatible processor or architecture combinations

Group 1	ARM7TDMI, 4T
Group 2	Cortex™-M0, Cortex-M1, Cortex-M3, Cortex-M4, 7-M, 6-M, 6S-M

Specify --compatible=NONE to turn off all previous instances of the option on the command line.

2.12.1 Example

```
armasm --cpu=arm7tdmi --compatible=cortex-m3 inputfile.s
```

2.12.2 See also

- [--cpu=*name* on page 2-19](#).

2.13 --cpreproc

This option instructs the assembler to call `armcc` to preprocess the input file before assembling it.

2.13.1 See also

- [--cpreproc_opts=options](#) on page 2-17.

Using the Assembler:

- [Using the C preprocessor](#) on page 7-23.

2.14 --cpreproc_opts=*options*

This option enables the assembler to pass compiler options to armcc when using the C preprocessor.

options is a comma-separated list of options and their values.

2.14.1 Example

```
armasm --cpreproc --cpreproc_opts='-DDEBUG=1' inputfile.s
```

2.14.2 See also

- [--cpreproc on page 2-16.](#)

Using the Assembler:

- [Using the C preprocessor on page 7-23.](#)

2.15 --cpu=list

This option lists the supported CPU names that can be used with the `--cpu name` option.

2.15.1 Example

```
armasm --cpu=list
```

2.15.2 See also

- [--cpu=name](#) on page 2-19.

2.16 --cpu=*name*

This option sets the target CPU. Some instructions produce either errors or warnings if assembled for the wrong target CPU.

Valid values for *name* are part numbers such as ARM7TDMI®. The default is ARM7TDMI.

When you specify an alternative processor or architecture name using --compatible, valid values of *name* for both the --cpu and --compatible options are restricted to those shown in [Table 2-1 on page 2-15](#).

2.16.1 Example

```
armasm --cpu=Cortex-M3 inputfile.s
```

2.16.2 See also

Reference

- [--cpu=list on page 2-18](#)
- [--unsafe on page 2-77](#)
- [--compatible=name on page 2-15](#).

Other information

- *ARM Architecture Reference Manual*,
<http://infocenter.arm.com/help/topic/com.arm.doc.subset.architecture.reference/>.

2.17 --debug

This option instructs the assembler to generate DWARF debug tables. --debug is a synonym for -g. The default is DWARF 3.

Note

Local symbols are not preserved with --debug. You must specify --keep if you want to preserve the local symbols to aid debugging.

2.17.1 See also

- [--dwarf2 on page 2-29](#)
- [--dwarf3 on page 2-30](#)
- [--keep on page 2-42.](#)

2.18 --depend=*dependfile*

This option instructs the assembler to save source file dependency lists to *dependfile*. These are suitable for use with make utilities.

2.18.1 See also

- [--md](#) on page 2-52
- [--depend_format=string](#) on page 2-22.

2.19 --depend_format=*string*

This option changes the format of output dependency files to UNIX-style format, for compatibility with some UNIX make programs.

The value of *string* can be one of:

`unix` Generates dependency files with UNIX-style path separators.

`unix_escaped`

Is the same as `unix`, but escapes spaces with backslash.

`unix_quoted`

Is the same as `unix`, but surrounds path names with double quotes.

2.19.1 See also

- [--depend=dependfile](#) on page 2-21.

2.20 --diag_error=tag{, tag}

Diagnostic messages output by the assembler can be identified by a tag in the form of {*prefix*}*number*, where the *prefix* is A. The --diag_error option sets the diagnostic messages that have the specified tags to the error severity.

You can specify more than one tag with these options by separating each tag using a comma. You can specify the optional assembler prefix A before the tag number. If any prefix other than A is included, the message number is ignored.

Table 2-2 shows the meaning of the term *severity* used in the option descriptions.

Table 2-2 Severity of diagnostic messages

Severity	Description
Error	Errors indicate violations in the syntactic or semantic rules of assembly language. Assembly continues, but object code is not generated.
Warning	Warnings indicate unusual conditions in your code that might indicate a problem. Assembly continues, and object code is generated unless any problems with an Error severity are detected.
Remark	Remarks indicate common, but not recommended, use of assembly language. These diagnostics are not issued by default. Assembly continues, and object code is generated unless any problems with an Error severity are detected.

You can set the *tag* to warning to treat all warnings as errors.

2.20.1 See also

- [--brief_diagnostics](#) on page 2-13
- [--diag_warning=tag{, tag}](#) on page 2-27
- [--diag_suppress=tag{, tag}](#) on page 2-26.

2.21 --diag_remark=*tag*{, *tag*}

Diagnostic messages output by the assembler can be identified by a tag in the form of *{prefix}number*, where the *prefix* is A. The --diag_remark option sets the diagnostic messages that have the specified tags to the remark severity.

You can specify more than one tag with these options by separating each tag using a comma. You can specify the optional assembler prefix A before the tag number. If any prefix other than A is included, the message number is ignored.

2.21.1 See also

- [--brief_diagnostics](#) on page 2-13
- [--diag_error=*tag*{, *tag*}](#) on page 2-23.

2.22 --diag_style=style

This option instructs the assembler to display diagnostic messages using the specified *style*, where *style* is one of:

arm	Display messages using the ARM assembler style. This is the default if --diag_style is not specified.
ide	Include the line number and character count for the line that is in error. These values are displayed in parentheses.
gnu	Display messages using the GNU style.

Choosing the option --diag_style=ide implicitly selects the option --brief_diagnostics. Explicitly selecting --no_brief_diagnostics on the command line overrides the selection of --brief_diagnostics implied by --diag_style=ide.

Selecting either the option --diag_style=arm or the option --diag_style=gnu does not imply any selection of --brief_diagnostics.

2.22.1 See also

- [--brief_diagnostics](#) on page 2-13
- [--diag_style=style](#).

2.23 --diag_suppress=tag{, tag}

Diagnostic messages output by the assembler can be identified by a tag in the form of `{prefix}number`, where the *prefix* is A. The `--diag_suppress` option disables the diagnostic messages that have the specified tags.

You can specify more than one tag with these options by separating each tag using a comma.

For example, to suppress the warning messages that have numbers 1293 and 187, use the following command:

```
armasm --diag_suppress=1293,187
```

You can specify the optional assembler prefix A before the tag number. For example:

```
armasm --diag_suppress=A1293,A187
```

If any prefix other than A is included, the message number is ignored. Diagnostic message tags can be cut and pasted directly into a command line.

You can also set the *tag* to:

- `warning`, to suppress all warnings
- `error`, to suppress all downgradable errors.

2.23.1 See also

- [`--diag_error=tag{, tag}` on page 2-23.](#)

2.24 --diag_warning=tag{, tag}

Diagnostic messages output by the assembler can be identified by a tag in the form of *{prefix}number*, where the *prefix* is A. The `--diag_warning` option sets the diagnostic messages that have the specified tags to the warning severity.

You can specify more than one tag with these options by separating each tag using a comma. You can specify the optional assembler prefix A before the tag number. If any prefix other than A is included, the message number is ignored.

You can set the *tag* to error to downgrade the severity of all downgradeable errors to warnings.

2.24.1 See also

- [--diag_error=tag{, tag}](#) on page 2-23.

2.25 --dllexport_all

This option gives all exported global symbols STV_PROTECTED visibility in ELF rather than STV_HIDDEN, unless overridden by source directives.

2.25.1 See also

- [EXPORT or GLOBAL on page 5-37](#).

2.26 --dwarf2

This option can be used with `--debug`, to instruct the assembler to generate DWARF 2 debug tables.

2.26.1 See also

- [--debug](#) on page 2-20
- [--dwarf3](#) on page 2-30.

2.27 --dwarf3

This option can be used with `--debug`, to instruct the assembler to generate DWARF 3 debug tables. This is the default if `--debug` is specified.

2.27.1 See also

- [--debug](#) on page 2-20
- [--dwarf2](#) on page 2-29.

2.28 **--errors=errorfile**

This option instructs the assembler to output error messages to *errorfile*.

2.29 --execstack

This option generates a `.note.GNU-stack` section marking the stack as executable.

You can also use the `AREA` directive to generate an executable `.note.GNU-stack` section:

```
AREA    |.note.GNU-stack|,ALIGN=0,READONLY,NOALLOC,CODE
```

In the absence of `--execstack` and `--no_execstack`, the `.note.GNU-stack` section is not generated unless it is specified by the `AREA` directive.

2.29.1 See also

- [--no_execstack](#) on page 2-55
- [AREA](#) on page 5-13.

2.30 --exceptions

This option instructs the assembler to switch on exception table generation for all functions defined by `FUNCTION` (or `PROC`) and `ENDFUNC` (or `ENDP`).

2.30.1 See also

- [--no_exceptions](#) on page 2-56
- [--exceptions_unwind](#) on page 2-34
- [--no_exceptions_unwind](#) on page 2-57
- [FRAME UNWIND ON](#) on page 5-50
- [FUNCTION or PROC](#) on page 5-52
- [ENDFUNC or ENDP](#) on page 5-34
- [FRAME UNWIND OFF](#) on page 5-51.

2.31 --exceptions_unwind

This option instructs the assembler to produce unwind tables for functions where possible. This is the default.

For finer control, use `FRAME UNWIND ON` and `FRAME UNWIND OFF` directives.

2.31.1 See also

- [--no_exceptions_unwind](#) on page 2-57
- [--exceptions](#) on page 2-33
- [--no_exceptions](#) on page 2-56
- [FRAME UNWIND ON](#) on page 5-50
- [FRAME UNWIND OFF](#) on page 5-51
- [FUNCTION or PROC](#) on page 5-52
- [ENDFUNC or ENDP](#) on page 5-34.

2.32 --fpmode=*model*

This option specifies the floating-point model, and sets library attributes and floating-point optimizations to select the most suitable library when linking.

Note

This does not cause any changes to the code that you write.

model can be one of:

none	Source code is not permitted to use any floating-point type or floating point instruction. This option overrides any explicit <code>--fpu=<i>name</i></code> option.
ieee_full	All facilities, operations, and representations guaranteed by the IEEE standard are available in single and double-precision. Modes of operation can be selected dynamically at runtime.
ieee_fixed	IEEE standard with round-to-nearest and no inexact exception.
ieee_no_fenv	IEEE standard with round-to-nearest and no exceptions. This mode is compatible with the Java floating-point arithmetic model.
std	IEEE finite values with denormals flushed to zero, round-to-nearest and no exceptions. It is C and C++ compatible. This is the default option. Finite values are as predicted by the IEEE standard. It is not guaranteed that NaNs and infinities are produced in all circumstances defined by the IEEE model, or that when they are produced, they have the same sign. Also, it is not guaranteed that the sign of zero is that predicted by the IEEE model.
fast	Some value altering optimizations, where accuracy is sacrificed to fast execution. This is not IEEE compatible, and is not standard C.

2.32.1 Example

```
armasm --fpmode ieee_full inputfile.s
```

2.32.2 See also

Reference

- [--fpu=*name* on page 2-37](#).

Other information

- *IEEE Standards Association*, <http://standards.ieee.org/>.

2.33 --fpu=list

This option lists the supported FPU names that can be used with the `--fpu=name` option.

2.33.1 Example

```
armasm --fpu=list
```

2.33.2 See also

- [--fpu=name](#) on page 2-37
- [--fpmode=model](#) on page 2-35.

2.34 --fpu=*name*

This option selects the target *floating-point unit* (FPU) architecture. If you specify this option it overrides any implicit FPU set by the `--cpu` option. The assembler produces an error if the FPU you specify explicitly is incompatible with the CPU. Floating-point instructions also produce either errors or warnings if assembled for the wrong target FPU.

The assembler sets a build attribute corresponding to *name* in the object file. The linker determines compatibility between object files, and selection of libraries, accordingly.

Valid values for *name* are:

none	Selects no floating-point architecture. This makes your assembled object file compatible with object files built with any FPU.
vfpv3	Selects hardware floating-point unit conforming to architecture VFPv3.
vfpv3_fp16	Selects hardware floating-point unit conforming to architecture VFPv3 with half-precision floating-point extension.
vfpv3_d16	Selects hardware floating-point unit conforming to architecture VFPv3-D16.
vfpv3_d16_fp16	Selects hardware floating-point unit conforming to architecture VFPv3-D16 with half-precision floating-point extension.
vfpv4	Selects hardware floating-point unit conforming to architecture VFPv4.
vfpv4_d16	Selects hardware floating-point unit conforming to architecture VFPv4-D16.
fpv4-sp	Selects hardware floating-point unit conforming to the single precision variant of architecture FPv4.
vfpv2	Selects hardware floating-point unit conforming to architecture VFPv2.
softvfp	Selects software floating-point linkage. This is the default if you do not specify a <code>--fpu</code> option and the <code>--cpu</code> option selected does not imply a particular FPU.
softvfp+vfpv2	Selects a floating-point library with software floating-point linkage that uses VFP instructions. This is otherwise equivalent to using <code>--fpu vfpv2</code> .
softvfp+vfpv3	Selects a floating-point library with software floating-point linkage that uses VFP instructions. This is otherwise equivalent to using <code>--fpu vfpv3</code> .
softvfp+vfpv3_fp16	Selects a floating-point library with software floating-point linkage that uses VFP instructions. This is otherwise equivalent to using <code>--fpu vfpv3_fp16</code> .
softvfp+vfpv3_d16	Selects a floating-point library with software floating-point linkage that uses VFP instructions. This is otherwise equivalent to using <code>--fpu vfpv3_d16</code> .
softvfp+vfpv3_d16_fp16	Selects a floating-point library with software floating-point linkage that uses VFP instructions.

	This is otherwise equivalent to using <code>--fpu vfpv3_d16_fp16</code> .
<code>softvfp+vfpv4</code>	Selects a floating-point library with software floating-point linkage that uses VFP instructions. This is otherwise equivalent to using <code>--fpu vfpv4</code> .
<code>softvfp+vfpv4_d16</code>	Selects a floating-point library with software floating-point linkage that uses VFP instructions. This is otherwise equivalent to using <code>--fpu vfpv4_d16</code> .
<code>softvfp+fpv4-sp</code>	Selects a floating-point library with software floating-point linkage that uses VFP instructions. This is otherwise equivalent to using <code>--fpu fpv4-sp</code> .

2.34.1 See also

- [--fpmode=model on page 2-35](#).

2.35 -g

This option is a synonym for `--debug`.

2.35.1 See also

- [--debug on page 2-20](#).

2.36 --help

This option instructs the assembler to show a summary of the available command-line options.

2.36.1 See also

- [--version_number](#) on page 2-79
- [--vsn](#) on page 2-81.

2.37 **-idir{,dir, ...}**

This option adds directories to the source file include path. Any directories added using this option have to be fully qualified.

2.37.1 **See also**

- [GET or INCLUDE on page 5-56.](#)

2.38 --keep

This option instructs the assembler to keep local labels in the symbol table of the object file, for use by the debugger.

2.39 --length=*n*

This option sets the listing page length to *n*. Length zero means an unpaginated listing. The default is 66 lines.

2.39.1 See also

- [--list=file on page 2-47.](#)

2.40 --li

This option is a synonym for `--littleend`.

2.40.1 See also

- [--littleend](#) on page 2-49
- [--bigend](#) on page 2-12.

2.41 --library_type=lib

This option enables the relevant library selection to be used at link time.

Where *lib* can be one of:

`standardlib` Specifies that the full ARM runtime libraries are selected at link time. This is the default.

`microlib` Specifies that the C micro-library (microlib) is selected at link time.

Note

This option can be used with the compiler, assembler or linker when use of the libraries require more specialized optimizations.

Use this option with the linker to override all other `--library_type` options.

2.41.1 See also

- [Building an application with microlib on page 3-7](#) in the *Using ARM C and C++ Libraries and Floating Point Support*
- [--library_type=lib on page 3-97](#) in the *Compiler Reference*.

2.42 --licretry

If you are using floating licenses, this option makes up to 10 attempts to obtain a license when you invoke `armasm`.

Use this option if your builds are failing to obtain a license from your license server, and only after you have ruled out any other problems with the network or the license server setup.

ARM recommends that you place this option in the `ARMCCn_ASMOPT` environment variable. In this way, you do not have to modify your build files.

2.42.1 See also

- [Toolchain environment variables on page 2-12](#) in the *Introducing the ARM Compiler toolchain*
- [--licretry on page 3-98](#) in the *Compiler Reference*
- [--licretry on page 2-76](#) in the *Linker Reference*
- [--licretry on page 4-41](#) in *Using the fromelf Image Converter*
- *FLEXnet for ARM® Tools License Management Guide*,
<http://infocenter.arm.com/help/topic/com.arm.doc.dui0209-/index.html>.

2.43 --list=*file*

This option instructs the assembler to output a detailed listing of the assembly language produced by the assembler to *file*.

If - is given as *file*, listing is sent to stdout.

Use the following command line options to control the behavior of --list:

- --no_terse
- --width
- --length
- --xref.

2.43.1 See also

- [--no_terse](#) on page 2-61
- [--width=*n*](#) on page 2-82
- [--length=*n*](#) on page 2-43
- [--xref](#) on page 2-83.

2.44 --list=

This option instructs the assembler to send the detailed assembly language listing to *inputfile.lst*.

Note

You can use `--list` without a filename to send the output to *inputfile.lst*. However, this syntax is deprecated and the assembler issues a warning. This syntax will be removed in a later release. Use `--list=` instead.

2.44.1 See also

- [--list=file on page 2-47.](#)

2.45 --littleend

This option instructs the assembler to assemble code suitable for a little-endian ARM processor.

2.45.1 See also

- [--bigend](#) on page 2-12.

2.46 -m

This option instructs the assembler to write source file dependency lists to stdout.

2.46.1 See also

- [--md on page 2-52.](#)

2.47 --maxcache=*n*

This option sets the maximum source cache size to *n* bytes. The default is 8MB. `armasm` gives a warning if size is less than 8MB.

2.48 --md

This option instructs the assembler to write source file dependency lists to *inputfile.d*.

2.48.1 See also

- [-m on page 2-50](#).

2.49 --no_code_gen

This option instructs the assembler to exit after pass 1. No object file is generated. This option is useful if you only want to check the syntax of the source code or directives.

2.50 --no_esc

This option instructs the assembler to ignore C-style escaped special characters, such as `\n` and `\t`.

2.51 --no_execstack

This option generates a .note.GNU-stack section marking the stack as non-executable.

You can also use the AREA directive to generate a non executable .note.GNU-stack section:

```
AREA    |.note.GNU-stack|,ALIGN=0,READONLY,NOALLOC
```

In the absence of --execstack and --no_execstack, the .note.GNU-stack section is not generated unless it is specified by the AREA directive.

If both the command-line option and source directive are used and are different, then the stack is marked as executable.

Table 2-3 Specifying a command-line option and an AREA directive for GNU-stack sections

	--execstack command-line option	--no_execstack command-line option
execstack AREA directive	execstack	execstack
no_execstack AREA directive	execstack	no_execstack

2.51.1 See also

- [--execstack on page 2-32](#)
- [AREA on page 5-13.](#)

2.52 --no_exceptions

This option instructs the assembler to switch off exception table generation. No tables are generated. This is the default.

2.52.1 See also

- [--exceptions](#) on page 2-33
- [--exceptions_unwind](#) on page 2-34
- [--no_exceptions_unwind](#) on page 2-57
- [FRAME UNWIND ON](#) on page 5-50
- [FRAME UNWIND OFF](#) on page 5-51.

2.53 --no_exceptions_unwind

This option instructs the assembler to produce nounwind tables for every function.

2.53.1 See also

- [--exceptions](#) on page 2-33
- [--no_exceptions](#) on page 2-56
- [--exceptions_unwind](#) on page 2-34.

2.54 --no_hide_all

This option gives all exported and imported global symbols STV_DEFAULT visibility in ELF rather than STV_HIDDEN, unless overridden by source directives.

2.54.1 See also

- [EXPORT or GLOBAL on page 5-37](#)
- [IMPORT and EXTERN on page 5-59.](#)

2.55 --no_reduce_paths

This option disables the elimination of redundant pathname information in file paths. This is the default setting.

Note

This option is valid for Windows systems only.

2.55.1 See also

- [--reduce_paths](#) on page 2-67
- [--reduce_paths, --no_reduce_paths](#) on page 3-144 in the *Compiler Reference*.

2.56 --no_regs

This option instructs the assembler not to predefine register names.

This option is deprecated. Use `--regnames=none` instead.

2.56.1 See also

- [--regnames=none](#) on page 2-68
- [Predeclared core register names](#) on page 3-12 in *Using the Assembler*
- [Predeclared extension register names](#) on page 3-13 in *Using the Assembler*
- [Predeclared coprocessor names](#) on page 3-14 in *Using the Assembler*.

2.57 --no_terse

This option instructs the assembler to show the lines of assembly code that have been skipped because of conditional assembly in the list file. When this option is not specified on the command line, the assembler does not output the skipped assembly code to the list file.

This option turns off the terse flag. By default the terse flag is on.

2.57.1 See also

- [--list=file on page 2-47.](#)

2.58 --no_unaligned_access

This option instructs the assembler to set an attribute in the object file to disable the use of unaligned accesses.

2.58.1 See also

- [--unaligned_access](#) on page 2-76.

2.59 --no_warn

This option turns off warning messages.

2.59.1 See also

- [*--diag_warning=tag{, tag}*](#) on page 2-27.

2.60 **-o filename**

This option names the output object file. If this option is not specified, the assembler creates an object filename of the form *inputfilename.o*. This option is case-sensitive.

2.61 --pd

This option is a synonym for --predefine.

2.61.1 See also

- [--predefine "directive" on page 2-66.](#)

2.62 --predefine "*directive*"

This option instructs the assembler to pre-execute one of the SET directives.

The *directive* is one of the SETA, SETL, or SETS directives. You must enclose *directive* in quotes, for example:

```
armasm --predefine "VariableName SETA 20" inputfile.s
```

The assembler also executes a corresponding GBLL, GBLS, or GBLA directive to define the variable before setting its value.

The variable name is case-sensitive. The variables defined using the command line are global to the assembler source files specified on the command line.

Note

The command line interface of your system might require you to enter special character combinations, such as `\`, to include strings in *directive*. Alternatively, you can use `--via file` to include a `--predefine` argument. The command line interface does not alter arguments from `--via` files.

Note

`--predefine` is not equivalent to the compiler option `-Dname`. `--predefine` defines a global variable whereas `-Dname` defines a macro that the C preprocessor will expand.

Although you can use predefined global variables in combination with assembly control directives, for example IF and ELSE to control conditional assembly, they are not intended to provide the same functionality as the C preprocessor in the assembler. If you need this functionality, ARM recommends you use the compiler to pre-process your assembly code.

2.62.1 See also

- [--pd on page 2-65](#)
- [GBLA, GBLL, and GBLS on page 5-54](#)
- [SETA, SETL, and SETS on page 5-81](#)
- [IF, ELSE, ENDIF, and ELIF on page 5-57](#)

2.63 --reduce_paths

This option enables the elimination of redundant pathname information in file paths.

Windows systems impose a 260 character limit on file paths. Where relative pathnames exist whose absolute names expand to longer than 260 characters, you can use the `--reduce_paths` option to reduce absolute pathname length by matching up directories with corresponding instances of `..` and eliminating the directory/`..` sequences in pairs.

Note

ARM recommends that you avoid using long and deeply nested file paths, in preference to minimizing path lengths using the `--reduce_paths` option.

Note

This option is valid for Windows systems only.

2.63.1 See also

- [--no_reduce_paths](#) on page 2-59
- [--reduce_paths, --no_reduce_paths](#) on page 3-144 in the *Compiler Reference*.

2.64 --regnames=none

This option instructs the assembler not to predefine register names.

2.64.1 See also

- [--regnames=callstd](#) on page 2-69
- [--regnames=all](#) on page 2-70
- [--no_regs](#) on page 2-60
- [Predeclared core register names](#) on page 3-12 in *Using the Assembler*
- [Predeclared extension register names](#) on page 3-13 in *Using the Assembler*
- [Predeclared coprocessor names](#) on page 3-14 in *Using the Assembler*.

2.65 --regnames=callstd

This option defines additional register names based on the AAPCS variant that you are using as specified by the `--apcs` option.

2.65.1 See also

- [*--apcs=qualifier...qualifier* on page 2-7](#)
- [*--regnames=none* on page 2-68](#)
- [*--regnames=all* on page 2-70.](#)

2.66 --regnames=all

This option defines all AAPCS registers regardless of the value of `--apcs`.

- [`--apcs=qualifier...qualifier` on page 2-7](#)
- [`--regnames=none` on page 2-68](#)
- [`--regnames=callstd` on page 2-69.](#)

2.67 --report-if-not-wysiwyg

This option instructs the assembler to report when the assembler outputs an encoding that was not directly requested in the source code. This can happen when the assembler:

- uses a pseudo-instruction that is not available in other assemblers, for example MOV32
- outputs an encoding that does not directly match the instruction mnemonic, for example if the assembler outputs the MVN encoding when assembling the MOV instruction
- inserts additional instructions where necessary for instruction syntax semantics, for example the assembler can insert a missing IT instruction before a conditional Thumb instruction.

2.68 --show_cmdline

This option outputs the command line used by the assembler. It shows the command line after processing by the assembler, and can be useful to check:

- the command line a build system is using
- how the assembler is interpreting the supplied command line, for example, the ordering of command line options.

The commands are shown normalized, and the contents of any via files are expanded.

The output is sent to the standard output stream (stdout).

2.68.1 See also

- [--via=file on page 2-80](#).

2.69 --split_ldm

This option instructs the assembler to fault LDM and STM instructions with a large number of registers. Use of this option is deprecated.

This option faults LDM instructions if the maximum number of registers transferred exceeds:

- 5, for LDMs that do not load the PC
- 4, for LDMs that load the PC.

This option faults STM instructions if the maximum number of registers transferred exceeds 5.

Avoiding large multiple register transfers can reduce interrupt latency on ARM systems that:

- do not have a cache or a write buffer (for example, a cacheless ARM7TDMI)
- use zero wait-state, 32-bit memory.

Also, avoiding large multiple register transfers:

- always increases code size.
- has no significant benefit for cached systems or processors with a write buffer.
- has no benefit for systems without zero wait-state memory, or for systems with slow peripheral devices. Interrupt latency in such systems is determined by the number of cycles required for the slowest memory or peripheral access. This is typically much greater than the latency introduced by multiple register transfers.

2.70 --thumb

This option instructs the assembler to interpret instructions as Thumb instructions, using the UAL syntax. This is equivalent to a THUMB directive at the start of the source file.

2.70.1 See also

- [--arm on page 2-9](#)
- [ARM, THUMB, THUMBX, CODE16 and CODE32 on page 5-16.](#)

2.71 --thumbx

This option instructs the assembler to interpret instructions as ThumbEE instructions, using the UAL syntax. This is equivalent to a THUMBX directive at the start of the source file.

2.71.1 See also

- [ARM, THUMB, THUMBX, CODE16 and CODE32 on page 5-16.](#)

2.72 --unaligned_access

This option instructs the assembler to set an attribute in the object file to enable the use of unaligned accesses.

2.72.1 See also

- [--no_unaligned_access](#) on page 2-62.

2.73 --unsafe

This option enables instructions from differing architectures to be assembled without error. It changes corresponding error messages to warning messages. It also suppresses warnings about operator precedence.

2.73.1 See also

- [--diag_error=tag{, tag}](#) on page 2-23
- [--diag_warning=tag{, tag}](#) on page 2-27
- [Binary operators](#) on page 8-22 in *Using the Assembler*.

2.74 --untyped_local_labels

This option causes the assembler not to set the Thumb bit for the address of a local label referenced in an LDR pseudo instruction.

When this option is not used, if you reference a local label in an LDR pseudo-instruction, and the label is in Thumb code, then the assembler sets the Thumb bit (bit 0) of the address. You can then use the address as the target for a BX or BLX instruction.

If you require the actual address of the local label, without the Thumb bit set, then use the --untyped_local_labels option. Note that if you then use the address in a branch (register) instruction, the assembler treats it as an ARM code address, causing the branch to arrive in ARM state, meaning it would interpret this code as ARM instructions.

2.74.1 Example

```

        THUMB
        ...
1
        ...
        LDR r0,=%B1 ; r0 contains the address of local label "1",
                    ; Thumb bit is not set if --untyped_local_labels was used
        ...

```

2.74.2 See also

- [LDR pseudo-instruction on page 3-87](#)
- [B, BL, BX, BLX, and BXJ on page 3-45](#)
- [Local labels on page 8-12 in *Using the Assembler*.](#)

2.75 --version_number

This option displays the version of `armasm` being used. The format is *PVVbbb*, where:

P is the major version
VV is the minor version
bbb is the build number.

For example, version 5.02 build 0019 is displayed as 5020019.

2.75.1 See also

- [--vsn on page 2-81](#)
- [--help on page 2-40](#).

2.76 --via=*file*

This option instructs the assembler to open *file* and read in command line arguments to the assembler.

2.76.1 See also

- [Appendix B *Via File Syntax*](#) in the *Compiler Reference*.

2.77 --vsn

This option displays the version information and license details.

2.77.1 See also

- [--version_number](#) on page 2-79
- [--help](#) on page 2-40.

2.78 --width=*n*

This option sets the listing page width to *n*. The default is 79 characters.

2.78.1 See also

- [--list=file on page 2-47.](#)

2.79 --xref

This option instructs the assembler to list cross-referencing information on symbols, including where they were defined and where they were used, both inside and outside macros. The default is off.

2.79.1 See also

- [--list=file on page 2-47.](#)

Chapter 3

ARM and Thumb Instructions

The following topics describe the ARM, Thumb (all versions), and ThumbEE instructions supported by the ARM assembler:

- *Instruction summary on page 3-2*
- *Instruction width specifiers on page 3-8*
- *Memory access instructions on page 3-9*
- *General data processing instructions on page 3-11*
- *Multiply instructions on page 3-18*
- *Saturating instructions on page 3-19*
- *Parallel instructions on page 3-20*
- *Packing and unpacking instructions on page 3-23*
- *Branch and control instructions on page 3-24*
- *Coprocessor instructions on page 3-25*
- *Miscellaneous instructions on page 3-26*
- *ThumbEE instructions on page 3-27*
- *Pseudo-instructions on page 3-28*
- *Condition codes on page 3-29.*

Some instruction sections have an Architectures subsection. Instructions that do not have an Architecture subsection are available in all versions of the ARM instruction set, and all versions of the Thumb instruction set.

3.1 Instruction summary

Table 3-1 gives an overview of the instructions available in the ARM, Thumb, and ThumbEE instruction sets. Use it to locate individual instructions and pseudo-instructions.

———— **Note** ————

Unless stated otherwise, ThumbEE instructions are identical to Thumb instructions.

Table 3-1 Location of instructions

Mnemonic	Brief description	See	Arch. ^a
ADC, ADD	Add with Carry, Add	page 3-30	All
ADR	Load program or register-relative address (short range)	page 3-34	All
ADRL pseudo-instruction	Load program or register-relative address (medium range)	page 3-38	x6M
AND	Logical AND	page 3-40	All
ASR	Arithmetic Shift Right	page 3-42	All
B	Branch	page 3-45	All
BFC, BFI	Bit Field Clear and Insert	page 3-48	T2
BIC	Bit Clear	page 3-40	All
BKPT	Breakpoint	page 3-49	5
BL	Branch with Link	page 3-45	All
BLX	Branch with Link, change instruction set	page 3-45	T
BX	Branch, change instruction set	page 3-45	T
BXJ	Branch, change to Jazelle [®]	page 3-45	J, x7M
CBZ, CBNZ	Compare and Branch if {Non}Zero	page 3-50	T2
CDP	Coprocessor Data Processing operation	page 3-51	x6M
CDP2	Coprocessor Data Processing operation	page 3-51	5, x6M
CHKA	Check array	page 3-52	EE
CLREX	Clear Exclusive	page 3-53	K, x6M
CLZ	Count leading zeros	page 3-54	5, x6M
CMN, CMP	Compare Negative, Compare	page 3-55	All
CPS	Change Processor State	page 3-57	6
CPY pseudo-instruction	Copy	page 3-58	6
DBG	Debug	page 3-59	7
DMB, DSB	Data Memory Barrier, Data Synchronization Barrier	page 3-60	7, 6M
ENTERX, LEAVEX	Change state to or from ThumbEE	page 3-62	EE
EOR	Exclusive OR	page 3-40	All
ERET	Exception Return	page 3-63	7VE

Table 3-1 Location of instructions (continued)

Mnemonic	Brief description	See	Arch. ^a
HB, HBL, HBLP, HBP	Handler Branch, branches to a specified handler	page 3-64	EE
ISB	Instruction Synchronization Barrier	page 3-60	7, 6M
IT	If-Then	page 3-65	T2
LDC	Load Coprocessor	page 3-68	x6M
LDC2	Load Coprocessor	page 3-68	5, x6M
LDM	Load Multiple registers	page 3-70	All
LDR	Load Register with word	page 3-9	All
LDR pseudo-instruction	Load Register pseudo-instruction	page 3-87	All
LDRB	Load Register with byte	page 3-9	All
LDRBT	Load Register with byte, user mode	page 3-9	x6M
LDRD	Load Registers with two words	page 3-9	5E, x6M
LDREX	Load Register Exclusive	page 3-90	6, x6M
LDREXB, LDREXH	Load Register Exclusive Byte, Halfword	page 3-90	K, x6M
LDREXD	Load Register Exclusive Doubleword	page 3-90	K, x7M
LDRH	Load Register with halfword	page 3-9	All
LDRHT	Load Register with halfword, user mode	page 3-9	T2
LDRSB	Load Register with signed byte	page 3-9	All
LDRSBT	Load Register with signed byte, user mode	page 3-9	T2
LDRSH	Load Register with signed halfword	page 3-9	All
LDRSHT	Load Register with signed halfword, user mode	page 3-9	T2
LDRT	Load Register with word, user mode	page 3-9	x6M
LSL, LSR	Logical Shift Left, Logical Shift Right	page 3-42	All
MAR	Move from Registers to 40-bit Accumulator	page 3-93	XScale
MCR	Move from Register to Coprocessor	page 3-94	x6M
MCR2	Move from Register to Coprocessor	page 3-94	5, x6M
MCRR	Move from Registers to Coprocessor	page 3-94	5E, x6M
MCRR2	Move from Registers to Coprocessor	page 3-94	6, x6M
MIA, MIAPH, MIAxy	Multiply with Internal 40-bit Accumulate	page 3-95	XScale
MLA	Multiply Accumulate	page 3-109	x6M
MLS	Multiply and Subtract	page 3-109	T2
MOV	Move	page 3-97	All
MOVT	Move Top	page 3-101	T2
MOV32 pseudo-instruction	Move 32-bit immediate to register	page 3-100	T2

Table 3-1 Location of instructions (continued)

Mnemonic	Brief description	See	Arch. ^a
MRA	Move from 40-bit Accumulator to Registers	page 3-93	XScale
MRC	Move from Coprocessor to Register	page 3-102	x6M
MRC2	Move from Coprocessor to Register	page 3-102	5, x6M
MRRC	Move from Coprocessor to Registers	page 3-102	5E, x6M
MRRC2	Move from Coprocessor to Registers	page 3-102	6, x6M
MRS	Move from PSR to register	page 3-104	All
MRS	Move from system Coprocessor to Register	page 3-103	7A, 7R
MSR	Move from register to PSR	page 3-107	All
MSR	Move from Register to system Coprocessor	page 3-106	7A, 7R
MUL	Multiply	page 3-109	All
MVN	Move Not	page 3-97	All
NEG pseudo-instruction	Negate	page 3-111	T
NOP	No Operation	page 3-132	All
ORN	Logical OR NOT	page 3-40	T2
ORR	Logical OR	page 3-40	All
PKHBT, PKHTB	Pack Halfwords	page 3-112	6, 7EM
PLD	Preload Data	page 3-114	5E, x6M
PLDW	Preload Data with intent to Write	page 3-114	7MP
PLI	Preload Instruction	page 3-114	7
PUSH, POP	PUSH registers to stack, POP registers from stack	page 3-116	All
QADD, QDADD, QDSUB, QSUB	Saturating Arithmetic	page 3-118	5E, 7EM
QADD8, QADD16, QASX, QSUB8, QSUB16, QSAX	Parallel signed Saturating Arithmetic	page 3-21	6, 7EM
RBIT	Reverse Bits	page 3-120	T2
REV, REV16, REVSH	Reverse byte order	page 3-120	6
RFE	Return From Exception	page 3-122	T2, x7M
ROR	Rotate Right Register	page 3-42	All
RRX	Rotate Right with Extend	page 3-42	x6M
RSB	Reverse Subtract	page 3-30	All
RSC	Reverse Subtract with Carry	page 3-30	x7M
SADD8, SADD16, SASX	Parallel signed arithmetic	page 3-21	6, 7EM
SBC	Subtract with Carry	page 3-30	All
SBFX, UBFX	Signed, Unsigned Bit Field eXtract	page 3-124	T2

Table 3-1 Location of instructions (continued)

Mnemonic	Brief description	See	Arch. ^a
SDIV	Signed divide	page 3-125	7M, 7R
SEL	Select bytes according to APSR GE flags	page 3-126	6, 7EM
SETEND	Set Endianness for memory accesses	page 3-128	6, x7M
SEV	Set Event	page 3-129	K, 6M
SHADD8, SHADD16, SHASX, SHSUB8, SHSUB16, SHSAX	Parallel signed Halving arithmetic	page 3-21	6, 7EM
SMC	Secure Monitor Call	page 3-131	Z
SMLAxy	Signed Multiply with Accumulate ($32 \leq 16 \times 16 + 32$)	page 3-143	5E, 7EM
SMLAD	Dual Signed Multiply Accumulate ($32 \leq 32 + 16 \times 16 + 16 \times 16$)	page 3-133	6, 7EM
SMLAL	Signed Multiply Accumulate ($64 \leq 64 + 32 \times 32$)	page 3-162	x6M
SMLALxy	Signed Multiply Accumulate ($64 \leq 64 + 16 \times 16$)	page 3-135	5E, 7EM
SMLALD	Dual Signed Multiply Accumulate Long ($64 \leq 64 + 16 \times 16 + 16 \times 16$)	page 3-137	6, 7EM
SMLAWy	Signed Multiply with Accumulate ($32 \leq 32 \times 16 + 32$)	page 3-145	5E, 7EM
SMLSD	Dual Signed Multiply Subtract Accumulate ($32 \leq 32 + 16 \times 16 - 16 \times 16$)	page 3-133	6, 7EM
SMLSDD	Dual Signed Multiply Subtract Accumulate Long ($64 \leq 64 + 16 \times 16 - 16 \times 16$)	page 3-137	6, 7EM
SMMLA	Signed top word Multiply with Accumulate ($32 \leq \text{TopWord}(32 \times 32 + 32)$)	page 3-139	6, 7EM
SMMLS	Signed top word Multiply with Subtract ($32 \leq \text{TopWord}(32 - 32 \times 32)$)	page 3-139	6, 7EM
SMMUL	Signed top word Multiply ($32 \leq \text{TopWord}(32 \times 32)$)	page 3-139	6, 7EM
SMUAD, SMUSD	Dual Signed Multiply, and Add or Subtract products	page 3-141	6, 7EM
SMULxy	Signed Multiply ($32 \leq 16 \times 16$)	page 3-143	5E, 7EM
SMULL	Signed Multiply ($64 \leq 32 \times 32$)	page 3-162	x6M
SMULWy	Signed Multiply ($32 \leq 32 \times 16$)	page 3-145	5E, 7EM
SRS	Store Return State	page 3-146	T2, x7M
SSAT	Signed Saturate	page 3-148	6, x6M
SSAT16	Signed Saturate, parallel halfwords	page 3-150	6, 7EM
SSUB8, SSUB16, SSAX	Parallel signed arithmetic	page 3-21	6, 7EM
STC	Store Coprocessor	page 3-68	x6M
STC2	Store Coprocessor	page 3-68	5, x6M

Table 3-1 Location of instructions (continued)

Mnemonic	Brief description	See	Arch. ^a
STM	Store Multiple registers	page 3-70	All
STR	Store Register with word	page 3-9	All
STRB	Store Register with byte	page 3-9	All
STRBT	Store Register with byte, user mode	page 3-9	x6M
STRD	Store Registers with two words	page 3-9	5E, x6M
STREX	Store Register Exclusive	page 3-90	6, x6M
STREXB, STREXH	Store Register Exclusive Byte, Halfword	page 3-90	K, x6M
STREXD	Store Register Exclusive Doubleword	page 3-90	K, x7M
STRH	Store Register with halfword	page 3-9	All
STRHT	Store Register with halfword, user mode	page 3-9	T2
STRT	Store Register with word, user mode	page 3-9	x6M
SUB	Subtract	page 3-30	All
SUBS pc, 1r	Exception return, no stack	page 3-152	T2, x7M
SVC (formerly SWI)	SuperVisor Call	page 3-154	All
SWP, SWPB	Swap registers and memory (ARM only)	page 3-155	All, x7M
SXTAB, SXTAB16, SXTAH	Signed extend, with Addition	page 3-156	6, 7EM
SXTB, SXTH	Signed extend	page 3-156	6
SXTB16	Signed extend	page 3-156	6, 7EM
SYS	Execute system coprocessor instruction	page 3-158	7A, 7R
TBB, TBH	Table Branch Byte, Halfword	page 3-159	T2
TEQ	Test Equivalence	page 3-160	x6M
TST	Test	page 3-160	All
UADD8, UADD16, UASX	Parallel Unsigned Arithmetic	page 3-21	6, 7EM
UDIV	Unsigned divide	page 3-125	7M, 7R
UHADD8, UHADD16, UHASX, UHSUB8, UHSUB16, UHSAX	Parallel Unsigned Halving Arithmetic	page 3-21	6, 7EM
UMAAL	Unsigned Multiply Accumulate Accumulate Long (64 <= 32 + 32 + 32 x 32)	page 3-164	6, 7EM
UMLAL, UMULL	Unsigned Multiply Accumulate, Unsigned Multiply (64 <= 32 x 32 + 64), (64 <= 32 x 32)	page 3-162	x6M
UQADD8, UQADD16, UQASX, UQSUB8, UQSUB16, UQSAX	Parallel Unsigned Saturating Arithmetic	page 3-21	6, 7EM
USAD8	Unsigned Sum of Absolute Differences	page 3-166	6, 7EM

Table 3-1 Location of instructions (continued)

Mnemonic	Brief description	See	Arch. ^a
USADA8	Accumulate Unsigned Sum of Absolute Differences	page 3-166	6, 7EM
USAT	Unsigned Saturate	page 3-148	6, x6M
USAT16	Unsigned Saturate, parallel halfwords	page 3-150	6, 7EM
USUB8, USUB16, USAX	Parallel unsigned arithmetic	page 3-21	6, 7EM
UXTAB, UXTAB16, UXTAH	Unsigned extend with Addition	page 3-156	6, 7EM
UXTB, UXTH	Unsigned extend	page 3-156	6
UXTB16	Unsigned extend	page 3-156	6, 7EM
V*	See Chapter 4 VFP Programming		
WFE, WFI, YIELD	Wait For Event, Wait For Interrupt, Yield	page 3-129	T2, 6M

a. Entries in the Architecture column indicate that the instructions are available as follows:

All	All versions of the ARM architecture.
5	The ARMv5T*, ARMv6*, and ARMv7 architectures.
5E	The ARMv5TE, ARMv6*, and ARMv7 architectures.
6	The ARMv6* and ARMv7 architectures.
6M	The ARMv6-M and ARMv7 architectures.
x6M	These instructions are not available in the ARMv6-M architecture.
7	The ARMv7 architectures.
7M	The ARMv7-M architecture, including ARMv7E-M implementations.
x7M	These instructions are not available in the ARMv6-M or ARMv7-M architecture, or any ARMv7E-M implementation.
7EM	ARMv7E-M implementations but not in the ARMv7-M or ARMv6-M architecture.
7R	The ARMv7-R architecture.
7MP	The ARMv7 architectures that implement the Multiprocessing Extensions.
7VE	The ARMv7 architectures that implement the Virtualization Extensions.
EE	ThumbEE variants of the ARM architecture.
J	The ARMv5TEJ, ARMv6*, and ARMv7 architectures.
K	The ARMv6K, and ARMv7 architectures.
T	The ARMv4T, ARMv5T*, ARMv6*, and ARMv7 architectures.
T2	The ARMv6T2 and above architectures.
XScale	XScale versions of the ARM architecture.
Z	If Security Extensions are implemented.

3.2 Instruction width specifiers

The instruction width specifiers `.W` and `.N` control the instruction size of Thumb code assembled for ARMv6T2 or later.

In Thumb code (ARMv6T2 or later) the `.W` width specifier forces the assembler to generate a 32-bit encoding, even if a 16-bit encoding is available. The `.W` specifier has no effect when assembling to ARM code.

In Thumb code the `.N` width specifier forces the assembler to generate a 16-bit encoding. In this case, if the instruction cannot be encoded in 16 bits or if `.N` is used in ARM code, the assembler generates an error.

