

Table 2-10: CA80C85B Extended Instruction Set

Name	Opcodes	Flags	Cycles	States	Description	
ARHL	<table border="1"><tr><td>00010000</td></tr></table> Addressing: Register	00010000	CY	2	7	<b>Arithmetic Shift of H and L to the Right:</b> The contents of registers H and L are shifted right one bit is shifted into the carry bit. The result is saved in registers H and L. H7=H7; Hn-1=Hn; L7=H0; Ln-1=Ln; CY=L0
00010000						
DSUB	<table border="1"><tr><td>00001000</td></tr></table> Addressing: Register	00001000	Z, S, P, CY,	3	10	<b>Double Subtraction:</b> The contents of registers B and C are subtracted from the contents of registers H and L. The result is saved in registers H and L. (H) (L)=(H) (L) - (B) (C)
00001000						
JNUI	<table border="1"><tr><td>11011101</td></tr></table> low-order address high-order address Addressing: Immediate	11011101	none	2 or 3	7 or 10	<b>Jump on NOT UI Flag:</b> Control is transferred to the instruction address specified in bytes 2 and 3 of the current instruction. The result is saved in registers H and L. (H) (L)=(H) (L) - (B) (C)
11011101						
JUI	<table border="1"><tr><td>11111101</td></tr></table> low-order address high-order address Addressing: Immediate	11111101	none	2 or 3	7 or 10	<b>Jump on UI Flag:</b> Control is transferred to the instruction address specified in bytes 2 and 3 of the current instruction. if the Unsigned Indicator Flag (UI) is set. Otherwise control continues sequentially. (H) (L)=(H) (L) - (B) (C)
11111101						
LDHI	<table border="1"><tr><td>00101000</td></tr></table> data Addressing: Immediate Register	00101000	none	3	10	<b>Load D and E with L Plus Immediate Byte:</b> The immediate byte is added to the contents of registers H and L, and the result is saved in registers D and E. (D) (E) = (H) (L) + (byte 2)
00101000						
LDSI	<table border="1"><tr><td>00111000</td></tr></table> data Addressing: Immediate Register	00111000	none	3	10	<b>Load D and E with SP Plus Immediate Byte:</b> The 2 bytes of register SP are added to the immediate byte, and the result is saved in registers D and E. (D) (E) = (SPH) (SPL) + (byte 2)
00111000						
LHLX	<table border="1"><tr><td>11101101</td></tr></table> data Addressing: Register Indirect	11101101	none	3	10	<b>Load H and L Indirect Through D and E:</b> The contents of the memory location given by registers D and E are moved to register L. The contents of the next location are moved to register H L=((D) (E)); H=((D)(E) + 1)
11101101						
RDEL	<table border="1"><tr><td>00011000</td></tr></table> Addressing: Register	00011000	CY, V	3	10	<b>Rotate D and E Left Through Carry:</b> The contents of the registers D and E are rotated one bit left through the carry flag. The low-order bit is set equal to the CY flag and the CY flag is set to the value shifted out of the high-order bit Dn+1=Dn; D0; E7; CY=D7; En+1=En; E0=CY
00011000						
RSTV	<table border="1"><tr><td>11001011</td></tr></table> Addressing: Register Indirect	11001011	none	1 or 3	6 or 12	<b>Restart on Overflow:</b> If overflow flag V is set, then the actions below are performed. Otherwise, control continues sequentially. If (V): SP - 1=PCH; SP - 2=PCL; SP=SP - 2; PC=40HEX
11001011						
SHLX	<table border="1"><tr><td>11011001</td></tr></table> Addressing:	11011001	none	3	10	<b>Store H and L Indirect Through D and E:</b> The contents of register L are moved to the memory location given by registers D and E. The contents of register H are
11011001						