

6.16 Instruction Set

Each instruction in the Instruction Set is a 13-bit word divided into an OP code and one or more operand. Normally, all instructions are executed within one single instruction cycle (one instruction consists of 2 oscillator periods), unless the program counter is changed by instruction "MOV R2,A", "ADD R2,A", or by instructions of arithmetic or logic operation on R2 (e.g. "SUB R2,A", "BS(C) R2,6", "CLR R2", ...). In this case, the execution takes two instruction cycles.

The following are executed within two instruction cycles; "LJMP", "LCALL", or conditional skip ("JBS", "JBC", "JZ", "JZA", "DJZ", "DJZA") instructions which were tested to be true. Instructions written to the program counter are also executed within two instruction cycles.

In addition, the instruction set has the following features:

- (1) Every bit of any register can be set, cleared, or tested directly.
- (2) The I/O register can be regarded as general register. That is, the same instruction can operate on the I/O register.

Convention:

r = Register designator that specifies which one of the registers (including operation and general purpose registers) is to be utilized by the instruction.

Bits 6 and 7 in R4 determine the selected register bank.

b = Bit field designator that selects the value for the bit located in the register R and which affects the operation.

k = 8 or 10-bit constant or literal value

Binary Instruction	Hex	Mnemonic	Operation	Status Affected
0 0000 0000 0000	0000	NOP	No Operation	None
0 0000 0000 0001	0001	DAA	Decimal Adjust A	C
0 0000 0000 0011	0003	SLEP	0 → WDT, Stop oscillator	T, P
0 0000 0000 0100	0004	WDTC	0 → WDT	T, P
0 0000 0001 0000	0010	ENI	Enable Interrupt	None
0 0000 0001 0001	0011	DISI	Disable Interrupt	None
0 0000 0001 0010	0012	RET	[Top of Stack] → PC	None
0 0000 0001 0011	0013	RETI	[Top of Stack] → PC, Enable Interrupt	None
0 0000 01rr rrrr	00rr	MOV R,A	A → R	None
0 0000 1000 0000	0080	CLRA	0 → A	Z
0 0000 11rr rrrr	00rr	CLR R	0 → R	Z

Binary Instruction	Hex	Mnemonic	Operation	Status Affected
0 0001 00rr rrrr	01rr	SUB A,R	$R-A \rightarrow A$	Z, C, DC
0 0001 01rr rrrr	01rr	SUB R,A	$R-A \rightarrow R$	Z, C, DC
0 0001 10rr rrrr	01rr	DECA R	$R-1 \rightarrow A$	Z
0 0001 11rr rrrr	01rr	DEC R	$R-1 \rightarrow R$	Z
0 0010 00rr rrrr	02rr	OR A,R	$A \vee R \rightarrow A$	Z
0 0010 01rr rrrr	02rr	OR R,A	$A \vee R \rightarrow R$	Z
0 0010 10rr rrrr	02rr	AND A,R	$A \& R \rightarrow A$	Z
0 0010 11rr rrrr	02rr	AND R,A	$A \& R \rightarrow R$	Z
0 0011 00rr rrrr	03rr	XOR A,R	$A \oplus R \rightarrow A$	Z
0 0011 01rr rrrr	03rr	XOR R,A	$A \oplus R \rightarrow R$	Z
0 0011 10rr rrrr	03rr	ADD A,R	$A + R \rightarrow A$	Z, C, DC
0 0011 11rr rrrr	03rr	ADD R,A	$A + R \rightarrow R$	Z, C, DC
0 0100 00rr rrrr	04rr	MOV A,R	$R \rightarrow A$	Z
0 0100 01rr rrrr	04rr	MOV R,R	$R \rightarrow R$	Z
0 0100 10rr rrrr	04rr	COMA R	$\neg R \rightarrow A$	Z
0 0100 11rr rrrr	04rr	COM R	$\neg R \rightarrow R$	Z
0 0101 00rr rrrr	05rr	INCA R	$R+1 \rightarrow A$	Z
0 0101 01rr rrrr	05rr	INC R	$R+1 \rightarrow R$	Z
0 0101 10rr rrrr	05rr	DJZA R	$R-1 \rightarrow A$, skip if zero	None
0 0101 11rr rrrr	05rr	DJZ R	$R-1 \rightarrow R$, skip if zero	None
0 0110 00rr rrrr	06rr	RRCA R	$R(n) \rightarrow A(n-1)$, $R(0) \rightarrow C$, $C \rightarrow A(7)$	C
0 0110 01rr rrrr	06rr	RRC R	$R(n) \rightarrow R(n-1)$, $R(0) \rightarrow C$, $C \rightarrow R(7)$	C
0 0110 10rr rrrr	06rr	RLCA R	$R(n) \rightarrow A(n+1)$, $R(7) \rightarrow C$, $C \rightarrow A(0)$	C
0 0110 11rr rrrr	06rr	RLC R	$R(n) \rightarrow R(n+1)$, $R(7) \rightarrow C$, $C \rightarrow R(0)$	C
0 0111 00rr rrrr	07rr	SWAPA R	$R(0-3) \rightarrow A(4-7)$, $R(4-7) \rightarrow A(0-3)$	None
0 0111 01rr rrrr	07rr	SWAP R	$R(0-3) \leftrightarrow R(4-7)$	None
0 0111 10rr rrrr	07rr	JZA R	$R+1 \rightarrow A$, skip if zero	None

Binary Instruction	Hex	Mnemonic	Operation	Status Affected
0 0111 11rr rrrr	07rr	JZ R	$R+1 \rightarrow R$, skip if zero	None
0 100b brrr rrrr	0xxx	BC R,b	$0 \rightarrow R(b)$	None
0 101b brrr rrrr	0xxx	BS R,b	$1 \rightarrow R(b)$	None ¹
0 110b brrr rrrr	0xxx	JBC R,b	if $R(b)=0$, skip	None
0 111b brrr rrrr	0xxx	JBS R,b	if $R(b)=1$, skip	None
1 00kk kkkk kkkk	1kkk	CALL k	$PC+1 \rightarrow [Stack]$, $(Page, k) \rightarrow PC$	None
1110 1010 kkkk k kkkk kkkk kkkk	1EAkkkk	LCALL k	$PC+1 \rightarrow [Stack]$, $K \rightarrow PC$	None
1 01kk kkkk kkkk	1kkk	JMP k	$(Page, k) \rightarrow PC$	None
1110 1011 kkkk k kkkk kkkk kkkk	1EBkkkk	LJMP k	$K \rightarrow PC$	None
1 1000 kkkk kkkk	18kk	MOV A,k	$k \rightarrow A$	None
1 1001 kkkk kkkk	19kk	OR A,k	$A \vee k \rightarrow A$	Z
1 1010 kkkk kkkk	1Akk	AND A,k	$A \& k \rightarrow A$	Z
1 1011 kkkk kkkk	1Bkk	XOR A,k	$A \oplus k \rightarrow A$	Z
1 1100 kkkk kkkk	1Ckk	RETL k	$k \rightarrow A$, $[Top\ of\ Stack] \rightarrow PC$	None
1 1101 kkkk kkkk	1Dkk	SUB A,k	$k-A \rightarrow A$	Z, C, DC
1 1110 0kkk kkkk	1E0K	BANK k	$k \rightarrow R5(2:0)$	None
1 1111 kkkk kkkk	1Fkk	ADD A,k	$k+A \rightarrow A$	Z, C, DC

Note: ¹ This instruction can't operate under interrupt status register.