If you use an instruction width specifier, you must place it immediately after the instruction mnemonic and any condition code, for example:

```
BCS.W  label    ; forces 32-bit instruction even for a short branch
B.N     label    ; faults if label out of range for 16-bit instruction
```

3.3 Memory access instructions

The following topics describe the memory access instructions:

- [ADR \(PC-relative\) on page 3-34](#)
Load a PC-relative address.
- [ADR \(register-relative\) on page 3-36](#)
Load a register-relative address.
- [CLREX on page 3-53](#)
Clear Exclusive.
- [ERET on page 3-63](#)
Exception Return.
- [LDM and STM on page 3-70](#)
Load and Store Multiple Registers.
- [LDR and STR \(immediate offset\) on page 3-73](#)
Load and Store with immediate offset, pre-indexed immediate offset, or post-indexed immediate offset.
- [LDR and STR \(register offset\) on page 3-76](#)
Load and Store with register offset, pre-indexed register offset, or post-indexed register offset.
- [LDR and STR, unprivileged on page 3-79](#)
Load and Store, with User mode privilege.
- [LDR \(PC-relative\) on page 3-81](#)
Load register. The address is an offset from the PC.
- [LDR \(register-relative\) on page 3-84](#)
Load register. The address is an offset from a base register.
- [LDREX and STREX on page 3-90](#)
Load and Store Register Exclusive.
- [PLD, PLDW, and PLI on page 3-114](#)
Preload an address for the future.
- [PUSH and POP on page 3-116](#)
Push low registers, and optionally the LR, onto the stack.
Pop low registers, and optionally the PC, off the stack.
- [RFE on page 3-122](#)
Return From Exception.
- [SRS on page 3-146](#)
Store Return State.
- [SWP and SWPB on page 3-155](#)
Swap data between registers and memory.

Note

There is also an LDR pseudo-instruction. This pseudo-instruction either assembles to an LDR instruction, or to a MOV or MVN instruction.

3.3.1 See also

Concepts

Using the Assembler:

- [Memory accesses on page 5-27.](#)

Reference

- [LDR pseudo-instruction on page 3-87.](#)

3.4 General data processing instructions

The following topics describe the general data processing instructions:

- [Flexible second operand \(Operand2\) on page 3-12](#)
- [Operand2 as a constant on page 3-13](#)
- [Operand2 as a register with optional shift on page 3-14](#)
- [Shift operations on page 3-15](#)
- [ADD, SUB, RSB, ADC, SBC, and RSC on page 3-30](#)
Add, Subtract, and Reverse Subtract, each with or without Carry.
- [AND, ORR, EOR, BIC, and ORN on page 3-40](#)
Logical AND, OR, Exclusive OR, OR NOT, and Bit Clear.
- [ASR, LSL, LSR, ROR, and RRX on page 3-42](#)
Arithmetic Shift Right.
- [CLZ on page 3-54](#)
Count Leading Zeros.
- [CMP and CMN on page 3-55](#)
Compare and Compare Negative.
- [MOV and MVN on page 3-97](#)
Move and Move Not.
- [MOVT on page 3-101](#)
Move Top, Wide.
- [REV, REV16, REVSH, and RBIT on page 3-120](#)
Reverse bytes or Bits.
- [SDIV and UDIV on page 3-125](#)
Signed Divide and Unsigned Divide.
- [SEL on page 3-126](#)
Select bytes from each operand according to the state of the APSR GE flags.
- [SUBS pc, lr on page 3-152](#)
Return from exception without popping the stack.
- [TST and TEQ on page 3-160](#)
Test and Test Equivalence.

3.5 Flexible second operand (Operand2)

Many ARM and Thumb general data processing instructions have a flexible second operand. This is shown as *Operand2* in the descriptions of the syntax of each instruction.

Operand2 can be a:

- constant
- register with optional shift.

3.5.1 See also

Reference

- [Operand2 as a constant on page 3-13](#)
- [Operand2 as a register with optional shift on page 3-14](#)
- [Shift operations on page 3-15](#).

3.6 Operand2 as a constant

You specify an Operand2 constant in the form:

#constant

where *constant* is an expression evaluating to a numeric value.

In ARM instructions, *constant* can have any value that can be produced by rotating an 8-bit value right by any even number of bits within a 32-bit word.

In Thumb instructions, *constant* can be:

- any constant that can be produced by shifting an 8-bit value left by any number of bits within a 32-bit word
- any constant of the form 0x00XY00XY
- any constant of the form 0xXY00XY00
- any constant of the form 0xXYXYXYXY.

Note

In the constants shown above, X and Y are hexadecimal digits.

In addition, in a small number of instructions, *constant* can take a wider range of values. These are detailed in the individual instruction descriptions.

When an Operand2 constant is used with the instructions MOVs, MVNS, ANDs, ORRs, ORNs, EORs, BICs, TEQ or TST, the carry flag is updated to bit[31] of the constant, if the constant is greater than 255 and can be produced by shifting an 8-bit value. These instructions do not affect the carry flag if Operand2 is any other constant.

3.6.1 Instruction substitution

If a value of *constant* is not available, but its logical inverse or negation is available, then the assembler produces an equivalent instruction and inverts or negates *constant*.

For example, an assembler might assemble the instruction `CMP Rd, #0xFFFFFFFF` as the equivalent instruction `CMN Rd, #0x2`.

Be aware of this when comparing disassembly listings with source code.

You can use the `--diag_warning 1645` assembler command line option to check when an instruction substitution occurs.

3.6.2 See also

Concepts

- [Flexible second operand \(Operand2\) on page 3-12.](#)

Reference

- [Operand2 as a register with optional shift on page 3-14](#)
- [Shift operations on page 3-15.](#)

3.7 Operand2 as a register with optional shift

You specify an Operand2 register in the form:

Rm {, *shift*}

where:

Rm is the register holding the data for the second operand.

shift is an optional constant or register-controlled shift to be applied to *Rm*. It can be one of:

ASR #*n* arithmetic shift right *n* bits, $1 \leq n \leq 32$.

LSL #*n* logical shift left *n* bits, $1 \leq n \leq 31$.

LSR #*n* logical shift right *n* bits, $1 \leq n \leq 32$.

ROR #*n* rotate right *n* bits, $1 \leq n \leq 31$.

RRX rotate right one bit, with extend.

type *Rs* register-controlled shift is available in ARM code only, where:

type is one of ASR, LSL, LSR, ROR.

Rs is a register supplying the shift amount, and only the least significant byte is used.

- if omitted, no shift occurs, equivalent to LSL #0.

If you omit the shift, or specify LSL #0, the instruction uses the value in *Rm*.

If you specify a shift, the shift is applied to the value in *Rm*, and the resulting 32-bit value is used by the instruction. However, the contents in the register *Rm* remains unchanged. Specifying a register with shift also updates the carry flag when used with certain instructions.

3.7.1 See also

Concepts

- [Flexible second operand \(Operand2\) on page 3-12.](#)

Reference

- [Operand2 as a constant on page 3-13](#)
- [Shift operations on page 3-15.](#)

3.8 Shift operations

Register shift operations move the bits in a register left or right by a specified number of bits, the *shift length*. Register shift can be performed:

- directly by the instructions ASR, LSR, LSL, ROR, and RRX, and the result is written to a destination register
- during the calculation of *Operand2* by the instructions that specify the second operand as a register with shift. The result is used by the instruction.

The permitted shift lengths depend on the shift type and the instruction, see the individual instruction description or the flexible second operand description. If the shift length is 0, no shift occurs. Register shift operations update the carry flag except when the specified shift length is 0. The following sub-sections describe the various shift operations and how they affect the carry flag. In these descriptions, *Rm* is the register containing the value to be shifted, and *n* is the shift length.

3.8.1 ASR

Arithmetic shift right by *n* bits moves the left-hand 32-*n* bits of the register *Rm*, to the right by *n* places, into the right-hand 32-*n* bits of the result. And it copies the original bit[31] of the register into the left-hand *n* bits of the result. See [Figure 3-1](#).

You can use the ASR #*n* operation to divide the value in the register *Rm* by 2^n , with the result being rounded towards negative-infinity.

When the instruction is ASRS or when ASR #*n* is used in *Operand2* with the instructions MOVs, MVNS, ANDs, ORRS, ORNS, EORS, BICS, TEQ or TST, the carry flag is updated to the last bit shifted out, bit[*n*-1], of the register *Rm*.

———— Note ————

- If *n* is 32 or more, then all the bits in the result are set to the value of bit[31] of *Rm*.
- If *n* is 32 or more and the carry flag is updated, it is updated to the value of bit[31] of *Rm*.

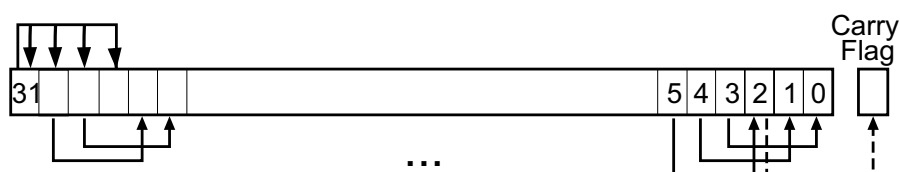


Figure 3-1 ASR #3

3.8.2 LSR

Logical shift right by *n* bits moves the left-hand 32-*n* bits of the register *Rm*, to the right by *n* places, into the right-hand 32-*n* bits of the result. And it sets the left-hand *n* bits of the result to 0. See [Figure 3-2 on page 3-16](#).

You can use the LSR #*n* operation to divide the value in the register *Rm* by 2^n , if the value is regarded as an unsigned integer.

When the instruction is LSRS or when LSR #*n* is used in *Operand2* with the instructions MOVs, MVNS, ANDs, ORRS, ORNS, EORS, BICS, TEQ or TST, the carry flag is updated to the last bit shifted out, bit[*n*-1], of the register *Rm*.

Note

- If n is 32 or more, then all the bits in the result are cleared to 0.
- If n is 33 or more and the carry flag is updated, it is updated to 0.

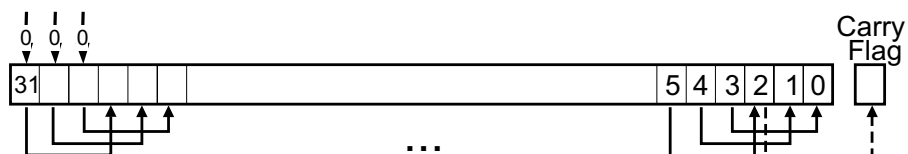


Figure 3-2 LSR #3

3.8.3 LSL

Logical shift left by n bits moves the right-hand $32-n$ bits of the register R_m , to the left by n places, into the left-hand $32-n$ bits of the result. And it sets the right-hand n bits of the result to 0. See [Figure 3-3](#).

You can use the LSL $\#n$ operation to multiply the value in the register R_m by 2^n , if the value is regarded as an unsigned integer or a two's complement signed integer. Overflow can occur without warning.

When the instruction is LSLS or when LSL $\#n$, with non-zero n , is used in *Operand2* with the instructions MOV_S, MVNS, AND_S, ORR_S, ORN_S, EOR_S, BIC_S, TEQ or TST, the carry flag is updated to the last bit shifted out, bit[32- n], of the register R_m . These instructions do not affect the carry flag when used with LSL $\#0$.

Note

- If n is 32 or more, then all the bits in the result are cleared to 0.
- If n is 33 or more and the carry flag is updated, it is updated to 0.

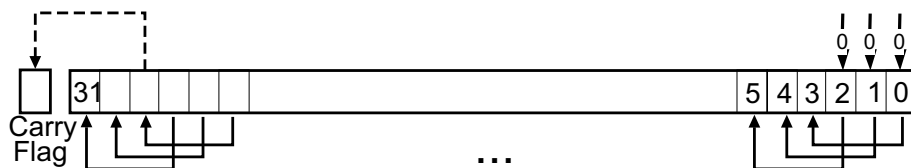


Figure 3-3 LSL #3

3.8.4 ROR

Rotate right by n bits moves the left-hand $32-n$ bits of the register R_m , to the right by n places, into the right-hand $32-n$ bits of the result. And it moves the right-hand n bits of the register into the left-hand n bits of the result. See [Figure 3-4 on page 3-17](#).

When the instruction is RORS or when ROR $\#n$ is used in *Operand2* with the instructions MOV_S, MVNS, AND_S, ORR_S, ORN_S, EOR_S, BIC_S, TEQ or TST, the carry flag is updated to the last bit rotation, bit[$n-1$], of the register R_m .

Note

- If n is 32, then the value of the result is same as the value in Rm , and if the carry flag is updated, it is updated to bit[31] of Rm .
- ROR with shift length, n , more than 32 is the same as ROR with shift length $n-32$.

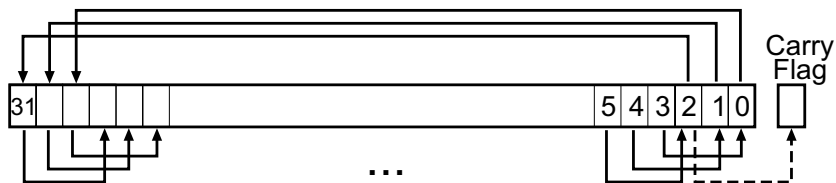


Figure 3-4 ROR #3

3.8.5 RRX

Rotate right with extend moves the bits of the register Rm to the right by one bit. And it copies the carry flag into bit[31] of the result. See [Figure 3-5](#).

When the instruction is RRXS or when RRX is used in *Operand2* with the instructions MOVs, MVNS, ANDS, ORRS, ORNS, EORS, BICS, TEQ or TST, the carry flag is updated to bit[0] of the register Rm .

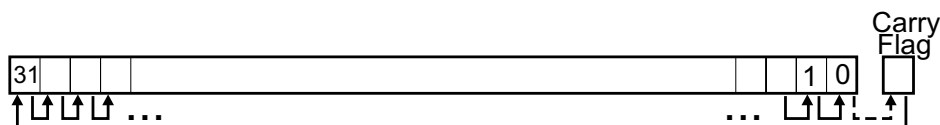


Figure 3-5 RRX

3.8.6 See also**Concepts**

- [Flexible second operand \(*Operand2*\)](#) on page 3-12.

Reference

- [Operand2 as a constant](#) on page 3-13
- [Operand2 as a register with optional shift](#) on page 3-14.

3.9 Multiply instructions

The following topics describe the multiply instructions:

- [MIA, MIAPH, and MIAxy on page 3-95](#)
Multiplies with Internal Accumulate (XScale coprocessor 0 instructions).
- [MUL, MLA, and MLS on page 3-109](#)
Multiply, Multiply Accumulate, and Multiply Subtract (32-bit by 32-bit, bottom 32-bit result).
- [SMLAD and SMLSD on page 3-133](#)
Dual 16-bit Signed Multiply, 32-bit Accumulation of Sum or Difference of 32-bit products.
- [SMLALxy on page 3-135](#)
Signed Multiply Accumulate (16-bit by 16-bit, 64-bit accumulate).
- [SMLALD and SMLSLD on page 3-137](#)
Dual 16-bit Signed Multiply, 64-bit Accumulation of Sum or Difference of 32-bit products.
- [SMUAD{X} and SMUSD{X} on page 3-141](#)
Dual 16-bit Signed Multiply with Addition or Subtraction of products.
- [SMMUL, SMLLA, and SMMLS on page 3-139](#)
Multiply, Multiply Accumulate, and Multiply Subtract (32-bit by 32-bit, top 32-bit result).
- [SMULxy and SMLAxy on page 3-143](#)
Signed Multiply and Signed Multiply Accumulate (16-bit by 16-bit, 32-bit result).
- [SMULWy and SMLAWy on page 3-145](#)
Signed Multiply and Signed Multiply Accumulate (32-bit by 16-bit, top 32-bit result).
- [UMAAL on page 3-164](#)
Unsigned Multiply Accumulate Accumulate Long.
- [UMULL, UMLAL, SMULL, and SMLAL on page 3-162](#)
Unsigned and signed Long Multiply and Multiply Accumulate (32-bit by 32-bit, 64-bit result or 64-bit accumulator).

3.10 Saturating instructions

The saturating instructions are:

- QADD
- QDADD
- QDSUB
- QSUB
- SSAT
- USAT.

Some of the parallel instructions are also saturating.

3.10.1 Saturating arithmetic

These operations are *saturating* (SAT). This means that, for some value of 2^n that depends on the instruction:

- for a signed saturating operation, if the full result would be less than -2^n , the result returned is -2^n
- for an unsigned saturating operation, if the full result would be negative, the result returned is zero
- if the full result would be greater than $2^n - 1$, the result returned is $2^n - 1$.

When any of these things occurs, it is called *saturation*. Some instructions set the Q flag when saturation occurs.

Note

Saturating instructions do not clear the Q flag when saturation does not occur. To clear the Q flag, use an MSR instruction.

The Q flag can also be set by two other instructions, but these instructions do not saturate.

3.10.2 See also

Reference

- [MSR \(general-purpose register to PSR\) on page 3-107](#)
- [QADD, QSUB, QDADD, and QDSUB on page 3-118](#)
- [SMULxy and SMLAxy on page 3-143](#)
- [SMULWy and SMLAWy on page 3-145](#)
- [SSAT and USAT on page 3-148](#)
- [Parallel instructions on page 3-20.](#)

3.11 Parallel instructions

The following topics describe the parallel instructions:

- [Parallel add and subtract on page 3-21](#)
Various byte-wise and halfword-wise additions and subtractions.
- [SSAT16 and USAT16 on page 3-150](#)
Parallel halfword saturating instructions.
- [USAD8 and USADA8 on page 3-166](#)
Unsigned sum of absolute differences, and accumulate unsigned sum of absolute differences.

There are also parallel unpacking instructions such as SXT, SXTA, UXT, and UXTA.

3.11.1 See also

Reference

- [SXT, SXTA, UXT, and UXTA on page 3-156](#)
- [Packing and unpacking instructions on page 3-23.](#)

3.12 Parallel add and subtract

Various byte-wise and halfword-wise additions and subtractions.

3.12.1 Syntax

$\langle \text{prefix} \rangle \text{op} \{ \text{cond} \} \{ Rd \}, Rn, Rm$

where:

$\langle \text{prefix} \rangle$ is one of:

S	Signed arithmetic modulo 2^8 or 2^{16} . Sets APSR GE flags.
Q	Signed saturating arithmetic.
SH	Signed arithmetic, halving the results.
U	Unsigned arithmetic modulo 2^8 or 2^{16} . Sets APSR GE flags.
UQ	Unsigned saturating arithmetic.
UH	Unsigned arithmetic, halving the results.

op is one of:

ADD8	Byte-wise Addition
ADD16	Halfword-wise Addition.
SUB8	Byte-wise Subtraction.
SUB16	Halfword-wise Subtraction.
ASX	Exchange halfwords of Rm , then Add top halfwords and Subtract bottom halfwords.
SAX	Exchange halfwords of Rm , then Subtract top halfwords and Add bottom halfwords.

cond is an optional condition code.

Rd is the destination register.

Rm, Rn are the ARM registers holding the operands.

3.12.2 Operation

These instructions perform arithmetic operations separately on the bytes or halfwords of the operands. They perform two or four additions or subtractions, or one addition and one subtraction.

You can choose various kinds of arithmetic:

- Signed or unsigned arithmetic modulo 2^8 or 2^{16} . This sets the APSR GE flags.
- Signed saturating arithmetic to one of the signed ranges $-2^{15} \leq x \leq 2^{15} - 1$ or $-2^7 \leq x \leq 2^7 - 1$. The Q flag is not affected even if these operations saturate.
- Unsigned saturating arithmetic to one of the unsigned ranges $0 \leq x \leq 2^{16} - 1$ or $0 \leq x \leq 2^8 - 1$. The Q flag is not affected even if these operations saturate.
- Signed or unsigned arithmetic, halving the results. This cannot cause overflow.

3.12.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.12.4 Condition flags

These instructions do not affect the N, Z, C, V, or Q flags.

The Q, SH, UQ and UH prefix variants of these instructions do not change the flags.

The S and U prefix variants of these instructions set the GE flags in the APSR as follows:

- For byte-wise operations, the GE flags are used in the same way as the C (Carry) flag for 32-bit SUB and ADD instructions:
 GE[0] for bits[7:0] of the result
 GE[1] for bits[15:8] of the result
 GE[2] for bits[23:16] of the result
 GE[3] for bits[31:24] of the result.
- For halfword-wise operations, the GE flags are used in the same way as the C (Carry) flag for normal word-wise SUB and ADD instructions:
 GE[1:0] for bits[15:0] of the result
 GE[3:2] for bits[31:16] of the result.

You can use these flags to control a following SEL instruction.

———— Note ————

For halfword-wise operations, GE[1:0] are set or cleared together, and GE[3:2] are set or cleared together.

3.12.5 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.12.6 Examples

```
SHADD8    r4, r3, r9
USAXNE    r0, r0, r2
```

3.12.7 Incorrect examples

```
QHADD     r2, r9, r3    ; No such instruction, should be QHADD8 or QHADD16
SAX       r10, r8, r5    ; Must have a prefix.
```

3.12.8 See also

Reference

- [SEL on page 3-126](#)
- [Condition codes on page 3-29](#).

3.13 Packing and unpacking instructions

The following topics describe the packing and unpacking instructions:

- [BFC and BFI on page 3-48](#)
Bit Field Clear and Bit Field Insert.
- [PKHBT and PKHTB on page 3-112](#)
Halfword Packing instructions.
- [SBFX and UBFX on page 3-124](#)
Signed or Unsigned Bit Field extract.
- [SXT, SXTA, UXT, and UXTA on page 3-156](#)
Sign Extend or Zero Extend instructions, with optional Add.

3.14 Branch and control instructions

The following topics describe the branch and control instructions:

- [B, BL, BX, BLX, and BXJ on page 3-45](#)
Branch, Branch with Link, Branch and exchange instruction set, Branch with Link and exchange instruction set, Branch and change instruction set to Jazelle.
- [CBZ and CBNZ on page 3-50](#)
Compare against zero and branch. These instructions are available only in 32-bit Thumb.
- [IT on page 3-65](#)
If-Then. IT makes up to four following instructions conditional, with either the same condition, or some with one condition and others with the inverse condition. IT is available only in 32-bit Thumb.
- [TBB and TBH on page 3-159](#)
Table Branch Byte or Halfword. These instructions are available only in 32-bit Thumb.

3.15 Coprocessor instructions

The following topics describe the coprocessor instructions:

- [CDP and CDP2 on page 3-51](#)
Coprocessor Data oPerations.
- [LDC, LDC2, STC, and STC2 on page 3-68](#)
Transfer data between memory and Coprocessor.
- [MCR, MCR2, MCRR, and MCRR2 on page 3-94](#)
Move to Coprocessor from ARM Register or Registers, possibly with coprocessor operations.
- [MRC, MRC2, MRRC and MRRC2 on page 3-102](#)
Move to ARM Register or Registers from Coprocessor, possibly with coprocessor operations.
- [MRS \(system coprocessor register to ARM register\) on page 3-103](#)
Move to ARM register from system coprocessor.
- [MSR \(ARM register to system coprocessor register\) on page 3-106](#)
Move to system coprocessor from ARM register.
- [SYS on page 3-158](#)
Execute system coprocessor instruction.

Note

A coprocessor instruction causes an Undefined Instruction exception if the specified coprocessor is not present, or if it is not enabled.

This section does not describe VFP instructions.

3.15.1 See also

Reference

- [Chapter 4 VFP Programming](#)
- [Miscellaneous instructions on page 3-26.](#)

3.16 Miscellaneous instructions

The following topics describe the miscellaneous instructions:

- [BKPT on page 3-49](#)
Breakpoint.
- [CPS on page 3-57](#)
Change Processor State.
- [DBG on page 3-59](#)
Debug.
- [DMB, DSB, and ISB on page 3-60](#)
Data Memory Barrier, Data Synchronization Barrier, and Instruction Synchronization Barrier hint instructions.
- [MAR and MRA on page 3-93](#)
Transfer between two general-purpose registers and a 40-bit internal accumulator (XScale coprocessor 0 instructions).
- [MRS \(PSR to general-purpose register\) on page 3-104](#)
Move the contents of the CPSR or SPSR to a general-purpose register.
- [MSR \(general-purpose register to PSR\) on page 3-107](#)
Load specified fields of the CPSR or SPSR with an immediate value, or from the contents of a general-purpose register.
- [NOP on page 3-132](#)
No Operation.
- [SETEND on page 3-128](#)
Set the Endianness bit in the CPSR.
- [SEV, WFE, WFI, and YIELD on page 3-129](#)
Set Event, Wait For Event, Wait for Interrupt, and Yield hint instructions.
- [SMC on page 3-131](#)
Secure Monitor Call (formerly SMI).
- [SVC on page 3-154](#)
Supervisor Call (formerly SWI).

3.17 ThumbEE instructions

Apart from ENTERX and LEAVEX, these ThumbEE instructions are only accepted when the assembler has been switched into the ThumbEE state using the `--thumbx` command line option or the THUMBX directive.

The following topics describe the ThumbEE instructions:

- [CHKA on page 3-52](#)
Check array.
- [ENTERX and LEAVEX on page 3-62](#)
Switch between Thumb state and ThumbEE state.
- [HB, HBL, HBLP, and HBP on page 3-64](#)
Handler Branch, branches to a specified handler.

3.18 Pseudo-instructions

The ARM assembler supports a number of pseudo-instructions that are translated into the appropriate combination of ARM, or Thumb instructions at assembly time.

The following topics describe pseudo-instructions:

- [ADRL pseudo-instruction on page 3-38](#)
Load a PC-relative or register-relative address into a register (medium range, position independent)
- [CPY pseudo-instruction on page 3-58](#)
Copy a value from one register to another.
- [LDR pseudo-instruction on page 3-87](#)
Load a register with a 32-bit immediate value or an address (unlimited range, but not position independent). Available for all ARM architectures.
- [MOV32 pseudo--instruction on page 3-100](#)
Load a register with a 32-bit immediate value or an address (unlimited range, but not position independent). Available for ARMv6T2 and above only.
- [NEG pseudo-instruction on page 3-111](#)
Negate a value in a register.
- [UND pseudo-instruction on page 3-165](#)
Generate an architecturally undefined instruction. Available for all ARM architectures.

3.19 Condition codes

The instructions that can be conditional have an optional condition code, shown in syntax descriptions as {*cond*}. [Table 3-2](#) shows the condition codes that you can use.

Table 3-2 Condition code suffixes

Suffix	Meaning
EQ	Equal
NE	Not equal
CS	Carry set (identical to HS)
HS	Unsigned higher or same (identical to CS)
CC	Carry clear (identical to LO)
LO	Unsigned lower (identical to CC)
MI	Minus or negative result
PL	Positive or zero result
VS	Overflow
VC	No overflow
HI	Unsigned higher
LS	Unsigned lower or same
GE	Signed greater than or equal
LT	Signed less than
GT	Signed greater than
LE	Signed less than or equal
AL	Always (this is the default)

Note

The precise meanings of the condition codes depend on whether the condition code flags were set by a VFP instruction or by an ARM data processing instruction.

3.19.1 See also

Concepts

Using the Assembler:

- [Condition code meanings on page 6-8](#)
- [Conditional execution of VFP instructions on page 9-10.](#)

Reference

- [IT on page 3-65](#)
- [VMRS and VMSR on page 4-21.](#)

3.20 ADD, SUB, RSB, ADC, SBC, and RSC

Add, Subtract, and Reverse Subtract, each with or without Carry.

3.20.1 Syntax

op{*S*}{*cond*} {*Rd*}, *Rn*, *Operand2*

op{*cond*} {*Rd*}, *Rn*, #*imm12* ; 32-bit Thumb ADD and SUB only

where:

op is one of:

ADD	Add.
ADC	Add with Carry.
SUB	Subtract.
RSB	Reverse Subtract.
SBC	Subtract with Carry.
RSC	Reverse Subtract with Carry (ARM only).

S is an optional suffix. If *S* is specified, the condition code flags are updated on the result of the operation.

cond is an optional condition code.

Rd is the destination register.

Rn is the register holding the first operand.

Operand2 is a flexible second operand.

imm12 is any value in the range 0-4095.

3.20.2 Usage

The ADD instruction adds the values in *Rn* and *Operand2* or *imm12*.

The SUB instruction subtracts the value of *Operand2* or *imm12* from the value in *Rn*.

The RSB (Reverse Subtract) instruction subtracts the value in *Rn* from the value of *Operand2*. This is useful because of the wide range of options for *Operand2*.

You can use ADC, SBC, and RSC to synthesize multiword arithmetic.

The ADC (Add with Carry) instruction adds the values in *Rn* and *Operand2*, together with the carry flag.

The SBC (Subtract with Carry) instruction subtracts the value of *Operand2* from the value in *Rn*. If the carry flag is clear, the result is reduced by one.

The RSC (Reverse Subtract with Carry) instruction subtracts the value in *Rn* from the value of *Operand2*. If the carry flag is clear, the result is reduced by one.

In certain circumstances, the assembler can substitute one instruction for another. Be aware of this when reading disassembly listings.

3.20.3 Use of PC and SP in Thumb instructions

In most of these instructions, you cannot use PC (R15) for *Rd*, or any operand.

The exceptions are:

- you can use PC for *Rn* in 32-bit Thumb ADD and SUB instructions, with a constant *Operand2* value in the range 0–4095, and no *S* suffix. These instructions are useful for generating PC-relative addresses. Bit[1] of the PC value reads as 0 in this case, so that the base address for the calculation is always word-aligned.
- you can use PC in 16-bit Thumb ADD{*cond*} *Rd*, *Rd*, *Rm* instructions, where both registers cannot be PC. However, the following 16-bit Thumb instructions are deprecated in ARMv6T2 and above:
 - ADD{*cond*} PC, SP, PC
 - ADD{*cond*} SP, SP, PC.

In most of these instructions, you cannot use SP (R13) for *Rd*, or any operand. Except that:

- You can use SP for *Rn* in ADD and SUB instructions
- ADD{*cond*} SP, SP, SP is permitted but is deprecated in ARMv6T2 and above
- ADD{*S*}{*cond*} SP, SP, *Rm*{*,shift*} and SUB{*S*}{*cond*} SP, SP, *Rm*{*,shift*} are permitted if *shift* is omitted or LSL #1, LSL #2, or LSL #3.

3.20.4 Use of PC and SP in ARM instructions

You cannot use PC for *Rd* or any operand in any data processing instruction that has a register-controlled shift.

With the exception of ADD and SUB, use of PC for any operand, in instructions without register-controlled shift, is deprecated.

In SUB instructions without register-controlled shift, use of PC is deprecated except for the following cases:

- Use of PC for *Rd*
- Use of PC for *Rn* in the instruction SUB{*cond*} *Rd*, *Rn*, #Constant.

In ADD instructions without register-controlled shift, use of PC is deprecated except for the following cases:

- Use of PC for *Rd* in instructions that do not add SP to a register
- Use of PC for *Rn* and use of PC for *Rm* in instructions that add two registers other than SP
- Use of PC for *Rn* in the instruction ADD{*cond*} *Rd*, *Rn*, #Constant.

If you use PC (R15) as *Rn* or *Rm*, the value used is the address of the instruction plus 8.

If you use PC as *Rd*:

- Execution branches to the address corresponding to the result.
- If you use the *S* suffix, see the SUBS pc,lr instruction.

You can use SP for *Rn* in ADD and SUB instructions, however, ADDS PC, SP, #Constant and SUBS PC, SP, #Constant are deprecated.

You can use SP in ADD (register) and SUB (register) if *Rn* is SP and *shift* is omitted or LSL #1, LSL #2, or LSL #3.

Other uses of SP in these ARM instructions are deprecated.

———— Note ————

The deprecation of SP and PC in ARM instructions is only in ARMv6T2 and above.

3.20.5 Condition flags

If S is specified, these instructions update the N, Z, C and V flags according to the result.

3.20.6 16-bit instructions

The following forms of these instructions are available in Thumb code, and are 16-bit instructions:

ADDS <i>Rd</i> , <i>Rn</i> , # <i>imm</i>	<i>imm</i> range 0-7. <i>Rd</i> and <i>Rn</i> must both be Lo registers.
ADDS <i>Rd</i> , <i>Rn</i> , <i>Rm</i>	<i>Rd</i> , <i>Rn</i> and <i>Rm</i> must all be Lo registers.
ADD <i>Rd</i> , <i>Rd</i> , <i>Rm</i>	ARMv6 and earlier: either <i>Rd</i> or <i>Rm</i> , or both, must be a Hi register. ARMv6T2 and above: this restriction does not apply.
ADDS <i>Rd</i> , <i>Rd</i> , # <i>imm</i>	<i>imm</i> range 0-255. <i>Rd</i> must be a Lo register.
ADCS <i>Rd</i> , <i>Rd</i> , <i>Rm</i>	<i>Rd</i> , <i>Rn</i> and <i>Rm</i> must all be Lo registers.
ADD SP, SP, # <i>imm</i>	<i>imm</i> range 0-508, word aligned.
ADD <i>Rd</i> , SP, # <i>imm</i>	<i>imm</i> range 0-1020, word aligned. <i>Rd</i> must be a Lo register.
ADD <i>Rd</i> , pc, # <i>imm</i>	<i>imm</i> range 0-1020, word aligned. <i>Rd</i> must be a Lo register. Bits[1:0] of the PC are read as 0 in this instruction.
SUBS <i>Rd</i> , <i>Rn</i> , <i>Rm</i>	<i>Rd</i> , <i>Rn</i> and <i>Rm</i> must all be Lo registers.
SUBS <i>Rd</i> , <i>Rn</i> , # <i>imm</i>	<i>imm</i> range 0-7. <i>Rd</i> and <i>Rn</i> both Lo registers.
SUBS <i>Rd</i> , <i>Rd</i> , # <i>imm</i>	<i>imm</i> range 0-255. <i>Rd</i> must be a Lo register.
SBCS <i>Rd</i> , <i>Rd</i> , <i>Rm</i>	<i>Rd</i> , <i>Rn</i> and <i>Rm</i> must all be Lo registers.
SUB SP, SP, # <i>imm</i>	<i>imm</i> range 0-508, word aligned.
RSBS <i>Rd</i> , <i>Rn</i> , #0	<i>Rd</i> and <i>Rn</i> both Lo registers.

3.20.7 Examples

```

ADD    r2, r1, r3
SUBS   r8, r6, #240    ; sets the flags on the result
RSB    r4, r4, #1280   ; subtracts contents of R4 from 1280
ADCHI  r11, r0, r3     ; only executed if C flag set and Z
                        ; flag clear
RSCSLE r0, r5, r0, LSL r4 ; conditional, flags set
```

3.20.8 Incorrect example

```

RSCSLE r0, pc, r0, LSL r4 ; PC not permitted with register
                        ; controlled shift
```

3.20.9 Multiword arithmetic examples

These two instructions add a 64-bit integer contained in R2 and R3 to another 64-bit integer contained in R0 and R1, and place the result in R4 and R5.

```

ADDS   r4, r0, r2    ; adding the least significant words
ADC    r5, r1, r3    ; adding the most significant words
```

These instructions subtract one 96-bit integer from another:

```

SUBS    r3, r6, r9
SBCS    r4, r7, r10
SBC      r5, r8, r11

```

For clarity, the above examples use consecutive registers for multiword values. There is no requirement to do this. The following, for example, is perfectly valid:

```

SUBS    r6, r6, r9
SBCS    r9, r2, r1
SBC      r2, r8, r11

```

3.20.10 See also

Concepts

- [Flexible second operand \(Operand2\) on page 3-12](#)
- [Instruction substitution on page 3-13.](#)

Reference

- [Parallel add and subtract on page 3-21](#)
- [SUBS pc, lr on page 3-152](#)
- [ADR \(PC-relative\) on page 3-34](#)
- [ADR \(register-relative\) on page 3-36](#)
- [ADRL pseudo-instruction on page 3-38](#)
- [Condition codes on page 3-29.](#)

3.21 ADR (PC-relative)

ADR generates a PC-relative address in the destination register, for a label in the current area.

3.21.1 Syntax

`ADR{cond}{.W} Rd, label`

where:

cond is an optional condition code.
.W is an optional instruction width specifier.
Rd is the destination register to load.
label is a PC-relative expression.
label must be within a limited distance of the current instruction.

3.21.2 Usage

ADR produces position-independent code, because the assembler generates an instruction that adds or subtracts a value to the PC.

Use the ADRL pseudo-instruction to assemble a wider range of effective addresses.

label must evaluate to an address in the same assembler area as the ADR instruction.

If you use ADR to generate a target for a BX or BLX instruction, it is your responsibility to set the Thumb bit (bit 0) of the address if the target contains Thumb instructions.

3.21.3 Offset range and architectures

The assembler calculates the offset from the PC for you. The assembler generates an error if *label* is out of range.

Table 3-3 shows the possible offsets between the label and the current instruction.

Table 3-3 PC-relative offsets

Instruction	Offset range	Architectures ^a
ARM ADR	See Operand2 as a constant on page 3-13	All
32-bit Thumb ADR	+/- 4095	T2
16-bit Thumb ADR ^b	0-1020 ^c	T

a. Entries in the Architectures column indicate that the instructions are available as follows:

All All versions of the ARM architecture.
T2 The ARMv6T2 and above architectures.
T The ARMv4T, ARMv5T*, ARMv6*, and ARMv7 architectures.

b. *Rd* must be in the range R0-R7.

c. Must be a multiple of 4.

3.21.4 ADR in 32-bit Thumb

You can use the *.W* width specifier to force ADR to generate a 32-bit instruction in Thumb code. ADR with *.W* always generates a 32-bit instruction, even if the address can be generated in a 16-bit instruction.

For forward references, ADR without .W always generates a 16-bit instruction in Thumb code, even if that results in failure for an address that could be generated in a 32-bit Thumb ADD instruction.

3.21.5 Restrictions

In Thumb code, *Rd* cannot be PC or SP.

In ARM code, *Rd* can be PC or SP but use of SP is deprecated in ARMv6T2 and above.

3.21.6 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions on page 8-7.](#)

Reference

- [Memory access instructions on page 3-9](#)
- [ADRL pseudo-instruction on page 3-38](#)
- [AREA on page 5-13](#)
- [Condition codes on page 3-29.](#)

3.22 ADR (register-relative)

ADR generates a register-relative address in the destination register, for a label defined in a storage map.

3.22.1 Syntax

`ADR{cond}{.W} Rd, label`

where:

- cond* is an optional condition code.
- .W* is an optional instruction width specifier.
- Rd* is the destination register to load.
- label* is a symbol defined by the FIELD directive. *label* specifies an offset from the base register which is defined using the MAP directive.
label must be within a limited distance from the base register.

3.22.2 Usage

ADR generates code to easily access named fields inside a storage map.

Use the ADRL pseudo-instruction to assemble a wider range of effective addresses.

3.22.3 Restrictions

In Thumb code:

- *Rd* cannot be PC
- *Rd* can be SP only if the base register is SP.

3.22.4 Offset range and architectures

The assembler calculates the offset from the base register for you. The assembler generates an error if *label* is out of range.

Table 3-4 shows the possible offsets between the label and the current instruction.

Table 3-4 register-relative offsets

Instruction	Offset range	Architectures ^a
ARM ADR	See Operand2 as a constant on page 3-13	All
32-bit Thumb ADR	+/- 4095	T2
16-bit Thumb ADR, base register is SP ^b	0-1020 ^c	T

a. Entries in the Architectures column indicate that the instructions are available as follows:

- All** All versions of the ARM architecture.
- T2** The ARMv6T2 and above architectures.
- T** The ARMv4T, ARMv5T*, ARMv6*, and ARMv7 architectures.

b. *Rd* must be in the range R0-R7 or SP. If *Rd* is SP, the offset range is -508 to 508 and must be a multiple of 4

c. Must be a multiple of 4.

3.22.5 ADR in 32-bit Thumb

You can use the `.W` width specifier to force ADR to generate a 32-bit instruction in Thumb code. ADR with `.W` always generates a 32-bit instruction, even if the address can be generated in a 16-bit instruction.

For forward references, ADR without `.W`, with base register SP, always generates a 16-bit instruction in Thumb code, even if that results in failure for an address that could be generated in a 32-bit Thumb ADD instruction.

3.22.6 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions on page 8-7.](#)

Reference

- [Memory access instructions on page 3-9](#)
- [MAP on page 5-69](#)
- [FIELD on page 5-40](#)
- [ADRL pseudo-instruction on page 3-38](#)
- [Condition codes on page 3-29.](#)

3.23 ADRL pseudo-instruction

Load a PC-relative or register-relative address into a register. It is similar to the ADR instruction. ADRL can load a wider range of addresses than ADR because it generates two data processing instructions.

Note

When assembling Thumb instructions, ADRL is only available in ARMv6T2 and later.

3.23.1 Syntax

`ADRL{cond} Rd, label`

where:

- cond* is an optional condition code.
- Rd* is the register to load.
- label* is a PC-relative or register-relative expression.

3.23.2 Usage

ADRL always assembles to two 32-bit instructions. Even if the address can be reached in a single instruction, a second, redundant instruction is produced.

If the assembler cannot construct the address in two instructions, it generates an error message and the assembly fails. You can use the LDR pseudo-instruction for loading a wider range of addresses.

ADRL produces position-independent code, because the address is PC-relative or register-relative.

If *label* is PC-relative, it must evaluate to an address in the same assembler area as the ADRL pseudo-instruction.

If you use ADRL to generate a target for a BX or BLX instruction, it is your responsibility to set the Thumb bit (bit 0) of the address if the target contains Thumb instructions.

3.23.3 Architectures and range

The available range depends on the instruction set in use:

- ARM** The range of the instruction is any value that can be generated by two ADD or two SUB instructions. That is, any value that can be produced by the addition of two values, each of which is 8 bits rotated right by any even number of bits within a 32-bit word. See [Operand2 as a constant on page 3-13](#) for more information.
- 32-bit Thumb** $\pm 1\text{MB}$ bytes to a byte, halfword, or word-aligned address.
- 16-bit Thumb** ADRL is not available.

The given range is relative to a point four bytes (in Thumb code) or two words (in ARM code) after the address of the current instruction.

3.23.4 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions](#) on page 8-7
- [Load immediates into registers](#) on page 5-5.

Reference

- [LDR pseudo-instruction](#) on page 3-87
- [AREA](#) on page 5-13
- [ADD, SUB, RSB, ADC, SBC, and RSC](#) on page 3-30
- [Condition codes](#) on page 3-29.

Other information

- [ARM Architecture Reference Manual](#),
<http://infocenter.arm.com/help/topic/com.arm.doc.subset.architecture.reference/>.

3.24 AND, ORR, EOR, BIC, and ORN

Logical AND, OR, Exclusive OR, Bit Clear, and OR NOT.

3.24.1 Syntax

op{*S*}{*cond*} *Rd*, *Rn*, *Operand2*

where:

<i>op</i>	is one of:
AND	logical AND.
ORR	logical OR.
EOR	logical Exclusive OR.
BIC	logical AND NOT.
ORN	logical OR NOT (Thumb only).
<i>S</i>	is an optional suffix. If <i>S</i> is specified, the condition code flags are updated on the result of the operation.
<i>cond</i>	is an optional condition code.
<i>Rd</i>	is the destination register.
<i>Rn</i>	is the register holding the first operand.
<i>Operand2</i>	is a flexible second operand.

3.24.2 Usage

The AND, EOR, and ORR instructions perform bitwise AND, Exclusive OR, and OR operations on the values in *Rn* and *Operand2*.

The BIC (Bit Clear) instruction performs an AND operation on the bits in *Rn* with the complements of the corresponding bits in the value of *Operand2*.

The ORN Thumb instruction performs an OR operation on the bits in *Rn* with the complements of the corresponding bits in the value of *Operand2*.

In certain circumstances, the assembler can substitute BIC for AND, AND for BIC, ORN for ORR, or ORR for ORN. Be aware of this when reading disassembly listings.

3.24.3 Use of PC in 32-bit Thumb instructions

You cannot use PC (R15) for *Rd* or any operand in any of these instructions.

3.24.4 Use of PC and SP in ARM instructions

You can use PC and SP in these ARM instructions but they are deprecated in ARMv6T2 and above.

If you use PC as *Rn*, the value used is the address of the instruction plus 8.

If you use PC as *Rd*:

- Execution branches to the address corresponding to the result.
- If you use the *S* suffix, see the SUBS pc,1r instruction.

You cannot use PC for any operand in any data processing instruction that has a register-controlled shift.

3.24.5 Condition flags

If S is specified, these instructions:

- update the N and Z flags according to the result
- can update the C flag during the calculation of *Operand2*
- do not affect the V flag.

3.24.6 16-bit instructions

The following forms of these instructions are available in Thumb code, and are 16-bit instructions:

ANDS *Rd*, *Rd*, *Rm* *Rd* and *Rm* must both be Lo registers.

EORS *Rd*, *Rd*, *Rm* *Rd* and *Rm* must both be Lo registers.

ORRS *Rd*, *Rd*, *Rm* *Rd* and *Rm* must both be Lo registers.

BICS *Rd*, *Rd*, *Rm* *Rd* and *Rm* must both be Lo registers.

In the first three cases, it does not matter if you specify *OPS Rd*, *Rm*, *Rd*. The instruction is the same.

3.24.7 Examples

```
AND    r9,r2,#0xFF00
ORREQ  r2,r0,r5
EORS   r0,r0,r3,ROR r6
ANDS   r9, r8, #0x19
EORS   r7, r11, #0x18181818
BIC    r0, r1, #0xab
ORN    r7, r11, l r, ROR #4
ORNS   r7, r11, l r, ASR #32
```

3.24.8 Incorrect example

```
EORS   r0,pc,r3,ROR r6    ; PC not permitted with register
                        ; controlled shift
```

3.24.9 See also

Concepts

- [Flexible second operand \(*Operand2*\) on page 3-12](#)
- [Instruction substitution on page 3-13.](#)

Reference

- [SUBS *pc*, *lr* on page 3-152](#)
- [Condition codes on page 3-29.](#)

3.25 ASR, LSL, LSR, ROR, and RRX

Arithmetic Shift Right, Logical Shift Left, Logical Shift Right, Rotate Right, and Rotate Right with Extend.

