指令序号	指令助记符	指令功能	指令码+操作数	微地址
	取指令	将两个字节的指令送到IR1，和IR2中		00H
				01H
0	MOV A, Ri	将Ri的内容传送到A MOV A, R3	0000 00xx	40H
				41H
			0000 0011	42H
			03H	43H
1	MOV Ri, A	将A的内容传送到Ri MOV R1, A	0001 00XX	44H
				45H
			0001 0001	
			11H	
2	MOV Ri,Ri	将Ri的内容传送到Ri	0010 yyxx	48H
3	MOV A, int	将一个数（立即数）int送入A MOV A, 02H	0011 0000,	4CH
				4DH
			0011 0000 0000 0010	
			30H 02H	
4	MOV A, [direct]	将一个地址为direct的数（该数在内存中）送入A	0100 0000, direct	50H
				51H
			0100	
			40H 93H	
5	MOV [direct],A	将A的内容传送到到内存单元中，该单元的地址为direct		54H
6	MOV A, [Ri]	将Ri中的数取出来，作为地址，并将内存中这个地址对应的那个		58H
7	MOV [Ri],A	将A中的数送到一个内存单元中，该单元的地址在Ri中	0111 00xx	5CH
8	ADD A, Ri	将Ri中的数加上	1000 00xx	60H

		A中的数，结果放在A中		
9	SUB A, Ri	将A中的数减去Ri中的数，结果放在A中	1001 00XX	64H
			91	
10	INC Ri	将Ri中的数加1，结果仍然在Ri中	1010 00xx	68H
11	DEC Ri	将Ri中的数减1，结果仍然在Ri中		6CH
12	SHR A	将A中的数进行右移（向高位方向移动），结果放在A中		
13	JZ A, addr	如果A中的数为0，将执行的下一条指令的地址为addr	1101 0000,	74H
14	JMP addr	无条件转向地址为addr那条指令（下一条指令的地址为addr）	1110 0000,	78H
16	HALT	停机操作，将切断主脉冲	1111 1111	7CH

微操作助记符	微指令					
		MC0	MC1	MC2	MC3	MC4
		S0(*)	S1(*)	S2(*)	S3(*)	M(*)
(1)(PC)->ID->(AR)	(1) 00,99,C0,0F	0	0	0	0	0
(2)(AR)->OA,(ROM)->I	(2) 00,99,93,09	0	0	0	0	0
(PC)+1->(PC)						
(1)(Ri)->ID,	(1) 00,91,B0,0F	0	0	0	0	0
(2)ID->A,0->MPA	(2) 00,93,B0,07	0	0	0	0	0
(1) (A)->(SHR)	(1)E0,99,B0,0F	0	0	0	0	0
(2)(SHR)->ID	(2)E0,88,B0,07	0	0	0	0	0
(3)ID->(Ri),0->MPA						
(1)(PC)->ID->(AR)	(1) 00,99,C0,0F	0	0	0	0	0
(2)(AR)->OA,(ROM)->A	(2) 00,9B,91,01	0	0	0	0	0
(3) 0->MPA						
(1)(PC)->ID->(AR)	(1) 00,99,C0,0F	0	0	0	0	0
(2)(AR)->OA,(ROM)->(	(2) 00,99,D0,0D	0	0	0	0	0
(3)(RAM)->ID->A	(3) 00,9B,11,03	0	0	0	0	0
(4)PC+1->PC,0->MPA						
(1)(Ri)->ID,ID->(AR)	(1) 00,91,F0,0F	0	0	0	0	0
(2) (A)->(SHR)->ID	(2) E0,98,90,0F	0	0	0	0	0
(3) ID->(RAM), 0->MP	(3) 00,98,90,06	0	0	0	0	0
(1) (RI)->ID,ID->TMP,	(1) E9,85,B0,0F	1	0	0	1	0

(2) (A)+(TMP)->SHR->1	(2) E9,98,B0,0F	1	0	0	1	0
(3) ID->A, 0->MPA	(3) 00,9A,B0,07	0	0	0	0	0
(1) (RI)->ID,ID->TMP,	(1) C6,85,B0,0F	0	1	1	0	0
(2) (A)-(TMP)->SHR->1	(2) C6,98,B0,0F	0	1	1	0	0
(3) ID->A, 0->MPA	(3) 00,9A,B0,07					
(1) (Ri)->ID,ID->(A),	(1) C0,93,B0,0F	0	0	0	0	0
(2) (A)+1->SHR->ID	(2) C0,99,B0,0F	0	0	0	0	0
(3) ID->(Ri),0->MPA	(3) C0,88,B0,07	0	0	0	0	0
(1) (Ri)->ID,ID->(A),	(1) EF,93,B0,0F	1	1	1	1	0
(2) (A)-1->SHR->ID	(2) EF,99,B0,0F	1	1	1	1	0
(3) ID->(Ri),0->MPA	(3) EF,88,B0,07	1	1	1	1	0
(1)(PC)->ID->(AR)	(1) 00,99,C0,0F	0	0	0	0	0
(2)(AR)->0A,(ROM)->I	(2) 00,99,94,0D	0	0	0	0	0
(3)(IR2)->(PC)(JZ),P	(3) 00,59,91,07	0	0	0	0	0
(1)(PC)->ID->(AR)	(1) 00,99,C0,0F	0	0	0	0	0
(2)(AR)->0A,(ROM)->I	(2) 00,99,94,0D	0	0	0	0	0
(3)(IR2)->(PC),0->MP	(3) 00,19,90,07	0	0	0	0	0
(1) 0->HALT	(1) 00,99,B0,1F	0	0	0	0	0

