MSP430 Addressing Modes

As	Ad	d/s	Register	Syntax	Description
00	0	*ds*	*n* ≠ *3*	**R*n***	Register direct. The operand is the contents of R*n*. A_d=0
01	1	*ds*	*n* ≠ *0, 2, 3*	**x(R*n*)**	Indexed. The operand is in memory at address R*n*+*x*.
10	-	*s*	*n* ≠ *0, 2, 3*	**@R*n***	Register indirect. The operand is in memory at the address held in R*n*.
11	-	*s*	*n* ≠ *0, 2, 3*	**@R*n*+**	Indirect auto-increment. As above, then the register is incremented by 1 or 2.
Addressing modes using R0 (PC)					
01	1	ds	0 (PC)	***LABEL***	Symbolic. x(PC) The operand is in memory at address PC+*x*.
11	-	s	0 (PC)	***#x***	Immediate. @PC+ The operand is the next word in the instruction stream.
Addressing modes using R2 (SR) and R3 (CG), special-case decoding					
01	1	ds	2 (SR)	***&LABEL***	Absolute. The operand is in memory at address *x*.
10	-	s	2 (SR)	**#4**	Constant. The operand is the constant 4.
11	-	s	2 (SR)	**#8**	Constant. The operand is the constant 8.
00	-	s	3 (CG)	**#0**	Constant. The operand is the constant 0.
01	-	s	3 (CG)	**#1**	Constant. The operand is the constant 1. There is no index word.
10	-	s	3 (CG)	**#2**	Constant. The operand is the constant 2.
11	-	s	3 (CG)	**#–1**	Constant. The operand is the constant –1.

MSP430 Instruction Set

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Instruction
0	**0**	**0**	**1**	**0**	**0**	**opcode**			**B/W**	**As**		**register**				**Single-operand arithmetic**
0	0	0	1	0	0	0	0	0	B/W	As		register				**RRC** Rotate right through carry
0	0	0	1	0	0	0	0	1	0	As		register				**SWPB** Swap bytes
0	0	0	1	0	0	0	1	0	B/W	As		register				**RRA** Rotate right arithmetic
0	0	0	1	0	0	0	1	1	0	As		register				**SXT** Sign extend byte to word
0	0	0	1	0	0	1	0	0	B/W	As		register				**PUSH** Push value onto stack
0	0	0	1	0	0	1	0	1	0	As		register				**CALL** Subroutine call; push PC and move source to PC
0	0	0	1	0	0	1	1	0	0	0	0	0	0	0	0	**RETI** Return from interrupt; pop SR then pop PC

0	0	1	condition			10-bit signed offset	Conditional jump; PC = PC + 2×offset
0	0	1	0	0	0	10-bit signed offset	**JNE/JNZ** Jump if not equal/zero
0	0	1	0	0	1	10-bit signed offset	**JEQ/JZ** Jump if equal/zero
0	0	1	0	1	0	10-bit signed offset	**JNC/JLO** Jump if no carry/lower
0	0	1	0	1	1	10-bit signed offset	**JC/JHS** Jump if carry/higher or same
0	0	1	1	0	0	10-bit signed offset	**JN** Jump if negative
0	0	1	1	0	1	10-bit signed offset	**JGE** Jump if greater or equal
0	0	1	1	1	0	10-bit signed offset	**JL** Jump if less
0	0	1	1	1	1	10-bit signed offset	**JMP** Jump (unconditionally)

opcode				source	Ad	B/W	As	destination	Two-operand arithmetic
0	1	0	0	source	Ad	B/W	As	destination	**MOV** Move source to destination
0	1	0	1	source	Ad	B/W	As	destination	**ADD** Add source to destination
0	1	1	0	source	Ad	B/W	As	destination	**ADDC** Add source and carry to destination
0	1	1	1	source	Ad	B/W	As	destination	**SUBC** Subtract source from destination (with carry)
1	0	0	0	source	Ad	B/W	As	destination	**SUB** Subtract source from destination
1	0	0	1	source	Ad	B/W	As	destination	**CMP** Compare (pretend to subtract) source from destination
1	0	1	0	source	Ad	B/W	As	destination	**DADD** Decimal add source to destination (with carry)
1	0	1	1	source	Ad	B/W	As	destination	**BIT** Test bits of source AND destination
1	1	0	0	source	Ad	B/W	As	destination	**BIC** Bit clear (dest &= ~src)
1	1	0	1	source	Ad	B/W	As	destination	**BIS** Bit set (logical OR)
1	1	1	0	source	Ad	B/W	As	destination	**XOR** Exclusive or source with destination
1	1	1	1	source	Ad	B/W	As	destination	**AND** Logical AND source with destination (dest &= src)