These instructions are the preferred synonyms for MOV instructions with shifted register operands.

3.25.1 Syntax

$op\{S\}\{cond\} Rd, Rm, Rs$

$op\{S\}\{cond\} Rd, Rm, \#sh$

$RRX\{S\}\{cond\} Rd, Rm$

where:

<i>op</i>	is one of ASR, LSL, LSR, or ROR.								
<i>S</i>	is an optional suffix. If <i>S</i> is specified, the condition code flags are updated on the result of the operation.								
<i>Rd</i>	is the destination register.								
<i>Rm</i>	is the register holding the first operand. This operand is shifted right.								
<i>Rs</i>	is a register holding a shift value to apply to the value in <i>Rm</i> . Only the least significant byte is used.								
<i>sh</i>	is a constant shift. The range of values permitted depends on the instruction: <table data-bbox="635 1024 981 1165"> <tr> <td>ASR</td><td>permitted shifts 1-32</td></tr> <tr> <td>LSL</td><td>permitted shifts 0-31</td></tr> <tr> <td>LSR</td><td>permitted shifts 1-32</td></tr> <tr> <td>ROR</td><td>permitted shifts 1-31.</td></tr> </table>	ASR	permitted shifts 1-32	LSL	permitted shifts 0-31	LSR	permitted shifts 1-32	ROR	permitted shifts 1-31.
ASR	permitted shifts 1-32								
LSL	permitted shifts 0-31								
LSR	permitted shifts 1-32								
ROR	permitted shifts 1-31.								

3.25.2 Usage

ASR provides the signed value of the contents of a register divided by a power of two. It copies the sign bit into vacated bit positions on the left.

LSL provides the value of a register multiplied by a power of two. LSR provides the unsigned value of a register divided by a variable power of two. Both instructions insert zeros into the vacated bit positions.

ROR provides the value of the contents of a register rotated by a value. The bits that are rotated off the right end are inserted into the vacated bit positions on the left.

RRX provides the value of the contents of a register shifted right one bit. The old carry flag is shifted into bit[31]. If the *S* suffix is present, the old bit[0] is placed in the carry flag.

3.25.3 Restrictions in Thumb code

Thumb instructions must not use PC or SP.

If you specify zero for the *sh* value in an LSL instruction in an IT block, the result is UNPREDICTABLE.

3.25.4 Use of SP and PC in ARM ASR, LSL, LSR, ROR, and RRX instructions

You can use SP in these ARM instructions but these are deprecated in ARMv6T2 and above.

You cannot use PC in instructions with the `op{S}{cond} Rd, Rm, Rs` syntax. You can use PC for *Rd* and *Rm* in the other syntaxes, but these are deprecated in ARMv6T2 and above.

If you use PC as *Rm*, the value used is the address of the instruction plus 8.

If you use PC as *Rd*:

- Execution branches to the address corresponding to the result.
- If you use the S suffix, the SPSR of the current mode is copied to the CPSR. You can use this to return from exceptions.

———— **Note** ————

The ARM instructions `opS{cond} pc, Rm, #sh` and `RRXS{cond} pc, Rm` always disassemble to the preferred form `MOVS{cond} pc, Rm{, shift}`.

———— **Caution** ————

Do not use the S suffix when using PC as *Rd* in User mode or System mode. The effect of such an instruction is UNPREDICTABLE, but the assembler cannot warn you at assembly time.

You cannot use PC for *Rd* or any operand in any of these instructions if they have a register-controlled shift.

3.25.5 Condition flags

If S is specified, these instructions update the N and Z flags according to the result.

The C flag is unaffected if the shift value is 0. Otherwise, the C flag is updated to the last bit shifted out.

3.25.6 16-bit instructions

The following forms of these instructions are available in Thumb code, and are 16-bit instructions:

`ASRS Rd, Rm, #sh` *Rd* and *Rm* must both be Lo registers.

`ASRS Rd, Rd, Rs` *Rd* and *Rs* must both be Lo registers.

`LSLS Rd, Rm, #sh` *Rd* and *Rm* must both be Lo registers.

`LSLS Rd, Rd, Rs` *Rd* and *Rs* must both be Lo registers.

`LSRS Rd, Rm, #sh` *Rd* and *Rm* must both be Lo registers.

`LSRS Rd, Rd, Rs` *Rd* and *Rs* must both be Lo registers.

`RORS Rd, Rd, Rs` *Rd* and *Rs* must both be Lo registers.

3.25.7 Architectures

These ARM instructions are available in all architectures.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

These 16-bit Thumb instructions are available in ARMv4T and above.

There is no 16-bit Thumb RRX instruction.

3.25.8 Examples

ASR	r7, r8, r9
LSLS	r1, r2, r3
LSR	r4, r5, r6
ROR	r4, r5, r6

3.25.9 See also

Reference

- [MOV and MVN on page 3-97](#)
- [Condition codes on page 3-29](#).

3.26 B, BL, BX, BLX, and BXJ

Branch, Branch with Link, Branch and exchange instruction set, Branch with Link and exchange instruction set, Branch and change to Jazelle state.

3.26.1 Syntax

op1{*cond*}{*.W*} *label*

op2{*cond*} *Rm*

where:

op1 is one of:

B	Branch.
BL	Branch with link.
BLX	Branch with link, and exchange instruction set.

op2 is one of:

BX	Branch and exchange instruction set.
BLX	Branch with link, and exchange instruction set.
BXJ	Branch, and change to Jazelle execution.

cond is an optional condition code. *cond* is not available on all forms of this instruction.

.W is an optional instruction width specifier to force the use of a 32-bit B instruction in 32-bit Thumb.

label is a PC-relative expression.

Rm is a register containing an address to branch to.

3.26.2 Operation

All these instructions cause a branch to *label*, or to the address contained in *Rm*. In addition:

- The BL and BLX instructions copy the address of the next instruction into LR (R14, the link register).
- The BX and BLX instructions can change the processor state from ARM to Thumb, or from Thumb to ARM.

BLX *label* always changes the state.

BX *Rm* and BLX *Rm* derive the target state from bit[0] of *Rm*:

- if bit[0] of *Rm* is 0, the processor changes to, or remains in, ARM state
- if bit[0] of *Rm* is 1, the processor changes to, or remains in, Thumb state.

- The BXJ instruction changes the processor state to Jazelle.

3.26.3 Instruction availability and branch ranges

Table 3-5 shows the instructions that are available in ARM and Thumb state. Instructions that are not shown in this table are not available. Notes in brackets show the first architecture version where the instruction is available.

Table 3-5 Branch instruction availability and range

Instruction	ARM		16-bit Thumb		32-bit Thumb	
B <i>label</i>	±32MB	(All)	±2KB	(All T)	±16MB ^a	(All T2)
B{ <i>cond</i> } <i>label</i>	±32MB	(All)	–252 to +258	(All T)	±1MB ^a	(All T2)
BL <i>label</i>	±32MB	(All)	±4MB ^b	(All T)	±16MB	(All T2)
BL{ <i>cond</i> } <i>label</i>	±32MB	(All)	-		-	-
BX <i>Rm</i> ^c	Available	(4T, 5)	Available	(All T)	Use 16-bit	(All T2)
BX{ <i>cond</i> } <i>Rm</i> ^c	Available	(4T, 5)	-		-	-
BLX <i>label</i>	±32MB	(5)	±4MB ^b	(5T)	±16MB	(All T2 except ARMv7-M)
BLX <i>Rm</i>	Available	(5)	Available	(5T)	Use 16-bit	(All T2)
BLX{ <i>cond</i> } <i>Rm</i>	Available	(5)	-		-	-
BXJ <i>Rm</i>	Available	(5J, 6)	-		Available	(All T2 except ARMv7-M)
BXJ{ <i>cond</i> } <i>Rm</i>	Available	(5J, 6)	-		-	-

a. Use `.W` to instruct the assembler to use this 32-bit instruction.

b. This is an instruction pair.

c. The assembler accepts BX{*cond*} *Rm* for code assembled for ARMv4 and converts it to MOV{*cond*} PC, *Rm* at link time, unless objects targeted for ARMv4T are present.

3.26.4 Extending branch ranges

Machine-level B and BL instructions have restricted ranges from the address of the current instruction. However, you can use these instructions even if *label* is out of range. Often you do not know where the linker places *label*. When necessary, the linker adds code to enable longer branches. The added code is called a *veneer*.

3.26.5 B in Thumb

You can use the `.W` width specifier to force B to generate a 32-bit instruction in Thumb code.

B.W always generates a 32-bit instruction, even if the target could be reached using a 16-bit instruction.

For forward references, B without `.W` always generates a 16-bit instruction in Thumb code, even if that results in failure for a target that could be reached using a 32-bit Thumb instruction.

3.26.6 BX, BLX, and BXJ in ThumbEE

These instructions can be used as branches in ThumbEE code, but cannot be used to change state. You cannot use the *op*{*cond*} *label* form of these instructions in ThumbEE. In the register form, bit[0] of *Rm* must be 1, and execution continues at the target address in ThumbEE state.

Note

BXJ behaves like BX in ThumbEE.

3.26.7 Register restrictions

You can use PC for *Rm* in the ARM BX instruction, but this is deprecated in ARMv6T2 and above. You cannot use PC in other ARM instructions.

You can use PC for *Rm* in the Thumb BX instruction. You cannot use PC in other Thumb instructions.

You can use SP for *Rm* in these ARM instructions but these are deprecated in ARMv6T2 and above.

You can use SP for *Rm* in the Thumb BX and BLX instructions, but these are deprecated. You cannot use SP in the other Thumb instructions.

3.26.8 Condition flags

These instructions do not change the flags.

3.26.9 Architectures

See [Table 3-5 on page 3-46](#) for details of availability of these instructions in each architecture.

3.26.10 Examples

B	loopA
BLE	ng+8
BL	subC
BLLT	rtX
BEQ	{PC}+4 ; #0x8004

3.26.11 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions on page 8-7.](#)

Using the Linker:

- [Chapter 4 Image structure and generation.](#)

Reference

- [Condition codes on page 3-29.](#)

3.27 BFC and BFI

Bit Field Clear and Bit Field Insert. Clear adjacent bits in a register, or Insert adjacent bits from one register into another.

3.27.1 Syntax

`BFC{cond} Rd, #lsb, #width`

`BFI{cond} Rd, Rn, #lsb, #width`

where:

cond is an optional condition code.

Rd is the destination register.

Rn is the source register.

lsb is the least significant bit that is to be cleared or copied.

width is the number of bits to be cleared or copied. *width* must not be 0, and (*width*+*lsb*) must be less than 32.

3.27.2 BFC

width bits in *Rd* are cleared, starting at *lsb*. Other bits in *Rd* are unchanged.

3.27.3 BFI

width bits in *Rd*, starting at *lsb*, are replaced by *width* bits from *Rn*, starting at bit[0]. Other bits in *Rd* are unchanged.

3.27.4 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.27.5 Condition flags

These instructions do not change the flags.

3.27.6 Architectures

These ARM instructions are available in ARMv6T2 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of these instructions.

3.27.7 See also

Reference

- [Condition codes on page 3-29](#).

3.28 BKPT

Breakpoint.

3.28.1 Syntax

BKPT #*imm*

where:

imm is an expression evaluating to an integer in the range:

- 0-65535 (a 16-bit value) in an ARM instruction
- 0-255 (an 8-bit value) in a 16-bit Thumb instruction.

3.28.2 Usage

The BKPT instruction causes the processor to enter Debug state. Debug tools can use this to investigate system state when the instruction at a particular address is reached.

In both ARM state and Thumb state, *imm* is ignored by the ARM hardware. However, a debugger can use it to store additional information about the breakpoint.

BKPT is an unconditional instruction. It must not have a condition code in ARM code. In Thumb code, the BKPT instruction does not need a condition code suffix because BKPT always executes irrespective of its condition code suffix.

3.28.3 Architectures

This ARM instruction is available in ARMv5T and above.

This 16-bit Thumb instruction is available in ARMv5T and above.

There is no 32-bit Thumb version of this instruction.

3.29 CBZ and CBNZ

Compare and Branch on Zero, Compare and Branch on Non-Zero.

3.29.1 Syntax

CBZ *Rn*, *label*

CBNZ *Rn*, *label*

where:

Rn is the register holding the operand.

label is the branch destination.

3.29.2 Usage

You can use the CBZ or CBNZ instructions to avoid changing the condition code flags and to reduce the number of instructions.

Except that it does not change the condition code flags, CBZ *Rn*, *label* is equivalent to:

```
CMP    Rn, #0
BEQ    label
```

Except that it does not change the condition code flags, CBNZ *Rn*, *label* is equivalent to:

```
CMP    Rn, #0
BNE    label
```

3.29.3 Restrictions

The branch destination must be within 4 to 130 bytes after the instruction and in the same execution state.

These instructions must not be used inside an IT block.

3.29.4 Condition flags

These instructions do not change the flags.

3.29.5 Architectures

These 16-bit Thumb instructions are available in ARMv6T2 and above.

There are no ARM or 32-bit Thumb versions of these instructions.

3.30 CDP and CDP2

Coprocessor data operations.

3.30.1 Syntax

op{*cond*} *coproc*, #*opcode1*, *CRd*, *CRn*, *CRm*{, #*opcode2*}

where:

<i>op</i>	is either CDP or CDP2.
<i>cond</i>	is an optional condition code. In ARM code, <i>cond</i> is not permitted for CDP2.
<i>coproc</i>	is the name of the coprocessor the instruction is for. The standard name is <i>pn</i> , where <i>n</i> is an integer in the range 0 to 15.
<i>opcode1</i>	is a 4-bit coprocessor-specific opcode.
<i>opcode2</i>	is an optional 3-bit coprocessor-specific opcode.
<i>CRd</i> , <i>CRn</i> , <i>CRm</i>	are coprocessor registers.

3.30.2 Usage

The use of these instructions depends on the coprocessor. See the coprocessor documentation for details.

3.30.3 Architectures

The CDP ARM instruction is available in all versions of the ARM architecture.

The CDP2 ARM instruction is available in ARMv5T and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of these instructions.

3.30.4 See also

Reference

- [Condition codes on page 3-29.](#)

3.31 CHKA

CHKA (Check Array) compares the unsigned values in two registers.

If the value in the first register is lower than, or the same as, the second, it copies the PC to the LR, and causes a branch to the IndexCheck handler.

3.31.1 Syntax

CHKA *Rn*, *Rm*

where:

Rn contains the array size. *Rn* must not be PC.

Rm contains the array index. *Rn* must not be PC or SP.

3.31.2 Architectures

This instruction is not available in ARM state.

This 16-bit ThumbEE instruction is only available in ARMv7, with ThumbEE support.

3.32 CLREX

Clear Exclusive. Clears the local record of the executing processor that an address has had a request for an exclusive access.

3.32.1 Syntax

CLREX{*cond*}

where:

cond is an optional condition code.

Note

cond is permitted only in Thumb code, using a preceding IT instruction. This is an unconditional instruction in ARM.

3.32.2 Usage

Use the CLREX instruction to return a closely-coupled exclusive access monitor to its open-access state. This removes the requirement for a dummy store to memory.

It is implementation defined whether CLREX also clears the global record of the executing processor that an address has had a request for an exclusive access.

3.32.3 Architectures

This ARM instruction is available in ARMv6K and above.

This 32-bit Thumb instruction is available in ARMv7 and above.

There is no 16-bit Thumb CLREX instruction.

3.32.4 See also

Reference

- [Memory access instructions](#) on page 3-9
- [Condition codes](#) on page 3-29

Other information

- *ARM Architecture Reference Manual*,
<http://infocenter.arm.com/help/topic/com.arm.doc.subset.architecture.reference/>.

3.33 CLZ

Count Leading Zeros.

3.33.1 Syntax

CLZ{*cond*} *Rd*, *Rm*

where:

cond is an optional condition code.

Rd is the destination register.

Rm is the operand register.

3.33.2 Usage

The CLZ instruction counts the number of leading zeros in the value in *Rm* and returns the result in *Rd*. The result value is 32 if no bits are set in the source register, and zero if bit 31 is set.

3.33.3 Register restrictions

You cannot use PC for any operand.

You can use SP in these ARM instructions but this is deprecated in ARMv6T2 and above.

You cannot use SP in Thumb instructions.

3.33.4 Condition flags

This instruction does not change the flags.

3.33.5 Architectures

This ARM instruction is available in ARMv5T and above.

This 32-bit Thumb instruction is available in ARMv6T2 and above.

There is no 16-bit Thumb version of this instruction.

3.33.6 Examples

```
CLZ    r4, r9
CLZNE  r2, r3
```

Use the CLZ Thumb instruction followed by a left shift of *Rm* by the resulting *Rd* value to normalize the value of register *Rm*. Use MOVS, rather than MOV, to flag the case where *Rm* is zero:

```
CLZ r5, r9
MOVS r9, r9, LSL r5
```

3.33.7 See also

Reference

- [Condition codes on page 3-29.](#)

3.34 CMP and CMN

Compare and Compare Negative.

3.34.1 Syntax

`CMP{cond} Rn, Operand2`

`CMN{cond} Rn, Operand2`

where:

cond is an optional condition code.

Rn is the ARM register holding the first operand.

Operand2 is a flexible second operand.

3.34.2 Usage

These instructions compare the value in a register with *Operand2*. They update the condition flags on the result, but do not place the result in any register.

The CMP instruction subtracts the value of *Operand2* from the value in *Rn*. This is the same as a SUBS instruction, except that the result is discarded.

The CMN instruction adds the value of *Operand2* to the value in *Rn*. This is the same as an ADDS instruction, except that the result is discarded.

In certain circumstances, the assembler can substitute CMN for CMP, or CMP for CMN. Be aware of this when reading disassembly listings.

3.34.3 Use of PC in ARM and Thumb instructions

You cannot use PC for any operand in any data processing instruction that has a register-controlled shift.

You can use PC (R15) in these ARM instructions without register controlled shift but this is deprecated in ARMv6T2 and above.

If you use PC as *Rn* in ARM instructions, the value used is the address of the instruction plus 8.

You cannot use PC for any operand in these Thumb instructions.

3.34.4 Use of SP in ARM and Thumb instructions

You can use SP for *Rn* in ARM and Thumb instructions.

You can use SP for *Rm* in ARM instructions but this is deprecated in ARMv6T2 and above.

You can use SP for *Rm* in a 16-bit Thumb CMP *Rn*, *Rm* instruction but this is deprecated in ARMv6T2 and above. Other use of SP for *Rm* is not permitted in Thumb.

3.34.5 Condition flags

These instructions update the N, Z, C and V flags according to the result.

3.34.6 16-bit instructions

The following forms of these instructions are available in Thumb code, and are 16-bit instructions:

<code>CMP <i>Rn</i>, <i>Rm</i></code>	Lo register restriction does not apply.
<code>CMN <i>Rn</i>, <i>Rm</i></code>	<i>Rn</i> and <i>Rm</i> must both be Lo registers.
<code>CMP <i>Rn</i>, #<i>imm</i></code>	<i>Rn</i> must be a Lo register. <i>imm</i> range 0-255.

3.34.7 Examples

```
CMP    r2, r9
CMN    r0, #6400
CMPGT  sp, r7, LSL #2
```

3.34.8 Incorrect example

```
CMP    r2, pc, ASR r0 ; PC not permitted with register-controlled shift
```

3.34.9 See also

Concepts

- [Flexible second operand \(Operand2\) on page 3-12](#)
- [Instruction substitution on page 3-13.](#)

Reference

- [Condition codes on page 3-29.](#)

3.35 CPS

CPS (Change Processor State) changes one or more of the mode, A, I, and F bits in the CPSR, without changing the other CPSR bits.

CPS is only permitted in privileged software execution, and has no effect in User mode.

CPS cannot be conditional, and is not permitted in an IT block.

3.35.1 Syntax

*CPS**effect iflags*{, #*mode*}

CPS #*mode*

where:

effect is one of:

- IE Interrupt or abort enable.
- ID Interrupt or abort disable.

iflags is a sequence of one or more of:

- a Enables or disables imprecise aborts.
- i Enables or disables IRQ interrupts.
- f Enables or disables FIQ interrupts.

mode specifies the number of the mode to change to.

3.35.2 Condition flags

This instruction does not change the condition flags.

3.35.3 16-bit instructions

The following forms of these instructions are available in Thumb code, and are 16-bit instructions:

- CPSIE *iflags*
- CPSID *iflags*

You cannot specify a mode change in a 16-bit Thumb instruction.

3.35.4 Architectures

This ARM instruction is available in ARMv6 and above.

This 32-bit Thumb instruction are available in ARMv6T2 and above.

This 16-bit Thumb instruction is available in T variants of ARMv6 and above.

3.35.5 Examples

```
CPSIE if      ; enable interrupts and fast interrupts
CPSID A       ; disable imprecise aborts
CPSID ai, #17 ; disable imprecise aborts and interrupts, and enter FIQ mode
CPS #16       ; enter User mode
```

3.36 CPY pseudo-instruction

Copy a value from one register to another.

3.36.1 Syntax

`CPY{cond} Rd, Rm`

where:

cond is an optional condition code.
Rd is the destination register.
Rm is the register holding the value to be copied.

3.36.2 Usage

The CPY pseudo-instruction copies a value from one register to another, without changing the condition code flags.

`CPY Rd, Rm` assembles to `MOV Rd, Rm`.

3.36.3 Architectures

This pseudo-instruction is available in ARMv6 and above in ARM code and in T variants of ARMv6 and above in Thumb code.

3.36.4 Register restrictions

Using SP or PC for both *Rd* and *Rm* is deprecated.

3.36.5 Condition flags

This instruction does not change the condition flags.

3.36.6 See also

Reference

- [MOV and MVN on page 3-97](#).

3.37 DBG

Debug.

3.37.1 Syntax

DBG{*cond*} {*option*}

where:

cond is an optional condition code.

option is an optional limitation on the operation of the hint. The range is 0-15.

3.37.2 Usage

DBG is a hint instruction. It is optional whether it is implemented or not. If it is not implemented, it behaves as a NOP. The assembler produces a diagnostic message if the instruction executes as NOP on the target.

DBG executes as a NOP instruction in ARMv6K and ARMv6T2.

Debug hint provides a hint to a debugger and related tools. See your debugger and related tools documentation to determine the use, if any, of this instruction.

3.37.3 Architectures

These ARM instructions are available in ARMv6K and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of this instruction.

3.37.4 See also

Reference

- [NOP on page 3-132](#)
- [Condition codes on page 3-29.](#)

3.38 DMB, DSB, and ISB

Data Memory Barrier, Data Synchronization Barrier, and Instruction Synchronization Barrier.

3.38.1 Syntax

`DMB{cond} {option}`

`DSB{cond} {option}`

`ISB{cond} {option}`

where:

cond is an optional condition code.

option is an optional limitation on the operation of the hint.

3.38.2 DMB

Data Memory Barrier acts as a memory barrier. It ensures that all explicit memory accesses that appear in program order before the DMB instruction are observed before any explicit memory accesses that appear in program order after the DMB instruction. It does not affect the ordering of any other instructions executing on the processor.

Permitted values of *option* are:

SY	Full system DMB operation. This is the default and can be omitted.
ST	DMB operation that waits only for stores to complete.
ISH	DMB operation only to the inner shareable domain.
ISHST	DMB operation that waits only for stores to complete, and only to the inner shareable domain.
NSH	DMB operation only out to the point of unification.
NSHST	DMB operation that waits only for stores to complete and only out to the point of unification.
OSH	DMB operation only to the outer shareable domain.
OSHST	DMB operation that waits only for stores to complete, and only to the outer shareable domain.

3.38.3 DSB

Data Synchronization Barrier acts as a special kind of memory barrier. No instruction in program order after this instruction executes until this instruction completes. This instruction completes when:

- All explicit memory accesses before this instruction complete.
- All Cache, Branch predictor and TLB maintenance operations before this instruction complete.

Permitted values of *option* are:

SY	Full system DSB operation. This is the default and can be omitted.
ST	DSB operation that waits only for stores to complete.

ISH	DSB operation only to the inner shareable domain.
ISHST	DSB operation that waits only for stores to complete, and only to the inner shareable domain.
NSH	DSB operation only out to the point of unification.
NSHST	DSB operation that waits only for stores to complete and only out to the point of unification.
OSH	DSB operation only to the outer shareable domain.
OSHST	DSB operation that waits only for stores to complete, and only to the outer shareable domain.

3.38.4 ISB

Instruction Synchronization Barrier flushes the pipeline in the processor, so that all instructions following the ISB are fetched from cache or memory, after the instruction has been completed. It ensures that the effects of context altering operations, such as changing the ASID, or completed TLB maintenance operations, or branch predictor maintenance operations, in addition to all changes to the CP15 registers, executed before the ISB instruction are visible to the instructions fetched after the ISB.

In addition, the ISB instruction ensures that any branches that appear in program order after it are always written into the branch prediction logic with the context that is visible after the ISB instruction. This is required to ensure correct execution of the instruction stream.

Permitted values of *option* are:

SY Full system ISB operation. This is the default, and can be omitted.

———— Note ————

When the target architecture is ARMv7-M, an ISB instruction is UNPREDICTABLE if used in an IT block and it is not the last instruction in the block.

3.38.5 Alias

The following alternative values of *option* are supported for DMB and DSB, but ARM recommends that you do not use them:

- SH is an alias for ISH
- SHST is an alias for ISHST
- UN is an alias for NSH
- UNST is an alias for NSHST

3.38.6 Architectures

These ARM and 32-bit Thumb instructions are available in ARMv7.

There are no 16-bit Thumb versions of these instructions.

3.38.7 See also

Reference

- [Condition codes on page 3-29](#).

3.39 ENTERX and LEAVEX

Switch between Thumb state and ThumbEE state.

3.39.1 Syntax

ENTERX

LEAVEX

3.39.2 Usage

ENTERX causes a change from Thumb state to ThumbEE state, or has no effect in ThumbEE state.

LEAVEX causes a change from ThumbEE state to Thumb state, or has no effect in Thumb state.

Do not use ENTERX or LEAVEX in an IT block.

3.39.3 Architectures

These instructions are not available in the ARM instruction set.

These 32-bit Thumb and ThumbEE instructions are available in ARMv7, with ThumbEE support.

There are no 16-bit Thumb versions of these instructions.

3.39.4 See also

Other information

- *ARM Architecture Reference Manual*,
<http://infocenter.arm.com/help/topic/com.arm.doc.subset.architecture.reference/>.

3.40 ERET

Exception Return.

3.40.1 Syntax

ERET{*cond*}

where:

cond is an optional condition code.

3.40.2 Usage

In a processor that implements the Virtualization Extensions, you can use ERET to perform a return from an exception taken to Hyp mode.

3.40.3 Operation

When executed in Hyp mode, ERET loads the PC from ELR_hyp and loads the CPSR from SPSR_hyp. When executed in any other mode, apart from User or System, it behaves as:

- MOVs PC, LR in the ARM instruction set
- SUBS PC, LR, #0 in the Thumb instruction set.

3.40.4 Notes

ERET is UNPREDICTABLE if it is executed in ThumbEE state or in User or System mode.

ERET is the preferred synonym for SUBS PC, LR, #0 in the Thumb instruction set.

3.40.5 Architectures

This ARM instruction is available in ARMv7 architectures that include the Virtualization Extensions.

This 32-bit Thumb instruction is available in ARMv7 architectures that include the Virtualization Extensions.

There is no 16-bit Thumb version of this instruction.

3.40.6 See also

Concepts

Using the Assembler:

- [Processor modes, and privileged and unprivileged software execution on page 3-5.](#)

Reference

- [MOV and MVN on page 3-97](#)
- [SUBS pc, lr on page 3-152](#)
- [Condition codes on page 3-29.](#)

3.41 HB, HBL, HBLP, and HBP

Handler Branch, branches to a specified handler.

This instruction can optionally store a return address to the LR, pass a parameter to the handler, or both.

3.41.1 Syntax

$HB\{L\} \#HandlerID$

$HB\{L\}P \#imm, \#HandlerID$

where:

- L is an optional suffix. If L is present, the instruction saves a return address in the LR.
- P is an optional suffix. If P is present, the instruction passes the value of imm to the handler in R8.
- imm is an immediate value. If L is present, imm must be in the range 0-31, otherwise imm must be in the range 0-7.
- $HandlerID$ is the index number of the handler to be called. If P is present, $HandlerID$ must be in the range 0-31, otherwise $HandlerID$ must be in the range 0-255.

3.41.2 Architectures

These instructions are not available in ARM state.

These 16-bit ThumbEE instructions are only available in ThumbEE state, in ARMv7 with ThumbEE support.

3.42 IT

The IT (If-Then) instruction makes up to four following instructions (the *IT block*) conditional. The conditions can be all the same, or some of them can be the logical inverse of the others.

3.42.1 Syntax

`IT{x{y{z}}} {cond}`

where:

<code>x</code>	specifies the condition switch for the second instruction in the IT block.
<code>y</code>	specifies the condition switch for the third instruction in the IT block.
<code>z</code>	specifies the condition switch for the fourth instruction in the IT block.
<code>cond</code>	specifies the condition for the first instruction in the IT block.

The condition switch for the second, third and fourth instruction in the IT block can be either:

<code>T</code>	Then. Applies the condition <i>cond</i> to the instruction.
<code>E</code>	Else. Applies the inverse condition of <i>cond</i> to the instruction.

3.42.2 Usage

The instructions (including branches) in the IT block, except the BKPT instruction, must specify the condition in the `{cond}` part of their syntax.

You do not need to write IT instructions in your code, because the assembler generates them for you automatically according to the conditions specified on the following instructions. However, if you do write IT instructions, the assembler validates the conditions specified in the IT instructions against the conditions specified in the following instructions.

Writing the IT instructions ensures that you consider the placing of conditional instructions, and the choice of conditions, in the design of your code.

When assembling to ARM code, the assembler performs the same checks, but does not generate any IT instructions.

With the exception of CMP, CMN, and TST, the 16-bit instructions that normally affect the condition code flags, do not affect them when used inside an IT block.

A BKPT instruction in an IT block is always executed, so it does not need a condition in the `{cond}` part of its syntax. The IT block continues from the next instruction.

————— **Note** —————

You can use an IT block for unconditional instructions by using the AL condition.

Conditional branches inside an IT block have a longer branch range than those outside the IT block.

3.42.3 Restrictions

The following instructions are not permitted in an IT block:

- IT
- CBZ and CBNZ
- TBB and TBH
- CPS, CPSID and CPSIE
- SETEND.

Other restrictions when using an IT block are:

- A branch or any instruction that modifies the PC is only permitted in an IT block if it is the last instruction in the block.
- You cannot branch to any instruction in an IT block, unless when returning from an exception handler.
- You cannot use any assembler directives in an IT block.

Note

The assembler shows a diagnostic message when any of these instructions are used in an IT block.

3.42.4 Condition flags

This instruction does not change the flags.

3.42.5 Exceptions

Exceptions can occur between an IT instruction and the corresponding IT block, or within an IT block. This exception results in entry to the appropriate exception handler, with suitable return information in LR and SPSR.

Instructions designed for use as exception returns can be used as normal to return from the exception, and execution of the IT block resumes correctly. This is the only way that a PC-modifying instruction can branch to an instruction in an IT block.

3.42.6 Architectures

This 16-bit Thumb instruction is available in ARMv6T2 and above.

In ARM code, IT is a pseudo-instruction that does not generate any code.

There is no 32-bit version of this instruction.

3.42.7 Example

```

ITTE  NE      ; IT can be omitted
ANDNE r0,r0,r1 ; 16-bit AND, not ANDS
ADDSNE r2,r2,#1 ; 32-bit ADDS (16-bit ADDS does not set flags in IT block)
MOVEQ r2,r3    ; 16-bit MOV

ITT   AL      ; emit 2 non-flag setting 16-bit instructions
ADDAL r0,r0,r1 ; 16-bit ADD, not ADDS
SUBAL r2,r2,#1 ; 16-bit SUB, not SUB
ADD   r0,r0,r1 ; expands into 32-bit ADD, and is not in IT block

ITT   EQ
MOVEQ r0,r1
BEQ   dloop    ; branch at end of IT block is permitted

ITT   EQ
MOVEQ r0,r1
BKPT  #1        ; BKPT always executes
ADDEQ r0,r0,#1

```

3.42.8 Incorrect example

```
IT    NE
ADD   r0,r0,r1 ; syntax error: no condition code used in IT block
```


3.43 LDC, LDC2, STC, and STC2

Transfer Data between memory and Coprocessor.

3.43.1 Syntax

```

op{L}{cond} coproc, CRd, [Rn]
op{L}{cond} coproc, CRd, [Rn, #{-}offset] ; offset addressing
op{L}{cond} coproc, CRd, [Rn, #{-}offset]! ; pre-index addressing
op{L}{cond} coproc, CRd, [Rn], #{-}offset ; post-index addressing
op{L}{cond} coproc, CRd, label

```

where:

<i>op</i>	is one of LDC, LDC2, STC, or STC2.
<i>cond</i>	is an optional condition code. In ARM code, <i>cond</i> is not permitted for LDC2 or STC2.
<i>L</i>	is an optional suffix specifying a long transfer.
<i>coproc</i>	is the name of the coprocessor the instruction is for. The standard name is <i>pn</i> , where <i>n</i> is an integer in the range 0 to 15.
<i>CRd</i>	is the coprocessor register to load or store.
<i>Rn</i>	is the register on which the memory address is based. If PC is specified, the value used is the address of the current instruction plus eight.
-	is an optional minus sign. If - is present, the offset is subtracted from <i>Rn</i> . Otherwise, the offset is added to <i>Rn</i> .
<i>offset</i>	is an expression evaluating to a multiple of 4, in the range 0 to 1020.
!	is an optional suffix. If ! is present, the address including the offset is written back into <i>Rn</i> .
<i>label</i>	is a word-aligned PC-relative expression. <i>label</i> must be within 1020 bytes of the current instruction.

3.43.2 Usage

The use of these instructions depends on the coprocessor. See the coprocessor documentation for details.

In ThumbEE, if the value in the base register is zero, execution branches to the NullCheck handler at HandlerBase - 4.

3.43.3 Architectures

LDC and STC are available in all versions of the ARM architecture.

LDC2 and STC2 are available in ARMv5T and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of these instructions.

3.43.4 Register restrictions

You cannot use PC for Rn in the pre-index and post-index instructions. These are the forms that write back to Rn .

You cannot use PC for Rn in Thumb STC and STC2 instructions.

ARM STC and STC2 instructions that use the label syntax, or where Rn is PC, are deprecated in ARMv6T2 and above.

3.43.5 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions on page 8-7.](#)

Reference

- [Condition codes on page 3-29.](#)

3.44 LDM and STM

Load and Store Multiple registers. Any combination of registers R0 to R15 (PC) can be transferred in ARM state, but there are some restrictions in Thumb state.

3.44.1 Syntax

op{*addr_mode*}{*cond*} *Rn*{!}, *reglist*{*^*}

where:

<i>op</i>	can be either:
LDM	Load Multiple registers
STM	Store Multiple registers.
<i>addr_mode</i>	is any one of the following:
IA	Increment address After each transfer. This is the default, and can be omitted.
IB	Increment address Before each transfer (ARM only).
DA	Decrement address After each transfer (ARM only).
DB	Decrement address Before each transfer.
	You can also use the stack oriented addressing mode suffixes, for example, when implementing stacks.
<i>cond</i>	is an optional condition code.
<i>Rn</i>	is the <i>base register</i> , the ARM register holding the initial address for the transfer. <i>Rn</i> must not be PC.
!	is an optional suffix. If ! is present, the final address is written back into <i>Rn</i> .
<i>reglist</i>	is a list of one or more registers to be loaded or stored, enclosed in braces. It can contain register ranges. It must be comma separated if it contains more than one register or register range.
<i>^</i>	is an optional suffix, available in ARM state only. You must not use it in User mode or System mode. It has the following purposes: <ul style="list-style-type: none"> • If the instruction is LDM (with any addressing mode) and <i>reglist</i> contains the PC (R15), in addition to the normal multiple register transfer, the SPSR is copied into the CPSR. This is for returning from exception handlers. Use this only from exception modes. • Otherwise, data is transferred into or out of the User mode registers instead of the current mode registers.

3.44.2 Restrictions on reglist in 32-bit Thumb instructions

In 32-bit Thumb instructions:

- the SP cannot be in the list
- the PC cannot be in the list in an STM instruction
- the PC and LR cannot both be in the list in an LDM instruction
- there must be two or more registers in the list.

If you write an STM or LDM instruction with only one register in *reglist*, the assembler automatically substitutes the equivalent STR or LDR instruction. Be aware of this when comparing disassembly listings with source code.

You can use the `--diag_warning 1645` assembler command line option to check when an instruction substitution occurs.

3.44.3 Restrictions on *reglist* in ARM instructions

ARM store instructions can have SP and PC in the *reglist* but these instructions that include SP or PC in the *reglist* are deprecated in ARMv6T2 and above.

ARM load instructions can have SP and PC in the *reglist* but these instructions that include SP in the *reglist* or both PC and LR in the *reglist* are deprecated in ARMv6T2 and above.

3.44.4 16-bit instructions

16-bit versions of a subset of these instructions are available in Thumb code.

The following restrictions apply to the 16-bit instructions:

- all registers in *reglist* must be Lo registers
- *Rn* must be a Lo register
- *addr_mode* must be omitted (or IA), meaning increment address after each transfer
- writeback must be specified for STM instructions
- writeback must be specified for LDM instructions where *Rn* is not in the *reglist*.

———— Note ————

16-bit Thumb STM instructions with writeback that specify *Rn* as the lowest register in the *reglist* are deprecated in ARMv6T2 and above.

In addition, the PUSH and POP instructions are subsets of the STM and LDM instructions and can therefore be expressed using the STM and LDM instructions. Some forms of PUSH and POP are also 16-bit instructions.

———— Note ————

These 16-bit instructions are not available in ThumbEE.

3.44.5 Loading to the PC

A load to the PC causes a branch to the instruction at the address loaded.

In ARMv4, bits[1:0] of the address loaded must be 0b00.

In ARMv5T and above:

- bits[1:0] must not be 0b10
- if bit[0] is 1, execution continues in Thumb state
- if bit[0] is 0, execution continues in ARM state.

3.44.6 Loading or storing the base register, with writeback

In ARM or 16-bit Thumb instructions, if *Rn* is in *reglist*, and writeback is specified with the `!` suffix:

- If the instruction is `STM{addr_mode}{cond}` and *Rn* is the lowest-numbered register in *reglist*, the initial value of *Rn* is stored. These instructions are deprecated in ARMv6T2 and above.

- Otherwise, the loaded or stored value of *Rn* cannot be relied upon, so these instructions are not permitted.

32-bit Thumb instructions are not permitted if *Rn* is in *reglist*, and writeback is specified with the **!** suffix.

3.44.7 Examples

```
LDM      r8,{r0,r2,r9}      ; LDMIA is a synonym for LDM
STMDB    r1!,{r3-r6,r11,r12}
```

3.44.8 Incorrect examples

```
STM      r5!,{r5,r4,r9} ; value stored for R5
UNKNOWN
LDMDA    r2, {}          ; must be at least one register in list
```

3.44.9 See also

Concepts

Using the Assembler:

- [Stack implementation using LDM and STM on page 5-22.](#)

Reference

- [Memory access instructions on page 3-9](#)
- [PUSH and POP on page 3-116](#)
- [Condition codes on page 3-29.](#)

3.45 LDR and STR (immediate offset)

Load and Store with immediate offset, pre-indexed immediate offset, or post-indexed immediate offset.

3.45.1 Syntax

```

op{type}{cond} Rt, [Rn {, #offset}]      ; immediate offset
op{type}{cond} Rt, [Rn, #offset]!        ; pre-indexed
op{type}{cond} Rt, [Rn], #offset         ; post-indexed
opD{cond} Rt, Rt2, [Rn {, #offset}]      ; immediate offset, doubleword
opD{cond} Rt, Rt2, [Rn, #offset]!        ; pre-indexed, doubleword
opD{cond} Rt, Rt2, [Rn], #offset         ; post-indexed, doubleword

```

where:

op can be either:

LDR	Load Register
STR	Store Register.

type can be any one of:

B	unsigned Byte (Zero extend to 32 bits on loads.)
SB	signed Byte (LDR only. Sign extend to 32 bits.)
H	unsigned Halfword (Zero extend to 32 bits on loads.)
SH	signed Halfword (LDR only. Sign extend to 32 bits.)
-	omitted, for Word.

cond is an optional condition code.

Rt is the register to load or store.

Rn is the register on which the memory address is based.

offset is an offset. If *offset* is omitted, the address is the contents of *Rn*.

Rt2 is the additional register to load or store for doubleword operations.

Not all options are available in every instruction set and architecture.

3.45.2 Offset ranges and architectures

Table 3-6 shows the ranges of offsets and availability of these instructions.

Table 3-6 Offsets and architectures, LDR/STR, word, halfword, and byte

Instruction	Immediate offset	Pre-indexed	Post-indexed	Arch. ^a
ARM, word or byte ^b	–4095 to 4095	–4095 to 4095	–4095 to 4095	All
ARM, signed byte, halfword, or signed halfword	–255 to 255	–255 to 255	–255 to 255	All
ARM, doubleword	–255 to 255	–255 to 255	–255 to 255	5E
32-bit Thumb, word, halfword, signed halfword, byte, or signed byte ^b	–255 to 4095	–255 to 255	–255 to 255	T2
32-bit Thumb, doubleword	–1020 to 1020 ^d	–1020 to 1020 ^d	–1020 to 1020 ^d	T2
16-bit Thumb, word ^c	0 to 124 ^d	Not available	Not available	T
16-bit Thumb, unsigned halfword ^c	0 to 62 ^e	Not available	Not available	T
16-bit Thumb, unsigned byte ^c	0 to 31	Not available	Not available	T
16-bit Thumb, word, Rn is SP ^f	0 to 1020 ^d	Not available	Not available	T
16-bit ThumbEE, word ^c	–28 to 124 ^d	Not available	Not available	EE
16-bit ThumbEE, word, Rn is R9 ^f	0 to 252 ^d	Not available	Not available	EE
16-bit ThumbEE, word, Rn is R10 ^f	0 to 124 ^d	Not available	Not available	EE

a. Entries in the Architecture column indicate that the instructions are available as follows:

- All** All versions of the ARM architecture.
- 5E** The ARMv5TE, ARMv6*, and ARMv7 architectures.
- T2** The ARMv6T2 and above architectures.
- T** The ARMv4T, ARMv5T*, ARMv6*, and ARMv7 architectures.
- EE** ThumbEE variants of the ARM architecture.

b. For word loads, Rt can be the PC. A load to the PC causes a branch to the address loaded. In ARMv4, bits[1:0] of the address loaded must be 0b00. In ARMv5T and above, bits[1:0] must not be 0b10, and if bit[0] is 1, execution continues in Thumb state, otherwise execution continues in ARM state.

c. Rt and Rn must be in the range R0-R7.

d. Must be divisible by 4.

e. Must be divisible by 2.

f. Rt must be in the range R0-R7.

3.45.3 Register restrictions

Rn must be different from Rt in the pre-index and post-index forms.

3.45.4 Doubleword register restrictions

Rn must be different from Rt2 in the pre-index and post-index forms.

For Thumb instructions, you must not specify SP or PC for either Rt or Rt2.

For ARM instructions:

- Rt must be an even-numbered register
- Rt must not be LR

- it is strongly recommended that you do not use R12 for Rt
- $Rt2$ must be $R(t + 1)$.

3.45.5 Use of PC

In ARM instructions:

- You can use PC for Rt in LDR word instructions and PC for Rn in LDR instructions.
- You can use PC for Rt in STR word instructions and PC for Rn in STR instructions with immediate offset syntax (that is the forms that do not writeback to the Rn). However, these are deprecated in ARMv6T2 and above.

Other uses of PC are not permitted in these ARM instructions.

In Thumb instructions you can use PC for Rt in LDR word instructions and PC for Rn in LDR instructions. Other uses of PC in these Thumb instructions are not permitted.

3.45.6 Use of SP

You can use SP for Rn .

In ARM, you can use SP for Rt in word instructions. You can use SP for Rt in non-word instructions in ARM code but this is deprecated in ARMv6T2 and above.

In Thumb, you can use SP for Rt in word instructions only. All other use of SP for Rt in these instructions are not permitted in Thumb code.

3.45.7 Examples

```
LDR    r8,[r10]           ; loads R8 from the address in R10.
LDRNE  r2,[r5,#960]!      ; (conditionally) loads R2 from a word
                           ; 960 bytes above the address in R5, and
                           ; increments R5 by 960.
STR     r2,[r9,#consta-struc] ; consta-struc is an expression evaluating
                           ; to a constant in the range 0-4095.
```

3.45.8 See also

Reference

- [Memory access instructions on page 3-9](#)
- [Condition codes on page 3-29](#).

3.46 LDR and STR (register offset)

Load and Store with register offset, pre-indexed register offset, or post-indexed register offset.

