

	Even address							Odd address							TIME use	Comments							
	0	1	2	3	4	5	6	7	8	9	10	11	12	13			14	15					
MM2 R2, R1	Logic							DEST REG							SOURCE REG							3.97	1) The Source Reg is unchanged 2) Arithmetic Borrow/Carry Propagates into the high order by 3) Add SPL's odd Source Reg LO & Dest REG HI Result to Dest Reg Dest REG HI is set as follows: ADD SPL #1 & carry - HEX 01 ADD SPL #2 & no carry - FF otherwise "00 4) Get to Reg loads BUS IN to Dest Reg LO 5) Get & ADD adds BUS IN bit 2, 4, 8 to the Dest Reg
MM1 R2, R1															0 MOVE - 2							(1.52)	
MP1 R2, R1															1 -1								
MP2 R2, R1															2 +1								
MOVE R2, R1															3 +2								
AND R2, R1															4 +0								
ORB R2, R1															5 AND Byte							4.63	
XOR R2, R1															6 OR							(1.72)	
ADD R2, R1															7 XOR								
SUB R2, R1															8 add								
ADD1 R2, R1															9 sub								
ADD2 R2, R1															A add SPL #1								
HTL R2, R1															B add SPL #2								
L R2, R1															C copy H → L							(1.52)	
GETR DA, R1															D copy L → H							3.97	
GETA DA, R1															E GET TO REG							(1.72)	
CTL DA, ##	1 Control							Device							Command (1.13)							2.65	Command is User Defined 1) The Addr Reg content is modified after use 2) Byte Fetch loads Hex 00 in the TO REG HI byte
PUTB DA, R1, #	4 Put Byte							Address							Address							(2.05)	
GETB DA, R1, #	E Get Byte							Reg							modifier							4.63	
LHI R1, R2, #	D Indirect HW Fetch							TO REG							0-3: add 1-4							(2.05)	
LDI R1, R2, #	6 Indirect BYTE Fetch							FROM REG							4-7: sub 1-4								
STHI R1, R2, #	5 Indirect HW Store							TO REG							77 no chng								
STBI R1, R2, #	7 Indirect BYTE Store							FROM REG															
LHLD R1, #	2 Direct HW Fetch							TO REG							address							3.97	
STHD R1, #	3 Direct HW Store							FROM REG							256 HW							(1.52)	
EMIT R1, #	8 EMIT							TO REG							DATA/MASK byte							(1.13)	
CLRIR1, #	9 CLR INT							REG														2.65	
ADDI R1, #	A ADD INT +1																					3.97	
SUBIR1, #	F SUB INT -1							FROM REG														(1.52)	
SE R1, #	B SET BIT							TO REG															
JHI/JLE R1, R2, C JUMP	DATA REG							MASK REG							0 DATA LE/EQ							5.30	1) Tests are performed on LO order Reg Bytes only 2) Content of Regs is unchanged
JHE/JLO R1, R2															1 DATA LO							(1.92)	
JHL/JEQ R1, R2															2 EQ AL								

	DATA REG	MASK REG		
JNB JNO R1			3 no data bits	3) 8-F cause the same results, But Jump on false
JNB JALL R1			4 all Data bits	
JNB JALLH R1, R2			5 Data = all mask bits	4) If no jump, Reg 1 is loaded with jump instr addr + 4
JNB JNOH R1, R2			6 Data = no mask bits	
JNB JHAM R1, R2			7	

same as modifier 5 but
on high order byte of R1 only low order
bits of R2 as a mask (2.12 use)

PUTB	2.1
LDH1	2.2
LIB	
GETB	2.2
CTL	2.3
FH1	
CLR1	2.6
LDH1	
LDH1	
SHL	
MOVES	
LTH	2.7
ADD	
SR	
YR	
JUMP	

LONGEST instruction 2.05 use

New Instructions

SHIFTR RTR REG, 1	GETB	0, {	C = shift right 1, fill with high order byte low bit	1.73 use
			D = rotate right 1	
			E = rotate right 3	
			F = rotate right 4	
ROTTR TR REG, 4				