

Vue d'ensemble du jeu d'instructions

Mnémonique	Opérandes	CCR	Opération
Charger et Enregistrer			
LDA/B	#, dir, ext, ind	NZV	ACCx = M
LDD/S/X/Y	##, dir, ext, ind	NZV	ACCD/SP/IX/IY = M:M+1
PSHA/B/X/Y		-	push A/B/IX/IY
PULA/B/X/Y		-	pop A/B/IX/IY
STAA/B	dir, ext, ind	NZV	M = ACCx
STD/S/X/Y	dir, ext, ind	NZV	M:M+1 = ACCD/SP/IX/IY
TAB		NZV	ACCB = ACCA
TAP		tous	CCR = ACCA
TBA		NZV	ACCA = ACCB
TPA		-	ACCA = CCR
TSX/Y		-	IX/IY = SP+1
TXS/TYS		-	SP = IX/IY - 1
XGDX/Y		-	ACCD <=> IX/IY
Arithmétique			
ABA		HNZV C	ACCA += ACCB
ADCA/B	#, dir, ext, ind	HNZV C	ACCx += M + C
ADDA/B	#, dir, ext, ind	HNZV C	ACCx += M
ADDD	##, dir, ext, ind	NZVC	ACCD += M:M+1
ANDA/B	#, dir, ext, ind	NZV	ACCx &= M
CBA		NZVC	Comparer: ACCA-ACCB
CLRA/B/m	ext, ind	NZVC	ACCx/M = 0
CMPA/B	#, dir, ext, ind	NZVC	ACCx - M
COMA/B/m	ext, ind	NZVC	ACCx/M = ~ ACCx/M
CPD	##, dir, ext, ind	NZVC	ACCD - M:M+1
DAA		NZVC	régler ACCA pour BCD
DECA/B/m	ext, ind	NZV	ACCx/M --
EORA/B	#, dir, ext, ind	NZV	ACCx ^= M ou exclusif
FDIV		ZVC	IX,ACCD = ACCD/IX fractional
IDIV		ZVC	IX,ACCD = ACCD/IX non signé
INCA/B/m	ext, ind	NZV	ACCx/M ++
MUL		C	ACCD = ACCA * ACCB
NEGA/B/m	ext, ind	NZVC	ACCx/M = 0 - ACCx/M
ORAA/B	#, dir, ext, ind	NZV	ACCx = M
SBA		NZVC	ACCA -= ACCB
SBCA/B	#, dir, ext, ind	NZVC	ACCx -= M + C
SUBA/B	#, dir, ext, ind	NZVC	ACCx -= M
SUBD	##, dir, ext, ind	NZVD	ACCD -= M
TSTA/B/m	ext, ind	NZVC	ACCx/M - 0
Décalage, Rotation			
ASLA/B/m	ext, ind	NZVC	ACCx/M arithm. shift left 1 bit
ASLD		NZVC	ACCD arithm. shift left double 1 bit
ASRA/B/m	ext, ind	NZVC	ACCx/M arithm. shift right 1 bit
LSLA/B/m	ext, ind	NZVC	ACCx/M shift left 1 bit
LSLD		NZVC	ACCD shift left double 1 bit
LSRA/B/m	ext, ind	NZVC	ACCx/M shift right 1 bit; bit7=0
LSRD		NZVC	ACCD shift right 1 bit; bit15=0
ROLA/B/m	ext, ind	NZVC	ACCx/M rotate left 1 bit thru Carry
RORA/B/m	ext, ind	NZVC	ACCx/M rotate right 1 bit thru Carry