3.46.1 Syntax

```

op{type}{cond} Rt, [Rn, +/-Rm {, shift}] ; register offset
op{type}{cond} Rt, [Rn, +/-Rm {, shift}]! ; pre-indexed ; ARM only
op{type}{cond} Rt, [Rn], +/-Rm {, shift} ; post-indexed ; ARM only
opD{cond} Rt, Rt2, [Rn, +/-Rm] ; register offset, doubleword ; ARM only
opD{cond} Rt, Rt2, [Rn, +/-Rm]! ; pre-indexed, doubleword ; ARM only
opD{cond} Rt, Rt2, [Rn], +/-Rm ; post-indexed, doubleword ; ARM only

```

where:

op can be either:
LDR Load Register
STR Store Register.

type can be any one of:
B unsigned Byte (Zero extend to 32 bits on loads.)
SB signed Byte (LDR only. Sign extend to 32 bits.)
H unsigned Halfword (Zero extend to 32 bits on loads.)
SH signed Halfword (LDR only. Sign extend to 32 bits.)
- omitted, for Word.

cond is an optional condition code.

Rt is the register to load or store.

Rn is the register on which the memory address is based.

Rm is a register containing a value to be used as the offset. *-Rm* is not permitted in Thumb code.

shift is an optional shift.

Rt2 is the additional register to load or store for doubleword operations.

Not all options are available in every instruction set and architecture.

3.46.2 Offset register and shift options

Table 3-7 shows the ranges of offsets and availability of these instructions.

Table 3-7 Options and architectures, LDR/STR (register offsets)

Instruction	+/-Rm ^a	shift			Arch. ^b
ARM, word or byte ^c	+/-Rm	LSL #0-31	LSR #1-32		All
		ASR #1-32	ROR #1-31	RRX	
ARM, signed byte, halfword, or signed halfword	+/-Rm	Not available			All
ARM, doubleword	+/-Rm	Not available			5E

Table 3-7 Options and architectures, LDR/STR (register offsets) (continued)

Instruction	+/-Rm ^a	shift	Arch.^b
32-bit Thumb, word, halfword, signed halfword, byte, or signed byte ^c	+Rm	LSL #0-3	T2
16-bit Thumb, all except doubleword ^d	+Rm	Not available	T
16-bit ThumbEE, word ^c	+Rm	LSL #2 (required)	EE
16-bit ThumbEE, halfword, signed halfword ^c	+Rm	LSL #1 (required)	EE
16-bit ThumbEE, byte, signed byte ^c	+Rm	Not available	EE

a. Where +/-Rm is shown, you can use -Rm, +Rm, or Rm. Where +Rm is shown, you cannot use -Rm.

b. Entries in the Architecture column indicate that the instructions are available as follows:

All	All versions of the ARM architecture.
5E	The ARMv5TE, ARMv6*, and ARMv7 architectures.
T2	The ARMv6T2 and above architectures.
T	The ARMv4T, ARMv5T*, ARMv6*, and ARMv7 architectures.
EE	ThumbEE variants of the ARM architecture.

c. For word loads, Rt can be the PC. A load to the PC causes a branch to the address loaded. In ARMv4, bits[1:0] of the address loaded must be 0b00. In ARMv5T and above, bits[1:0] must not be 0b10, and if bit[0] is 1, execution continues in Thumb state, otherwise execution continues in ARM state.

d. Rt, Rn, and Rm must all be in the range R0-R7.

3.46.3 Register restrictions

In the pre-index and post-index forms:

- Rn must be different from Rt
- Rn must be different from Rm in architectures before ARMv6.

3.46.4 Doubleword register restrictions

For ARM instructions:

- Rt must be an even-numbered register
- Rt must not be LR
- it is strongly recommended that you do not use R12 for Rt
- Rt2 must be R(t + 1)
- Rm must be different from Rt and Rt2 in LDRD instructions
- Rn must be different from Rt2 in the pre-index and post-index forms.

3.46.5 Use of PC

In ARM instructions:

- You can use PC for Rt in LDR word instructions, and you can use PC for Rn in LDR instructions with register offset syntax (that is the forms that do not writeback to the Rn).
- You can use PC for Rt in STR word instructions, and you can use PC for Rn in STR instructions with register offset syntax (that is the forms that do not writeback to the Rn). However, these are deprecated in ARMv6T2 and above.

Other uses of PC are not permitted in ARM instructions.

In Thumb instructions you can use PC for Rt in LDR word instructions. Other uses of PC in these Thumb instructions are not permitted.

3.46.6 Use of SP

You can use SP for Rn .

In ARM, you can use SP for Rt in word instructions. You can use SP for Rt in non-word ARM instructions but this is deprecated in ARMv6T2 and above.

You can use SP for Rm in ARM instructions but this is deprecated in ARMv6T2 and above.

In Thumb, you can use SP for Rt in word instructions only. All other use of SP for Rt in these instructions are not permitted in Thumb code.

Use of SP for Rm is not permitted in Thumb state.

3.46.7 See also

Reference

- [Memory access instructions on page 3-9](#)
- [Condition codes on page 3-29](#).

3.47 LDR and STR, unprivileged

Unprivileged load and Store, byte, halfword, or word.

When these instructions are executed by privileged software, they access memory with the same restrictions as they would have if they were executed by unprivileged software.

When executed by unprivileged software these instructions behave in exactly the same way as the corresponding load or store instruction, for example LDRSBT behaves in the same way as LDRSB.

3.47.1 Syntax

op{*type*}T{*cond*} *Rt*, [*Rn* {, #*offset*}] ; immediate offset (32-bit Thumb only)

op{*type*}T{*cond*} *Rt*, [*Rn*] {, #*offset*} ; post-indexed (ARM only)

op{*type*}T{*cond*} *Rt*, [*Rn*], +/-*Rm* {, *shift*} ; post-indexed (register) (ARM only)

where:

op can be either:

LDR Load Register

STR Store Register.

type can be any one of:

B unsigned Byte (Zero extend to 32 bits on loads.)

SB signed Byte (LDR only. Sign extend to 32 bits.)

H unsigned Halfword (Zero extend to 32 bits on loads.)

SH signed Halfword (LDR only. Sign extend to 32 bits.)

- omitted, for Word.

cond is an optional condition code.

Rt is the register to load or store.

Rn is the register on which the memory address is based.

offset is an offset. If offset is omitted, the address is the value in *Rn*.

Rm is a register containing a value to be used as the offset. *Rm* must not be PC.

shift is an optional shift.

3.47.2 Offset ranges and architectures

Table 3-8 shows the ranges of offsets and availability of these instructions.

Table 3-8 Offsets and architectures, LDR/STR (User mode)

Instruction	Immediate offset	Post-indexed	+/-Rm ^a	shift	Arch. ^b
ARM, word or byte	Not available	-4095 to 4095	+/-Rm	LSL #0-31 LSR #1-32 ASR #1-32 ROR #1-31 RRX	All
ARM, signed byte, halfword, or signed halfword	Not available	-255 to 255	+/-Rm	Not available	T2
32-bit Thumb, word, halfword, signed halfword, byte, or signed byte	0 to 255	Not available	Not available		T2

a. You can use -Rm, +Rm, or Rm.

b. Entries in the Architecture column indicate that the instructions are available as follows:

- | | |
|------------|---------------------------------------|
| All | All versions of the ARM architecture. |
| T2 | The ARMv6T2 and above architectures. |

3.47.3 See also

Reference

- [Memory access instructions on page 3-9](#)
- [Condition codes on page 3-29](#).

3.48 LDR (PC-relative)

Load register. The address is an offset from the PC.

3.48.1 Syntax

`LDR{type}{cond}{.W} Rt, label`

`LDRD{cond} Rt, Rt2, label ; Doubleword`

where:

type can be any one of:

B	unsigned Byte (Zero extend to 32 bits on loads.)
SB	signed Byte (LDR only. Sign extend to 32 bits.)
H	unsigned Halfword (Zero extend to 32 bits on loads.)
SH	signed Halfword (LDR only. Sign extend to 32 bits.)
-	omitted, for Word.

cond is an optional condition code.

.W is an optional instruction width specifier.

Rt is the register to load or store.

Rt2 is the second register to load or store.

label is a PC-relative expression.

label must be within a limited distance of the current instruction.

————— Note —————

Equivalent syntaxes are available for the STR instruction in ARM code but they are deprecated in ARMv6T2 and above.

3.48.2 Offset range and architectures

The assembler calculates the offset from the PC for you. The assembler generates an error if *label* is out of range.

Table 3-9 shows the possible offsets between the label and the current instruction.

Table 3-9 PC-relative offsets

Instruction	Offset range	Architectures ^a
ARM LDR, LDRB, LDRSB, LDRH, LDRSH ^b	+/- 4095	All
ARM LDRD	+/- 255	5E
32-bit Thumb LDR, LDRB, LDRSB, LDRH, LDRSH ^b	+/- 4095	T2
32-bit Thumb LDRD	+/- 1020 ^c	T2
16-bit Thumb LDR ^d	0-1020 ^c	T

- a. Entries in the Architectures column indicate that the instructions are available as follows:

All	All versions of the ARM architecture.
5E	The ARMv5TE, ARMv6*, and ARMv7 architectures.
T2	The ARMv6T2 and above architectures.
T	The ARMv4T, ARMv5T*, ARMv6*, and ARMv7 architectures.
- b. For word loads, Rt can be the PC. A load to the PC causes a branch to the address loaded. In ARMv4, bits[1:0] of the address loaded must be 0b00. In ARMv5T and above, bits[1:0] must not be 0b10, and if bit[0] is 1, execution continues in Thumb state, otherwise execution continues in ARM state.
- c. Must be a multiple of 4.
- d. Rt must be in the range R0-R7. There are no byte, halfword, or doubleword 16-bit instructions.

Note

In ARMv7-M, LDRD (PC-relative) instructions must be on a word-aligned address.

3.48.3 LDR (PC-relative) in 32-bit Thumb

You can use the `.W` width specifier to force LDR to generate a 32-bit instruction in Thumb code. LDR.W always generates a 32-bit instruction, even if the target could be reached using a 16-bit LDR.

For forward references, LDR without `.W` always generates a 16-bit instruction in Thumb code, even if that results in failure for a target that could be reached using a 32-bit Thumb LDR instruction.

3.48.4 Doubleword register restrictions

For 32-bit Thumb instructions, you must not specify SP or PC for either *Rt* or *Rt2*.

For ARM instructions:

- *Rt* must be an even-numbered register
- *Rt* must not be LR
- it is strongly recommended that you do not use R12 for *Rt*
- *Rt2* must be $R(t + 1)$.

3.48.5 Use of SP

In ARM, you can use SP for *Rt* in LDR word instructions. You can use SP for *Rt* in LDR non-word ARM instructions but this is deprecated in ARMv6T2 and above.

In Thumb, you can use SP for *Rt* in LDR word instructions only. All other uses of SP in these instructions are not permitted in Thumb code.

3.48.6 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions on page 8-7.](#)

Reference

- [Pseudo-instructions on page 3-28](#)
- [LDR \(PC-relative\) in 32-bit Thumb](#)
- [Memory access instructions on page 3-9](#)

- [Condition codes](#) on page 3-29.

3.49 LDR (register-relative)

Load register. The address is an offset from a base register.

3.49.1 Syntax

`LDR{type}{cond}{.W} Rt, label`

`LDRD{cond} Rt, Rt2, label ; Doubleword`

where:

type can be any one of:

B	unsigned Byte (Zero extend to 32 bits on loads.)
SB	signed Byte (LDR only. Sign extend to 32 bits.)
H	unsigned Halfword (Zero extend to 32 bits on loads.)
SH	signed Halfword (LDR only. Sign extend to 32 bits.)
-	omitted, for Word.

cond is an optional condition code.

.W is an optional instruction width specifier.

Rt is the register to load or store.

Rt2 is the second register to load or store.

label is a symbol defined by the FIELD directive. *label* specifies an offset from the base register which is defined using the MAP directive.

label must be within a limited distance of the value in the base register.

3.49.2 Offset range and architectures

The assembler calculates the offset from the base register for you. The assembler generates an error if *label* is out of range.

Table 3-10 shows the possible offsets between the label and the current instruction.

Table 3-10 register-relative offsets

Instruction	Offset range	Architectures ^a
ARM LDR, LDRB ^b	+/- 4095	All
ARM LDRSB, LDRH, LDRSH	+/- 255	All
ARM LDRD	+/- 255	5E
32-bit Thumb LDR, LDRB, LDRSB, LDRH, LDRSH ^b	-255 to 4095	T2
32-bit Thumb LDRD	+/- 1020 ^c	T2
16-bit Thumb LDR ^d	0 to 124 ^c	T
16-bit Thumb LDRH ^d	0 to 62 ^c	T
16-bit Thumb LDRB ^d	0 to 31	T
16-bit Thumb LDR, base register is SP ^f	0 to 1020 ^c	T
16-bit ThumbEE LDR ^d	-28 to 124 ^c	EE
16-bit Thumb LDR, base register is R9 ^f	0 to 252 ^c	EE
16-bit ThumbEE LDR, base register is R10 ^f	0 to 124 ^c	EE

a. Entries in the Architectures column indicate that the instructions are available as follows:

- All** All versions of the ARM architecture.
- 5E** The ARMv5TE, ARMv6*, and ARMv7 architectures.
- T2** The ARMv6T2 and above architectures.
- T** The ARMv4T, ARMv5T*, ARMv6*, and ARMv7 architectures.
- EE** ThumbEE variants of the ARM architecture.

b. For word loads, Rt can be the PC. A load to the PC causes a branch to the address loaded. In ARMv4, bits[1:0] of the address loaded must be 0b00. In ARMv5T and above, bits[1:0] must not be 0b10, and if bit[0] is 1, execution continues in Thumb state, otherwise execution continues in ARM state.

c. Must be a multiple of 4.

d. Rt and base register must be in the range R0-R7.

e. Must be a multiple of 2.

f. Rt must be in the range R0-R7.

3.49.3 LDR (register-relative) in 32-bit Thumb

You can use the *.W* width specifier to force LDR to generate a 32-bit instruction in Thumb code. LDR.*W* always generates a 32-bit instruction, even if the target could be reached using a 16-bit LDR.

For forward references, LDR without *.W* always generates a 16-bit instruction in Thumb code, even if that results in failure for a target that could be reached using a 32-bit Thumb LDR instruction.

3.49.4 Doubleword register restrictions

For 32-bit Thumb instructions, you must not specify SP or PC for either Rt or $Rt2$.

For ARM instructions:

- Rt must be an even-numbered register
- Rt must not be LR
- it is strongly recommended that you do not use R12 for Rt
- $Rt2$ must be $R(t + 1)$.

3.49.5 Use of PC

You can use PC for Rt in word instructions. Other uses of PC are not permitted in these instructions.

3.49.6 Use of SP

In ARM, you can use SP for Rt in word instructions. You can use SP for Rt in non-word ARM instructions but this is deprecated in ARMv6T2 and above.

In Thumb, you can use SP for Rt in word instructions only. All other use of SP for Rt in these instructions are not permitted in Thumb code.

3.49.7 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions on page 8-7.](#)

Reference

- [Memory access instructions on page 3-9](#)
- [Pseudo-instructions on page 3-28](#)
- [LDR \(register-relative\) in 32-bit Thumb on page 3-85](#)
- [FIELD on page 5-40](#)
- [MAP on page 5-69](#)
- [Condition codes on page 3-29.](#)

3.50 LDR pseudo-instruction

Load a register with either:

- a 32-bit immediate value
- an address.

Note

This section describes the LDR *pseudo*-instruction only, and not the LDR instruction.

3.50.1 Syntax

LDR{*cond*}{.W} *Rt*, =*expr*

LDR{*cond*}{.W} *Rt*, =*label_expr*

where:

- cond* is an optional condition code.
- .W is an optional instruction width specifier.
- Rt* is the register to be loaded.
- expr* evaluates to a numeric value.
- label_expr* is a PC-relative or external expression of an address in the form of a label plus or minus a numeric value.

3.50.2 Usage

When using the LDR pseudo-instruction:

- If the value of *expr* can be loaded with a valid MOV or MVN instruction, the assembler uses that instruction.
- If a valid MOV or MVN instruction cannot be used, or if the *label_expr* syntax is used, the assembler places the constant in a literal pool and generates a PC-relative LDR instruction that reads the constant from the literal pool.

Note

- An address loaded in this way is fixed at link time, so the code is *not* position-independent.
 - The address holding the constant remains valid regardless of where the linker places the ELF section containing the LDR instruction.
-

The assembler places the value of *label_expr* in a literal pool and generates a PC-relative LDR instruction that loads the value from the literal pool.

If *label_expr* is an external expression, or is not contained in the current section, the assembler places a linker relocation directive in the object file. The linker generates the address at link time.

If *label_expr* is a local label, the assembler places a linker relocation directive in the object file and generates a symbol for that local label. The address is generated at link time. If the local label references Thumb code, the Thumb bit (bit 0) of the address is set.

The offset from the PC to the value in the literal pool must be less than $\pm 4\text{KB}$ (ARM, 32-bit Thumb) or in the range 0 to $+1\text{KB}$ (16-bit Thumb). You are responsible for ensuring that there is a literal pool within range.

If the label referenced is in Thumb code, the LDR pseudo-instruction sets the Thumb bit (bit 0) of *label_expr*.

Note

In *RealView® Compilation Tools* (RVCT) v2.2, the Thumb bit of the address was not set. If you have code that relies on this behavior, use the command line option `--untyped_local_labels` to force the assembler not to set the Thumb bit when referencing labels in Thumb code.

3.50.3 LDR in Thumb code

You can use the `.W` width specifier to force LDR to generate a 32-bit instruction in Thumb code on ARMv6T2 and above processors. LDR.W always generates a 32-bit instruction, even if the immediate value could be loaded in a 16-bit MOV, or there is a literal pool within reach of a 16-bit PC-relative load.

If the value to be loaded is not known in the first pass of the assembler, LDR without `.W` generates a 16-bit instruction in Thumb code, even if that results in a 16-bit PC-relative load for a value that could be generated in a 32-bit MOV or MVN instruction. However, if the value is known in the first pass, and it can be generated using a 32-bit MOV or MVN instruction, the MOV or MVN instruction is used.

The LDR pseudo-instruction never generates a 16-bit flag-setting MOV instruction. Use the `--diag_warning 1727` assembler command line option to check when a 16-bit instruction could have been used.

You can use the MOV32 pseudo-instruction for generating immediate values or addresses without loading from a literal pool.

3.50.4 Examples

```

LDR    r3,=0xff0    ; loads 0xff0 into R3
                ; => MOV.W r3,#0xff0
LDR    r1,=0xffff    ; loads 0xffff into R1
                ; => LDR r1,[pc,offset_to_litpool]
                ; ...
                ; litpool DCD 0xffff
LDR    r2,=place     ; loads the address of
                ; place into R2
                ; => LDR r2,[pc,offset_to_litpool]
                ; ...
                ; litpool DCD place

```

3.50.5 See also

Concepts

Using the Assembler:

- [Numeric constants on page 8-5](#)
- [Register-relative and PC-relative expressions on page 8-7](#)
- [Local labels on page 8-12](#)
- [Load immediates into registers on page 5-5](#)
- [Load immediate 32-bit values to a register using LDR Rd, =const on page 5-10.](#)

Reference

- *Memory access instructions* on page 3-9
- *LTORG* on page 5-65
- *MOV32 pseudo--instruction* on page 3-100
- *Condition codes* on page 3-29.

3.51 LDREX and STREX

Load and Store Register Exclusive.

3.51.1 Syntax

LDREX{*cond*} *Rt*, [*Rn* {, #*offset*}]

STREX{*cond*} *Rd*, *Rt*, [*Rn* {, #*offset*}]

LDREXB{*cond*} *Rt*, [*Rn*]

STREXB{*cond*} *Rd*, *Rt*, [*Rn*]

LDREXH{*cond*} *Rt*, [*Rn*]

STREXH{*cond*} *Rd*, *Rt*, [*Rn*]

LDREXD{*cond*} *Rt*, *Rt2*, [*Rn*]

STREXD{*cond*} *Rd*, *Rt*, *Rt2*, [*Rn*]

where:

<i>cond</i>	is an optional condition code.
<i>Rd</i>	is the destination register for the returned status.
<i>Rt</i>	is the register to load or store.
<i>Rt2</i>	is the second register for doubleword loads or stores.
<i>Rn</i>	is the register on which the memory address is based.
<i>offset</i>	is an optional offset applied to the value in <i>Rn</i> . <i>offset</i> is permitted only in 32-bit Thumb instructions. If <i>offset</i> is omitted, an offset of 0 is assumed.

3.51.2 LDREX

LDREX loads data from memory.

- If the physical address has the Shared TLB attribute, LDREX tags the physical address as exclusive access for the current processor, and clears any exclusive access tag for this processor for any other physical address.
- Otherwise, it tags the fact that the executing processor has an outstanding tagged physical address.

3.51.3 STREX

STREX performs a conditional store to memory. The conditions are as follows:

- If the physical address does not have the Shared TLB attribute, and the executing processor has an outstanding tagged physical address, the store takes place, the tag is cleared, and the value 0 is returned in *Rd*.
- If the physical address does not have the Shared TLB attribute, and the executing processor does not have an outstanding tagged physical address, the store does not take place, and the value 1 is returned in *Rd*.
- If the physical address has the Shared TLB attribute, and the physical address is tagged as exclusive access for the executing processor, the store takes place, the tag is cleared, and the value 0 is returned in *Rd*.

- If the physical address has the Shared TLB attribute, and the physical address is not tagged as exclusive access for the executing processor, the store does not take place, and the value 1 is returned in *Rd*.

3.51.4 Restrictions

PC must not be used for any of *Rd*, *Rt*, *Rt2*, or *Rn*.

For STREX, *Rd* must not be the same register as *Rt*, *Rt2*, or *Rn*.

For ARM instructions:

- SP can be used but use of SP for any of *Rd*, *Rt*, or *Rt2* is deprecated in ARMv6T2 and above
- For LDREXD and STREXD, *Rt* must be an even numbered register, and not LR
- *Rt2* must be $R(t+1)$
- *offset* is not permitted.

For Thumb instructions:

- SP can be used for *Rn*, but must not be used for any of *Rd*, *Rt*, or *Rt2*
- for LDREXD, *Rt* and *Rt2* must not be the same register
- the value of *offset* can be any multiple of four in the range 0-1020.

3.51.5 Usage

Use LDREX and STREX to implement interprocess communication in multiple-processor and shared-memory systems.

For reasons of performance, keep the number of instructions between corresponding LDREX and STREX instruction to a minimum.

———— Note ————

The address used in a STREX instruction must be the same as the address in the most recently executed LDREX instruction. The result of executing a STREX instruction to a different address is UNPREDICTABLE.

3.51.6 Architectures

ARM LDREX and STREX are available in ARMv6 and above.

ARM LDREXB, LDREXH, LDREXD, STREXB, STREXD, and STREXH are available in ARMv6K and above.

All these 32-bit Thumb instructions are available in ARMv6T2 and above, except that LDREXD and STREXD are not available in the ARMv7-M architecture.

There are no 16-bit versions of these instructions.

3.51.7 Examples

```

MOV r1, #0x1           ; load the 'lock taken' value
try
LDREX r0, [LockAddr]   ; load the lock value
CMP r0, #0             ; is the lock free?
STREXEQ r0, r1, [LockAddr] ; try and claim the lock
CMPEQ r0, #0           ; did this succeed?
BNE try                ; no - try again
....                  ; yes - we have the lock

```


3.51.8 See also

Reference

- [Memory access instructions on page 3-9](#)
- [Condition codes on page 3-29](#).

3.52 MAR and MRA

Transfer between two general-purpose registers and a 40-bit internal accumulator.

3.52.1 Syntax

`MAR{cond} Acc, RdLo, RdHi`

`MRA{cond} RdLo, RdHi, Acc`

where:

cond is an optional condition code.

Acc is the internal accumulator. The standard name is `accx`, where *x* is an integer in the range 0 to *n*. The value of *n* depends on the processor. It is 0 for current processors.

RdLo, *RdHi* are general-purpose registers. *RdLo* and *RdHi* must not be the PC, and for MRA they must be different registers.

3.52.2 Usage

The MAR instruction copies the contents of *RdLo* to bits[31:0] of *Acc*, and the least significant byte of *RdHi* to bits[39:32] of *Acc*.

The MRA instruction:

- copies bits[31:0] of *Acc* to *RdLo*
- copies bits[39:32] of *Acc* to *RdHi* bits[7:0]
- sign extends the value by copying bit[39] of *Acc* to bits[31:8] of *RdHi*.

3.52.3 Architectures

These ARM coprocessor 0 instructions are only available in XScale processors.

There are no Thumb versions of these instructions.

3.52.4 Examples

```
MAR    acc0, r0, r1
MRA    r4, r5, acc0
MARNE  acc0, r9, r2
MRAGT  r4, r8, acc0
```

3.52.5 See also

Reference

- [Condition codes on page 3-29](#).

3.53 MCR, MCR2, MCRR, and MCRR2

Move to Coprocessor from ARM Register or Registers. Depending on the coprocessor, you might be able to specify various operations in addition.

3.53.1 Syntax

op1{*cond*} *coproc*, #*opcode1*, *Rt*, *CRn*, *CRm*{, #*opcode2*}

op2{*cond*} *coproc*, #*opcode3*, *Rt*, *Rt2*, *CRm*

where:

<i>op1</i>	is either MCR or MCR2.
<i>op2</i>	is either MCRR or MCRR2.
<i>cond</i>	is an optional condition code. In ARM code, <i>cond</i> is not permitted for MCR2 or MCRR2.
<i>coproc</i>	is the name of the coprocessor the instruction is for. The standard name is <i>pn</i> , where <i>n</i> is an integer in the range 0 to 15.
<i>opcode1</i>	is a 3-bit coprocessor-specific opcode.
<i>opcode2</i>	is an optional 3-bit coprocessor-specific opcode.
<i>opcode3</i>	is a 4-bit coprocessor-specific opcode.
<i>Rt</i> , <i>Rt2</i>	are ARM source registers. <i>Rt</i> and <i>Rt2</i> must not be PC.
<i>CRn</i> , <i>CRm</i>	are coprocessor registers.

3.53.2 Usage

The use of these instructions depends on the coprocessor. See the coprocessor documentation for details.

3.53.3 Architectures

The MCR ARM instruction is available in all versions of the ARM architecture.

The MCR2 ARM instruction is available in ARMv5T and above.

The MCRR ARM instruction is available in ARMv6 and above, and E variants of ARMv5T.

The MCRR2 ARM instruction is available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of these instructions.

3.53.4 See also

Reference

- [Condition codes on page 3-29.](#)

3.54 MIA, MIAPH, and MIAxy

Multiply with internal accumulate (32-bit by 32-bit, 40-bit accumulate).

Multiply with internal accumulate, packed halfwords (16-bit by 16-bit twice, 40-bit accumulate).

Multiply with internal accumulate (16-bit by 16-bit, 40-bit accumulate).

3.54.1 Syntax

`MIA{cond} Acc, Rn, Rm`

`MIAPH{cond} Acc, Rn, Rm`

`MIA<x><y>{cond} Acc, Rn, Rm`

where:

cond is an optional condition code.

Acc is the internal accumulator. The standard name is `accx`, where *x* is an integer in the range 0 to *n*. The value of *n* depends on the processor. It is 0 in current processors.

Rn, Rm are the ARM registers holding the values to be multiplied.
Rn and *Rm* must not be PC.

<x><y> is one of: BB, BT, TB, TT.

3.54.2 Usage

The MIA instruction multiplies the signed integers from *Rn* and *Rm*, and adds the result to the 40-bit value in *Acc*.

The MIAPH instruction multiplies the signed integers from the bottom halves of *Rn* and *Rm*, multiplies the signed integers from the upper halves of *Rn* and *Rm*, and adds the two 32-bit results to the 40-bit value in *Acc*.

The MIAxy instruction multiplies the signed integer from the selected half of *Rs* by the signed integer from the selected half of *Rm*, and adds the 32-bit result to the 40-bit value in *Acc*. *<x>* == B means use the bottom half (bits [15:0]) of *Rn*, *<x>* == T means use the top half (bits [31:16]) of *Rn*. *<y>* == B means use the bottom half (bits [15:0]) of *Rm*, *<y>* == T means use the top half (bits [31:16]) of *Rm*.

3.54.3 Condition flags

These instructions do not change the flags.

———— **Note** —————

These instructions cannot raise an exception. If overflow occurs on these instructions, the result wraps round without any warning.

3.54.4 Architectures

These ARM coprocessor 0 instructions are only available in XScale processors.

There are no Thumb versions of these instructions.

3.54.5 Examples

```
MIA      acc0, r5, r0
MIALE    acc0, r1, r9
MIAPH    acc0, r0, r7
MIAPHNE  acc0, r11, r10
MIABB    acc0, r8, r9
MIABT    acc0, r8, r8
MIATB    acc0, r5, r3
MIATT    acc0, r0, r6
MIABTGT  acc0, r2, r5
```

3.54.6 See also

Reference

- [Condition codes on page 3-29](#).

3.55 MOV and MVN

Move and Move Not.

3.55.1 Syntax

`MOV{S}{cond} Rd, Operand2`

`MOV{cond} Rd, #imm16`

`MVN{S}{cond} Rd, Operand2`

where:

S is an optional suffix. If *S* is specified, the condition code flags are updated on the result of the operation.

cond is an optional condition code.

Rd is the destination register.

Operand2 is a flexible second operand.

imm16 is any value in the range 0-65535.

3.55.2 Usage

The MOV instruction copies the value of *Operand2* into *Rd*.

The MVN instruction takes the value of *Operand2*, performs a bitwise logical NOT operation on the value, and places the result into *Rd*.

In certain circumstances, the assembler can substitute MVN for MOV, or MOV for MVN. Be aware of this when reading disassembly listings.

3.55.3 Use of PC and SP in 32-bit Thumb MOV and MVN

You cannot use PC (R15) for *Rd*, or in *Operand2*, in 32-bit Thumb MOV or MVN instructions. With the following exceptions, you cannot use SP (R13) for *Rd*, or in *Operand2*:

- `MOV{cond}.W Rd, SP`, where *Rd* is not SP
- `MOV{cond}.W SP, Rm`, where *Rm* is not SP.

3.55.4 Use of PC and SP in 16-bit Thumb

You can use PC or SP in 16-bit Thumb `MOV{cond} Rd, Rm` instructions but these instructions in which both *Rd* and *Rm* are SP or PC are deprecated in ARMv6T2 and above.

You cannot use PC or SP in any other `MOV{S}` or `MVN{S}` 16-bit Thumb instructions.

3.55.5 Use of PC and SP in ARM MOV and MVN

You cannot use PC for *Rd* or any operand in any data processing instruction that has a register-controlled shift.

In instructions without register-controlled shift, use of PC is deprecated except the following cases:

- `MOVS PC, LR`
- `MOV PC, Rm` when *Rm* is not PC or SP
- `MOV Rd, PC` when *Rd* is not PC or SP.

You can use SP for *Rd* or *Rm*. But these are deprecated except the following cases:

- MOV SP, *Rm* when *Rm* is not PC or SP
- MOV *Rd*, SP when *Rd* is not PC or SP.

Note

- You cannot use PC for *Rd* in MOV *Rd*, #*imm16* if the #*imm16* value is not a permitted Operand2 value. You can use PC in forms with Operand2 without register-controlled shift.
 - The deprecation of PC and SP in ARM instructions only apply to ARMv6T2 and above.
-

If you use PC as *Rm*, the value used is the address of the instruction plus 8.

If you use PC as *Rd*:

- Execution branches to the address corresponding to the result.
- If you use the S suffix, see the SUBS pc, lr instruction.

3.55.6 Condition flags

If S is specified, these instructions:

- update the N and Z flags according to the result
- can update the C flag during the calculation of *Operand2*
- do not affect the V flag.

3.55.7 16-bit instructions

The following forms of these instructions are available in Thumb code, and are 16-bit instructions:

MOVS <i>Rd</i> , # <i>imm</i>	<i>Rd</i> must be a Lo register. <i>imm</i> range 0-255.
MOVS <i>Rd</i> , <i>Rm</i>	<i>Rd</i> and <i>Rm</i> must both be Lo registers.
MOV <i>Rd</i> , <i>Rm</i>	In architectures before ARMv6, either <i>Rd</i> or <i>Rm</i> , or both, must be a Hi register. In ARMv6 and above, this restriction does not apply.
MVNS <i>Rd</i> , <i>Rm</i>	<i>Rd</i> and <i>Rm</i> must both be Lo registers. This form can only be used outside an IT block.
MVN{ <i>cond</i> } <i>Rd</i> , <i>Rm</i>	<i>Rd</i> and <i>Rm</i> must both be Lo registers. This form can only be used inside an IT block.

3.55.8 Architectures

The #*imm16* form of the ARM instruction is available in ARMv6T2 and above. The other forms of the ARM instruction are available in all versions of the ARM architecture.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

These 16-bit Thumb instructions are available in all T variants of the ARM architecture.

3.55.9 Example

```
MVNNE    r11, #0xF000000B ; ARM only. This immediate value is not
                        ; available in T2.
```

3.55.10 Incorrect example

`MVN pc,r3,ASR r0 ; PC not permitted with register-controlled shift`

3.55.11 See also

Concepts

- [Flexible second operand \(Operand2\) on page 3-12](#)
- [Instruction substitution on page 3-13.](#)

Reference

- [Condition codes on page 3-29](#)
- [SUBS pc, lr on page 3-152.](#)

3.56 MOV32 pseudo--instruction

Load a register with either:

- a 32-bit immediate value
- any address.

MOV32 always generates two 32-bit instructions, a MOV, MOVT pair. This enables you to load any 32-bit immediate, or to access the whole 32-bit address space.

3.56.1 Syntax

MOV32{*cond*} *Rd*, *expr*

where:

cond is an optional condition code.

Rd is the register to be loaded. *Rd* must not be SP or PC.

expr can be any one of the following:

<i>symbol</i>	A label in this or another program area.
<i>#constant</i>	Any 32-bit immediate value.
<i>symbol</i> + <i>constant</i>	A label plus a 32-bit immediate value.

3.56.2 Usage

The main purposes of the MOV32 pseudo-instruction are:

- To generate literal constants when an immediate value cannot be generated in a single instruction.
- To load a PC-relative or external address into a register. The address remains valid regardless of where the linker places the ELF section containing the MOV32.

———— **Note** ————

An address loaded in this way is fixed at link time, so the code is *not* position-independent.

MOV32 sets the Thumb bit (bit 0) of the address if the label referenced is in Thumb code.

3.56.3 Architectures

This pseudo-instruction is available in ARMv6T2 and above in both ARM and Thumb.

3.56.4 Examples

```
MOV32 r3, #0xABCDEF12 ; loads 0xABCDEF12 into R3
MOV32 r1, Trigger+12   ; loads the address that is 12 bytes higher than
                        ; the address Trigger into R1
```

3.56.5 See also

Reference

- [Condition codes on page 3-29](#).

3.57 MOV^T

Move Top. Writes a 16-bit immediate value to the top halfword of a register, without affecting the bottom halfword.

3.57.1 Syntax

```
MOVT{cond} Rd, #imm16
```

where:

<i>cond</i>	is an optional condition code.
<i>Rd</i>	is the destination register.
<i>imm16</i>	is a 16-bit immediate value.

3.57.2 Usage

MOV^T writes *imm16* to *Rd*[31:16]. The write does not affect *Rd*[15:0].

You can generate any 32-bit immediate with a MOV, MOV^T instruction pair. The assembler implements the MOV32 pseudo-instruction for convenient generation of this instruction pair.

3.57.3 Register restrictions

You cannot use PC in ARM or Thumb instructions.

You can use SP for *Rd* in ARM instructions but this is deprecated.

You cannot use SP in Thumb instructions.

3.57.4 Condition flags

This instruction does not change the flags.

3.57.5 Architectures

This ARM instruction is available in ARMv6T2 and above.

This 32-bit Thumb instruction is available in ARMv6T2 and above.

There is no 16-bit Thumb version of this instruction.

3.57.6 See also

Reference

- [MOV32 pseudo--instruction on page 3-100](#)
- [Condition codes on page 3-29](#).

3.58 MRC, MRC2, MRRC and MRRC2

Move to ARM Register or Registers from Coprocessor.

Depending on the coprocessor, you might be able to specify various operations in addition.

3.58.1 Syntax

op1{*cond*} *coproc*, #*opcode1*, *Rt*, *CRn*, *CRm*{, #*opcode2*}

op2{*cond*} *coproc*, #*opcode3*, *Rt*, *Rt2*, *CRm*

where:

op1 is either MRC or MRC2.

op2 is either MRRC or MRRC2.

cond is an optional condition code. In ARM code, *cond* is not permitted for MRC2 or MRRC2.

coproc is the name of the coprocessor the instruction is for. The standard name is *pn*, where *n* is an integer in the range 0 to 15.

opcode1 is a 3-bit coprocessor-specific opcode.

opcode2 is an optional 3-bit coprocessor-specific opcode.

opcode3 is a 4-bit coprocessor-specific opcode.

Rt, *Rt2* are ARM destination registers. *Rt* and *Rt2* must not be PC.

In MRC and MRC2, *Rt* can be APSR_nzcv. This means that the coprocessor executes an instruction that changes the value of the condition code flags in the APSR.

CRn, *CRm* are coprocessor registers.

3.58.2 Usage

The use of these instructions depends on the coprocessor. See the coprocessor documentation for details.

3.58.3 Architectures

The MRC ARM instruction is available in all versions of the ARM architecture.

The MRC2 ARM instruction is available in ARMv5T and above.

The MRRC ARM instruction is available in ARMv6 and above, and E variants of ARMv5T.

The MRRC2 ARM instruction is available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of these instructions.

3.58.4 See also

Reference

- [Condition codes on page 3-29.](#)

3.59 MRS (system coprocessor register to ARM register)

Move to ARM register from system coprocessor register.

3.59.1 Syntax

`MRS{cond} Rn, coproc_register`

`MRS{cond} APSR_nzcv, special_register`

where:

`cond` is an optional condition code.

`coproc_register`
is the name of the coprocessor register.

`special_register`
is the name of the coprocessor register that can be written to APSR_nzcv. This is only possible for the coprocessor register DBGDSCRint.

`Rn` is the ARM destination register. `Rn` must not be PC.

3.59.2 Usage

You can use this instruction to read CP14 or CP15 coprocessor registers, with the exception of write-only registers. A complete list of the applicable coprocessor register names is in the *ARMv7-AR Architecture Reference Manual*. For example:

```
MRS R1, SCTL ; writes the contents of the CP15 coprocessor register SCTL
               ; into R1
```

3.59.3 Architectures

This MRS ARM instruction is available in ARMv7-A and ARMv7-R.

This MRS 32-bit Thumb instruction is available in ARMv7-A and ARMv7-R.

There are no 16-bit Thumb versions of these instructions.

3.59.4 See also

Reference

- [Condition codes](#) on page 3-29
- [MSR \(ARM register to system coprocessor register\)](#) on page 3-106
- [MSR \(general-purpose register to PSR\)](#) on page 3-107
- [MRS \(PSR to general-purpose register\)](#) on page 3-104.

Other information

- *ARM Architecture Reference Manual*,
<http://infocenter.arm.com/help/topic/com.arm.doc.subset.architecture.reference/>.

3.60 MRS (PSR to general-purpose register)

Move the contents of a PSR to a general-purpose register.

3.60.1 Syntax

`MRS{cond} Rd, psr`

where:

<i>cond</i>	is an optional condition code.								
<i>Rd</i>	is the destination register.								
<i>psr</i>	is one of: <table> <tr> <td>APSR</td><td>on any processor, in any mode.</td></tr> <tr> <td>CPSR</td><td>deprecated synonym for APSR and for use in Debug state, on any processor except ARMv7-M and ARMv6-M.</td></tr> <tr> <td>SPSR</td><td>on any processor except ARMv7-M and ARMv6-M, in privileged software execution only.</td></tr> <tr> <td><i>Mpsr</i></td><td>on ARMv7-M and ARMv6-M processors only.</td></tr> </table>	APSR	on any processor, in any mode.	CPSR	deprecated synonym for APSR and for use in Debug state, on any processor except ARMv7-M and ARMv6-M.	SPSR	on any processor except ARMv7-M and ARMv6-M, in privileged software execution only.	<i>Mpsr</i>	on ARMv7-M and ARMv6-M processors only.
APSR	on any processor, in any mode.								
CPSR	deprecated synonym for APSR and for use in Debug state, on any processor except ARMv7-M and ARMv6-M.								
SPSR	on any processor except ARMv7-M and ARMv6-M, in privileged software execution only.								
<i>Mpsr</i>	on ARMv7-M and ARMv6-M processors only.								
<i>Mpsr</i>	can be any of: IPSR, EPSR, IEPSR, IAPSR, EAPSR, MSP, PSP, XPSR, PRIMASK, BASEPRI, BASEPRI_MAX, FAULTMASK, or CONTROL.								

3.60.2 Usage

Use MRS in combination with MSR as part of a read-modify-write sequence for updating a PSR, for example to change processor mode, or to clear the Q flag.

In process swap code, the programmers' model state of the process being swapped out must be saved, including relevant PSR contents. Similarly, the state of the process being swapped in must also be restored. These operations make use of MRS/store and load/MSR instruction sequences.

3.60.3 SPSR

You must not attempt to access the SPSR when the processor is in User or System mode. This is your responsibility. The assembler cannot warn you about this, because it has no information about the processor mode at execution time.

If you attempt to access the SPSR when the processor is in User or System mode, the result is UNPREDICTABLE.

3.60.4 CPSR

The CPSR endianness bit (E) can be read in any privileged software execution.

The CPSR execution state bits, other than the E bit, can only be read when the processor is in Debug state, halting debug-mode. Otherwise, the execution state bits in the CPSR read as zero.

The condition flags can be read in any mode on any processor. Use APSR if you are only interested in accessing the condition code flags in User mode.

3.60.5 Register restrictions

If *Rd* is PC in ARM instructions, the result is UNPREDICTABLE. You can use SP for *Rd* in ARM instructions but this is deprecated in ARMv6T2 and above.

If *Rd* is PC or SP in Thumb instructions, the result is UNPREDICTABLE.

3.60.6 Condition flags

This instruction does not change the flags.

3.60.7 Architectures

This ARM instruction is available in all versions of the ARM architecture.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There is no 16-bit Thumb version of this instruction.

3.60.8 See also

Concepts

Using the Assembler:

- [Current Program Status Register](#) on page 3-18.

Reference

- [MSR \(general-purpose register to PSR\)](#) on page 3-107
- [MSR \(ARM register to system coprocessor register\)](#) on page 3-106
- [MRS \(system coprocessor register to ARM register\)](#) on page 3-103
- [Condition codes](#) on page 3-29.

3.61 MSR (ARM register to system coprocessor register)

Move to system coprocessor register from ARM register.

3.61.1 Syntax

`MSR{cond} coproc_register, Rn`

where:

cond is an optional condition code.

coproc_register

is the name of the coprocessor register.

Rn is the ARM source register. *Rn* must not be PC.

3.61.2 Usage

You can use this instruction to write to any CP14 or CP15 coprocessor writable register. A complete list of the applicable coprocessor register names is in the *ARMv7-AR Architecture Reference Manual*. For example:

```
MSR SCTLr, R1 ; writes the contents of R1 into the CP15 coprocessor register
               ; SCTLr
```

3.61.3 Architectures

This MSR ARM instruction is available in ARMv7-A and ARMv7-R.

This MSR 32-bit Thumb instruction is available in ARMv7-A and ARMv7-R.

There are no 16-bit Thumb versions of these instructions.

3.61.4 See also

Reference

- [SYS on page 3-158](#)
- [MRS \(system coprocessor register to ARM register\) on page 3-103](#)
- [MRS \(PSR to general-purpose register\) on page 3-104](#)
- [MSR \(general-purpose register to PSR\) on page 3-107](#)
- [Condition codes on page 3-29.](#)

Other information

- *ARM Architecture Reference Manual*,
<http://infocenter.arm.com/help/topic/com.arm.doc.subset.architecture.reference/>.

3.62 MSR (general-purpose register to PSR)

Load an immediate value, or the contents of a general-purpose register, into specified fields of a *Program Status Register* (PSR).

3.62.1 Syntax

`MSR{cond} APSR_flags, Rm`

where:

cond is an optional condition code.

flags specifies the APSR flags to be moved. *flags* can be one or more of:

- nzcvcq* ALU flags field mask, PSR[31:27] (User mode)
- g* SIMD GE flags field mask, PSR[19:16] (User mode).

Rm is the source register. *Rm* must not be PC.

3.62.2 Syntax (except ARMv7-M and ARMv6-M)

You can also use the following syntax on architectures other than ARMv7-M and ARMv6-M.

`MSR{cond} APSR_flags, #constant`

`MSR{cond} psr_fields, #constant`

`MSR{cond} psr_fields, Rm`

where:

cond is an optional condition code.

flags specifies the APSR flags to be moved. *flags* can be one or more of:

- nzcvcq* ALU flags field mask, PSR[31:27] (User mode)
- g* SIMD GE flags field mask, PSR[19:16] (User mode).

constant is an expression evaluating to a numeric value. The value must correspond to an 8-bit pattern rotated by an even number of bits within a 32-bit word. Not available in Thumb.