运算部件（11）						寄存器组(3	
MC5	MC6	MC7	MC8	MC9	MC10	MC11	MC12
CN(*)	SHRS0(*)	SHRS1(*)	SHR2ID(0)	LDAH(1)	LDTMP(1)	RI2ID(0)	LDRI(0)
0	0	0	1	0	0	1	1
0	0	0	1	0	0	1	1
0	0	0	1	0	0	0	1
0	0	0	1	1	0	0	1
1	1	1	1	0	0	1	1
1	1	1	0	0	0	1	0
0	0	0	1	0	0	1	1
0	0	0	1	1	0	1	1
0	0	0	1	0	0	1	1
0	0	0	1	0	0	1	1
0	0	0	1	1	0	1	1
0	0	0	1	0	0	0	1
1	1	1	0	0	0	1	1
0	0	0	0	0	0	1	1
1	1	1	1	0	1	0	0

1	1	1	0	0	0	1	1
0	0	0	0	1	0	1	1
0	1	1					
0	1	1					

0	1	1	1	1	0	0	1
0	1	1	1	0	0	1	1
0	1	1	0	0	0	1	0

1	1	1	1	1	0	0	1
1	1	1	1	0	0	1	1
1	1	1	0	0	0	1	0

0	0	0	1	0	0	1	1
0	0	0	1	0	0	1	1
0	0	0	1	0	0	1	1

0	0	0	1	0	0	1	1
0	0	0	1	0	0	1	1
0	0	0	1	0	0	1	1

0	0	0	1	0	0	1	1

)	指令模块（7）							总线控制
MC13	MC14	MC15	MC16	MC17	MC18	MC19	MC20	MC21
RES	JZ(1)	LDPC(0)	PC+1(1)	LDIR1(1)	LDIR2(1)	RISD(*)	PC2ID(0)	AR2OA(0)
0	0	1	0	0	0	0	0	0
0	0	1	1	1	0	0	1	0
0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	0	0
0	0	1	1	0	0	0	1	0
0	0	1	0	0	0	0	0	0
0	0	1	0	0	0	0	1	0
0	0	1	1	0	0	0	1	0
0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	0
0	0	1	0	0	0	0	1	0
0	0	1	0	0	0	0	1	1

0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	1

0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	1

0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	1
0	0	1	0	0	0	0	1	1

0	0	1	0	0	0	0	0	0
0	0	1	0	0	1	0	1	0
0	1	0	1	0	0	0	1	0

0	0	1	0	0	0	0	0	0
0	0	1	0	0	1	0	1	0
0	0	0	0	0	0	0	1	0

0	0	1	0	0	0	0	1	1

模块（5）				微程序控制模块（3）				
MC22	MC23	MC24	MC25	MC26	MC27	MC28		
LDAR(1)	MRD(0)	MWR(0)	ROMRD(0)	LDMC(0)	MCLR(0)	HALT(1)		
1	1	1	1	1	1	0		
0	1	1	0	0	1	0		
0	1	1	1	1	1	0		
0	1	1	1	1	0	0		
0	1	1	1	1	1	0		
0	1	1	1	1	0	0		
1	1	1	1	1	1	0		
0	1	1	0	0	0	0		
1	1	1	1	1	1	0		
1	1	1	0	1	1	0		
0	0	1	1	0	0	0		
1	1	1	1	1	1	0		
0	1	1	1	1	1	0		
0	1	0	1	1	0	0		
0	1	1	1	1	1	0		

0	1	1	1	1	1	0		
0	1	1	1	1	0	0		

0	1	1	1	1	1	0		
0	1	1	1	1	0	0		
0	1	1	1	1	0	0		

0	1	1	1	1	1	0		
0	1	1	1	1	0	0		
0	1	1	1	1	0	0		

1	1	1	1	1	1	0		
0	1	1	0	1	1	0		
0	1	1	1	1	0	0		

1	1	1	1	1	1	0		
0	1	1	0	1	1	0		
0	1	1	1	1	0	0		

0	1	1	1	1	1	1