Rm is the source register. *Rm* must not be PC.

psr is one of:

- CPSR* for use in Debug state, also deprecated synonym for APSR
- SPSR* on any processor, in privileged software execution only.

fields specifies the SPSR or CPSR fields to be moved. *fields* can be one or more of:

- c* control field mask byte, PSR[7:0] (privileged software execution)
- x* extension field mask byte, PSR[15:8] (privileged software execution)
- s* status field mask byte, PSR[23:16] (privileged software execution)
- f* flags field mask byte, PSR[31:24] (privileged software execution).

3.62.3 Syntax (ARMv7-M and ARMv6-M only)

You can also use the following syntax on ARMv7-M and ARMv6-M.

`MSR{cond} psr, Rm`

where:

cond is an optional condition code.

Rm is the source register. *Rm* must not be PC.

psr can be any of: APSR, IPSR, EPSR, IEPSR, IAPSR, EAPSR, XPSR, MSP, PSP, PRIMASK, BASEPRI, BASEPRI_MAX, FAULTMASK, or CONTROL.

3.62.4 Usage

In User mode:

- Use APSR to access condition flags, Q, or GE bits.
- Writes to unallocated, privileged or execution state bits in the CPSR are ignored. This ensures that User mode programs cannot change to privileged software execution.

If you access the SPSR when in User or System mode, the result is UNPREDICTABLE.

3.62.5 Register restrictions

If *Rm* is PC in ARM instructions, the result is UNPREDICTABLE. You can use SP for *Rm* in ARM instructions but this is deprecated in ARMv6T2 and above.

If *Rm* is PC or SP in Thumb instructions, the result is UNPREDICTABLE.

3.62.6 Condition flags

This instruction updates the flags explicitly if the APSR_nzcvq or CPSR_f field is specified.

3.62.7 Architectures

This ARM instruction is available in all versions of the ARM architecture.

This 32-bit Thumb instruction is available in ARMv6T2 and above.

There is no 16-bit Thumb version of this instruction.

3.62.8 See also

Reference

- [MRS \(PSR to general-purpose register\) on page 3-104](#)
- [MRS \(system coprocessor register to ARM register\) on page 3-103](#)
- [MSR \(ARM register to system coprocessor register\) on page 3-106](#)
- [Condition codes on page 3-29.](#)

3.63 MUL, MLA, and MLS

Multiply, Multiply-Accumulate, and Multiply-Subtract, with signed or unsigned 32-bit operands, giving the least significant 32 bits of the result.

3.63.1 Syntax

$MUL\{S\}\{cond\} \{Rd\}, Rn, Rm$

$MLA\{S\}\{cond\} Rd, Rn, Rm, Ra$

$MLS\{cond\} Rd, Rn, Rm, Ra$

where:

cond is an optional condition code.

S is an optional suffix. If *S* is specified, the condition code flags are updated on the result of the operation.

Rd is the destination register.

Rn, *Rm* are registers holding the values to be multiplied.

Ra is a register holding the value to be added or subtracted from.

3.63.2 Usage

The MUL instruction multiplies the values from *Rn* and *Rm*, and places the least significant 32 bits of the result in *Rd*.

The MLA instruction multiplies the values from *Rn* and *Rm*, adds the value from *Ra*, and places the least significant 32 bits of the result in *Rd*.

The MLS instruction multiplies the values from *Rn* and *Rm*, subtracts the result from the value from *Ra*, and places the least significant 32 bits of the final result in *Rd*.

3.63.3 Register restrictions

For the MUL and MLA instructions, *Rn* must be different from *Rd* in architectures before ARMv6.

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.63.4 Condition flags

If *S* is specified, the MUL and MLA instructions:

- update the N and Z flags according to the result
- corrupt the C and V flag in ARMv4
- do not affect the C or V flag in ARMv5T and above.

3.63.5 Thumb instructions

The following form of the MUL instruction is available in Thumb code, and is a 16-bit instruction:

$MULS \ Rd, \ Rn, \ Rd$ *Rd* and *Rn* must both be Lo registers.

There are no other Thumb multiply instructions that can update the condition code flags.

3.63.6 Architectures

The MUL and MLA ARM instructions are available in all versions of the ARM architecture.

The MLS ARM instruction is available in ARMv6T2 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

The MULS 16-bit Thumb instruction is available in all T variants of the ARM architecture.

3.63.7 Examples

```
MUL    r10, r2, r5
MLA    r10, r2, r1, r5
MULS   r0, r2, r2
MULLT  r2, r3, r2
MLS    r4, r5, r6, r7
```

3.63.8 See also

Reference

- [Condition codes on page 3-29](#).

3.64 NEG pseudo-instruction

Negate the value in a register.

3.64.1 Syntax

`NEG{cond} Rd, Rm`

where:

cond is an optional condition code.
Rd is the destination register.
Rm is the register containing the value that is subtracted from zero.

3.64.2 Usage

The NEG pseudo-instruction negates the value in one register and stores the result in a second register.

`NEG{cond} Rd, Rm` assembles to `RSBS{cond} Rd, Rm, #0`.

3.64.3 Architectures

The ARM encoding of this pseudo-instruction is available in all versions of the ARM architecture.

The 32-bit Thumb encoding of this pseudo-instruction is available in ARMv6T2 and later.

3.64.4 Register restrictions

In ARM instructions, using SP or PC for *Rd* or *Rm* is deprecated. In Thumb instructions, using SP or PC for *Rd* or *Rm* is UNPREDICTABLE.

3.64.5 Condition flags

This pseudo-instruction updates the condition code flags, based on the result.

3.64.6 See also

Reference

- [ADD, SUB, RSB, ADC, SBC, and RSC on page 3-30](#).

3.65 PKHBT and PKHTB

Halfword Packing instructions.

Combine a halfword from one register with a halfword from another register. One of the operands can be shifted before extraction of the halfword.

3.65.1 Syntax

PKHBT{*cond*} {*Rd*}, *Rn*, *Rm*{, LSL #*leftshift*}

PKHTB{*cond*} {*Rd*}, *Rn*, *Rm*{, ASR #*rightshift*}

where:

PKHBT Combines bits[15:0] of *Rn* with bits[31:16] of the shifted value from *Rm*.

PKHTB Combines bits[31:16] of *Rn* with bits[15:0] of the shifted value from *Rm*.

cond is an optional condition code.

Rd is the destination register.

Rn is the register holding the first operand.

Rm is the register holding the first operand.

leftshift is in the range 0 to 31.

rightshift is in the range 1 to 32.

3.65.2 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.65.3 Condition flags

These instructions do not change the flags.

3.65.4 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.65.5 Examples

```
PKHBT  r0, r3, r5          ; combine the bottom halfword of R3 with
                           ; the top halfword of R5
PKHBT  r0, r3, r5, LSL #16 ; combine the bottom halfword of R3 with
                           ; the bottom halfword of R5
PKHTB  r0, r3, r5, ASR #16 ; combine the top halfword of R3 with
                           ; the top halfword of R5
```

You can also scale the second operand by using different values of shift.

3.65.6 Incorrect examples

PKHBT EQ r4, r5, r1, ASR #8 ; ASR not permitted with PKHBT

3.65.7 See also

Reference

- [Condition codes on page 3-29](#).

3.66 PLD, PLDW, and PLI

Preload Data and Preload Instruction. The processor can signal the memory system that a data or instruction load from an address is likely in the near future.

3.66.1 Syntax

`PLtype{cond} [Rn {, #offset}]`

`PLtype{cond} [Rn, +/-Rm {, shift}]`

`PLtype{cond} label`

where:

type can be one of:

D	Data address
DW	Data address with intention to write
I	Instruction address.

type cannot be DW if the syntax specifies *label*.

cond is an optional condition code.

————— Note —————

cond is permitted only in 32-bit Thumb code, using a preceding IT instruction. This is an unconditional instruction in ARM code and you must not use *cond*.

Rn is the register on which the memory address is based.

offset is an immediate offset. If offset is omitted, the address is the value in *Rn*.

Rm is a register containing a value to be used as the offset.

shift is an optional shift.

label is a PC-relative expression.

3.66.2 Range of offset

The offset is applied to the value in *Rn* before the preload takes place. The result is used as the memory address for the preload. The range of offsets permitted is:

- –4095 to +4095 for ARM instructions
- –255 to +4095 for 32-bit Thumb instructions, when *Rn* is not PC.
- –4095 to +4095 for 32-bit Thumb instructions, when *Rn* is PC.

The assembler calculates the offset from the PC for you. The assembler generates an error if *label* is out of range.

3.66.3 Register or shifted register offset

In ARM code, the value in *Rm* is added to or subtracted from the value in *Rn*. In 32-bit Thumb code, the value in *Rm* can only be added to the value in *Rn*. The result used as the memory address for the preload.

The range of shifts permitted is:

- LSL #0 to #3 for 32-bit Thumb instructions

- Any one of the following for ARM instructions:
 - LSL #0 to #31
 - LSR #1 to #32
 - ASR #1 to #32
 - ROR #1 to #31
 - RRX

3.66.4 Address alignment for preloads

No alignment checking is performed for preload instructions.

3.66.5 Register restrictions

Rm must not be PC. For Thumb instructions *Rm* must also not be SP.

Rn must not be PC for Thumb instructions of the syntax `PL type{cond} [Rn, +/-Rm{, #shift}]`.

3.66.6 Architectures

ARM PLD is available in ARMv5TE and above.

32-bit Thumb PLD is available in ARMv6T2 and above.

PLDW is available only in ARMv7 and above that implement the Multiprocessing Extensions.

PLI is available only in ARMv7 and above.

There are no 16-bit Thumb PLD, PLDW, or PLI instructions.

These are hint instructions, and their implementation is optional. If they are not implemented, they execute as NOPs.

3.66.7 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions on page 8-7.](#)

Reference

- [Condition codes on page 3-29.](#)

3.67 PUSH and POP

Push registers onto, and pop registers off a full descending stack.

3.67.1 Syntax

`PUSH{cond} reglist`

`POP{cond} reglist`

where:

cond is an optional condition code.

reglist is a non-empty list of registers, enclosed in braces. It can contain register ranges. It must be comma separated if it contains more than one register or register range.

3.67.2 Usage

PUSH is a synonym for STMDB *sp!*, *reglist* and POP is a synonym for LDMIA *sp!* *reglist*. PUSH and POP are the preferred mnemonics in these cases.

———— Note ————

LDM and LDMFD are synonyms of LDMIA. STMFD is a synonym of STMDB.

Registers are stored on the stack in numerical order, with the lowest numbered register at the lowest address.

3.67.3 POP, with reglist including the PC

This instruction causes a branch to the address popped off the stack into the PC. This is usually a return from a subroutine, where the LR was pushed onto the stack at the start of the subroutine.

In ARMv5T and above:

- bits[1:0] must not be 0b10
- if bit[0] is 1, execution continues in Thumb state
- if bit[0] is 0, execution continues in ARM state.

In ARMv4, bits[1:0] of the address loaded must be 0b00.

3.67.4 Thumb instructions

A subset of these instructions are available in the Thumb instruction set.

The following restrictions apply to the 16-bit instructions:

- For PUSH, *reglist* can only include the Lo registers and the LR
- For POP, *reglist* can only include the Lo registers and the PC.

The following restrictions apply to the 32-bit instructions:

- *reglist* must not include the SP
- For PUSH, *reglist* must not include the PC
- For POP, *reglist* can include either the LR or the PC, but not both.

3.67.5 Restrictions on reglist in ARM instructions

ARM PUSH instructions can have SP and PC in the *reglist* but these instructions that include SP or PC in the *reglist* are deprecated in ARMv6T2 and above.

ARM POP instructions cannot have SP but can have PC in the *reglist*. These instructions that include both PC and LR in the *reglist* are deprecated in ARMv6T2 and above.

3.67.6 Examples

```
PUSH    {r0,r4-r7}
PUSH    {r2,lr}
POP     {r0,r10,pc} ; no 16-bit version available
```

3.67.7 See also

Reference

- [Memory access instructions on page 3-9](#)
- [LDM and STM on page 3-70](#)
- [Condition codes on page 3-29.](#)

3.68 QADD, QSUB, QDADD, and QDSUB

Signed Add, Subtract, Double and Add, Double and Subtract, saturating the result to the signed range $-2^{31} \leq x \leq 2^{31}-1$.

3.68.1 Syntax

op{*cond*} {*Rd*}, *Rm*, *Rn*

where:

op is one of QADD, QSUB, QDADD, or QDSUB.
cond is an optional condition code.
Rd is the destination register.
Rm, *Rn* are the registers holding the operands.

3.68.2 Usage

The QADD instruction adds the values in *Rm* and *Rn*.

The QSUB instruction subtracts the value in *Rn* from the value in *Rm*.

The QDADD instruction calculates $\text{SAT}(Rm + \text{SAT}(Rn * 2))$. Saturation can occur on the doubling operation, on the addition, or on both. If saturation occurs on the doubling but not on the addition, the Q flag is set but the final result is unsaturated.

The QDSUB instruction calculates $\text{SAT}(Rm - \text{SAT}(Rn * 2))$. Saturation can occur on the doubling operation, on the subtraction, or on both. If saturation occurs on the doubling but not on the subtraction, the Q flag is set but the final result is unsaturated.

———— Note ————

All values are treated as two's complement signed integers by these instructions.

3.68.3 Register restrictions

You cannot use PC for any operand.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.68.4 Condition flags

If saturation occurs, these instructions set the Q flag. To read the state of the Q flag, use an MRS instruction.

3.68.5 Architectures

These ARM instructions are available in ARMv6 and above, and E variants of ARMv5T.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.68.6 Examples

```
QADD    r0, r1, r9
QDSUBLT r9, r0, r1
```

3.68.7 See also

Reference

- [Parallel add and subtract](#) on page 3-21
- [MRS \(PSR to general-purpose register\)](#) on page 3-104
- [Condition codes](#) on page 3-29.

3.69 REV, REV16, REVSH, and RBIT

Reverse bytes or bits within words or halfwords.

3.69.1 Syntax

op{cond} Rd, Rn

where:

<i>op</i>	is any one of the following:
REV	Reverse byte order in a word.
REV16	Reverse byte order in each halfword independently.
REVSH	Reverse byte order in the bottom halfword, and sign extend to 32 bits.
RBIT	Reverse the bit order in a 32-bit word.
<i>cond</i>	is an optional condition code.
<i>Rd</i>	is the destination register.
<i>Rn</i>	is the register holding the operand.

3.69.2 Usage

You can use these instructions to change endianness:

REV	converts 32-bit big-endian data into little-endian data or 32-bit little-endian data into big-endian data.
REV16	converts 16-bit big-endian data into little-endian data or 16-bit little-endian data into big-endian data.
REVSH	converts either: <ul style="list-style-type: none"> 16-bit signed big-endian data into 32-bit signed little-endian data 16-bit signed little-endian data into 32-bit signed big-endian data.

3.69.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.69.4 Condition flags

These instructions do not change the flags.

3.69.5 16-bit instructions

The following forms of these instructions are available in Thumb code, and are 16-bit instructions:

REV <i>Rd, Rm</i>	<i>Rd</i> and <i>Rm</i> must both be Lo registers.
REV16 <i>Rd, Rm</i>	<i>Rd</i> and <i>Rm</i> must both be Lo registers.
REVSH <i>Rd, Rm</i>	<i>Rd</i> and <i>Rm</i> must both be Lo registers.

3.69.6 Architectures

Other than RBIT, these ARM instructions are available in ARMv6 and above.

The RBIT ARM instruction is available in ARMv6T2 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

These 16-bit Thumb instructions are available in ARMv6 and above.

3.69.7 Examples

```
REV      r3, r7
REV16    r0, r0
REVSH    r0, r5      ; Reverse Signed Halfword
REVHS    r3, r7      ; Reverse with Higher or Same condition
RBIT     r7, r8
```

3.69.8 See also

Reference

- [Condition codes on page 3-29](#).

3.70 RFE

Return From Exception.

3.70.1 Syntax

`RFE{addr_mode}{cond} Rn{!}`

where:

addr_mode is any one of the following:

- IA Increment address After each transfer (Full Descending stack)
- IB Increment address Before each transfer (ARM only)
- DA Decrement address After each transfer (ARM only)
- DB Decrement address Before each transfer.

If *addr_mode* is omitted, it defaults to Increment After.

cond is an optional condition code.

———— **Note** ————

cond is permitted only in Thumb code, using a preceding IT instruction. This is an unconditional instruction in ARM.

Rn specifies the base register. *Rn* must not be PC.

! is an optional suffix. If ! is present, the final address is written back into *Rn*.

3.70.2 Usage

You can use RFE to return from an exception if you previously saved the return state using the SRS instruction. *Rn* is usually the SP where the return state information was saved.

3.70.3 Operation

Loads the PC and the CPSR from the address contained in *Rn*, and the following address. Optionally updates *Rn*.

3.70.4 Notes

RFE writes an address to the PC. The alignment of this address must be correct for the instruction set in use after the exception return:

- For a return to ARM, the address written to the PC must be word-aligned.
- For a return to Thumb, the address written to the PC must be halfword-aligned.
- For a return to Jazelle®, there are no alignment restrictions on the address written to the PC.

The results of breaking these rules are UNPREDICTABLE. However, no special precautions are required in software, if the instructions are used to return after a valid exception entry mechanism.

Where addresses are not word-aligned, RFE ignores the least significant two bits of *Rn*.

The time order of the accesses to individual words of memory generated by RFE is not architecturally defined. Do not use this instruction on memory-mapped I/O locations where access order matters.

Do not use RFE in unprivileged software execution.

Do not use RFE in ThumbEE.

3.70.5 Architectures

This ARM instruction is available in ARMv6 and above.

This 32-bit Thumb instruction is available in ARMv6T2 and above, except the ARMv7-M architecture.

There is no 16-bit version of this instruction.

3.70.6 Example

```
RFE sp!
```

3.70.7 See also

Concepts

Using the Assembler:

- [Processor modes, and privileged and unprivileged software execution on page 3-5.](#)

Reference

- [SRS on page 3-146](#)
- [Condition codes on page 3-29.](#)

3.71 SBFX and UBFX

Signed and Unsigned Bit Field Extract. Copies adjacent bits from one register into the least significant bits of a second register, and sign extends or zero extends to 32 bits.

3.71.1 Syntax

op{cond} Rd, Rn, #lsb, #width

where:

op is either SBFX or UBFX.

cond is an optional condition code.

Rd is the destination register.

Rn is the source register.

lsb is the bit number of least significant bit in the bitfield, in the range 0 to 31.

width is the width of the bitfield, in the range 1 to (32–*lsb*).

3.71.2 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.71.3 Condition flags

These instructions do not alter any flags.

3.71.4 Architectures

These ARM instructions are available in ARMv6T2 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of these instructions.

3.71.5 See also

Reference

- [Condition codes on page 3-29.](#)

3.72 SDIV and UDIV

Signed and Unsigned Divide.

3.72.1 Syntax

$\text{SDIV}\{\text{cond}\} \{Rd\}, Rn, Rm$

$\text{UDIV}\{\text{cond}\} \{Rd\}, Rn, Rm$

where:

cond is an optional condition code.

Rd is the destination register.

Rn is the register holding the value to be divided.

Rm is a register holding the divisor.

3.72.2 Register restrictions

PC or SP cannot be used for *Rd*, *Rn* or *Rm*.

3.72.3 Architectures

These 32-bit Thumb instructions are available in ARMv7-R and ARMv7-M only.

There are no ARM or 16-bit Thumb SDIV and UDIV instructions.

3.72.4 See also

Reference

- [Condition codes on page 3-29](#).

3.73 SEL

Select bytes from each operand according to the state of the APSR GE flags.

3.73.1 Syntax

`SEL{cond} {Rd}, Rn, Rm`

where:

cond is an optional condition code.
Rd is the destination register.
Rn is the register holding the first operand.
Rm is the register holding the second operand.

3.73.2 Operation

The SEL instruction selects bytes from *Rn* or *Rm* according to the APSR GE flags:

- if GE[0] is set, *Rd*[7:0] come from *Rn*[7:0], otherwise from *Rm*[7:0]
- if GE[1] is set, *Rd*[15:8] come from *Rn*[15:8], otherwise from *Rm*[15:8]
- if GE[2] is set, *Rd*[23:16] come from *Rn*[23:16], otherwise from *Rm*[23:16]
- if GE[3] is set, *Rd*[31:24] come from *Rn*[31:24], otherwise from *Rm*[31:24].

3.73.3 Usage

Use the SEL instruction after one of the signed parallel instructions. You can use this to select maximum or minimum values in multiple byte or halfword data.

3.73.4 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.73.5 Condition flags

This instruction does not change the flags.

3.73.6 Architectures

This ARM instruction is available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There is no 16-bit Thumb version of this instruction.

3.73.7 Examples

```
SEL    r0, r4, r5
SELLT r4, r0, r4
```

The following instruction sequence sets each byte in *R4* equal to the unsigned minimum of the corresponding bytes of *R1* and *R2*:

```
USUB8 r4, r1, r2
SEL    r4, r2, r1
```

3.73.8 See also

Reference

- [Parallel add and subtract](#) on page 3-21
- [Condition codes](#) on page 3-29.

3.74 SETEND

Set the endianness bit in the CPSR, without affecting any other bits in the CPSR.

SETEND cannot be conditional, and is not permitted in an IT block.

3.74.1 Syntax

SETEND *specifier*

where:

<i>specifier</i>	is one of:
BE	Big-endian.
LE	Little-endian.

3.74.2 Usage

Use SETEND to access data of different endianness, for example, to access several big-endian DMA-formatted data fields from an otherwise little-endian application.

3.74.3 Architectures

This ARM instruction is available in ARMv6 and above.

This 16-bit Thumb instruction is available in T variants of ARMv6 and above, except the ARMv6-M and ARMv7-M architectures.

There is no 32-bit Thumb version of this instruction.

3.74.4 Example

```

SETEND BE          ; Set the CPSR E bit for big-endian accesses
LDR    r0, [r2, #header]
LDR    r1, [r2, #CRC32]
SETEND le          ; Set the CPSR E bit for little-endian accesses for the
                   ; rest of the application

```

3.75 SEV, WFE, WFI, and YIELD

Set Event, Wait For Event, Wait for Interrupt, and Yield.

3.75.1 Syntax

`SEV{cond}`

`WFE{cond}`

`WFI{cond}`

`YIELD{cond}`

where:

`cond` is an optional condition code.

3.75.2 Usage

These are hint instructions. It is optional whether they are implemented or not. If any one of them is not implemented, it executes as a NOP. The assembler produces a diagnostic message if the instruction executes as a NOP on the target.

SEV, WFE, WFI, and YIELD execute as NOP instructions in ARMv6T2.

SEV

SEV causes an event to be signaled to all cores within a multiprocessor system. If SEV is implemented, WFE must also be implemented.

WFE

If the Event Register is not set, WFE suspends execution until one of the following events occurs:

- an IRQ interrupt, unless masked by the CPSR I-bit
- an FIQ interrupt, unless masked by the CPSR F-bit
- an Imprecise Data abort, unless masked by the CPSR A-bit
- a Debug Entry request, if Debug is enabled
- an Event signaled by another processor using the SEV instruction.

If the Event Register is set, WFE clears it and returns immediately.

If WFE is implemented, SEV must also be implemented.

WFI

WFI suspends execution until one of the following events occurs:

- an IRQ interrupt, regardless of the CPSR I-bit
- an FIQ interrupt, regardless of the CPSR F-bit
- an Imprecise Data abort, unless masked by the CPSR A-bit
- a Debug Entry request, regardless of whether Debug is enabled.

YIELD

YIELD indicates to the hardware that the current thread is performing a task, for example a spinlock, that can be swapped out. Hardware can use this hint to suspend and resume threads in a multithreading system.

3.75.3 Architectures

These ARM instructions are available in ARMv6K and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

These 16-bit Thumb instructions are available in ARMv6T2 and above.

3.75.4 See also

Reference

- [NOP on page 3-132](#)
- [Condition codes on page 3-29.](#)

3.76 SMC

Secure Monitor Call.

3.76.1 Syntax

`SMC{cond} #imm4`

where:

cond is an optional condition code.

imm4 is a 4-bit immediate value. This is ignored by the ARM processor, but can be used by the SMC exception handler to determine what service is being requested.

3.76.2 Note

SMC was called SMI in earlier versions of the ARM assembly language. SMI instructions disassemble to SMC, with a comment to say that this was formerly SMI.

3.76.3 Architectures

This ARM instruction is available in implementations of ARMv6 and above, if they have the Security Extensions.

This 32-bit Thumb instruction is available in implementations of ARMv6T2 and above, if they have the Security Extensions.

There is no 16-bit Thumb version of this instruction.

3.76.4 See also

Reference

- [Condition codes](#) on page 3-29.

Other information

- *ARM Architecture Reference Manual*,
<http://infocenter.arm.com/help/topic/com.arm.doc.subset.architecture.reference/>.

3.77 NOP

No Operation.

3.77.1 Syntax

`NOP{cond}`

where:

cond is an optional condition code.

3.77.2 Usage

NOP does nothing. If NOP is not implemented as a specific instruction on your target architecture, the assembler treats it as a pseudo-instruction and generates an alternative instruction that does nothing, such as `MOV r0, r0` (ARM) or `MOV r8, r8` (Thumb).

NOP is not necessarily a time-consuming NOP. The processor might remove it from the pipeline before it reaches the execution stage.

You can use NOP for padding, for example to place the following instruction on a 64-bit boundary in ARM, or a 32-bit boundary in Thumb.

3.77.3 Architectures

This ARM instructions are available in ARMv6K and above.

This 32-bit Thumb instruction is available in ARMv6T2 and above.

This 16-bit Thumb instruction is available in ARMv6T2 and above.

NOP is available on all other ARM and Thumb architectures as a pseudo-instruction.

3.77.4 See also

Reference

- [Condition codes on page 3-29](#).

3.78 SMLAD and SMLSD

Dual 16-bit Signed Multiply with Addition or Subtraction of products and 32-bit accumulation.

3.78.1 Syntax

op{*X*}{*cond*} *Rd*, *Rn*, *Rm*, *Ra*

where:

op is one of:

SMLAD Dual multiply, accumulate sum of products.

SMLSD Dual multiply, accumulate difference of products.

cond is an optional condition code.

X is an optional parameter. If *X* is present, the most and least significant halfwords of the second operand are exchanged before the multiplications occur.

Rd is the destination register.

Rn, *Rm* are the registers holding the operands.

Ra is the register holding the accumulate operand.

3.78.2 Operation

SMLAD multiplies the bottom halfword of *Rn* with the bottom halfword of *Rm*, and the top halfword of *Rn* with the top halfword of *Rm*. It then adds both products to the value in *Ra* and stores the sum to *Rd*.

SMLSD multiplies the bottom halfword of *Rn* with the bottom halfword of *Rm*, and the top halfword of *Rn* with the top halfword of *Rm*. It then subtracts the second product from the first, adds the difference to the value in *Ra*, and stores the result to *Rd*.

3.78.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.78.4 Condition flags

These instructions do not change the flags.

3.78.5 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.78.6 Examples

SMLSD	r1, r2, r0, r7
SMLSDX	r11, r10, r2, r3
SMLADLT	r1, r2, r4, r1

3.78.7 See also

Reference

- [Condition codes on page 3-29.](#)

3.79 SMLALxy

Signed Multiply-Accumulate with 16-bit operands and a 64-bit accumulator.

3.79.1 Syntax

`SMLAL<x><y>{cond} RdLo, RdHi, Rn, Rm`

where:

`<x>` is either B or T. B means use the bottom half (bits [15:0]) of *Rn*, T means use the top half (bits [31:16]) of *Rn*.

`<y>` is either B or T. B means use the bottom half (bits [15:0]) of *Rm*, T means use the top half (bits [31:16]) of *Rm*.

`cond` is an optional condition code.

RdLo, *RdHi* are the destination registers. They also hold the accumulate value. *RdHi* and *RdLo* must be different registers.

Rn, *Rm* are the registers holding the values to be multiplied.

3.79.2 Usage

SMLALxy multiplies the signed integer from the selected half of *Rm* by the signed integer from the selected half of *Rn*, and adds the 32-bit result to the 64-bit value in *RdHi* and *RdLo*.

3.79.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.79.4 Condition flags

This instruction does not change the flags.

———— Note ————

SMLALxy cannot raise an exception. If overflow occurs on this instruction, the result wraps round without any warning.

3.79.5 Architectures

This ARM instruction is available in ARMv6 and above, and E variants of ARMv5T.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There is no 16-bit Thumb version of this instruction.

3.79.6 Examples

```
SMLALTB    r2, r3, r7, r1
SMLALBTVS  r0, r1, r9, r2
```

3.79.7 See also

Reference

- [Condition codes](#) on page 3-29.

3.80 SMLALD and SMLSLD

Dual 16-bit Signed Multiply with Addition or Subtraction of products and 64-bit Accumulation.

3.80.1 Syntax

op{*X*}{*cond*} *RdLo*, *RdHi*, *Rn*, *Rm*

where:

op is one of:

SMLALD Dual multiply, accumulate sum of products.

SMLSLD Dual multiply, accumulate difference of products.

X is an optional parameter. If *X* is present, the most and least significant halfwords of the second operand are exchanged before the multiplications occur.

cond is an optional condition code.

RdLo, *RdHi* are the destination registers for the 64-bit result. They also hold the 64-bit accumulate operand. *RdHi* and *RdLo* must be different registers.

Rn, *Rm* are the registers holding the operands.

3.80.2 Operation

SMLALD multiplies the bottom halfword of *Rn* with the bottom halfword of *Rm*, and the top halfword of *Rn* with the top halfword of *Rm*. It then adds both products to the value in *RdLo*, *RdHi* and stores the sum to *RdLo*, *RdHi*.

SMLSLD multiplies the bottom halfword of *Rn* with the bottom halfword of *Rm*, and the top halfword of *Rn* with the top halfword of *Rm*. It then subtracts the second product from the first, adds the difference to the value in *RdLo*, *RdHi*, and stores the result to *RdLo*, *RdHi*.

3.80.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.80.4 Condition flags

These instructions do not change the flags.

3.80.5 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.80.6 Examples

```
SMLALD    r10, r11, r5, r1
SMLSLD    r3, r0, r5, r1
```

3.80.7 See also

Reference

- [Condition codes](#) on page 3-29.

3.81 SMMUL, SMMLA, and SMMLS

Signed Most significant word Multiply, Signed Most significant word Multiply with Accumulation, and Signed Most significant word Multiply with Subtraction. These instructions have 32-bit operands and produce only the most significant 32-bits of the result.

3.81.1 Syntax

$SMMUL\{R\}\{cond\} \{Rd\}, Rn, Rm$

$SMMLA\{R\}\{cond\} Rd, Rn, Rm, Ra$

$SMMLS\{R\}\{cond\} Rd, Rn, Rm, Ra$

where:

R is an optional parameter. If R is present, the result is rounded, otherwise it is truncated.

$cond$ is an optional condition code.

Rd is the destination register.

Rn, Rm are the registers holding the operands.

Ra is a register holding the value to be added or subtracted from.

3.81.2 Operation

$SMMUL$ multiplies the values from Rn and Rm , and stores the most significant 32 bits of the 64-bit result to Rd .

$SMMLA$ multiplies the values from Rn and Rm , adds the value in Ra to the most significant 32 bits of the product, and stores the result in Rd .

$SMMLS$ multiplies the values from Rn and Rm , subtracts the product from the value in Ra shifted left by 32 bits, and stores the most significant 32 bits of the result in Rd .

If the optional R parameter is specified, $0x80000000$ is added before extracting the most significant 32 bits. This has the effect of rounding the result.

3.81.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.81.4 Condition flags

These instructions do not change the flags.

3.81.5 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.81.6 Examples

SMMULGE	r6, r4, r3
SMMULR	r2, r2, r2

3.81.7 See also

Reference

- [Condition codes on page 3-29.](#)

3.82 SMUAD{X} and SMUSD{X}

Dual 16-bit Signed Multiply with Addition or Subtraction of products, and optional exchange of operand halves.

3.82.1 Syntax

op{*X*}{*cond*} {*Rd*}, *Rn*, *Rm*

where:

op is one of:

SMUAD Dual multiply, add products.

SMUSD Dual multiply, subtract products.

X is an optional parameter. If *X* is present, the most and least significant halfwords of the second operand are exchanged before the multiplications occur.

cond is an optional condition code.

Rd is the destination register.

Rn, *Rm* are the registers holding the operands.

3.82.2 Usage

SMUAD multiplies the bottom halfword of *Rn* with the bottom halfword of *Rm*, and the top halfword of *Rn* with the top halfword of *Rm*. It then adds the products and stores the sum to *Rd*.

SMUSD multiplies the bottom halfword of *Rn* with the bottom halfword of *Rm*, and the top halfword of *Rn* with the top halfword of *Rm*. It then subtracts the second product from the first, and stores the difference to *Rd*.

3.82.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.82.4 Condition flags

The SMUAD instruction sets the Q flag if the addition overflows.

3.82.5 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.82.6 Examples

```
SMUAD    r2, r3, r2
SMUSDXNE r0, r1, r2
```

3.82.7 See also

Reference

- [Condition codes](#) on page 3-29.

3.83 SMULxy and SMLAxy

Signed Multiply and Multiply Accumulate, with 16-bit operands and a 32-bit result and accumulator.

3.83.1 Syntax

SMUL<x><y>{cond} {Rd}, Rn, Rm

SMLA<x><y>{cond} Rd, Rn, Rm, Ra

where:

<x> is either B or T. B means use the bottom half (bits [15:0]) of *Rn*, T means use the top half (bits [31:16]) of *Rn*.

<y> is either B or T. B means use the bottom half (bits [15:0]) of *Rm*, T means use the top half (bits [31:16]) of *Rm*.

cond is an optional condition code.

Rd is the destination register.

Rn, Rm are the registers holding the values to be multiplied.

Ra is the register holding the value to be added.

3.83.2 Usage

SMULxy multiplies the 16-bit signed integers from the selected halves of *Rn* and *Rm*, and places the 32-bit result in *Rd*.

SMLAxy multiplies the 16-bit signed integers from the selected halves of *Rn* and *Rm*, adds the 32-bit result to the 32-bit value in *Ra*, and places the result in *Rd*.

3.83.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.83.4 Condition flags

These instructions do not affect the N, Z, C, or V flags.

If overflow occurs in the accumulation, SMLAxy sets the Q flag. To read the state of the Q flag, use an MRS instruction.

———— **Note** —————

SMLAxy never clears the Q flag. To clear the Q flag, use an MSR instruction.

3.83.5 Architectures

These ARM instructions are available in ARMv6 and above, and E variants of ARMv5T.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.83.6 Examples

SMULTBEQ	r8, r7, r9
SMLABBNE	r0, r2, r1, r10
SMLABT	r0, r0, r3, r5

3.83.7 See also

Reference

- [MRS \(PSR to general-purpose register\) on page 3-104](#)
- [MSR \(general-purpose register to PSR\) on page 3-107](#)
- [Condition codes on page 3-29.](#)

3.84 SMULWy and SMLAWy

Signed Multiply Wide and Signed Multiply-Accumulate Wide, with one 32-bit and one 16-bit operand, providing the top 32-bits of the result.

3.84.1 Syntax

SMULW<y>{cond} {Rd}, Rn, Rm

SMLAW<y>{cond} Rd, Rn, Rm, Ra

where:

<y> is either B or T. B means use the bottom half (bits [15:0]) of *Rm*, T means use the top half (bits [31:16]) of *Rm*.

cond is an optional condition code.

Rd is the destination register.

Rn, Rm are the registers holding the values to be multiplied.

Ra is the register holding the value to be added.

3.84.2 Usage

SMULWy multiplies the signed integer from the selected half of *Rm* by the signed integer from *Rn*, and places the upper 32-bits of the 48-bit result in *Rd*.

SMLAWy multiplies the signed integer from the selected half of *Rm* by the signed integer from *Rn*, adds the 32-bit result to the 32-bit value in *Ra*, and places the result in *Rd*.

3.84.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.84.4 Condition flags

These instructions do not affect the N, Z, C, or V flags.

If overflow occurs in the accumulation, SMLAWy sets the Q flag.

3.84.5 Architectures

These ARM instructions are available in ARMv6 and above, and E variants of ARMv5T.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.84.6 See also

Reference

- [MRS \(PSR to general-purpose register\) on page 3-104](#)
- [Condition codes on page 3-29.](#)

3.85 SRS

Store Return State onto a stack.

3.85.1 Syntax

`SRS{addr_mode}{cond} sp{!}, #modenum`

`SRS{addr_mode}{cond} #modenum{!}` ; This is a pre-UAL syntax

where:

addr_mode is any one of the following:

- IA Increment address After each transfer
- IB Increment address Before each transfer (ARM only)
- DA Decrement address After each transfer (ARM only)
- DB Decrement address Before each transfer (Full Descending stack).

If *addr_mode* is omitted, it defaults to Increment After. You can also use stack oriented addressing mode suffixes, for example, when implementing stacks.

cond is an optional condition code.

———— **Note** ————

cond is permitted only in Thumb code, using a preceding IT instruction. This is an unconditional instruction in ARM.

! is an optional suffix. If ! is present, the final address is written back into the SP of the mode specified by *modenum*.

modenum specifies the number of the mode whose banked SP is used as the base register. You must use only the defined mode numbers.

3.85.2 Operation

SRS stores the LR and the SPSR of the current mode, at the address contained in SP of the mode specified by *modenum*, and the following word respectively. Optionally updates SP of the mode specified by *modenum*. This is compatible with the normal use of the STM instruction for stack accesses.

———— **Note** ————

For full descending stack, you must use SRSFD or SRSDB.

3.85.3 Usage

You can use SRS to store return state for an exception handler on a different stack from the one automatically selected.

3.85.4 Notes

Where addresses are not word-aligned, SRS ignores the least significant two bits of the specified address.

The time order of the accesses to individual words of memory generated by SRS is not architecturally defined. Do not use this instruction on memory-mapped I/O locations where access order matters.

Do not use SRS in User and System modes because these modes do not have a SPSR.

Do not use SRS in ThumbEE.

SRS is not permitted in a non-secure state if *modenum* specifies monitor mode.

3.85.5 Architectures

This ARM instruction is available in ARMv6 and above.

This 32-bit Thumb instruction is available in ARMv6T2 and above, except the ARMv7-M architecture.

There is no 16-bit version of this instruction.

3.85.6 Example

```
R13_usr EQU 16
SRSFD sp, #R13_usr
```

3.85.7 See also

Concepts

Using the Assembler:

- [Stack implementation using LDM and STM on page 5-22](#)
- [Processor modes, and privileged and unprivileged software execution on page 3-5.](#)

Reference

- [LDM and STM on page 3-70](#)
- [Condition codes on page 3-29.](#)

3.86 SSAT and USAT

Signed Saturate and Unsigned Saturate to any bit position, with optional shift before saturating.

SSAT saturates a signed value to a signed range.

USAT saturates a signed value to an unsigned range.

3.86.1 Syntax

op{*cond*} *Rd*, #*sat*, *Rm*{, *shift*}

where:

op is either SSAT or USAT.

cond is an optional condition code.

Rd is the destination register.

sat specifies the bit position to saturate to, in the range 1 to 32 for SSAT, and 0 to 31 for USAT.

Rm is the register containing the operand.

shift is an optional shift. It must be one of the following:

ASR #*n* where *n* is in the range 1-32 (ARM) or 1-31 (Thumb)

LSL #*n* where *n* is in the range 0-31.

3.86.2 Operation

The SSAT instruction applies the specified shift, then saturates to the signed range $-2^{\text{sat}-1} \leq x \leq 2^{\text{sat}-1} - 1$.

The USAT instruction applies the specified shift, then saturates to the unsigned range $0 \leq x \leq 2^{\text{sat}} - 1$.

3.86.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.86.4 Condition flags

If saturation occurs, these instructions set the Q flag. To read the state of the Q flag, use an MRS instruction.

3.86.5 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of these instructions.

3.86.6 Examples

```
SSAT    r7, #16, r7, LSL #4
USATNE  r0, #7, r5
```

3.86.7 See also

Reference

- [SSAT16 and USAT16](#) on page 3-150
- [MRS \(PSR to general-purpose register\)](#) on page 3-104
- [Condition codes](#) on page 3-29.

3.87 SSAT16 and USAT16

Parallel halfword Saturating instructions.

SSAT16 saturates a signed value to a signed range.

USAT16 saturates a signed value to an unsigned range.

3.87.1 Syntax

op{cond} Rd, #sat, Rn

where:

op is one of:

SSAT16 Signed saturation.

USAT16 Unsigned saturation.

cond is an optional condition code.

Rd is the destination register.

sat specifies the bit position to saturate to, and is in the range 1 to 16 for SSAT16, or 0 to 15 for USAT16.

Rn is the register holding the operand.

3.87.2 Operation

Halfword-wise signed and unsigned saturation to any bit position.

The SSAT16 instruction saturates each signed halfword to the signed range $-2^{\text{sat}-1} \leq x \leq 2^{\text{sat}-1} - 1$.

The USAT16 instruction saturates each signed halfword to the unsigned range $0 \leq x \leq 2^{\text{sat}} - 1$.

3.87.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.87.4 Condition flags

If saturation occurs on either halfword, these instructions set the Q flag. To read the state of the Q flag, use an MRS instruction.

3.87.5 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.87.6 Examples

```
SSAT16 r7, #12, r7
USAT16 r0, #7, r5
```

3.87.7 Incorrect examples

```
SSAT16 r1, #16, r2, LSL #4 ; shifts not permitted with halfword saturations
```

3.87.8 See also

Reference

- [MRS \(PSR to general-purpose register\) on page 3-104](#)
- [Condition codes on page 3-29.](#)

3.88 SUBS pc, lr

Exception return, without popping anything from the stack.

3.88.1 Syntax

SUBS{*cond*} pc, lr, #*imm* ; ARM and Thumb code
 MOVS{*cond*} pc, lr ; ARM and Thumb code
 op1S{*cond*} pc, Rn, #*imm* ; ARM code only and is deprecated
 op1S{*cond*} pc, Rn, Rm {, *shift*} ; ARM code only and is deprecated
 op2S{*cond*} pc, #*imm* ; ARM code only and is deprecated
 op2S{*cond*} pc, Rm {, *shift*} ; ARM code only and is deprecated

where:

op1 is one of ADC, ADD, AND, BIC, EOR, ORN, ORR, RSB, RSC, SBC, and SUB.
op2 is one of MOV and MVN.
cond is an optional condition code.
imm is an immediate value. In Thumb code, it is limited to the range 0-255. In ARM code, it is a flexible second operand.
Rn is the first operand register. ARM deprecates the use of any register except LR.
Rm is the optionally shifted second or only operand register.
shift is an optional condition code.

3.88.2 Usage

SUBS pc, lr, #*imm* subtracts a value from the link register and loads the PC with the result, then copies the SPSR to the CPSR.

You can use SUBS pc, lr, #*imm* to return from an exception if there is no return state on the stack. The value of #*imm* depends on the exception to return from.

3.88.3 Notes

SUBS pc, lr, #*imm* writes an address to the PC. The alignment of this address must be correct for the instruction set in use after the exception return:

- For a return to ARM, the address written to the PC must be word-aligned.
- For a return to Thumb, the address written to the PC must be halfword-aligned.
- For a return to Jazelle, there are no alignment restrictions on the address written to the PC.

The results of breaking these rules are UNPREDICTABLE. However, no special precautions are required in software, if the instructions are used to return after a valid exception entry mechanism.

In Thumb, only SUBS{*cond*} pc, lr, #*imm* is a valid instruction. MOVS pc, lr is a synonym of SUBS pc, lr, #0. Other instructions are undefined.

In ARM, only SUBS{*cond*} pc, lr, #*imm* and MOVS{*cond*} pc, lr are valid instructions. Other instructions are deprecated in ARMv6T2 and above.

Caution

Do not use these instructions in User mode or System mode. The effect of such an instruction is UNPREDICTABLE, but the assembler cannot warn you at assembly time.

3.88.4 Architectures

This ARM instruction is available in all versions of the ARM architecture.

This 32-bit Thumb instruction is available in ARMv6T2 and above, except the ARMv7-M architecture.

There is no 16-bit Thumb version of this instruction.

3.88.5 See also

Concepts

- [Flexible second operand \(Operand2\) on page 3-12.](#)

Reference

- [ADD, SUB, RSB, ADC, SBC, and RSC on page 3-30](#)
- [AND, ORR, EOR, BIC, and ORN on page 3-40](#)
- [MOV and MVN on page 3-97](#)
- [Condition codes on page 3-29.](#)

3.89 SVC

SuperVisor Call.

3.89.1 Syntax

`SVC{cond} #imm`

where:

- cond* is an optional condition code.
- imm* is an expression evaluating to an integer in the range:
- 0 to $2^{24}-1$ (a 24-bit value) in an ARM instruction
 - 0-255 (an 8-bit value) in a 16-bit Thumb instruction.

3.89.2 Usage

The SVC instruction causes an exception. This means that the processor mode changes to Supervisor, the CPSR is saved to the Supervisor mode SPSR, and execution branches to the SVC vector.

imm is ignored by the processor. However, it can be retrieved by the exception handler to determine what service is being requested.

———— **Note** —————

SVC was called SWI in earlier versions of the ARM assembly language. SWI instructions disassemble to SVC, with a comment to say that this was formerly SWI.

3.89.3 Condition flags

This instruction does not change the flags.

3.89.4 Architectures

This ARM instruction is available in all versions of the ARM architecture.

This 16-bit Thumb instruction is available in all T variants of the ARM architecture.

There is no 32-bit Thumb version of this instruction.

3.89.5 See also

Reference

- [Condition codes on page 3-29](#).

3.90 SWP and SWPB

Swap data between registers and memory.

3.90.1 Syntax

`SWP{B}{cond} Rt, Rt2, [Rn]`

where:

<i>cond</i>	is an optional condition code.
B	is an optional suffix. If B is present, a byte is swapped. Otherwise, a 32-bit word is swapped.
<i>Rt</i>	is the destination register. <i>Rt</i> must not be PC.
<i>Rt2</i>	is the source register. <i>Rt2</i> can be the same register as <i>Rt</i> . <i>Rt2</i> must not be PC.
<i>Rn</i>	contains the address in memory. <i>Rn</i> must be a different register from both <i>Rt</i> and <i>Rt2</i> . <i>Rn</i> must not be PC.

3.90.2 Usage

You can use SWP and SWPB to implement semaphores:

- Data from memory is loaded into *Rt*.
- The contents of *Rt2* is saved to memory.
- If *Rt2* is the same register as *Rt*, the contents of the register is swapped with the contents of the memory location.

3.90.3 Note

The use of SWP and SWPB is deprecated in ARMv6 and above. You can use LDREX and STREX instructions to implement more sophisticated semaphores in ARMv6 and above.

3.90.4 Architectures

These ARM instructions are available in all versions of the ARM architecture.

There are no Thumb SWP or SWPB instructions.

3.90.5 See also

Reference

- [Memory access instructions on page 3-9](#)
- [LDREX and STREX on page 3-90](#)
- [Condition codes on page 3-29](#).

3.91 SXT, SXTA, UXT, and UXTA

Sign extend, Sign extend with Add, Zero extend, and Zero extend with Add.

3.91.1 Syntax

$SXT<extend>\{cond\} \{Rd\}, Rm \{,rotation\}$

$SXTA<extend>\{cond\} \{Rd\}, Rn, Rm \{,rotation\}$

$UXT<extend>\{cond\} \{Rd\}, Rm \{,rotation\}$

$UXTA<extend>\{cond\} \{Rd\}, Rn, Rm \{,rotation\}$

where:

<extend> is one of:

- | | |
|-----|--|
| B16 | Extends two 8-bit values to two 16-bit values. |
| B | Extends an 8-bit value to a 32-bit value. |
| H | Extends a 16-bit value to a 32-bit value. |

cond is an optional condition code.

Rd is the destination register.

Rn is the register holding the number to add (SXTA and UXTA only).

Rm is the register holding the value to extend.

rotation is one of:

- | | |
|---------|--|
| ROR #8 | Value from <i>Rm</i> is rotated right 8 bits. |
| ROR #16 | Value from <i>Rm</i> is rotated right 16 bits. |
| ROR #24 | Value from <i>Rm</i> is rotated right 24 bits. |
- If *rotation* is omitted, no rotation is performed.

3.91.2 Operation

These instructions do the following:

1. Rotate the value from *Rm* right by 0, 8, 16 or 24 bits.
2. Do one of the following to the value obtained:
 - Extract bits[7:0], sign or zero extend to 32 bits. If the instruction is extend and add, add the value from *Rn*.
 - Extract bits[15:0], sign or zero extend to 32 bits. If the instruction is extend and add, add the value from *Rn*.
 - Extract bits[23:16] and bits[7:0] and sign or zero extend them to 16 bits. If the instruction is extend and add, add them to bits[31:16] and bits[15:0] respectively of *Rn* to form bits[31:16] and bits[15:0] of the result.

3.91.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.91.4 Condition flags

These instructions do not change the flags.

3.91.5 16-bit instructions

The following forms of these instructions are available in Thumb code, and are 16-bit instructions:

SXTB *Rd*, *Rm* *Rd* and *Rm* must both be Lo registers.

SXTH *Rd*, *Rm* *Rd* and *Rm* must both be Lo registers.

UXTB *Rd*, *Rm* *Rd* and *Rm* must both be Lo registers.

UXTH *Rd*, *Rm* *Rd* and *Rm* must both be Lo registers.

3.91.6 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

These 16-bit Thumb instructions are available in ARMv6 and above.

3.91.7 Examples

```
SXTH      r3, r9, r4
UXTAB16EQ r0, r0, r4, ROR #16
```

3.91.8 Incorrect examples

```
SXTH      r9, r3, r2, ROR #12 ; rotation must be by 0, 8, 16, or 24.
```

3.91.9 See also

Reference

- [Condition codes on page 3-29](#).

3.92 SYS

Execute system coprocessor instruction.

3.92.1 Syntax

`SYS{cond} instruction{, Rn}`

where:

cond is an optional condition code.

instruction

is the coprocessor instruction to execute.

Rn is an operand to the instruction. For instructions that take an argument, *Rn* is compulsory. For instructions that do not take an argument, *Rn* is optional and if it is not specified, *R0* is used. *Rn* must not be PC.

3.92.2 Usage

You can use this instruction to execute special coprocessor instructions such as cache, branch predictor, and TLB operations. The instructions operate by writing to special write-only coprocessor registers. The instruction names are the same as the write-only coprocessor register names and are listed in the *ARMv7-AR Architecture Reference Manual*. For example:

```
SYS ICIALUIS ; invalidates all instruction caches Inner Shareable to Point
              ; of Unification and also flushes branch target cache.
```

3.92.3 Architectures

The SYS ARM instruction is available in ARMv7-A and ARMv7-R.

The SYS 32-bit Thumb instruction is available in ARMv7-A and ARMv7-R.

There are no 16-bit Thumb versions of these instructions.

3.92.4 See also

Reference

- [Condition codes on page 3-29](#).

3.93 TBB and TBH

Table Branch Byte and Table Branch Halfword.

3.93.1 Syntax

TBB [*Rn*, *Rm*]

TBH [*Rn*, *Rm*, LSL #1]

where:

Rn is the base register. This contains the address of the table of branch lengths. *Rn* must not be SP.

If PC is specified for *Rn*, the value used is the address of the instruction plus 4.

Rm is the index register. This contains an index into the table.
Rm must not be PC or SP.

3.93.2 Operation

These instructions cause a PC-relative forward branch using a table of single byte offsets (TBB) or halfword offsets (TBH). *Rn* provides a pointer to the table, and *Rm* supplies an index into the table. The branch length is twice the value of the byte (TBB) or the halfword (TBH) returned from the table. The target of the branch table must be in the same execution state.

3.93.3 Notes

In ThumbEE, if the value in the base register is zero, execution branches to the NullCheck handler at HandlerBase - 4.

3.93.4 Architectures

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no ARM, or 16-bit Thumb, versions of these instructions.

3.94 TST and TEQ

Test bits and Test Equivalence.

3.94.1 Syntax

`TST{cond} Rn, Operand2`

`TEQ{cond} Rn, Operand2`

where:

cond is an optional condition code.

Rn is the ARM register holding the first operand.

Operand2 is a flexible second operand.

3.94.2 Usage

These instructions test the value in a register against *Operand2*. They update the condition flags on the result, but do not place the result in any register.

The TST instruction performs a bitwise AND operation on the value in *Rn* and the value of *Operand2*. This is the same as an ANDS instruction, except that the result is discarded.

The TEQ instruction performs a bitwise Exclusive OR operation on the value in *Rn* and the value of *Operand2*. This is the same as a EORS instruction, except that the result is discarded.

Use the TEQ instruction to test if two values are equal, without affecting the V or C flags (as CMP does).

TEQ is also useful for testing the sign of a value. After the comparison, the N flag is the logical Exclusive OR of the sign bits of the two operands.

3.94.3 Register restrictions

In these Thumb instructions, you cannot use SP or PC for *Rn* or *Operand2*.

In these ARM instructions, use of SP or PC is deprecated in ARMv6T2 and above.

For ARM instructions:

- if you use PC (R15) as *Rn*, the value used is the address of the instruction plus 8
- you cannot use PC for any operand in any data processing instruction that has a register-controlled shift.

3.94.4 Condition flags

These instructions:

- update the N and Z flags according to the result
- can update the C flag during the calculation of *Operand2*
- do not affect the V flag.

3.94.5 16-bit instructions

The following form of the TST instruction is available in Thumb code, and is a 16-bit instruction:

`TST Rn, Rm` *Rn* and *Rm* must both be Lo registers.

3.94.6 Architectures

These ARM instructions are available in all architectures that support the ARM instruction set.

The TST Thumb instruction is available in all architectures that support the Thumb instruction set.

The TEQ Thumb instruction is available in ARMv6T2 and above.

3.94.7 Examples

```
TST    r0, #0x3F8
TEQEQ  r10, r9
TSTNE  r1, r5, ASR r1
```

3.94.8 Incorrect example

```
TEQ    pc, r1, ROR r0    ; PC not permitted with register
                        ; controlled shift
```

3.94.9 See also

Concepts

- [Flexible second operand \(Operand2\) on page 3-12.](#)

Reference

- [Condition codes on page 3-29.](#)

3.95 UMULL, UMLAL, SMULL, and SMLAL

Signed and Unsigned Long Multiply, with optional Accumulate, with 32-bit operands, and 64-bit result and accumulator.

3.95.1 Syntax

Op{*S*}{*cond*} *RdLo*, *RdHi*, *Rn*, *Rm*

where:

Op is one of UMULL, UMLAL, SMULL, or SMLAL.

S is an optional suffix available in ARM state only. If *S* is specified, the condition code flags are updated on the result of the operation.

cond is an optional condition code.

RdLo, *RdHi* are the destination registers. For UMLAL and SMLAL they also hold the accumulating value. *RdLo* and *RdHi* must be different registers

Rn, *Rm* are ARM registers holding the operands.

3.95.2 Usage

The UMULL instruction interprets the values from *Rn* and *Rm* as unsigned integers. It multiplies these integers and places the least significant 32 bits of the result in *RdLo*, and the most significant 32 bits of the result in *RdHi*.

The UMLAL instruction interprets the values from *Rn* and *Rm* as unsigned integers. It multiplies these integers, and adds the 64-bit result to the 64-bit unsigned integer contained in *RdHi* and *RdLo*.

The SMULL instruction interprets the values from *Rn* and *Rm* as two's complement signed integers. It multiplies these integers and places the least significant 32 bits of the result in *RdLo*, and the most significant 32 bits of the result in *RdHi*.

The SMLAL instruction interprets the values from *Rn* and *Rm* as two's complement signed integers. It multiplies these integers, and adds the 64-bit result to the 64-bit signed integer contained in *RdHi* and *RdLo*.

3.95.3 Register restrictions

Rn must be different from *RdLo* and *RdHi* in architectures before ARMv6.

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.95.4 Condition flags

If *S* is specified, these instructions:

- update the N and Z flags according to the result
- do not affect the C or V flags.

3.95.5 Architectures

These ARM instructions are available in all versions of the ARM architecture.

These 32-bit Thumb instructions are available in ARMv6T2 and above.

There are no 16-bit Thumb versions of these instructions.

3.95.6 Examples

UMULL	r0, r4, r5, r6
UMLALS	r4, r5, r3, r8

3.95.7 See also

Reference

- [Condition codes on page 3-29](#).

3.96 UMAAL

Unsigned Multiply Accumulate Accumulate Long.

3.96.1 Syntax

`UMAAL{cond} RdLo, RdHi, Rn, Rm`

where:

cond is an optional condition code.

RdLo, *RdHi* are the destination registers for the 64-bit result. They also hold the two 32-bit accumulate operands. *RdLo* and *RdHi* must be different registers.

Rn, *Rm* are the registers holding the multiply operands.

3.96.2 Operation

The UMAAL instruction multiplies the 32-bit values in *Rn* and *Rm*, adds the two 32-bit values in *RdHi* and *RdLo*, and stores the 64-bit result to *RdLo*, *RdHi*.

3.96.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.96.4 Condition flags

This instruction does not change the flags.

3.96.5 Architectures

This ARM instruction is available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There is no 16-bit Thumb version of this instruction.

3.96.6 Examples

```
UMAAL    r8, r9, r2, r3
UMAALGE  r2, r0, r5, r3
```

3.96.7 See also

Reference

- [Condition codes on page 3-29](#).

3.97 UND pseudo-instruction

Generate an architecturally undefined instruction. An attempt to execute an undefined instruction causes the Undefined instruction exception. Architecturally undefined instructions are expected to remain undefined.

3.97.1 Syntax

`UND{cond}{.W} {#expr}`

where:

cond is an optional condition code.

.W is an optional instruction width specifier.

expr evaluates to a numeric value. [Table 3-11](#) shows the range and encoding of *expr* in the instruction, where Y shows the locations of the bits that encode for *expr* and V is the 4 bits that encode for the condition code.

If *expr* is omitted, the value 0 is used.

Table 3-11 Range and encoding of *expr*

Instruction	Encoding	Number of bits for <i>expr</i>	Range
ARM	0xV7FYYYYFY	16	0-65535
32-bit Thumb	0xF7FYAYFY	12	0-4095
16-bit Thumb	0xDEYY	8	0-255

3.97.2 UND in Thumb code

You can use the *.W* width specifier to force UND to generate a 32-bit instruction in Thumb code on ARMv6T2 and above processors. UND.*W* always generates a 32-bit instruction, even if *expr* is in the range 0-255.

3.97.3 Disassembly

The encodings that this pseudo-instruction produces disassemble to DCI.

3.97.4 See also

Reference

- [Condition codes on page 3-29](#).

3.98 USAD8 and USADA8

Unsigned Sum of Absolute Differences, and Accumulate unsigned sum of absolute differences.

3.98.1 Syntax

USAD8{*cond*} {*Rd*}, *Rn*, *Rm*

USADA8{*cond*} *Rd*, *Rn*, *Rm*, *Ra*

where:

cond is an optional condition code.

Rd is the destination register.

Rn is the register holding the first operand.

Rm is the register holding the second operand.

Ra is the register holding the accumulate operand.

3.98.2 Operation

The USAD8 instruction finds the four differences between the unsigned values in corresponding bytes of *Rn* and *Rm*. It adds the absolute values of the four differences, and saves the result to *Rd*.

The USADA8 instruction adds the absolute values of the four differences to the value in *Ra*, and saves the result to *Rd*.

3.98.3 Register restrictions

You cannot use PC for any register.

You can use SP in ARM instructions but these are deprecated in ARMv6T2 and above. You cannot use SP in Thumb instructions.

3.98.4 Condition flags

These instructions do not alter any flags.

3.98.5 Architectures

These ARM instructions are available in ARMv6 and above.

These 32-bit Thumb instructions are available in ARMv6T2 and above. For the ARMv7-M architecture, they are only available in an ARMv7E-M implementation.

There are no 16-bit Thumb versions of these instructions.

3.98.6 Examples

USAD8	r2, r4, r6
USADA8	r0, r3, r5, r2
USADA8VS	r0, r4, r0, r1

3.98.7 Incorrect examples

USADA8	r2, r4, r6	; USADA8 requires four registers
USADA16	r0, r4, r0, r1	; no such instruction

3.98.8 See also**Reference**

- [Condition codes](#) on page 3-29.

Chapter 4

VFP Programming

The following topics describe the assembly programming of the VFP coprocessor:

- [VFP instruction summary](#) on page 4-2
- [VFP pseudo-instructions](#) on page 4-4
- [VFP instructions](#) on page 4-5.

4.1 VFP instruction summary

Table 4-1 shows a summary of VFP instructions.

Table 4-1 Location of VFP instructions

Mnemonic	Brief description	See	Op.	Arch.
VABS	Absolute value	page 4-6	Vector	All
VADD	Add	page 4-7	Vector	All
VCMP	Compare	page 4-8	Scalar	All
VCVT	Convert between single-precision and double-precision	page 4-9	Scalar	All
	Convert between floating-point and integer	page 4-10	Scalar	All
	Convert between floating-point and fixed-point	page 4-11	Scalar	VFPv3
VCVTB, VCVTT	Convert between half-precision and single-precision floating-point	page 4-12	Scalar	Half-precision
VDIV	Divide	page 4-7	Vector	All
VFMA, VFMS	Fused multiply accumulate, Fused multiply subtract	page 4-17	Scalar	VFPv4
VFNMA, VFNMS	Fused multiply accumulate with negation, Fused multiply subtract with negation	page 4-17	Scalar	VFPv4
VLDM	Load multiple	page 4-13	-	All
VLDR	Load (see also <i>VLDR pseudo-instruction</i> on page 4-15)	page 4-14	Scalar	All
	Load (post-increment and pre-decrement)	page 4-16	Scalar	All
VMLA	Multiply accumulate	page 4-22	Vector	All
VMLS	Multiply subtract	page 4-22	Vector	All
VMOV	Transfer from two ARM registers to a doubleword register	page 4-19	Scalar	VFPv2
	Transfer from a doubleword register to two ARM registers	page 4-19	Scalar	VFPv2
	Transfer from single-precision to ARM register	page 4-20	Scalar	All
	Transfer from ARM register to single-precision	page 4-20	Scalar	All
	Insert floating-point immediate in single-precision or double-precision register	page 4-18	Scalar	VFPv3
VMRS	Transfer from VFP system register to ARM register	page 4-21	-	All
VMSR	Transfer from ARM register to VFP system register	page 4-21	-	All
VMUL	Multiply	page 4-22	Vector	All
VNEG	Negate	page 4-6	Vector	All
VNMLA	Negated multiply accumulate	page 4-22	Vector	All
VNMLS	Negated multiply subtract	page 4-22	Vector	All
VNMUL	Negated multiply	page 4-22	Vector	All
VPOP	Pop VFP registers from full-descending stack	page 4-13	-	All
VPUSH	Push VFP registers to full-descending stack	page 4-13	-	All

Table 4-1 Location of VFP instructions (continued)

Mnemonic	Brief description	See	Op.	Arch.
VSQRT	Square Root	page 4-6	Vector	All
VSTM	Store multiple	page 4-13	-	All
VSTR	Store	page 4-14	Scalar	All
	Store (post-increment and pre-decrement)	page 4-16	Scalar	All
VSUB	Subtract	page 4-7	Vector	All

4.2 VFP pseudo-instructions

The following topics describe the VFP pseudo-instructions:

- [VLDR pseudo-instruction](#) on page 4-15
- [VLDR and VSTR \(post-increment and pre-decrement\)](#) on page 4-16.

4.3 VFP instructions

The following topics describe the VFP instructions:

- [VABS, VNEG, and VSQRT on page 4-6](#)
Floating-point absolute value, negate, and square root.
- [VADD, VSUB, and VDIV on page 4-7](#)
Floating-point add, subtract, and divide.
- [VLDR and VSTR on page 4-14](#)
Extension register load and store.
- [VLDM, VSTM, VPOP, and VPUSH on page 4-13](#)
Extension register load and store multiple.
- [VMOV \(between two ARM registers and an extension register\) on page 4-19](#)
Transfer contents between two ARM registers and a 64-bit extension register.
- [VMOV \(between one ARM register and single precision VFP\) on page 4-20](#)
Transfer contents between a 32-bit extension register and an ARM register.
- [VMRS and VMSR on page 4-21](#)
Transfer contents between an ARM register and a VFP system register.
- [VMUL, VMLA, VMLS, VNMUL, VNMLA, and VNMLS on page 4-22](#)
Floating-point multiply and multiply accumulate, with optional negation.
- [VFMA, VFMS, VFNMA, VFNMS on page 4-17](#)
Fused floating-point multiply accumulate and fused floating-point multiply subtract, with optional negation.
- [VCMP on page 4-8](#)
Floating-point compare.
- [VCVT \(between single-precision and double-precision\) on page 4-9](#)
Convert between single-precision and double-precision.
- [VCVT \(between floating-point and integer\) on page 4-10](#)
Convert between floating-point and integer.
- [VCVT \(between floating-point and fixed-point\) on page 4-11](#)
Convert between floating-point and fixed-point.
- [VCVTB, VCVTT \(half-precision extension\) on page 4-12](#)
Convert between half-precision and single-precision floating-point.
- [VMOV on page 4-18](#)
Insert a floating-point immediate value in a single-precision or double-precision register.

4.4 VABS, VNEG, and VSQRT

Floating-point absolute value, negate, and square root.

These instructions can be scalar, vector, or mixed.

4.4.1 Syntax

Vop{cond}.F32 Sd, Sm

Vop{cond}.F64 Dd, Dm

where:

op is one of ABS, NEG, or SQRT.

cond is an optional condition code.

Sd, Sm are the single-precision registers for the result and operand.

Dd, Dm are the double-precision registers for the result and operand.

4.4.2 Usage

The VABS instruction takes the contents of *Sm* or *Dm*, clears the sign bit, and places the result in *Sd* or *Dd*. This gives the absolute value.

The VNEG instruction takes the contents of *Sm* or *Dm*, changes the sign bit, and places the result in *Sd* or *Dd*. This gives the negation of the value.

The VSQRT instruction takes the square root of the contents of *Sm* or *Dm*, and places the result in *Sd* or *Dd*.

In the case of a VABS and VNEG instruction, if the operand is a NaN, the sign bit is determined in each case as above, but no exception is produced.

4.4.3 Floating-point exceptions

VABS and VNEG instructions cannot produce any exceptions.

VSQRT instructions can produce Invalid Operation or Inexact exceptions.

4.4.4 See also

Concepts

Using the Assembler:

- [Control of scalar, vector, and mixed operations on page 9-29.](#)

Reference

- [Condition codes on page 3-29.](#)

4.5 VADD, VSUB, and VDIV

Floating-point add, subtract, and divide.

These instructions can be scalar, vector, or mixed.

4.5.1 Syntax

$Vop\{cond\}.F32 \{Sd\}, Sn, Sm$

$Vop\{cond\}.F64 \{Dd\}, Dn, Dm$

where:

op is one of ADD, SUB, or DIV.

cond is an optional condition code.

Sd, *Sn*, *Sm* are the single-precision registers for the result and operands.

Dd, *Dn*, *Dm* are the double-precision registers for the result and operands.

4.5.2 Usage

The VADD instruction adds the values in the operand registers and places the result in the destination register.

The VSUB instruction subtracts the value in the second operand register from the value in the first operand register, and places the result in the destination register.

The VDIV instruction divides the value in the first operand register by the value in the second operand register, and places the result in the destination register.

4.5.3 Floating-point exceptions

VADD and VSUB instructions can produce Invalid Operation, Overflow, or Inexact exceptions.

VDIV operations can produce Division by Zero, Invalid Operation, Overflow, Underflow, or Inexact exceptions.

4.5.4 See also

Concepts

Using the Assembler:

- [Control of scalar, vector, and mixed operations on page 9-29.](#)

Reference

- [Condition codes on page 3-29.](#)

4.6 VCMP

Floating-point compare.

VCMP is always scalar.

4.6.1 Syntax

`VCMP{cond}.F32 Sd, Sm`

`VCMP{cond}.F32 Sd, #0`

`VCMP{cond}.F64 Dd, Dm`

`VCMP{cond}.F64 Dd, #0`

where:

cond is an optional condition code.

Sd, *Sm* are the single-precision registers holding the operands.

Dd, *Dm* are the double-precision registers holding the operands.

4.6.2 Usage

The VCMP instruction subtracts the value in the second operand register (or 0 if the second operand is #0) from the value in the first operand register, and sets the VFP condition flags on the result.

4.6.3 Floating-point exceptions

VCMP instructions can produce Invalid Operation exceptions.

4.6.4 See also

Reference

- [Condition codes on page 3-29](#).

4.7 VCVT (between single-precision and double-precision)

Convert between single-precision and double-precision numbers.

VCVT is always scalar.

4.7.1 Syntax

$\text{VCVT}\{\text{cond}\}.\text{F64}.\text{F32 } Dd, Sm$

$\text{VCVT}\{\text{cond}\}.\text{F32}.\text{F64 } Sd, Dm$

where:

cond is an optional condition code.

Dd is a double-precision register for the result.

Sm is a single-precision register holding the operand.

Sd is a single-precision register for the result.

Dm is a double-precision register holding the operand.

4.7.2 Usage

These instructions convert the single-precision value in *Sm* to double-precision and places the result in *Dd*, or the double-precision value in *Dm* to single-precision and place the result in *Sd*.

4.7.3 Floating-point exceptions

These instructions can produce Invalid Operation, Input Denormal, Overflow, Underflow, or Inexact exceptions.

4.7.4 See also

Reference

- [Condition codes on page 3-29](#).

4.8 VCVT (between floating-point and integer)

Convert between floating-point numbers and integers.

VCVT is always scalar.

4.8.1 Syntax

$\text{VCVT}\{R\}\{cond\}.type.F64\ Sd, Dm$

$\text{VCVT}\{R\}\{cond\}.type.F32\ Sd, Sm$

$\text{VCVT}\{cond\}.F64.type\ Dd, Sm$

$\text{VCVT}\{cond\}.F32.type\ Sd, Sm$

where:

R makes the operation use the rounding mode specified by the FPSCR. Otherwise, the operation rounds towards zero.

cond is an optional condition code.

type can be either U32 (unsigned 32-bit integer) or S32 (signed 32-bit integer).

Sd is a single-precision register for the result.

Dd is a double-precision register for the result.

Sm is a single-precision register holding the operand.

Dm is a double-precision register holding the operand.

4.8.2 Usage

The first two forms of this instruction convert from floating-point to integer.

The third and fourth forms convert from integer to floating-point.

4.8.3 Floating-point exceptions

These instructions can produce Input Denormal, Invalid Operation, or Inexact exceptions.

4.8.4 See also

Reference

- [Condition codes on page 3-29](#).

4.9 VCVT (between floating-point and fixed-point)

Convert between floating-point and fixed-point numbers.

VCVT is always scalar.

4.9.1 Syntax

`VCVT{cond}.type.F64 Dd, Dd, #fbits`

`VCVT{cond}.type.F32 Sd, Sd, #fbits`

`VCVT{cond}.F64.type Dd, Dd, #fbits`

`VCVT{cond}.F32.type Sd, Sd, #fbits`

where:

cond is an optional condition code.

type can be any one of:

S16 16-bit signed fixed-point number

U16 16-bit unsigned fixed-point number

S32 32-bit signed fixed-point number

U32 32-bit unsigned fixed-point number.

Sd is a single-precision register for the operand and result.

Dd is a double-precision register for the operand and result.

fbits is the number of fraction bits in the fixed-point number, in the range 0-16 if *type* is S16 or U16, or in the range 1-32 if *type* is S32 or U32.

4.9.2 Usage

The first two forms of this instruction convert from floating-point to fixed-point.

The third and fourth forms convert from fixed-point to floating-point.

In all cases the fixed-point number is contained in the least significant 16 or 32 bits of the register.

4.9.3 Floating-point exceptions

These instructions can produce Input Denormal, Invalid Operation, or Inexact exceptions.

4.9.4 See also

Reference

- [Condition codes on page 3-29](#).

4.10 VCVTB, VCVTT (half-precision extension)

Converts between half-precision and single-precision floating-point numbers in the following ways:

- VCVTB uses the bottom half (bits[15:0]) of the single word register to obtain or store the half-precision value
- VCVTT uses the top half (bits[31:16]) of the single word register to obtain or store the half-precision value.

VCVTB and VCVTT are always scalar.

4.10.1 Syntax

`VCVTB{cond}.type Sd, Sm`

`VCVTT{cond}.type Sd, Sm`

where:

cond is an optional condition code.

type can be any one of:

F32.F16 convert from half-precision to single-precision

F16.F32 convert from single-precision to half-precision.

Sd is a single word register for the result.

Sm is a single word register for the operand.

4.10.2 Architectures

The instructions are only available in VFPv3 systems with the half-precision extension.

4.10.3 Floating-point exceptions

These instructions can produce Input Denormal, Invalid Operation, Overflow, Underflow, or Inexact exceptions.

4.10.4 See also

Reference

- [Condition codes on page 3-29.](#)

4.11 VLDM, VSTM, VPOP, and VPUSH

Extension register load multiple, store multiple, pop from stack, push onto stack.

4.11.1 Syntax

*VLDM**mode*{*cond*} *Rn*{!}, *Registers*

*VSTM**mode*{*cond*} *Rn*{!}, *Registers*

VPOP{*cond*} *Registers*

VPUSH{*cond*} *Registers*

where:

mode must be one of:

- | | |
|----|--|
| IA | meaning Increment address After each transfer. IA is the default, and can be omitted. |
| DB | meaning Decrement address Before each transfer. |
| EA | meaning Empty Ascending stack operation. This is the same as DB for loads, and the same as IA for saves. |
| FD | meaning Full Descending stack operation. This is the same as IA for loads, and the same as DB for saves. |

cond is an optional condition code.

Rn is the ARM register holding the base address for the transfer.

! is optional. ! specifies that the updated base address must be written back to *Rn*. If ! is not specified, *mode* must be IA.

Registers is a list of consecutive extension registers enclosed in braces, { and }. The list can be comma-separated, or in range format. There must be at least one register in the list.

You can specify S or D registers, but they must not be mixed. The number of registers must not exceed 16 D registers.

————— **Note** —————

VPOP Registers is equivalent to *VLDM sp!*, *Registers*.

VPUSH Registers is equivalent to *VSTMDB sp!*, *Registers*.

You can use either form of these instructions. They disassemble to *VPOP* and *VPUSH*.

4.11.2 See also

Concepts

Using the Assembler:

- [Stack implementation using LDM and STM on page 5-22.](#)

Reference

- [Condition codes on page 3-29.](#)

4.12 VLDR and VSTR

Extension register load and store.

4.12.1 Syntax

`VLDR{cond}{.size} Fd, [Rn{, #offset}]`

`VSTR{cond}{.size} Fd, [Rn{, #offset}]`

`VLDR{cond}{.size} Fd, label`

`VSTR{cond}{.size} Fd, label`

where:

<i>cond</i>	is an optional condition code.
<i>size</i>	is an optional data size specifier. Must be 32 if <i>Fd</i> is an S register, or 64 otherwise.
<i>Fd</i>	is the extension register to be loaded or saved. It can be either a D or S register.
<i>Rn</i>	is the ARM register holding the base address for the transfer.
<i>offset</i>	is an optional numeric expression. It must evaluate to a numeric value at assembly time. The value must be a multiple of 4, and lie in the range –1020 to +1020. The value is added to the base address to form the address used for the transfer.
<i>label</i>	is a PC-relative expression. <i>label</i> must be aligned on a word boundary within ±1KB of the current instruction.

4.12.2 Usage

The VLDR instruction loads an extension register from memory. The VSTR instruction saves the contents of an extension register to memory.

One word is transferred if *Fd* is an S register. Two words are transferred otherwise.

There is also an VLDR pseudo-instruction.

4.12.3 See also

Concepts

Using the Assembler:

- [Register-relative and PC-relative expressions on page 8-7.](#)

Reference

- [Condition codes on page 3-29](#)
- [VLDR pseudo-instruction on page 4-15.](#)

4.13 VLDR pseudo-instruction

The VLDR pseudo-instruction loads a constant value into a VFP single-precision or double-precision register.

Note

This section describes the VLDR *pseudo*-instruction only.

4.13.1 Syntax

VLDR{*cond*}.*datatype* *Dd*,=constant

VLDR{*cond*}.*datatype* *Sd*,=constant

where:

datatype must be one of F32 or F64.

cond is an optional condition code.

Dd or *Sd* is the extension register to be loaded.

constant is an immediate value of the appropriate type for *datatype*.

4.13.2 Usage

If an instruction (for example, VMOV) is available that can generate the constant directly into the register, the assembler uses it. Otherwise, it generates a doubleword literal pool entry containing the constant and loads the constant using a VLDR instruction.

4.13.3 See also

Concepts

Using the Assembler:

- [VFP data types](#) on page 9-12.

Reference

- [VLDR and VSTR](#) on page 4-14
- [Condition codes](#) on page 3-29.

4.14 VLDR and VSTR (post-increment and pre-decrement)

Pseudo-instructions that load or store extension registers with post-increment and pre-decrement.

Note

There are also VLDR and VSTR instructions without post-increment and pre-decrement.

4.14.1 Syntax

`op{cond}{.size} Fd, [Rn], #offset` ; post-increment

`op{cond}{.size} Fd, [Rn, #-offset]!` ; pre-decrement

where:

op can be:

- VLDR - load extension register from memory
- VSTR - store contents of extension register to memory.

cond is an optional condition code.

size is an optional data size specifier. Must be 32 if *Fd* is an S register, or 64 if *Fd* is a D register.

Fd is the extension register to be loaded or saved. It can be either a double precision (*Dd*) or a single precision (*Sd*) register.

Rn is the ARM register holding the base address for the transfer.

offset is a numeric expression that must evaluate to a numeric value at assembly time. The value must be 4 if *Fd* is an S register, or 8 if *Fd* is a D register.

4.14.2 Usage

The post-increment instruction increments the base address in the register by the offset value, after the transfer. The pre-decrement instruction decrements the base address in the register by the offset value, and then performs the transfer using the new address in the register. These pseudo-instructions assemble to VLDM or VSTM instructions.

4.14.3 See also

Reference

- [VLDR and VSTR on page 4-14](#)
- [VLDM, VSTM, VPOP, and VPUSH on page 4-13](#)
- [Condition codes on page 3-29.](#)

4.15 VFMA, VFMS, VFNMA, VFNMS

Fused floating-point multiply accumulate and fused floating-point multiply subtract with optional negation.

These instructions are always scalar.

4.15.1 Syntax

$VF\{N\}op\{cond\}.F64 \{Dd\}, Dn, Dm$

$VF\{N\}op\{cond\}.F32 \{Sd\}, Sn, Sm$

where:

op is one of MA or MS.

N negates the final result.

cond is an optional condition code.

Sd, *Sn*, *Sm* are the single-precision registers for the result and operands.

Dd, *Dn*, *Dm* are the double-precision registers for the result and operands.

Qd, *Qn*, *Qm* are the double-precision registers for the result and operands.

4.15.2 Usage

VFMA multiplies the values in the operand registers, adds the value in the destination register, and places the final result in the destination register. The result of the multiply is not rounded before the accumulation.

VFMS multiplies the values in the operand registers, subtracts the product from the value in the destination register, and places the final result in the destination register. The result of the multiply is not rounded before the subtraction.

In each case, the final result is negated if the *N* option is used.

4.15.3 Floating-point exceptions

These instructions can produce Input Denormal, Invalid Operation, Overflow, Underflow, or Inexact exceptions.

4.15.4 See also

Concepts

Using the Assembler:

- [Control of scalar, vector, and mixed operations on page 9-29.](#)

Reference

- [Condition codes on page 3-29](#)
- [VMUL, VMLA, VMLS, VNMUL, VNMLA, and VNMLS on page 4-22.](#)

4.16 VMOV

Insert a floating-point immediate value in a single-precision or double-precision register, or copy one register into another register.

This instruction is always scalar.

4.16.1 Syntax

`VMOV{cond}.F32 Sd, #imm`

`VMOV{cond}.F64 Dd, #imm`

`VMOV{cond}.F32 Sd, Sm`

`VMOV{cond}.F64 Dd, Dm`

where:

<i>cond</i>	is an optional condition code.
<i>Sd</i>	is the single-precision destination register.
<i>Dd</i>	is the double-precision destination register.
<i>imm</i>	is the floating-point immediate value.
<i>Sm</i>	is the single-precision source register.
<i>Dm</i>	is the double-precision source register.

4.16.2 Immediate values

Any number that can be expressed as $\pm n * 2^{-r}$, where n and r are integers, $16 \leq n \leq 31$, $0 \leq r \leq 7$.

4.16.3 Architectures

The instructions that copy immediate constants are available in VFPv3.

The instructions that copy from register are available on all VFP systems.

4.16.4 See also

Reference

- [Condition codes on page 3-29.](#)

4.17 VMOV (between two ARM registers and an extension register)

Transfer contents between two ARM registers and a 64-bit extension register, or two consecutive 32-bit VFP registers.

4.17.1 Syntax

`VMOV{cond} Dm, Rd, Rn`

`VMOV{cond} Rd, Rn, Dm`

`VMOV{cond} Sm, Sm1, Rd, Rn`

`VMOV{cond} Rd, Rn, Sm, Sm1`

where:

cond is an optional condition code.

Dm is a 64-bit extension register.

Sm is a VFP 32-bit register.

Sm1 is the next consecutive VFP 32-bit register after *Sm*.

Rd, Rn are the ARM registers. *Rd* and *Rn* must not be PC.

4.17.2 Usage

`VMOV Dm, Rd, Rn` transfers the contents of *Rd* into the low half of *Dm*, and the contents of *Rn* into the high half of *Dm*.

`VMOV Rd, Rn, Dm` transfers the contents of the low half of *Dm* into *Rd*, and the contents of the high half of *Dm* into *Rn*.

`VMOV Rd, Rn, Sm, Sm1` transfers the contents of *Sm* into *Rd*, and the contents of *Sm1* into *Rn*.

`VMOV Sm, Sm1, Rd, Rn` transfers the contents of *Rd* into *Sm*, and the contents of *Rn* into *Sm1*.

4.17.3 Architectures

The 64-bit instructions are available in VFPv2 and above.

The 2 x 32-bit instructions are available in VFPv2 and above.

4.17.4 See also

Reference

- [Condition codes on page 3-29](#).

4.18 VMOV (between one ARM register and single precision VFP)

Transfer contents between a single-precision floating-point register and an ARM register.

4.18.1 Syntax

`VMOV{cond} Rd, Sn`

`VMOV{cond} Sn, Rd`

where:

cond is an optional condition code.

Sn is the VFP single-precision register.

Rd is the ARM register. *Rd* must not be PC.

4.18.2 Usage

`VMOV Rd, Sn` transfers the contents of *Sn* into *Rd*.

`VMOV Sn, Rd` transfers the contents of *Rd* into *Sn*.

4.18.3 See also

Reference

- [Condition codes on page 3-29](#).

4.19 VMRS and VMSR

Transfer contents between an ARM register and a VFP system register.

4.19.1 Syntax

`VMRS{cond} Rd, extsysreg`

`VMSR{cond} extsysreg, Rd`

where:

cond is an optional condition code.

extsysreg is the VFP system register, usually FPSCR, FPSID, or FPEXC.

Rd is the ARM register. *Rd* must not be PC.

It can be APSR_nzcv, if *extsysreg* is FPSCR. In this case, the floating-point status flags are transferred into the corresponding flags in the ARM APSR.

4.19.2 Usage

The VMRS instruction transfers the contents of *extsysreg* into *Rd*.

The VMSR instruction transfers the contents of *Rd* into *extsysreg*.

Note

These instructions stall the ARM until all current VFP operations complete.

4.19.3 Examples

```
VMRS    r2, FPSID
VMRS    APSR_nzcv, FPSCR    ; transfer FP status register to ARM APSR
VMSR    FPSCR, r4
```

4.19.4 See also

Concepts

Using the Assembler:

- [VFP system registers](#) on page 9-14.

Reference

- [Condition codes](#) on page 3-29.

4.20 VMUL, VMLA, VMLS, VNMUL, VNMLA, and VNMLS

Floating-point multiply and multiply accumulate, with optional negation.

These instructions can be scalar, vector, or mixed.

4.20.1 Syntax

$V\{N\}MUL\{cond\}.F32 \{Sd\}, Sn, Sm$

$V\{N\}MUL\{cond\}.F64 \{Dd\}, Dn, Dm$

$V\{N\}MLA\{cond\}.F32 Sd, Sn, Sm$

$V\{N\}MLA\{cond\}.F64 Dd, Dn, Dm$

$V\{N\}MLS\{cond\}.F32 Sd, Sn, Sm$

$V\{N\}MLS\{cond\}.F64 Dd, Dn, Dm$

where:

N negates the final result.

$cond$ is an optional condition code.

Sd, Sn, Sm are the single-precision registers for the result and operands.

Dd, Dn, Dm are the double-precision registers for the result and operands.

4.20.2 Usage

The VMUL operation multiplies the values in the operand registers and places the result in the destination register.

The VMLA operation multiplies the values in the operand registers, adds the value in the destination register, and places the final result in the destination register.

The VMLS operation multiplies the values in the operand registers, subtracts the result from the value in the destination register, and places the final result in the destination register.

In each case, the final result is negated if the N option is used.

4.20.3 Floating-point exceptions

These instructions can produce Invalid Operation, Overflow, Underflow, Inexact, or Input Denormal exceptions.

4.20.4 See also

Concepts

Using the Assembler:

- [Control of scalar, vector, and mixed operations on page 9-29.](#)

Reference

- [Condition codes on page 3-29.](#)

Chapter 5

Directives Reference

The following topics describe the directives that are provided by the ARM assembler, `armasm`:

- [Alphabetical list of directives on page 5-2](#)
- [Symbol definition directives on page 5-3](#)
- [Data definition directives on page 5-4](#)
- [About assembly control directives on page 5-5](#)
- [About frame directives on page 5-6](#)
- [Reporting directives on page 5-7](#)
- [Instruction set and syntax selection directives on page 5-8](#)
- [Miscellaneous directives on page 5-9.](#)

Note

None of these directives are available in the inline assemblers in the ARM C and C++ compilers.

5.1 Alphabetical list of directives

Table 5-1 shows a complete list of the directives. Use it to locate individual directives.

Table 5-1 Location of directives

Directive	See	Directive	See	Directive	See
ALIAS	page 5-10	EQU	page 5-36	LTORG	page 5-65
ALIGN	page 5-11	EXPORT <i>or</i> GLOBAL	page 5-37	MACRO <i>and</i> MEND	page 5-66
ARM <i>and</i> CODE32	page 5-16	EXPORTAS	page 5-39	MAP	page 5-69
AREA	page 5-13	EXTERN	page 5-59	MEND <i>see</i> MACRO	page 5-66
ASSERT	page 5-17	FIELD	page 5-40	MEXIT	page 5-70
ATTR	page 5-18	FRAME ADDRESS	page 5-41	NOFP	page 5-71
CN	page 5-19	FRAME POP	page 5-42	OPT	page 5-72
CODE16	page 5-16	FRAME PUSH	page 5-43	PRESERVE8 <i>see</i> REQUIRE8	page 5-76
COMMON	page 5-20	FRAME REGISTER	page 5-44	PROC <i>see</i> FUNCTION	page 5-52
CP	page 5-21	FRAME RESTORE	page 5-45	QN	page 5-31
DATA	page 5-22	FRAME SAVE	page 5-47	RELOC	page 5-74
DCB	page 5-23	FRAME STATE REMEMBER	page 5-48	REQUIRE	page 5-75
DCD <i>and</i> DCDU	page 5-24	FRAME STATE RESTORE	page 5-49	REQUIRE8 <i>and</i> PRESERVE8	page 5-76
DCDO	page 5-25	FRAME UNWIND ON <i>or</i> OFF	page 5-50	RLIST	page 5-78
DCFD <i>and</i> DCFDU	page 5-26	FUNCTION <i>or</i> PROC	page 5-52	RN	page 5-79
DCFS <i>and</i> DCFSU	page 5-27	GBLA, GBLI, <i>and</i> GBLS	page 5-54	ROUT	page 5-80
DCI	page 5-28	GET <i>or</i> INCLUDE	page 5-56	SETA, SETL, <i>and</i> SETS	page 5-81
DCQ <i>and</i> DCQU	page 5-29	GLOBAL <i>see</i> EXPORT	page 5-37	SN	page 5-31
DCW <i>and</i> DCWU	page 5-30	IF, ELSE, ENDIF, <i>and</i> ELIF	page 5-57	SPACE <i>or</i> FILL	page 5-82
DN	page 5-31	IMPORT	page 5-59	SUBT	page 5-83
ELIF, ELSE <i>see</i> IF	page 5-57	INCBIN	page 5-61	THUMB	page 5-16
END	page 5-33	INCLUDE <i>see</i> GET	page 5-56	THUMBX	page 5-16
ENDFUNC <i>or</i> ENDP	page 5-34	INFO	page 5-62	TTL	page 5-83
ENDIF <i>see</i> IF	page 5-57	KEEP	page 5-63	WHILE <i>and</i> WEND	page 5-84
ENTRY	page 5-35	LCLA, LCLI, <i>and</i> LCLS	page 5-64		

5.2 Symbol definition directives

The following are symbol definition directives:

- [GBLA, GBLL, and GBLS on page 5-54](#)
Declares a global arithmetic, logical, or string variable.
- [LCLA, LCLL, and LCLS on page 5-64](#)
Declares a local arithmetic, logical, or string variable.
- [SETA, SETL, and SETS on page 5-81](#)
Sets the value of an arithmetic, logical, or string variable.
- [RELOC on page 5-74](#)
Encodes an ELF relocation in an object file.
- [RN on page 5-79](#)
Defines a name for a specified register.
- [RLIST on page 5-78](#)
Defines a name for a set of general-purpose registers.
- [CN on page 5-19](#)
Defines a coprocessor register name.
- [CP on page 5-21](#)
Defines a coprocessor name.
- [DN, and SN on page 5-31](#)
Defines a double-precision or single-precision VFP register name.

5.3 Data definition directives

The following directives allocate memory, define data structures, and set initial contents of memory:

- [LTORG on page 5-65](#)
Sets an origin for a literal pool.
- [MAP on page 5-69](#)
Sets the origin of a storage map.
- [FIELD on page 5-40](#)
Defines a field within a storage map.
- [SPACE or FILL on page 5-82](#)
Allocates a zeroed block of memory.
- [DCB on page 5-23](#)
Allocates bytes of memory, and specify the initial contents.
- [DCD and DCDU on page 5-24](#)
Allocates words of memory, and specify the initial contents.
- [DCDO on page 5-25](#)
Allocates words of memory, and specify the initial contents as offsets from the static base register.
- [DCFD and DCFDU on page 5-26](#)
Allocates doublewords of memory, and specify the initial contents as double-precision floating-point numbers.
- [DCFS and DCFSU on page 5-27](#)
Allocates words of memory, and specify the initial contents as single-precision floating-point numbers.
- [DCI on page 5-28](#)
Allocates words of memory, and specify the initial contents. Mark the location as code not data.
- [DCQ and DCQU on page 5-29](#)
Allocates doublewords of memory, and specify the initial contents as 64-bit integers.
- [DCW and DCWU on page 5-30](#)
Allocates halfwords of memory, and specify the initial contents.
- [COMMON on page 5-20](#)
Allocates a block of memory at a symbol, and specify the alignment.
- [DATA on page 5-22](#)
Marks data within a code section. Obsolete, for backwards compatibility only.

5.4 About assembly control directives

The following directives control conditional assembly, looping, inclusions, and macros:

- `MACRO` and `MEND`
- `MEXIT`
- `IF`, `ELSE`, `ENDIF`, and `ELIF`
- `WHILE` and `WEND`.

5.4.1 Nesting directives

The following structures can be nested to a total depth of 256:

- `MACRO` definitions
- `WHILE...WEND` loops
- `IF...ELSE...ENDIF` conditional structures
- `INCLUDE` file inclusions.

The limit applies to all structures taken together, regardless of how they are nested. The limit is *not* 256 of each type of structure.

5.4.2 See also

Reference

- [MACRO and MEND on page 5-66](#)
- [MEXIT on page 5-70](#)
- [IF, ELSE, ENDIF, and ELIF on page 5-57](#)
- [WHILE and WEND on page 5-84.](#)

5.5 About frame directives

Correct use of these directives:

- enables the `armlink --callgraph` option to calculate stack usage of assembler functions.
The following rules are used to determine stack usage:
 - If a function is not marked with `PROC` or `ENDP`, stack usage is unknown.
 - If a function is marked with `PROC` or `ENDP` but with no `FRAME PUSH` or `FRAME POP`, stack usage is assumed to be zero. This means that there is no requirement to manually add `FRAME PUSH 0` or `FRAME POP 0`.
 - If a function is marked with `PROC` or `ENDP` and with `FRAME PUSH n` or `FRAME POP n`, stack usage is assumed to be `n` bytes.
- helps you to avoid errors in function construction, particularly when you are modifying existing code
- enables the assembler to alert you to errors in function construction
- enables backtracing of function calls during debugging
- enables the debugger to profile assembler functions.

If you require profiling of assembler functions, but do not want frame description directives for other purposes:

- you must use the `FUNCTION` and `ENDFUNC`, or `PROC` and `ENDP`, directives
- you can omit the other `FRAME` directives
- you only have to use the `FUNCTION` and `ENDFUNC` directives for the functions you want to profile.

In DWARF, the canonical frame address is an address on the stack specifying where the call frame of an interrupted function is located.

5.5.1 See also

Reference

- [FRAME ADDRESS](#) on page 5-41
- [FRAME POP](#) on page 5-42
- [FRAME PUSH](#) on page 5-43
- [FRAME REGISTER](#) on page 5-44
- [FRAME RESTORE](#) on page 5-45
- [FRAME RETURN ADDRESS](#) on page 5-46
- [FRAME SAVE](#) on page 5-47
- [FRAME STATE REMEMBER](#) on page 5-48
- [FRAME STATE RESTORE](#) on page 5-49
- [FRAME UNWIND ON](#) on page 5-50
- [FRAME UNWIND OFF](#) on page 5-51
- [FUNCTION or PROC](#) on page 5-52
- [ENDFUNC or ENDP](#) on page 5-34.

5.6 Reporting directives

The following are reporting directives:

- [ASSERT on page 5-17](#)
Generates an error message if an assertion is false during assembly.
- [INFO on page 5-62](#)
Generates diagnostic information during assembly.
- [OPT on page 5-72](#)
Sets listing options.
- [TTL and SUBT on page 5-83](#)
Inserts titles and subtitles in listings.

5.7 Instruction set and syntax selection directives

The following are the instruction set and syntax selection directives:

- *ARM, THUMB, THUMBX, CODE16 and CODE32* on page 5-16.

5.8 Miscellaneous directives

The following topics describe miscellaneous directives:

- [ALIAS](#) on page 5-10
- [ALIGN](#) on page 5-11
- [AREA](#) on page 5-13
- [ATTR](#) on page 5-18
- [END](#) on page 5-33
- [ENTRY](#) on page 5-35
- [EQU](#) on page 5-36
- [EXPORT](#) or [GLOBAL](#) on page 5-37
- [EXPORTAS](#) on page 5-39
- [GET](#) or [INCLUDE](#) on page 5-56
- [IMPORT](#) and [EXTERN](#) on page 5-59
- [INCBIN](#) on page 5-61
- [KEEP](#) on page 5-63
- [NOFP](#) on page 5-71
- [REQUIRE](#) on page 5-75
- [REQUIRE8](#) and [PRESERVE8](#) on page 5-76
- [ROUT](#) on page 5-80.

5.9 ALIAS

The ALIAS directive creates an alias for a symbol.

5.9.1 Syntax

ALIAS *name*, *aliasname*

where:

name is the name of the symbol to create an alias for

aliasname is the name of the alias to be created.

5.9.2 Usage

The symbol *name* must already be defined in the source file before creating an alias for it. Properties of *name* set by the EXPORT directive will not be inherited by *aliasname*, so you must use EXPORT on *aliasname* if you want to make the alias available outside the current source file. Apart from the properties set by the EXPORT directive, *name* and *aliasname* are identical.

5.9.3 Example

```
baz
bar PROC
    BX lr
    ENDP
    ALIAS bar,foo    ; foo is an alias for bar
    EXPORT bar
    EXPORT foo       ; foo and bar have identical properties
                    ; because foo was created using ALIAS
    EXPORT baz       ; baz and bar are not identical
                    ; because the size field of baz is not set
```

5.9.4 Incorrect example

```
EXPORT bar
IMPORT car
ALIAS bar,foo ; ERROR - bar is not defined yet
ALIAS car,boo ; ERROR - car is external
bar PROC
    BX lr
    ENDP
```

5.9.5 See also

Reference

- [Data definition directives on page 5-4](#)
- [EXPORT or GLOBAL on page 5-37](#).

5.10 ALIGN

The ALIGN directive aligns the current location to a specified boundary by padding with zeros or NOP instructions.

5.10.1 Syntax

```
ALIGN {expr{,offset{,pad{,padsizesize}}}}
```

where:

<i>expr</i>	is a numeric expression evaluating to any power of 2 from 2 ⁰ to 2 ³¹
<i>offset</i>	can be any numeric expression
<i>pad</i>	can be any numeric expression
<i>padsizesize</i>	can be 1, 2 or 4.

5.10.2 Operation

The current location is aligned to the next lowest address of the form:

$$offset + n * expr$$

n is any integer which the assembler selects to minimise padding.

If *expr* is not specified, ALIGN sets the current location to the next word (four byte) boundary. The unused space between the previous and the new current location are filled with:

- copies of *pad*, if *pad* is specified
- NOP instructions, if all the following conditions are satisfied:
 - *pad* is not specified
 - the ALIGN directive follows ARM or Thumb instructions
 - the current section has the CODEALIGN attribute set on the AREA directive
- zeros otherwise.

pad is treated as a byte, halfword, or word, according to the value of *padsizesize*. If *padsizesize* is not specified, *pad* defaults to bytes in data sections, halfwords in Thumb code, or words in ARM code.

5.10.3 Usage

Use ALIGN to ensure that your data and code is aligned to appropriate boundaries. This is typically required in the following circumstances:

- The ADR Thumb pseudo-instruction can only load addresses that are word aligned, but a label within Thumb code might not be word aligned. Use ALIGN 4 to ensure four-byte alignment of an address within Thumb code.
- Use ALIGN to take advantage of caches on some ARM processors. For example, the ARM940T has a cache with 16-byte lines. Use ALIGN 16 to align function entries on 16-byte boundaries and maximize the efficiency of the cache.
- LDRD and STRD doubleword data transfers must be eight-byte aligned. Use ALIGN 8 before memory allocation directives such as DCQ if the data is to be accessed using LDRD or STRD.
- A label on a line by itself can be arbitrarily aligned. Following ARM code is word-aligned (Thumb code is halfword aligned). The label therefore does not address the code correctly. Use ALIGN 4 (or ALIGN 2 for Thumb) before the label.

Alignment is relative to the start of the ELF section where the routine is located. The section must be aligned to the same, or coarser, boundaries. The ALIGN attribute on the AREA directive is specified differently.

5.10.4 Examples

```

        AREA    cacheable, CODE, ALIGN=3
rout1   ; code          ; aligned on 8-byte boundary
        ; code
        MOV     pc,lr    ; aligned only on 4-byte boundary
        ALIGN   8        ; now aligned on 8-byte boundary
rout2   ; code

```

In the following example, the ALIGN directive tells the assembler that the next instruction is word aligned and offset by 3 bytes. The 3 byte offset is counted from the previous word aligned address, resulting in the second DCB placed in the last byte of the same word and 2 bytes of padding are to be added.

```

        AREA    OffsetExample, CODE
        DCB     1        ; This example places the two bytes in the first
        ALIGN   4,3      ; and fourth bytes of the same word.
        DCB     1        ; The second DCB is offset by 3 bytes from the first DCB

```

In the following example, the ALIGN directive tells the assembler that the next instruction is word aligned and offset by 2 bytes. Here, the 2 byte offset is counted from the next word aligned address, so the value *n* is set to 1 (*n*=0 clashes with the third DCB). This time three bytes of padding are to be added.

```

        AREA    OffsetExample1, CODE
        DCB     1        ; In this example, n cannot be 0 because it clashes with
        DCB     1        ; the 3rd DCB. The assembler sets n to 1.
        DCB     1
        ALIGN   4,2      ; The next instruction is word aligned and offset by 2.
        DCB     2

```

In the following example, the DCB directive makes the PC misaligned. The ALIGN directive ensures that the label subroutine1 and the following instruction are word aligned.

```

        AREA    Example, CODE, READONLY
start   LDR     r6,=label1
        ; code
        MOV     pc,lr
label1  DCB     1        ; PC now misaligned
        ALIGN   ; ensures that subroutine1 addresses
subroutine1 ; the following instruction.
        MOV     r5,#0x5

```

5.10.5 See also

Reference

- [Data definition directives on page 5-4](#)
- [AREA on page 5-13.](#)

5.11 AREA

The AREA directive instructs the assembler to assemble a new code or data section. Sections are independent, named, indivisible chunks of code or data that are manipulated by the linker.

5.11.1 Syntax

```
AREA sectionname{,attr}{,attr}...
```

where:

sectionname is the name to give to the section.

You can choose any name for your sections. However, names starting with a non-alphabetic character must be enclosed in bars or a missing section name error is generated. For example, `|1_DataArea|`.

Certain names are conventional. For example, `|.text|` is used for code sections produced by the C compiler, or for code sections otherwise associated with the C library.

attr are one or more comma-delimited section attributes. Valid attributes are:

ALIGN=*expression*

By default, ELF sections are aligned on a four-byte boundary. *expression* can have any integer value from 0 to 31. The section is aligned on a $2^{\text{expression}}$ -byte boundary. For example, if *expression* is 10, the section is aligned on a 1KB boundary. *This is not the same as the way that the ALIGN directive is specified.*

———— **Note** —————

Do not use ALIGN=0 or ALIGN=1 for ARM code sections.

Do not use ALIGN=0 for Thumb code sections.

ASSOC=*section*

section specifies an associated ELF section. *sectionname* must be included in any link that includes *section*

CODE Contains machine instructions. READONLY is the default.

CODEALIGN

Causes the assembler to insert NOP instructions when the ALIGN directive is used after ARM or Thumb instructions within the section, unless the ALIGN directive specifies a different padding.

COMDEF Is a common section definition. This ELF section can contain code or data. It must be identical to any other section of the same name in other source files.

Identical ELF sections with the same name are overlaid in the same section of memory by the linker. If any are different, the linker generates a warning and does not overlay the sections.

COMGROUP=*symbol_name*

Is the signature that makes the AREA part of the named ELF section group. See the **GROUP=*symbol_name*** for more information. The COMGROUP attribute marks the ELF section group with the GRP_COMDAT flag.

COMMON	Is a common data section. You must not define any code or data in it. It is initialized to zeros by the linker. All common sections with the same name are overlaid in the same section of memory by the linker. They do not all have to be the same size. The linker allocates as much space as is required by the largest common section of each name.
DATA	Contains data, not instructions. READWRITE is the default.
FINI_ARRAY	Sets the ELF type of the current area to SHT_FINI_ARRAY.
GROUP= <i>symbol_name</i>	Is the signature that makes the AREA part of the named ELF section group. It must be defined by the source file, or a file included by the source file. All AREAS with the same <i>symbol_name</i> signature are part of the same group. Sections within a group are kept or discarded together.
INIT_ARRAY	Sets the ELF type of the current area to SHT_INIT_ARRAY.
LINKORDER= <i>section</i>	Specifies a relative location for the current section in the image. It ensures that the order of all the sections with the LINKORDER attribute, with respect to each other, is the same as the order of the corresponding named <i>sections</i> in the image.
MERGE= <i>n</i>	Indicates that the linker can merge the current section with other sections with the MERGE= <i>n</i> attribute. <i>n</i> is the size of the elements in the section, for example <i>n</i> is 1 for characters. You must not assume that the section will be merged because the attribute does not force the linker to merge the sections.
NOALLOC	Indicates that no memory on the target system is allocated to this area.
NOINIT	Indicates that the data section is uninitialized, or initialized to zero. It contains only space reservation directives SPACE or DCB, DCD, DCBU, DCQ, DCQU, DCW, or DCWU with initialized values of zero. You can decide at link time whether an area is uninitialized or zero initialized.
PREINIT_ARRAY	Sets the ELF type of the current area to SHT_PREINIT_ARRAY.
READONLY	Indicates that this section must not be written to. This is the default for Code areas.
READWRITE	Indicates that this section can be read from and written to. This is the default for Data areas.
SECFLAGS= <i>n</i>	Adds one or more ELF flags, denoted by <i>n</i> , to the current section.
SECTYPE= <i>n</i>	Sets the ELF type of the current section to <i>n</i> .
STRINGS	Adds the SHF_STRINGS flag to the current section. To use the STRINGS attribute, you must also use the MERGE=1 attribute. The contents of the section must be strings that are nul-terminated using the DCB directive.

5.11.2 Usage

Use the AREA directive to subdivide your source file into ELF sections. You can use the same name in more than one AREA directive. All areas with the same name are placed in the same ELF section. Only the attributes of the first AREA directive of a particular name are applied.

You should normally use separate ELF sections for code and data. However, you can put data in code sections. Large programs can usually be conveniently divided into several code sections. Large independent data sets are also usually best placed in separate sections.

The scope of local labels is defined by AREA directives, optionally subdivided by ROUT directives.

There must be at least one AREA directive for an assembly.

Note

The assembler emits R_ARM_TARGET1 relocations for the DCD and DCDU directives if the directive uses PC-relative expressions and is in any of the PREINIT_ARRAY, FINI_ARRAY, or INIT_ARRAY ELF sections. You can override the relocation using the RELOC directive after each DCD or DCDU directive. If this relocation is used, read-write sections might become read-only sections at link time if the platform ABI permits this.

5.11.3 Example

The following example defines a read-only code section named Example.

```
AREA    Example, CODE, READONLY    ; An example code section.
; code
```

5.11.4 See also

Concepts

Using the Assembler:

- [ELF sections and the AREA directive on page 4-5.](#)

Concepts

Using the Linker:

- [Chapter 4 Image structure and generation.](#)

Reference

- [ALIGN on page 5-11](#)
- [RELOC on page 5-74](#)
- [DCD and DCDU on page 5-24.](#)

5.12 ARM, THUMB, THUMBX, CODE16 and CODE32

The ARM directive and the CODE32 directive are synonyms. They instruct the assembler to interpret subsequent instructions as ARM instructions, using either the UAL or the pre-UAL ARM assembler language syntax.

The THUMB directive instructs the assembler to interpret subsequent instructions as Thumb instructions, using the UAL syntax.

The THUMBX directive instructs the assembler to interpret subsequent instructions as ThumbEE instructions, using the UAL syntax.

The CODE16 directive instructs the assembler to interpret subsequent instructions as Thumb instructions, using the pre-UAL assembly language syntax.

If necessary, these directives also insert up to three bytes of padding to align to the next word boundary for ARM, or up to one byte of padding to align to the next halfword boundary for Thumb or ThumbEE.

5.12.1 Syntax

```
ARM
THUMB
THUMBX
CODE16
CODE32
```

5.12.2 Usage

In files that contain code using different instruction sets:

- ARM must precede any ARM code. CODE32 is a synonym for ARM.
- THUMB must precede Thumb code written in UAL syntax.
- THUMBX must precede ThumbEE code written in UAL syntax.
- CODE16 must precede Thumb code written in pre-UAL syntax.

These directives do not assemble to any instructions. They also do not change the state. They only instruct the assembler to assemble ARM, Thumb, or ThumbEE instructions as appropriate, and insert padding if necessary.

5.12.3 Example

This example shows how ARM and THUMB can be used to switch state and assemble both ARM and Thumb instructions in a single area.

```

        AREA ToThumb, CODE, READONLY    ; Name this block of code
        ENTRY                          ; Mark first instruction to execute
        ARM                            ; Subsequent instructions are ARM

start
        ADR    r0, into_thumb + 1        ; Processor starts in ARM state
        BX     r0                        ; Inline switch to Thumb state
        THUMB                               ; Subsequent instructions are Thumb
into_thumb
        MOVS    r0, #10                  ; New-style Thumb instructions
```

5.13 ASSERT

The ASSERT directive generates an error message during assembly if a given assertion is false.

5.13.1 Syntax

ASSERT *logical-expression*

where:

logical-expression

is an assertion that can evaluate to either {TRUE} or {FALSE}.

5.13.2 Usage

Use ASSERT to ensure that any necessary condition is met during assembly.

If the assertion is false an error message is generated and assembly fails.

5.13.3 Example

```
ASSERT label1 <= label2    ; Tests if the address
                           ; represented by label1
                           ; is <= the address
                           ; represented by label2.
```

5.13.4 See also

Reference

- [INFO on page 5-62.](#)

5.14 ATTR

The ATTR set directives set values for the ABI build attributes.

The ATTR scope directives specify the scope for which the set value applies to.

5.14.1 Syntax

ATTR FILESCOPE

ATTR SCOPE *name*

ATTR *settype tagid, value*

where:

name is a section name or symbol name.

settype can be any of:

- SETVALUE
- SETSTRING
- SETCOMPATIBLEWITHVALUE
- SETCOMPATIBLEWITHSTRING

tagid is an attribute tag name (or its numerical value) defined in the ABI for the ARM Architecture.

value depends on *settype*:

- is a 32-bit integer value when *settype* is SETVALUE or SETCOMPATIBLEWITHVALUE
- is a nul-terminated string when *settype* is SETSTRING or SETCOMPATIBLEWITHSTRING

5.14.2 Usage

The ATTR set directives following the ATTR FILESCOPE directive apply to the entire object file. The ATTR set directives following the ATTR SCOPE *name* directive apply only to the named section or symbol.

For tags that expect an integer, you must use SETVALUE or SETCOMPATIBLEWITHVALUE. For tags that expect a string, you must use SETSTRING or SETCOMPATIBLEWITHSTRING.

Use SETCOMPATIBLEWITHVALUE and SETCOMPATIBLEWITHSTRING to set tag values which the object file is also compatible with.

5.14.3 Examples

```
ATTR SETSTRING Tag_CPU_raw_name, "Cortex-R4F"
ATTR SETVALUE Tag_VFP_arch, 3 ; VFPv3 instructions were permitted.
ATTR SETVALUE 10, 3 ; 10 is the numerical value of
; Tag_VFP_arch.
```

5.14.4 See also

Reference

- *Addenda to, and Errata in, the ABI for the ARM Architecture*,
<http://infocenter.arm.com/help/topic/com.arm.doc.ih0045-/index.html>.

5.15 CN

The CN directive defines a name for a coprocessor register.

5.15.1 Syntax

name CN *expr*

where:

name is the name to be defined for the coprocessor register. *name* cannot be the same as any of the predefined names.

expr evaluates to a coprocessor register number from 0 to 15.

5.15.2 Usage

Use CN to allocate convenient names to registers, to help you remember what you use each register for.

———— **Note** ————

Avoid conflicting uses of the same register under different names.

The names c0 to c15 are predefined.

5.15.3 Example

```
power    CN    6        ; defines power as a symbol for
                        ; coprocessor register 6
```

5.15.4 See also

Reference

Using the Assembler:

- [Predeclared core register names on page 3-12](#)
- [Predeclared extension register names on page 3-13](#)
- [Predeclared coprocessor names on page 3-14.](#)

5.16 COMMON

The `COMMON` directive allocates a block of memory, of the defined size, at the specified symbol. You specify how the memory is aligned. If alignment is omitted, the default alignment is 4. If size is omitted, the default size is 0.

You can access this memory as you would any other memory, but no space is allocated in object files.

5.16.1 Syntax

```
COMMON symbol{,size{,alignment}} {[attr]}
```

where:

symbol is the symbol name. The symbol name is case-sensitive.

size is the number of bytes to reserve.

alignment is the alignment.

attr can be any one of:

`DYNAMIC` sets the ELF symbol visibility to `STV_DEFAULT`.

`PROTECTED` sets the ELF symbol visibility to `STV_PROTECTED`.

`HIDDEN` sets the ELF symbol visibility to `STV_HIDDEN`.

`INTERNAL` sets the ELF symbol visibility to `STV_INTERNAL`.

5.16.2 Usage

The linker allocates the required space as zero initialized memory during the link stage. You cannot define, `IMPORT` or `EXTERN` a symbol that has already been created by the `COMMON` directive. In the same way, if a symbol has already been defined or used with the `IMPORT` or `EXTERN` directive, you cannot use the same symbol for the `COMMON` directive.

5.16.3 Example

```
LDR    r0, =xyz
COMMON xyz,255,4 ; defines 255 bytes of ZI store, word-aligned
```

5.16.4 Incorrect examples

```
COMMON foo,4,4
COMMON bar,4,4
foo DCD 0 ; cannot define label with same name as COMMON
IMPORT bar ; cannot import label with same name as COMMON
```

5.17 CP

The CP directive defines a name for a specified coprocessor. The coprocessor number must be within the range 0 to 15.

5.17.1 Syntax

name CP *expr*

where:

name is the name to be assigned to the coprocessor. *name* cannot be the same as any of the predefined names.

expr evaluates to a coprocessor number from 0 to 15.

5.17.2 Usage

Use CP to allocate convenient names to coprocessors, to help you to remember what you use each one for.

———— **Note** ————

Avoid conflicting uses of the same coprocessor under different names.

The names p0 to p15 are predefined for coprocessors 0 to 15.

5.17.3 Example

```
dmu    CP    6        ; defines dmu as a symbol for
                      ; coprocessor 6
```

5.17.4 See also

Reference

Using the Assembler:

- [Predeclared core register names on page 3-12](#)
- [Predeclared extension register names on page 3-13](#)
- [Predeclared coprocessor names on page 3-14.](#)

5.18 DATA

The DATA directive is no longer required. It is ignored by the assembler.

5.19 DCB

The DCB directive allocates one or more bytes of memory, and defines the initial runtime contents of the memory. = is a synonym for DCB.

5.19.1 Syntax

```
{label} DCB expr{,expr}...
```

where:

expr is either:

- a numeric expression that evaluates to an integer in the range –128 to 255.
- a quoted string. The characters of the string are loaded into consecutive bytes of store.

5.19.2 Usage

If DCB is followed by an instruction, use an ALIGN directive to ensure that the instruction is aligned.

5.19.3 Example

Unlike C strings, ARM assembler strings are not nul-terminated. You can construct a nul-terminated C string using DCB as follows:

```
C_string DCB "C_string",0
```

5.19.4 See also

Concepts

Using the Assembler:

- [Numeric expressions on page 8-16.](#)

Reference

- [DCD and DCDU on page 5-24](#)
- [DCQ and DCQU on page 5-29](#)
- [DCW and DCWU on page 5-30](#)
- [SPACE or FILL on page 5-82](#)
- [ALIGN on page 5-11.](#)

5.20 DCD and DCDU

The DCD directive allocates one or more words of memory, aligned on four-byte boundaries, and defines the initial runtime contents of the memory.

& is a synonym for DCD.

DCDU is the same, except that the memory alignment is arbitrary.

5.20.1 Syntax

```
{label} DCD{U} expr{,expr}
```

where:

expr is either:

- a numeric expression.
- a PC-relative expression.

5.20.2 Usage

DCD inserts up to three bytes of padding before the first defined word, if necessary, to achieve four-byte alignment.

Use DCDU if you do not require alignment.

5.20.3 Examples

```
data1 DCD    1,5,20      ; Defines 3 words containing
                        ; decimal values 1, 5, and 20
data2 DCD    mem06 + 4   ; Defines 1 word containing 4 +
                        ; the address of the label mem06
      AREA   MyData, DATA, READWRITE
      DCB    255         ; Now misaligned ...
data3 DCDU   1,5,20      ; Defines 3 words containing
                        ; 1, 5 and 20, not word aligned
```

5.20.4 See also

Concepts

Using the Assembler:

- [Numeric expressions on page 8-16.](#)

Reference

- [DCB on page 5-23](#)
- [DCI on page 5-28](#)
- [DCW and DCWU on page 5-30](#)
- [DCQ and DCQU on page 5-29](#)
- [SPACE or FILL on page 5-82.](#)

5.21 DCDO

The DCDO directive allocates one or more words of memory, aligned on four-byte boundaries, and defines the initial runtime contents of the memory as an offset from the *static base register*, sb (R9).

5.21.1 Syntax

```
{label} DCDO expr{,expr}...
```

where:

expr is a register-relative expression or label. The base register must be sb.

5.21.2 Usage

Use DCDO to allocate space in memory for static base register relative relocatable addresses.

5.21.3 Example

```
IMPORT externsym
DCDO    externsym    ; 32-bit word relocated by offset of
                    ; externsym from base of SB section.
```

5.22 DCFD and DCFDU

The DCFD directive allocates memory for word-aligned double-precision floating-point numbers, and defines the initial runtime contents of the memory. Double-precision numbers occupy two words and must be word aligned to be used in arithmetic operations.

DCFUDU is the same, except that the memory alignment is arbitrary.

5.22.1 Syntax

```
{label} DCFD{U} fpliteral{, fpliteral}...
```

where:

fpliteral is a double-precision floating-point literal.

5.22.2 Usage

The assembler inserts up to three bytes of padding before the first defined number, if necessary, to achieve four-byte alignment.

Use DCFUDU if you do not require alignment.

The word order used when converting *fpliteral* to internal form is controlled by the floating-point architecture selected. You cannot use DCFD or DCFUDU if you select the `--fpu none` option.

The range for double-precision numbers is:

- maximum 1.79769313486231571e+308
- minimum 2.22507385850720138e-308.

5.22.3 Examples

```
DCFD    1E308, -4E-100
DCFUDU  10000, - .1, 3.1E26
```

5.22.4 See also

Concepts

Using the Assembler:

- [Floating-point literals on page 8-18.](#)

Reference

- [DCFS and DCFSU on page 5-27.](#)

5.23 DCFS and DCFSU

The DCFS directive allocates memory for word-aligned single-precision floating-point numbers, and defines the initial runtime contents of the memory. Single-precision numbers occupy one word and must be word aligned to be used in arithmetic operations.

DCFSU is the same, except that the memory alignment is arbitrary.

5.23.1 Syntax

```
{label} DCFS{U} fpliteral{, fpliteral}...
```

where:

fpliteral is a single-precision floating-point literal.

5.23.2 Usage

DCFS inserts up to three bytes of padding before the first defined number, if necessary to achieve four-byte alignment.

Use DCFSU if you do not require alignment.

The range for single-precision values is:

- maximum 3.40282347e+38
- minimum 1.17549435e-38.

5.23.3 Examples

```
DCFS    1E3, -4E-9
DCFSU   1.0, -.1, 3.1E6
```

5.23.4 See also

Concepts

Using the Assembler:

- [Floating-point literals](#) on page 8-18.

Reference

- [DCFD and DCFDU](#) on page 5-26.

5.24 DCI

In ARM code, the DCI directive allocates one or more words of memory, aligned on four-byte boundaries, and defines the initial runtime contents of the memory.

In Thumb code, the DCI directive allocates one or more halfwords of memory, aligned on two-byte boundaries, and defines the initial runtime contents of the memory.

5.24.1 Syntax

```
{label} DCI{.W} expr{,expr}
```

where:

expr is a numeric expression.

.W if present, indicates that four bytes must be inserted in Thumb code.

5.24.2 Usage

The DCI directive is very like the DCD or DCW directives, but the location is marked as code instead of data. Use DCI when writing macros for new instructions not supported by the version of the assembler you are using.

In ARM code, DCI inserts up to three bytes of padding before the first defined word, if necessary, to achieve four-byte alignment. In Thumb code, DCI inserts an initial byte of padding, if necessary, to achieve two-byte alignment.

You can use DCI to insert a bit pattern into the instruction stream. For example, use:

```
DCI 0x46c0
```

to insert the Thumb operation MOV r8,r8.

5.24.3 Example macro

```
MACRO                ; this macro translates newinstr Rd,Rm
                    ; to the appropriate machine code
newinst $Rd,$Rm
DCI 0xe16f0f10 :OR: ($Rd:SHL:12) :OR: $Rm
MEND
```

5.24.4 32-bit Thumb example

```
DCI.W 0xf3af8000 ; inserts 32-bit NOP, 2-byte aligned.
```

5.24.5 See also

Concepts

Using the Assembler:

- [Numeric expressions on page 8-16.](#)

Reference

- [DCD and DCDU on page 5-24](#)
- [DCW and DCWU on page 5-30.](#)

5.25 DCQ and DCQU

The DCQ directive allocates one or more eight-byte blocks of memory, aligned on four-byte boundaries, and defines the initial runtime contents of the memory.

DCQU is the same, except that the memory alignment is arbitrary.

5.25.1 Syntax

```
{label} DCQ{U} {-}literal{,{-}literal}...
```

where:

literal is a 64-bit numeric literal.

The range of numbers permitted is 0 to $2^{64}-1$.

In addition to the characters normally permitted in a numeric literal, you can prefix *literal* with a minus sign. In this case, the range of numbers permitted is -2^{63} to -1 .

The result of specifying $-n$ is the same as the result of specifying $2^{64}-n$.

5.25.2 Usage

DCQ inserts up to three bytes of padding before the first defined eight-byte block, if necessary, to achieve four-byte alignment.

Use DCQU if you do not require alignment.

5.25.3 Examples

```

data    AREA    MiscData, DATA, READWRITE
        DCQ     -225,2_101    ; 2_101 means binary 101.
        DCQU    number+4      ; number must already be defined.
```

5.25.4 See also

Concepts

Using the Assembler:

- [Numeric literals on page 8-17.](#)

Reference

- [DCB on page 5-23](#)
- [DCD and DCDU on page 5-24](#)
- [DCW and DCWU on page 5-30](#)
- [SPACE or FILL on page 5-82.](#)

5.26 DCW and DCWU

The DCW directive allocates one or more halfwords of memory, aligned on two-byte boundaries, and defines the initial runtime contents of the memory.

DCWU is the same, except that the memory alignment is arbitrary.

5.26.1 Syntax

```
{label} DCW{U} expr{,expr}...
```

where:

expr is a numeric expression that evaluates to an integer in the range –32768 to 65535.

5.26.2 Usage

DCW inserts a byte of padding before the first defined halfword if necessary to achieve two-byte alignment.

Use DCWU if you do not require alignment.

5.26.3 Examples

```
data    DCW    -225,2*number    ; number must already be defined
        DCWU   number+4
```

5.26.4 See also

Concepts

Using the Assembler:

- [Numeric expressions](#) on page 8-16.

Reference

- [DCB](#) on page 5-23
- [DCD and DCDU](#) on page 5-24
- [DCQ and DCQU](#) on page 5-29
- [SPACE or FILL](#) on page 5-82.

5.27 DN, and SN

The DN directive defines a name for a specified 64-bit extension register.

The SN directive defines a name for a specified single-precision VFP register.

5.27.1 Syntax

name directive *expr*{*.type*}

where:

directive is DN or SN.

name is the name to be assigned to the extension register. *name* cannot be the same as any of the predefined names.

expr Can be:

- an expression that evaluates to a number in the range:
 - 0-15 if you are using DN in VFPv2
 - 0-31 otherwise.
- a predefined register name, or a register name that has already been defined in a previous directive.

type is any or VFP datatype.

type is *Extended notation*.

5.27.2 Usage

Use DN or SN to allocate convenient names to extension registers, to help you to remember what you use each one for.

———— **Note** ————

Avoid conflicting uses of the same register under different names.

You cannot specify a vector length in a DN or SN directive.

5.27.3 Examples

```
energy DN 6 ; defines energy as a symbol for
           ; VFP double-precision register 6
mass     SN 16 ; defines mass as a symbol for
           ; VFP single-precision register 16
```

5.27.4 Extended notation example

```
varA DN d1.U16
varB DN d2.U16
varC DN d3.U16
      VADD varA,varB,varC ; VADD.U16 d1,d2,d3
```

5.27.5 See also

Reference

Using the Assembler:

- [Predeclared core register names on page 3-12](#)
- [Predeclared extension register names on page 3-13](#)
- [Predeclared coprocessor names on page 3-14](#)
- [Extended notation on page 9-13](#)
- [Extended notation example on page 5-31](#)
- [VFP data types on page 9-12](#)
- [VFP directives and vector notation on page 9-30.](#)

5.28 END

The END directive informs the assembler that it has reached the end of a source file.

5.28.1 Syntax

END

5.28.2 Usage

Every assembly language source file must end with END on a line by itself.

If the source file has been included in a parent file by a GET directive, the assembler returns to the parent file and continues assembly at the first line following the GET directive.

If END is reached in the top-level source file during the first pass without any errors, the second pass begins.

If END is reached in the top-level source file during the second pass, the assembler finishes the assembly and writes the appropriate output.

5.28.3 See also

Reference

- [GET or INCLUDE on page 5-56.](#)

5.29 ENDFUNC or ENDP

The ENDFUNC directive marks the end of an AAPCS-conforming function. ENDP is a synonym for ENDFUNC.

5.29.1 See also

Reference

- [FUNCTION or PROC](#) on page 5-52.

5.30 ENTRY

The ENTRY directive declares an entry point to a program.

5.30.1 Syntax

ENTRY

5.30.2 Usage

A program must have an entry point. You can specify an entry point in the following ways:

- Using the ENTRY directive in assembly language source code.
- Providing a main() function in C or C++ source code.
- Using the armlink --entry command line option.

You can declare more than one entry point in a program, although a source file cannot contain more than one ENTRY directive. For example, a program could contain multiple assembly language source files, each with an ENTRY directive. Or it could contain a C or C++ file with a main() function and one or more assembly source files with an ENTRY directive.

If the program contains multiple entry points, then you must select one of them. You do this by exporting the symbol for the ENTRY directive that you want to use as the entry point, then using the armlink --entry option to select the exported symbol.

5.30.3 Example

```

        AREA  ARMex, CODE, READONLY
        ENTRY      ; Entry point for the application
        EXPORT ep1 ; Export the symbol so the linker can find it in the object file
ep1
        ; code

        END

```

When you invoke armlink, if other entry points are declared in the program, then you must specify --entry=ep1, to select ep1.

5.30.4 See also

Concepts

- [Image entry points on page 4-17 in Using the Linker.](#)

Reference

- [--entry=location on page 2-43 in Linker Reference.](#)

5.31 EQU

The EQU directive gives a symbolic name to a numeric constant, a register-relative value or a PC-relative value. * is a synonym for EQU.

5.31.1 Syntax

name EQU *expr*{, *type*}

where:

name is the symbolic name to assign to the value.

expr is a register-relative address, a PC-relative address, an absolute address, or a 32-bit integer constant.

type is optional. *type* can be any one of:

- ARM
- THUMB
- CODE32
- CODE16
- DATA

You can use *type* only if *expr* is an absolute address. If *name* is exported, the *name* entry in the symbol table in the object file will be marked as ARM, THUMB, CODE32, CODE16, or DATA, according to *type*. This can be used by the linker.

5.31.2 Usage

Use EQU to define constants. This is similar to the use of **#define** to define a constant in C.

5.31.3 Examples

```
abc EQU 2           ; assigns the value 2 to the symbol abc.
xyz EQU label+8     ; assigns the address (label+8) to the
                    ; symbol xyz.
fiq EQU 0x1C, CODE32 ; assigns the absolute address 0x1C to
                    ; the symbol fiq, and marks it as code
```

5.31.4 See also

Reference

- [KEEP on page 5-63](#)
- [EXPORT or GLOBAL on page 5-37.](#)

5.32 EXPORT or GLOBAL

The EXPORT directive declares a symbol that can be used by the linker to resolve symbol references in separate object and library files. GLOBAL is a synonym for EXPORT.

5.32.1 Syntax

```
EXPORT {[WEAK]}
EXPORT symbol {[SIZE=n]}
EXPORT symbol {[type{,set}]}
EXPORT symbol [attr{,type{,set}},{,SIZE=n}]
EXPORT symbol [WEAK{,attr},{,type{,set}},{,SIZE=n}]
```

where:

<i>symbol</i>	is the symbol name to export. The symbol name is case-sensitive. If <i>symbol</i> is omitted, all symbols are exported.
WEAK	<i>symbol</i> is only imported into other sources if no other source exports an alternative <i>symbol</i> . If [WEAK] is used without <i>symbol</i> , all exported symbols are weak.
<i>attr</i>	can be any one of: DYNAMIC sets the ELF symbol visibility to STV_DEFAULT. PROTECTED sets the ELF symbol visibility to STV_PROTECTED. HIDDEN sets the ELF symbol visibility to STV_HIDDEN. INTERNAL sets the ELF symbol visibility to STV_INTERNAL.
<i>type</i>	specifies the symbol type: DATA <i>symbol</i> is treated as data when the source is assembled and linked. CODE <i>symbol</i> is treated as code when the source is assembled and linked. ELFTYPE= <i>n</i> <i>symbol</i> is treated as a particular ELF symbol, as specified by the value of <i>n</i> , where <i>n</i> can be any number from 0 to 15. If unspecified, the assembler determines the most appropriate <i>type</i> . Usually the assembler determines the correct type so there is no need to specify the <i>type</i> .
<i>set</i>	specifies the instruction set: ARM <i>symbol</i> is treated as an ARM symbol. THUMB <i>symbol</i> is treated as a Thumb symbol. If unspecified, the assembler determines the most appropriate set.
<i>n</i>	specifies the size and can be any 32-bit value. If the SIZE attribute is not specified, the assembler calculates the size: <ul style="list-style-type: none"> For PROC and FUNCTION symbols, the size is set to the size of the code until its ENDP or ENDFUNC. For other symbols, the size is the size of instruction or data on the same source line. If there is no instruction or data, the size is zero.

5.32.2 Usage

Use EXPORT to give code in other files access to symbols in the current file.

Use the [WEAK] attribute to inform the linker that a different instance of *symbol* takes precedence over this one, if a different one is available from another source. You can use the [WEAK] attribute with any of the symbol visibility attributes.

5.32.3 Example

```

AREA    Example, CODE, READONLY
EXPORT  DoAdd          ; Export the function name
                        ; to be used by external
                        ; modules.
DoAdd   ADD     r0, r0, r1

```

Symbol visibility can be overridden for duplicate exports. In the following example, the last EXPORT takes precedence for both binding and visibility:

```

EXPORT  SymA[WEAK]      ; Export as weak-hidden
EXPORT  SymA[DYNAMIC]   ; SymA becomes non-weak dynamic.

```

The following examples show the use of the SIZE attribute:

```

EXPORT symA [SIZE=4]
EXPORT symA [DATA, SIZE=4]

```

5.32.4 See also

Reference

- [IMPORT and EXTERN on page 5-59.](#)
- [ELF for the ARM Architecture,](#)
<http://infocenter/help/topic/com.arm.doc.ih0044-/index.html>.

5.33 EXPORTAS

The EXPORTAS directive enables you to export a symbol to the object file, corresponding to a different symbol in the source file.

5.33.1 Syntax

```
EXPORTAS symbol1, symbol2
```

where:

symbol1 is the symbol name in the source file. *symbol1* must have been defined already. It can be any symbol, including an area name, a label, or a constant.

symbol2 is the symbol name you want to appear in the object file.

The symbol names are case-sensitive.

5.33.2 Usage

Use EXPORTAS to change a symbol in the object file without having to change every instance in the source file.

5.33.3 Examples

```
AREA data1, DATA      ; starts a new area data1
AREA data2, DATA      ; starts a new area data2
EXPORTAS data2, data1  ; the section symbol referred to as data2 will
                        ; appear in the object file string table as data1.
one EQU 2
EXPORTAS one, two
EXPORT one              ; the symbol 'two' will appear in the object
                        ; file's symbol table with the value 2.
```

5.33.4 See also

Reference

- [EXPORT or GLOBAL](#) on page 5-37.

5.34 FIELD

The FIELD directive describes space within a storage map that has been defined using the MAP directive. # is a synonym for FIELD.

5.34.1 Syntax

```
{label} FIELD expr
```

where:

label is an optional label. If specified, *label* is assigned the value of the storage location counter, {VAR}. The storage location counter is then incremented by the value of *expr*.

expr is an expression that evaluates to the number of bytes to increment the storage counter.

5.34.2 Usage

If a storage map is set by a MAP directive that specifies a *base-register*, the base register is implicit in all labels defined by following FIELD directives, until the next MAP directive. These register-relative labels can be quoted in load and store instructions.

5.34.3 Examples

The following example shows how register-relative labels are defined using the MAP and FIELD directives.

```
MAP    0,r9      ; set {VAR} to the address stored in R9
FIELD  4         ; increment {VAR} by 4 bytes
Lab FIELD 4      ; set Lab to the address [R9 + 4]
                ; and then increment {VAR} by 4 bytes
LDR    r0,Lab    ; equivalent to LDR r0,[r9,#4]
```

When using the MAP and FIELD directives, you must ensure that the values are consistent in both passes. The following example shows a use of MAP and FIELD that cause inconsistent values for the symbol *x*. In the first pass *sym* is not defined, so *x* is at 0x04+R9. In the second pass, *sym* is defined, so *x* is at 0x00+R0. This example results in an assembly error.

```
MAP 0, r0
if :LNOT: :DEF: sym
    MAP 0, r9
    FIELD 4 ; x is at 0x04+R9 in first pass
ENDIF
x FIELD 4 ; x is at 0x00+R0 in second pass
sym LDR r0, x ; inconsistent values for x results in assembly error
```

5.34.4 See also

Concepts

- [How the assembler works on page 2-4 in Using the Assembler](#)
- [Directives that can be omitted in pass 2 of the assembler on page 2-6 in Using the Assembler.](#)

Reference

- [MAP on page 5-69.](#)

5.35 FRAME ADDRESS

The `FRAME ADDRESS` directive describes how to calculate the canonical frame address for following instructions. You can only use it in functions with `FUNCTION` and `ENDFUNC` or `PROC` and `ENDP` directives.

5.35.1 Syntax

```
FRAME ADDRESS reg[,offset]
```

where:

reg is the register on which the canonical frame address is to be based. This is SP unless the function uses a separate frame pointer.

offset is the offset of the canonical frame address from *reg*. If *offset* is zero, you can omit it.

5.35.2 Usage

Use `FRAME ADDRESS` if your code alters which register the canonical frame address is based on, or if it changes the offset of the canonical frame address from the register. You must use `FRAME ADDRESS` immediately after the instruction that changes the calculation of the canonical frame address.

————— Note —————

If your code uses a single instruction to save registers and alter the stack pointer, you can use `FRAME PUSH` instead of using both `FRAME ADDRESS` and `FRAME SAVE`.

If your code uses a single instruction to load registers and alter the stack pointer, you can use `FRAME POP` instead of using both `FRAME ADDRESS` and `FRAME RESTORE`.

5.35.3 Example

```
_fn    FUNCTION          ; CFA (Canonical Frame Address) is value
        ; of SP on entry to function
        PUSH    {r4,fp,ip,lr,pc}
        FRAME PUSH {r4,fp,ip,lr,pc}
        SUB     sp,sp,#4      ; CFA offset now changed
        FRAME ADDRESS sp,24   ; - so we correct it
        ADD     fp,sp,#20
        FRAME ADDRESS fp,4    ; New base register
        ; code using fp to base call-frame on, instead of SP
```

5.35.4 See also

Reference

- [FRAME POP](#) on page 5-42
- [FRAME PUSH](#) on page 5-43.

5.36 FRAME POP

Use the `FRAME POP` directive to inform the assembler when the callee reloads registers. You can only use it within functions with `FUNCTION` and `ENDFUNC` or `PROC` and `ENDP` directives.

You do not have to do this after the last instruction in a function.

5.36.1 Syntax

There are three alternative syntaxes for `FRAME POP`:

`FRAME POP {reglist}`

`FRAME POP {reglist},n`

`FRAME POP n`

where:

reglist is a list of registers restored to the values they had on entry to the function. There must be at least one register in the list.

n is the number of bytes that the stack pointer moves.

5.36.2 Usage

`FRAME POP` is equivalent to a `FRAME ADDRESS` and a `FRAME RESTORE` directive. You can use it when a single instruction loads registers and alters the stack pointer.

You must use `FRAME POP` immediately after the instruction it refers to.

If *n* is not specified or is zero, the assembler calculates the new offset for the canonical frame address from {*reglist*}. It assumes that:

- each ARM register popped occupies four bytes on the stack
- each VFP single-precision register popped occupies four bytes on the stack, plus an extra four-byte word for each list
- each VFP double-precision register popped occupies eight bytes on the stack, plus an extra four-byte word for each list.

5.36.3 See also

Reference

- [FRAME ADDRESS](#) on page 5-41
- [FRAME RESTORE](#) on page 5-45.

5.37 FRAME PUSH

Use the `FRAME PUSH` directive to inform the assembler when the callee saves registers, normally at function entry. You can only use it within functions with `FUNCTION` and `ENDFUNC` or `PROC` and `ENDP` directives.

5.37.1 Syntax

There are two alternative syntaxes for `FRAME PUSH`:

```
FRAME PUSH {reglist}
```

```
FRAME PUSH {reglist},n
```

```
FRAME PUSH n
```

where:

reglist is a list of registers stored consecutively below the canonical frame address. There must be at least one register in the list.

n is the number of bytes that the stack pointer moves.

5.37.2 Usage

`FRAME PUSH` is equivalent to a `FRAME ADDRESS` and a `FRAME SAVE` directive. You can use it when a single instruction saves registers and alters the stack pointer.

You must use `FRAME PUSH` immediately after the instruction it refers to.

If *n* is not specified or is zero, the assembler calculates the new offset for the canonical frame address from *{reglist}*. It assumes that:

- each ARM register pushed occupies four bytes on the stack
- each VFP single-precision register pushed occupies four bytes on the stack, plus an extra four-byte word for each list
- each VFP double-precision register popped occupies eight bytes on the stack, plus an extra four-byte word for each list.

5.37.3 Example

```
p PROC ; Canonical frame address is SP + 0
EXPORT p
PUSH {r4-r6,lr}
; SP has moved relative to the canonical frame address,
; and registers R4, R5, R6 and LR are now on the stack
FRAME PUSH {r4-r6,lr}
; Equivalent to:
; FRAME ADDRESS sp,16 ; 16 bytes in {R4-R6,LR}
; FRAME SAVE {r4-r6,lr},-16
```

5.37.4 See also

Reference

- [FRAME ADDRESS](#) on page 5-41
- [FRAME SAVE](#) on page 5-47.

5.38 FRAME REGISTER

Use the FRAME REGISTER directive to maintain a record of the locations of function arguments held in registers. You can only use it within functions with FUNCTION and ENDFUNC or PROC and ENDP directives.

5.38.1 Syntax

```
FRAME REGISTER reg1,  
               reg2
```

where:

reg1 is the register that held the argument on entry to the function.

reg2 is the register in which the value is preserved.

5.38.2 Usage

Use the FRAME REGISTER directive when you use a register to preserve an argument that was held in a different register on entry to a function.

5.39 FRAME RESTORE

Use the `FRAME RESTORE` directive to inform the assembler that the contents of specified registers have been restored to the values they had on entry to the function. You can only use it within functions with `FUNCTION` and `ENDFUNC` or `PROC` and `ENDP` directives.

5.39.1 Syntax

```
FRAME RESTORE {reglist}
```

where:

reglist is a list of registers whose contents have been restored. There must be at least one register in the list.

5.39.2 Usage

Use `FRAME RESTORE` immediately after the callee reloads registers from the stack. You do not have to do this after the last instruction in a function.

reglist can contain integer registers or floating-point registers, but not both.

Note

If your code uses a single instruction to load registers and alter the stack pointer, you can use `FRAME POP` instead of using both `FRAME RESTORE` and `FRAME ADDRESS`.

5.39.3 See also

Reference

- [FRAME POP on page 5-42](#).

5.40 FRAME RETURN ADDRESS

The `FRAME RETURN ADDRESS` directive provides for functions that use a register other than `LR` for their return address. You can only use it within functions with `FUNCTION` and `ENDFUNC` or `PROC` and `ENDP` directives.

Note

Any function that uses a register other than `LR` for its return address is not AAPCS compliant. Such a function must not be exported.

5.40.1 Syntax

`FRAME RETURN ADDRESS reg`

where:

reg is the register used for the return address.

5.40.2 Usage

Use the `FRAME RETURN ADDRESS` directive in any function that does not use `LR` for its return address. Otherwise, a debugger cannot backtrace through the function.

Use `FRAME RETURN ADDRESS` immediately after the `FUNCTION` or `PROC` directive that introduces the function.

5.41 FRAME SAVE

The `FRAME SAVE` directive describes the location of saved register contents relative to the canonical frame address. You can only use it within functions with `FUNCTION` and `ENDFUNC` or `PROC` and `ENDP` directives.

5.41.1 Syntax

`FRAME SAVE {reglist}, offset`

where:

reglist is a list of registers stored consecutively starting at *offset* from the canonical frame address. There must be at least one register in the list.

5.41.2 Usage

Use `FRAME SAVE` immediately after the callee stores registers onto the stack.

reglist can include registers which are not required for backtracing. The assembler determines which registers it requires to record in the DWARF call frame information.

Note

If your code uses a single instruction to save registers and alter the stack pointer, you can use `FRAME PUSH` instead of using both `FRAME SAVE` and `FRAME ADDRESS`.

5.41.3 See also

Reference

- [FRAME PUSH](#) on page 5-43.

5.42 FRAME STATE REMEMBER

The FRAME STATE REMEMBER directive saves the current information on how to calculate the canonical frame address and locations of saved register values. You can only use it within functions with FUNCTION and ENDFUNC or PROC and ENDP directives.

5.42.1 Syntax

```
FRAME STATE REMEMBER
```

5.42.2 Usage

During an inline exit sequence the information about calculation of canonical frame address and locations of saved register values can change. After the exit sequence another branch can continue using the same information as before. Use FRAME STATE REMEMBER to preserve this information, and FRAME STATE RESTORE to restore it.

These directives can be nested. Each FRAME STATE RESTORE directive must have a corresponding FRAME STATE REMEMBER directive.

5.42.3 Example

```

; function code
FRAME STATE REMEMBER
; save frame state before in-line exit sequence
POP    {r4-r6,pc}
; do not have to FRAME POP here, as control has
; transferred out of the function
FRAME STATE RESTORE
; end of exit sequence, so restore state
exitB  ; code for exitB
POP    {r4-r6,pc}
ENDP

```

5.42.4 See also

Reference

- [FRAME STATE RESTORE](#) on page 5-49
- [FUNCTION or PROC](#) on page 5-52.

5.43 FRAME STATE RESTORE

The FRAME STATE RESTORE directive restores information about how to calculate the canonical frame address and locations of saved register values. You can only use it within functions with FUNCTION and ENDFUNC or PROC and ENDP directives.

5.43.1 Syntax

FRAME STATE RESTORE

5.43.2 See also

Reference

- [FRAME STATE REMEMBER](#) on page 5-48
- [FUNCTION or PROC](#) on page 5-52.

5.44 FRAME UNWIND ON

The FRAME UNWIND ON directive instructs the assembler to produce *unwind* tables for this and subsequent functions.

5.44.1 Syntax

FRAME UNWIND ON

5.44.2 Usage

You can use this directive outside functions. In this case, the assembler produces *unwind* tables for all following functions until it reaches a FRAME UNWIND OFF directive.

———— **Note** —————

A FRAME UNWIND directive is not sufficient to turn on exception table generation. Furthermore a FRAME UNWIND directive, without other FRAME directives, is not sufficient information for the assembler to generate the *unwind* information.

5.44.3 See also

Reference

- [--exceptions on page 2-33](#)
- [--exceptions_unwind on page 2-34](#).

5.45 FRAME UNWIND OFF

The FRAME UNWIND OFF directive instructs the assembler to produce *nounwind* tables for this and subsequent functions.

5.45.1 Syntax

FRAME UNWIND OFF

5.45.2 Usage

You can use this directive outside functions. In this case, the assembler produces *nounwind* tables for all following functions until it reaches a FRAME UNWIND ON directive.

5.45.3 See also

Reference

- [--exceptions on page 2-33](#)
- [--exceptions_unwind on page 2-34.](#)

5.46 FUNCTION or PROC

The FUNCTION directive marks the start of a function. PROC is a synonym for FUNCTION.

5.46.1 Syntax

```
label FUNCTION [{reglist1} [, {reglist2}]]
```

where:

reglist1 is an optional list of callee-saved ARM registers. If *reglist1* is not present, and your debugger checks register usage, it will assume that the AAPCS is in use. If you use empty brackets, this informs the debugger that all ARM registers are caller-saved.

reglist2 is an optional list of callee-saved VFP registers. If you use empty brackets, this informs the debugger that all VFP registers are caller-saved.

5.46.2 Usage

Use FUNCTION to mark the start of functions. The assembler uses FUNCTION to identify the start of a function when producing DWARF call frame information for ELF.

FUNCTION sets the canonical frame address to be R13 (SP), and the frame state stack to be empty.

Each FUNCTION directive must have a matching ENDFUNC directive. You must not nest FUNCTION and ENDFUNC pairs, and they must not contain PROC or ENDP directives.

You can use the optional *reglist* parameters to inform the debugger about an alternative procedure call standard, if you are using your own. Not all debuggers support this feature. See your debugger documentation for details.

If you specify an empty *reglist*, using {}, this indicates that all registers for the function are caller-saved. Typically you do this when writing a reset vector where the values in all registers are unknown on execution. This avoids problems in a debugger if it tries to construct a backtrace from the values in the registers.

————— Note —————

FUNCTION does not automatically cause alignment to a word boundary (or halfword boundary for Thumb). Use ALIGN if necessary to ensure alignment, otherwise the call frame might not point to the start of the function.

5.46.3 Examples

```

dadd    ALIGN      ; ensures alignment
        FUNCTION   ; without the ALIGN directive, this might not be word-aligned
EXPORT  dadd
        PUSH       {r4-r6,lr} ; this line automatically word-aligned
        FRAME PUSH {r4-r6,lr}
        ; subroutine body
        POP        {r4-r6,pc}
        ENDFUNC
func6    PROC {r4-r8,r12},{D1-D3} ; non-AAPCS-conforming function
        ...
        ENDP
func7    FUNCTION {} ; another non-AAPCS-conforming function
        ...
        ENDFUNC

```

5.46.4 See also

Reference

- [FRAME ADDRESS](#) on page 5-41
- [FRAME STATE RESTORE](#) on page 5-49
- [ALIGN](#) on page 5-11.

5.47 GBLA, GBLL, and GBLS

The GBLA directive declares a global arithmetic variable, and initializes its value to 0.

The GBLL directive declares a global logical variable, and initializes its value to {FALSE}.

The GBLS directive declares a global string variable and initializes its value to a null string, "".

5.47.1 Syntax

`<gblx> variable`

where:

`<gblx>` is one of GBLA, GBLL, or GBLS.

`variable` is the name of the variable. *variable* must be unique among symbols within a source file.

5.47.2 Usage

Using one of these directives for a variable that is already defined re-initializes the variable to the same values given above.

The scope of the variable is limited to the source file that contains it.

Set the value of the variable with a SETA, SETL, or SETS directive.

Global variables can also be set with the `--predefine` assembler command line option.

5.47.3 Examples

[Example 5-1](#) declares a variable `objectsize`, sets the value of `objectsize` to `0xFF`, and then uses it later in a `SPACE` directive.

Example 5-1

```

objectsize  GBLA    objectsize    ; declare the variable name
            SETA    0xFF          ; set its value
            .
            .                    ; other code
            .
            SPACE   objectsize    ; quote the variable

```

[Example 5-2](#) shows how to declare and set a variable when you invoke `armasm`. Use this when you want to set the value of a variable at assembly time. `--pd` is a synonym for `--predefine`.

Example 5-2

```
armasm --predefine "objectsize SETA 0xFF" sourcefile -o objectfile
```

5.47.4 See also

Reference

- [SETA, SETL, and SETS on page 5-81](#)
- [LCLA, LCLL, and LCLS on page 5-64](#)
- [Assembler command line options on page 2-3.](#)

5.48 GET or INCLUDE

The GET directive includes a file within the file being assembled. The included file is assembled at the location of the GET directive. INCLUDE is a synonym for GET.

5.48.1 Syntax

GET *filename*

where:

filename is the name of the file to be included in the assembly. The assembler accepts pathnames in either UNIX or MS-DOS format.

5.48.2 Usage

GET is useful for including macro definitions, EQUs, and storage maps in an assembly. When assembly of the included file is complete, assembly continues at the line following the GET directive.

By default the assembler searches the current place for included files. The current place is the directory where the calling file is located. Use the -i assembler command line option to add directories to the search path. File names and directory names containing spaces must not be enclosed in double quotes (" ").

The included file can contain additional GET directives to include other files.

If the included file is in a different directory from the current place, this becomes the current place until the end of the included file. The previous current place is then restored.

GET cannot be used to include object files.

5.48.3 Examples

```
AREA    Example, CODE, READONLY
GET     file1.s           ; includes file1 if it exists
                        ; in the current place.
GET     c:\project\file2.s ; includes file2
GET     c:\Program files\file3.s ; space is permitted
```

5.48.4 See also

Reference

- [INCBIN on page 5-61](#)
- [Nesting directives on page 5-5.](#)

5.49 IF, ELSE, ENDIF, and ELIF

The IF directive introduces a condition that is used to decide whether to assemble a sequence of instructions and directives. `[` is a synonym for IF.

The ELSE directive marks the beginning of a sequence of instructions or directives that you want to be assembled if the preceding condition fails. `|` is a synonym for ELSE.

The ENDIF directive marks the end of a sequence of instructions or directives that you want to be conditionally assembled. `]` is a synonym for ENDIF.

The ELIF directive creates a structure equivalent to ELSE IF, without the requirement for nesting or repeating the condition.

5.49.1 Syntax

```
IF logical-expression           ...;code
{ELSE           ...;code}      ENDIF
```

where:

logical-expression

is an expression that evaluates to either {TRUE} or {FALSE}.

5.49.2 Usage

Use IF with ENDIF, and optionally with ELSE, for sequences of instructions or directives that are only to be assembled or acted on under a specified condition.

IF...ENDIF conditions can be nested.

5.49.3 Using ELIF

Without using ELIF, you can construct a nested set of conditional instructions like this:

```
IF logical-expression
    instructions
ELSE
    IF logical-expression2
        instructions
    ELSE
        IF logical-expression3
            instructions
        ENDIF
    ENDIF
ENDIF
```

A nested structure like this can be nested up to 256 levels deep.

You can write the same structure more simply using ELIF:

```
IF logical-expression
    instructions
ELIF logical-expression2
    instructions
ELIF logical-expression3
    instructions
ENDIF
```

This structure only adds one to the current nesting depth, for the IF...ENDIF pair.

5.49.4 Examples

[Example 5-3](#) assembles the first set of instructions if `NEWVERSION` is defined, or the alternative set otherwise.

Example 5-3 Assembly conditional on a variable being defined

```

IF :DEF:NEWVERSION
    ; first set of instructions or directives
ELSE
    ; alternative set of instructions or directives
ENDIF

```

Invoking `armasm` as follows defines `NEWVERSION`, so the first set of instructions and directives are assembled:

```
armasm --predefine "NEWVERSION SETL {TRUE}" test.s
```

Invoking `armasm` as follows leaves `NEWVERSION` undefined, so the second set of instructions and directives are assembled:

```
armasm test.s
```

[Example 5-4](#) assembles the first set of instructions if `NEWVERSION` has the value `{TRUE}`, or the alternative set otherwise.

Example 5-4 Assembly conditional on a variable value

```

IF NEWVERSION = {TRUE}
    ; first set of instructions or directives
ELSE
    ; alternative set of instructions or directives
ENDIF

```

Invoking `armasm` as follows causes the first set of instructions and directives to be assembled:

```
armasm --predefine "NEWVERSION SETL {TRUE}" test.s
```

Invoking `armasm` as follows causes the second set of instructions and directives to be assembled:

```
armasm --predefine "NEWVERSION SETL {FALSE}" test.s
```

5.49.5 See also

Concepts

Using the Assembler:

- [Relational operators on page 8-27.](#)

Reference

- [Using `ELIF` on page 5-57](#)
- [Nesting directives on page 5-5.](#)

5.50 IMPORT and EXTERN

These directives provide the assembler with a name that is not defined in the current assembly.

5.50.1 Syntax

```
directive symbol {[SIZE=n]}
directive symbol {[type]}
directive symbol [attr{,type}{,SIZE=n}]
directive symbol [WEAK{,attr}{,type}{,SIZE=n}]
```

where:

<i>directive</i>	can be either: IMPORT imports the symbol unconditionally. EXTERN imports the symbol only if it is referred to in the current assembly.
<i>symbol</i>	is a symbol name defined in a separately assembled source file, object file, or library. The symbol name is case-sensitive.
WEAK	prevents the linker generating an error message if the symbol is not defined elsewhere. It also prevents the linker searching libraries that are not already included.
<i>attr</i>	can be any one of: DYNAMIC sets the ELF symbol visibility to STV_DEFAULT. PROTECTED sets the ELF symbol visibility to STV_PROTECTED. HIDDEN sets the ELF symbol visibility to STV_HIDDEN. INTERNAL sets the ELF symbol visibility to STV_INTERNAL.
<i>type</i>	specifies the symbol type: DATA <i>symbol</i> is treated as data when the source is assembled and linked. CODE <i>symbol</i> is treated as code when the source is assembled and linked. ELFTYPE= <i>n</i> <i>symbol</i> is treated as a particular ELF symbol, as specified by the value of <i>n</i> , where <i>n</i> can be any number from 0 to 15. If unspecified, the linker determines the most appropriate type.
<i>n</i>	specifies the size and can be any 32-bit value. If the SIZE attribute is not specified, the assembler calculates the size: <ul style="list-style-type: none"> • For PROC and FUNCTION symbols, the size is set to the size of the code until its ENDP or ENDFUNC. • For other symbols, the size is the size of instruction or data on the same source line. If there is no instruction or data, the size is zero.

5.50.2 Usage

The name is resolved at link time to a symbol defined in a separate object file. The symbol is treated as a program address. If [WEAK] is not specified, the linker generates an error if no corresponding symbol is found at link time.

If [WEAK] is specified and no corresponding symbol is found at link time:

- If the reference is the destination of a B or BL instruction, the value of the symbol is taken as the address of the following instruction. This makes the B or BL instruction effectively a NOP.
- Otherwise, the value of the symbol is taken as zero.

5.50.3 Example

The example tests to see if the C++ library has been linked, and branches conditionally on the result.

```
AREA    Example, CODE, READONLY
EXTERN  __CPP_INITIALIZE[WEAK] ; If C++ library linked, gets the address of
                                ; __CPP_INITIALIZE function.
LDR     r0,=__CPP_INITIALIZE    ; If not linked, address is zeroed.
CMP     r0,#0                  ; Test if zero.
BEQ     nocplusplus            ; Branch on the result.
```

The following examples show the use of the SIZE attribute:

```
EXTERN symA [SIZE=4]
EXTERN symA [DATA, SIZE=4]
```

5.50.4 See also

Reference

- *ELF for the ARM Architecture*,
<http://infocenter.arm.com/help/topic/com.arm.doc.ih0044-/index.html>.
- *EXPORT* or *GLOBAL* on page 5-37.

5.51 INCBIN

The INCBIN directive includes a file within the file being assembled. The file is included as it is, without being assembled.

5.51.1 Syntax

```
INCBIN filename
```

where:

filename is the name of the file to be included in the assembly. The assembler accepts pathnames in either UNIX or MS-DOS format.

5.51.2 Usage

You can use INCBIN to include executable files, literals, or any arbitrary data. The contents of the file are added to the current ELF section, byte for byte, without being interpreted in any way. Assembly continues at the line following the INCBIN directive.

By default, the assembler searches the current place for included files. The current place is the directory where the calling file is located. Use the `-i` assembler command line option to add directories to the search path. File names and directory names containing spaces must not be enclosed in double quotes (" ").

5.51.3 Example

```
AREA    Example, CODE, READONLY
INCBIN  file1.dat           ; includes file1 if it
                           ; exists in the
                           ; current place.
INCBIN  c:\project\file2.txt ; includes file2
```

5.52 INFO

The INFO directive supports diagnostic generation on either pass of the assembly.

! is very similar to INFO, but has less detailed reporting.

5.52.1 Syntax

INFO *numeric-expression*, *string-expression*{, *severity*}

where:

numeric-expression

is a numeric expression that is evaluated during assembly. If the expression evaluates to zero:

- no action is taken during pass one
- *string-expression* is printed as a warning during pass two if *severity* is 1
- *string-expression* is printed as a message during pass two if *severity* is 0 or not specified.

If the expression does not evaluate to zero:

- *string-expression* is printed as an error message and the assembly fails irrespective of whether *severity* is specified or not (non-zero values for *severity* are reserved in this case).

string-expression

is an expression that evaluates to a string.

severity

is an optional number that controls the severity of the message. Its value can be either 0 or 1. All other values are reserved.

5.52.2 Usage

INFO provides a flexible means of creating custom error messages.

5.52.3 Examples

```
INFO    0, "Version 1.0"
IF endofdata <= label1
    INFO    4, "Data overrun at label1"
ENDIF
```

5.52.4 See also

Concepts

Using the Assembler:

- [Numeric expressions on page 8-16](#)
- [String expressions on page 8-14.](#)

Reference

- [ASSERT on page 5-17.](#)

5.53 KEEP

The KEEP directive instructs the assembler to retain local symbols in the symbol table in the object file.

5.53.1 Syntax

```
KEEP {symbol}
```

where:

symbol is the name of the local symbol to keep. If *symbol* is not specified, all local symbols are kept except register-relative symbols.

5.53.2 Usage

By default, the only symbols that the assembler describes in its output object file are:

- exported symbols
- symbols that are relocated against.

Use KEEP to preserve local symbols that can be used to help debugging. Kept symbols appear in the ARM debuggers and in linker map files.

KEEP cannot preserve register-relative symbols.

5.53.3 Example

```
label  ADC    r2,r3,r4
        KEEP  label    ; makes label available to debuggers
        ADD    r2,r2,r5
```

5.53.4 See also

Reference

- [MAP on page 5-69](#).

5.54 LCLA, LCLL, and LCLS

The LCLA directive declares a local arithmetic variable, and initializes its value to 0.

The LCLL directive declares a local logical variable, and initializes its value to {FALSE}.

The LCLS directive declares a local string variable, and initializes its value to a null string, "".

5.54.1 Syntax

`<lc1x> variable`

where:

`<lc1x>` is one of LCLA, LCLL, or LCLS.

`variable` is the name of the variable. `variable` must be unique within the macro that contains it.

5.54.2 Usage

Using one of these directives for a variable that is already defined re-initializes the variable to the same values given above.

The scope of the variable is limited to a particular instantiation of the macro that contains it.

Set the value of the variable with a SETA, SETL, or SETS directive.

5.54.3 Example

```

MACRO                                ; Declare a macro
$label message $a                    ; Macro prototype line
LCLS err                             ; Declare local string
                                     ; variable err.
err SETS "error no: "                ; Set value of err
$label ; code
INFO 0, "err":CC::STR:$a             ; Use string
MEND
```

5.54.4 See also

Reference

- [SETA, SETL, and SETS](#) on page 5-81
- [MACRO and MEND](#) on page 5-66
- [GBLA, GBLL, and GBLS](#) on page 5-54.

5.55 LTORG

The LTORG directive instructs the assembler to assemble the current literal pool immediately.

5.55.1 Syntax

LTORG

5.55.2 Usage

The assembler assembles the current literal pool at the end of every code section. The end of a code section is determined by the AREA directive at the beginning of the following section, or the end of the assembly.

These default literal pools can sometimes be out of range of some LDR, VLDR, and WLDR pseudo-instructions. Use LTORG to ensure that a literal pool is assembled within range.

Large programs can require several literal pools. Place LTORG directives after unconditional branches or subroutine return instructions so that the processor does not attempt to execute the constants as instructions.

The assembler word-aligns data in literal pools.

5.55.3 Example

```

start  AREA  Example, CODE, READONLY
func1  BL    func1
      ; code
      LDR    r1,=0x55555555 ; => LDR R1, [pc, #offset to Literal Pool 1]
      ; code
      MOV    pc,lr          ; end function
      LTORG
data   SPACE 4200           ; Literal Pool 1 contains literal &55555555.
      ; Clears 4200 bytes of memory,
      ; starting at current location.
      END                ; Default literal pool is empty.
```

5.55.4 See also

Reference

- [LDR pseudo-instruction on page 3-87](#)
- [VLDR pseudo-instruction on page 4-15.](#)

5.56 MACRO and MEND

The **MACRO** directive marks the start of the definition of a macro. Macro expansion terminates at the **MEND** directive.

5.56.1 Syntax

Two directives are used to define a macro. The syntax is:

```

MACRO
{$label} macroname{$cond} {$parameter{,$parameter}...}
; code
MEND

```

where:

\$label is a parameter that is substituted with a symbol given when the macro is invoked. The symbol is usually a label.

macroname is the name of the macro. It must not begin with an instruction or directive name.

\$cond is a special parameter designed to contain a condition code. Values other than valid condition codes are permitted.

\$parameter is a parameter that is substituted when the macro is invoked. A default value for a parameter can be set using this format:

\$parameter="default value"

Double quotes must be used if there are any spaces within, or at either end of, the default value.

5.56.2 Usage

If you start any **WHILE...WEND** loops or **IF...ENDIF** conditions within a macro, they must be closed before the **MEND** directive is reached. You can use **MEXIT** to enable an early exit from a macro, for example, from within a loop.

Within the macro body, parameters such as *\$label*, *\$parameter* or *\$cond* can be used in the same way as other variables. They are given new values each time the macro is invoked. Parameters must begin with **\$** to distinguish them from ordinary symbols. Any number of parameters can be used.

\$label is optional. It is useful if the macro defines internal labels. It is treated as a parameter to the macro. It does not necessarily represent the first instruction in the macro expansion. The macro defines the locations of any labels.

Use **|** as the argument to use the default value of a parameter. An empty string is used if the argument is omitted.

In a macro that uses several internal labels, it is useful to define each internal label as the base label with a different suffix.

Use a dot between a parameter and following text, or a following parameter, if a space is not required in the expansion. Do not use a dot between preceding text and a parameter.

You can use the *\$cond* parameter for condition codes. Use the unary operator **:REVERSE_CC:** to find the inverse condition code, and **:CC_ENCODING:** to find the 4-bit encoding of the condition code.

Macros define the scope of local variables.

Macros can be nested.

5.56.3 Examples

```

; macro definition
MACRO                                ; start macro definition
$label      xmac    $p1,$p2
; code
$label.loop1 ; code
; code
BGE    $label.loop1
$label.loop2 ; code
BL     $p1
BGT    $label.loop2
; code
ADR    $p2
; code
MEND                                ; end macro definition

; macro invocation
abc      xmac    subr1,de    ; invoke macro
; code                                ; this is what is
abcloop1 ; code                                ; is produced when
; code                                ; the xmac macro is
BGE      abcloop1    ; expanded
; code
abcloop2 ; code
BL       subr1
BGT      abcloop2
; code
ADR      de
; code

```

Using a macro to produce assembly-time diagnostics:

```

MACRO                                ; Macro definition
diagnose $param1="default" ; This macro produces
INFO     0,"$param1"      ; assembly-time diagnostics
MEND                                ; (on second assembly pass)

; macro expansion
diagnose                                ; Prints blank line at assembly-time
diagnose "hello"                      ; Prints "hello" at assembly-time
diagnose |                            ; Prints "default" at assembly-time

```

———— Note ————

When variables are also being passed in as arguments, use of | might leave some variables unsubstituted. To workaround this, define the | in a LCLS or GBLs variable and pass this variable as an argument instead of |. For example:

```

MACRO                                ; Macro definition
m2 $a,$b=r1,$c                    ; The default value for $b is r1
add $a,$b,$c                      ; The macro adds $b and $c and puts result in $a
MEND                                ; Macro end

MACRO                                ; Macro definition
m1 $a,$b                          ; This macro adds $b to r1 and puts result in $a
LCLS def                          ; Declare a local string variable for |
def SETS "|"                      ; Define |
m2 $a,$def,$b                     ; Invoke macro m2 with $def instead of |
; to use the default value for the second argument.
MEND                                ; Macro end

```

5.56.4 Conditional macro example

```

        AREA    codx, CODE, READONLY

; macro definition

        MACRO
Return$cond
[ {ARCHITECTURE} <> "4"
    BX$cond lr
    |
    MOV$cond pc,lr
]
        MEND

; macro invocation

fun     PROC
        CMP     r0,#0
        MOVEQ   r0,#1
        ReturnEQ
        MOV     r0,#0
        Return
        ENDP

        END

```

5.56.5 See also

Concepts

Using the Assembler:

- [Use of macros on page 5-30](#)
- [Assembly time substitution of variables on page 8-6.](#)

Reference

- [MEXIT on page 5-70](#)
- [Nesting directives on page 5-5](#)
- [GBLA, GBLL, and GBLS on page 5-54](#)
- [LCLA, LCLL, and LCLS on page 5-64.](#)

5.57 MAP

The MAP directive sets the origin of a storage map to a specified address. The storage-map location counter, {VAR}, is set to the same address. ^ is a synonym for MAP.

5.57.1 Syntax

MAP *expr*{, *base-register*}

where:

expr is a numeric or PC-relative expression:

- If *base-register* is not specified, *expr* evaluates to the address where the storage map starts. The storage map location counter is set to this address.
- If *expr* is PC-relative, you must have defined the label before you use it in the map. The map requires the definition of the label during the first pass of the assembler.

base-register

specifies a register. If *base-register* is specified, the address where the storage map starts is the sum of *expr*, and the value in *base-register* at runtime.

5.57.2 Usage

Use the MAP directive in combination with the FIELD directive to describe a storage map.

Specify *base-register* to define register-relative labels. The base register becomes implicit in all labels defined by following FIELD directives, until the next MAP directive. The register-relative labels can be used in load and store instructions.

The MAP directive can be used any number of times to define multiple storage maps.

The {VAR} counter is set to zero before the first MAP directive is used.

5.57.3 Examples

```
MAP    0, r9
MAP    0xff, r9
```

5.57.4 See also

Concepts

- [How the assembler works on page 2-4 in Using the Assembler](#)
- [Directives that can be omitted in pass 2 of the assembler on page 2-6 in Using the Assembler.](#)

Reference

- [FIELD on page 5-40.](#)

5.58 MEXIT

The MEXIT directive is used to exit a macro definition before the end.

5.58.1 Usage

Use MEXIT when you require an exit from within the body of a macro. Any unclosed WHILE...WEND loops or IF...ENDIF conditions within the body of the macro are closed by the assembler before the macro is exited.

5.58.2 Example

```
MACRO
$abc    example abc      $param1,$param2
        ; code
        WHILE condition1
            ; code
            IF condition2
                ; code
                MEXIT
            ELSE
                ; code
            ENDIF
        WEND
        ; code
MEND
```

5.58.3 See also

Reference

- [MACRO and MEND on page 5-66.](#)

5.59 NOFP

The NOFP directive ensures that there are no floating-point instructions in an assembly language source file.

5.59.1 Syntax

NOFP

5.59.2 Usage

Use NOFP to ensure that no floating-point instructions are used in situations where there is no support for floating-point instructions either in software or in target hardware.

If a floating-point instruction occurs after the NOFP directive, an Unknown opcode error is generated and the assembly fails.

If a NOFP directive occurs after a floating-point instruction, the assembler generates the error:

Too late to ban floating point instructions
and the assembly fails.

5.60 OPT

The OPT directive sets listing options from within the source code.

5.60.1 Syntax

OPT *n*

where:

n is the OPT directive setting. [Table 5-2](#) lists valid settings.

Table 5-2 OPT directive settings

OPT <i>n</i>	Effect
1	Turns on normal listing.
2	Turns off normal listing.
4	Page throw. Issues an immediate form feed and starts a new page.
8	Resets the line number counter to zero.
16	Turns on listing for SET, GBL and LCL directives.
32	Turns off listing for SET, GBL and LCL directives.
64	Turns on listing of macro expansions.
128	Turns off listing of macro expansions.
256	Turns on listing of macro invocations.
512	Turns off listing of macro invocations.
1024	Turns on the first pass listing.
2048	Turns off the first pass listing.
4096	Turns on listing of conditional directives.
8192	Turns off listing of conditional directives.
16384	Turns on listing of MEND directives.
32768	Turns off listing of MEND directives.

5.60.2 Usage

Specify the `--list=` assembler option to turn on listing.

By default the `--list=` option produces a normal listing that includes variable declarations, macro expansions, call-conditioned directives, and MEND directives. The listing is produced on the second pass only. Use the OPT directive to modify the default listing options from within your code.

You can use OPT to format code listings. For example, you can specify a new page before functions and sections.

5.60.3 Example

```
        AREA    Example, CODE, READONLY
start   ; code
        ; code
        BL      func1
        ; code
        OPT 4           ; places a page break before func1
func1   ; code
```

5.60.4 See also

Reference

- [--list=file](#) on page 2-47.

5.61 RELOC

The RELOC directive explicitly encodes an ELF relocation in an object file.

5.61.1 Syntax

RELOC *n*, *symbol*

RELOC *n*

where:

n must be an integer in the range 0 to 255 or one of the relocation names defined in the Application Binary Interface for the ARM Architecture.

symbol can be any PC-relative label.

5.61.2 Usage

Use RELOC *n*, *symbol* to create a relocation with respect to the address labeled by *symbol*.

If used immediately after an ARM or Thumb instruction, RELOC results in a relocation at that instruction. If used immediately after a DCB, DCW, or DCD, or any other data generating directive, RELOC results in a relocation at the start of the data. Any addend to be applied must be encoded in the instruction or in the data.

If the assembler has already emitted a relocation at that place, the relocation is updated with the details in the RELOC directive, for example:

```
DCD    sym2 ; R_ARM_ABS32 to sym32
RELOC  55   ; ... makes it R_ARM_ABS32_NOI
```

RELOC is faulted in all other cases, for example, after any non-data generating directive, LTORG, ALIGN, or as the first thing in an AREA.

Use RELOC *n* to create a relocation with respect to the anonymous symbol, that is, symbol 0 of the symbol table. If you use RELOC *n* without a preceding assembler generated relocation, the relocation is with respect to the anonymous symbol.

5.61.3 Examples

```
IMPORT  impsym
LDR     r0,[pc,#-8]
RELOC   4, impsym
DCD     0
RELOC   2, sym
DCD     0,1,2,3,4      ; the final word is relocated
RELOC   38,sym2        ; R_ARM_TARGET1
DCD     impsym
RELOC   R_ARM_TARGET1  ; relocation code 38
```

5.61.4 See also

Reference

- Application Binary Interface for the ARM Architecture,
<http://infocenter.arm.com/help/topic/com.arm.doc.subset.swdev.abi/index.html>.

5.62 REQUIRE

The REQUIRE directive specifies a dependency between sections.

5.62.1 Syntax

```
REQUIRE label
```

where:

label is the name of the required label.

5.62.2 Usage

Use REQUIRE to ensure that a related section is included, even if it is not directly called. If the section containing the REQUIRE directive is included in a link, the linker also includes the section containing the definition of the specified label.

5.63 REQUIRE8 and PRESERVE8

The REQUIRE8 directive specifies that the current file requires eight-byte alignment of the stack. It sets the REQ8 build attribute to inform the linker.

The PRESERVE8 directive specifies that the current file preserves eight-byte alignment of the stack. It sets the PRES8 build attribute to inform the linker.

The linker checks that any code that requires eight-byte alignment of the stack is only called, directly or indirectly, by code that preserves eight-byte alignment of the stack.

5.63.1 Syntax

```
REQUIRE8 {bool}
```

```
PRESERVE8 {bool}
```

where:

bool is an optional Boolean constant, either {TRUE} or {FALSE}.

5.63.2 Usage

Where required, if your code preserves eight-byte alignment of the stack, use PRESERVE8 to set the PRES8 build attribute on your file. If your code does not preserve eight-byte alignment of the stack, use PRESERVE8 {FALSE} to ensure that the PRES8 build attribute is not set. If there are multiple REQUIRE8 or PRESERVE8 directives in a file, the assembler uses the value of the last directive.

————— Note —————

If you omit both PRESERVE8 and PRESERVE8 {FALSE}, the assembler decides whether to set the PRES8 build attribute or not, by examining instructions that modify the SP. ARM recommends that you specify PRESERVE8 explicitly.

You can enable a warning with:

```
armasm --diag_warning 1546
```

This gives you warnings like:

```
"test.s", line 37: Warning: A1546W: Stack pointer update potentially
                        breaks 8 byte stack alignment
    37 00000044          STMFID    sp!,{r2,r3,lr}
```

5.63.3 Examples

```
REQUIRE8
REQUIRE8    {TRUE}      ; equivalent to REQUIRE8
REQUIRE8    {FALSE}     ; equivalent to absence of REQUIRE8
PRESERVE8    {TRUE}      ; equivalent to PRESERVE8
PRESERVE8    {FALSE}     ; NOT exactly equivalent to absence of PRESERVE8
```

5.63.4 See also

Concepts

- *8 Byte Stack Alignment*,
<http://infocenter.arm.com/help/topic/com.arm.doc.faqs/ka4127.html>.

Reference

- *Assembler command line options* on page 2-3.

5.64 RLIST

The RLIST (register list) directive gives a name to a set of general-purpose registers.

5.64.1 Syntax

name RLIST {*list-of-registers*}

where:

name is the name to be given to the set of registers. *name* cannot be the same as any of the predefined names.

list-of-registers

is a comma-delimited list of register names and register ranges. The register list must be enclosed in braces.

5.64.2 Usage

Use RLIST to give a name to a set of registers to be transferred by the LDM or STM instructions.

LDM and STM always put the lowest physical register numbers at the lowest address in memory, regardless of the order they are supplied to the LDM or STM instruction. If you have defined your own symbolic register names it can be less apparent that a register list is not in increasing register order.

Use the `--diag_warning 1206` assembler option to ensure that the registers in a register list are supplied in increasing register order. If registers are not supplied in increasing register order, a warning is issued.

5.64.3 Example

Context RLIST {r0-r6, r8, r10-r12, pc}

5.64.4 See also

Reference

Using the Assembler:

- [Predeclared core register names on page 3-12](#)
- [Predeclared extension register names on page 3-13](#)
- [Predeclared coprocessor names on page 3-14.](#)

5.65 RN

The RN directive defines a register name for a specified register.

5.65.1 Syntax

name RN *expr*

where:

name is the name to be assigned to the register. *name* cannot be the same as any of the predefined names.

expr evaluates to a register number from 0 to 15.

5.65.2 Usage

Use RN to allocate convenient names to registers, to help you to remember what you use each register for. Be careful to avoid conflicting uses of the same register under different names.

5.65.3 Examples

```
regname    RN    11 ; defines regname for register 11
sqr4       RN    r6 ; defines sqr4 for register 6
```

5.65.4 See also

Reference

Using the Assembler:

- [Predeclared core register names on page 3-12](#)
- [Predeclared extension register names on page 3-13](#)
- [Predeclared coprocessor names on page 3-14.](#)

5.66 ROUT

The ROUT directive marks the boundaries of the scope of local labels.

5.66.1 Syntax

```
{name} ROUT
```

where:

name is the name to be assigned to the scope.

5.66.2 Usage

Use the ROUT directive to limit the scope of local labels. This makes it easier for you to avoid referring to a wrong label by accident. The scope of local labels is the whole area if there are no ROUT directives in it.

Use the *name* option to ensure that each reference is to the correct local label. If the name of a label or a reference to a label does not match the preceding ROUT directive, the assembler generates an error message and the assembly fails.

5.66.3 Example

```

routineA    ; code
ROUT       ; ROUT is not necessarily a routine
; code
3routineA   ; code      ; this label is checked
; code
BEQ    %4routineA ; this reference is checked
; code
BGE    %3      ; refers to 3 above, but not checked
; code
4routineA   ; code      ; this label is checked
; code
otherstuff  ROUT      ; start of next scope

```

5.66.4 See also

Concepts

Using the Assembler:

- [Local labels on page 8-12.](#)

Reference

- [AREA on page 5-13.](#)

5.67 SETA, SETL, and SETS

The SETA directive sets the value of a local or global arithmetic variable.

The SETL directive sets the value of a local or global logical variable.

The SETS directive sets the value of a local or global string variable.

5.67.1 Syntax

variable <setx> *expr*

where:

<setx> is one of SETA, SETL, or SETS.

variable is the name of a variable declared by a GBLA, GBLL, GBLS, LCLA, LCLL, or LCLS directive.

expr is an expression that is:

- numeric, for SETA
- logical, for SETL
- string, for SETS.

5.67.2 Usage

You must declare *variable* using a global or local declaration directive before using one of these directives.

You can also predefine variable names on the command line.

5.67.3 Examples

	GBLA	VersionNumber
VersionNumber	SETA	21
	GBLL	Debug
Debug	SETL	{TRUE}
	GBLS	VersionString
VersionString	SETS	"Version 1.0"

5.67.4 See also

Concepts

Using the Assembler:

- [Numeric expressions on page 8-16](#)
- [Logical expressions on page 8-19](#)
- [String expressions on page 8-14.](#)

Reference

- [Assembler command line options on page 2-3](#)
- [LCLA, LCLL, and LCLS on page 5-64](#)
- [GBLA, GBLL, and GBLS on page 5-54.](#)

5.68 SPACE or FILL

The SPACE directive reserves a zeroed block of memory. % is a synonym for SPACE.

The FILL directive reserves a block of memory to fill with the given value.

5.68.1 Syntax

```
{label} SPACE expr
```

```
{label} FILL expr{,value{,valuesize}}
```

where:

label is an optional label.

expr evaluates to the number of bytes to fill or zero.

value evaluates to the value to fill the reserved bytes with. *value* is optional and if omitted, it is 0. *value* must be 0 in a NOINIT area.

valuesize is the size, in bytes, of *value*. It can be any of 1, 2, or 4. *valuesize* is optional and if omitted, it is 1.

5.68.2 Usage

Use the ALIGN directive to align any code following a SPACE or FILL directive.

5.68.3 Example

```

        AREA    MyData, DATA, READWRITE
data1   SPACE   255      ; defines 255 bytes of zeroed store
data2   FILL    50,0xAB,1 ; defines 50 bytes containing 0xAB

```

5.68.4 See also

Concepts

Using the Assembler:

- [Numeric expressions on page 8-16.](#)

Reference

- [DCB on page 5-23](#)
- [DCD and DCDU on page 5-24](#)
- [DCDO on page 5-25](#)
- [DCW and DCWU on page 5-30](#)
- [ALIGN on page 5-11.](#)

5.69 TTL and SUBT

The TTL directive inserts a title at the start of each page of a listing file. The title is printed on each page until a new TTL directive is issued.

The SUBT directive places a subtitle on the pages of a listing file. The subtitle is printed on each page until a new SUBT directive is issued.

5.69.1 Syntax

TTL *title*

SUBT *subtitle*

where:

title is the title.

subtitle is the subtitle.

5.69.2 Usage

Use the TTL directive to place a title at the top of the pages of a listing file. If you want the title to appear on the first page, the TTL directive must be on the first line of the source file.

Use additional TTL directives to change the title. Each new TTL directive takes effect from the top of the next page.

Use SUBT to place a subtitle at the top of the pages of a listing file. Subtitles appear in the line below the titles. If you want the subtitle to appear on the first page, the SUBT directive must be on the first line of the source file.

Use additional SUBT directives to change subtitles. Each new SUBT directive takes effect from the top of the next page.

5.69.3 Examples

```
TTL    First Title    ; places a title on the first
                        ; and subsequent pages of a
                        ; listing file.
SUBT    First Subtitle ; places a subtitle on the
                        ; second and subsequent pages
                        ; of a listing file.
```

5.70 WHILE and WEND

The WHILE directive starts a sequence of instructions or directives that are to be assembled repeatedly. The sequence is terminated with a WEND directive.

5.70.1 Syntax

```
WHILE logical-expression
```

```
code
```

```
WEND
```

where:

```
logical-expression
```

is an expression that can evaluate to either {TRUE} or {FALSE}.

5.70.2 Usage

Use the WHILE directive, together with the WEND directive, to assemble a sequence of instructions a number of times. The number of repetitions can be zero.

You can use IF...ENDIF conditions within WHILE...WEND loops.

WHILE...WEND loops can be nested.

5.70.3 Example

```
count    GBLA count           ; declare local variable
count    SETA    1             ; you are not restricted to
count    WHILE   count <= 4    ; such simple conditions
count    SETA    count+1       ; In this case,
count    ; code                ; this code will be
count    ; code                ; repeated four times
count    WEND
```

5.70.4 See also

Concepts

Using the Assembler:

- [Logical expressions](#) on page 8-19.

Reference

- [Nesting directives](#) on page 5-5.