Am186™ and Am188™ Family Instruction Set Manual

February, 1997

AMD

INTRODUCTION AND OVERVIEW

AMD has a strong history in x86 architecture and its E86™ family meets customer requirements of low system cost, high performance, quality vendor reputation, quick time to market, and an easy upgrade strategy.

The 16-bit Am186™ and Am188™ family of microcontrollers is based on the architecture of the original 8086 and 8088 microcontrollers, and currently includes the 80C186, 80C188, 80L186, 80L188, Am186EM, Am186EMLV, Am186ER, Am186ES, Am186ESLV, Am188EM, Am188EMLV, Am188ER, Am188ES, and Am188ESLV. Throughout this manual, the term *Am186 and Am188 microcontrollers* refers to any of these microcontrollers as well as future members based on the same core.

The Am186EM/ER/ES and Am188EM/ES/ER microcontrollers build on the 80C186/80C188 microcontroller cores and offer 386-class performance while lowering system cost. Designers can reduce the cost, size, and power consumption of embedded systems, while increasing performance and functionality. This is achieved by integrating key system peripherals onto the microcontroller. These low-cost, high-performance microcontrollers for embedded systems provide a natural migration path for 80C186/80C188 designs that need performance and cost enhancements.

PURPOSE OF THIS MANUAL

Each member of the Am186 and Am188 family of microcontrollers shares the standard 186 instruction set. This manual describes that instruction set. Details on technical features of family members can be found in the user's manual for that specific device. Additional information is available in the form of data sheets, application notes, and other documentation provided with software products and hardware-development tools.

INTENDED AUDIENCE

This manual is intended for computer hardware and software engineers and system architects who are designing or are considering designing systems based on the Am186 and Am188 family of microcontrollers.

MANUAL OVERVIEW

The information in this manual is organized into 4 chapters and 1 appendix.

- Chapter 1 provides a **programming** overview of the Am186 and Am188 microcontrollers, including the register set, instruction set, memory organization and address generation, I/O space, segments, data types, and addressing modes.
- Chapter 2 offers an **instruction set overview**, detailing the format of the instructions.
- Chapter 3 contains an **instruction set listing**, both by functional type and in alphabetical order.
- Chapter 4 describes in detail each instruction in the Am186 and Am188 microcontrollers **instruction set**.
- Appendix A provides an **instruction set summary** table, as well as a guide to the instruction set by hex and binary opcode.

AMD DOCUMENTATION

E86 Family

ORDER NO.	DOCUMENT TITLE
19168	**Am186EM and Am188EM Microcontrollers Data Sheet** Hardware documentation for the Am186EM, Am186EMLV, Am188EM, and Am188EMLV microcontrollers: pin descriptions, functional descriptions, absolute maximum ratings, operating ranges, switching characteristics and waveforms, connection diagrams and pinouts, and package physical dimensions.
20732	**Am186ER and Am188ER Microcontrollers Data Sheet** Hardware documentation for the Am186ER and Am188ER microcontrollers: pin descriptions, functional descriptions, absolute maximum ratings, operating ranges, switching characteristics and waveforms, connection diagrams and pinouts, and package physical dimensions.
20002	**Am186ES and Am188ES Microcontrollers Data Sheet** Hardware documentation for the Am186ES, Am186ESLV, Am188ES, and Am188ESLV microcontrollers: pin descriptions, functional descriptions, absolute maximum ratings, operating ranges, switching characteristics and waveforms, connection diagrams and pinouts, and package physical dimensions.
20071	**E86 Family Support Tools Brief** Lists available E86 family software and hardware development tools, as well as contact information for suppliers.
19255	**FusionE86[SM] Catalog** Provides information on tools that speed an E86 family embedded product to market. Includes products from expert suppliers of embedded development solutions.
21058	**FusionE86 Development Tools Reference CD** Provides a single-source multimedia tool for customer evaluation of AMD products as well as Fusion partner tools and technologies that support the E86 family of microcontrollers and microprocessors. Technical documentation for the E86 family is included on the CD in PDF format.

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CHAPTER

1 PROGRAMMING

All members of the Am186 and Am188 family of microcontrollers contain the same basic set of registers, instructions, and addressing modes, and are compatible with the original industry-standard 186/188 parts.

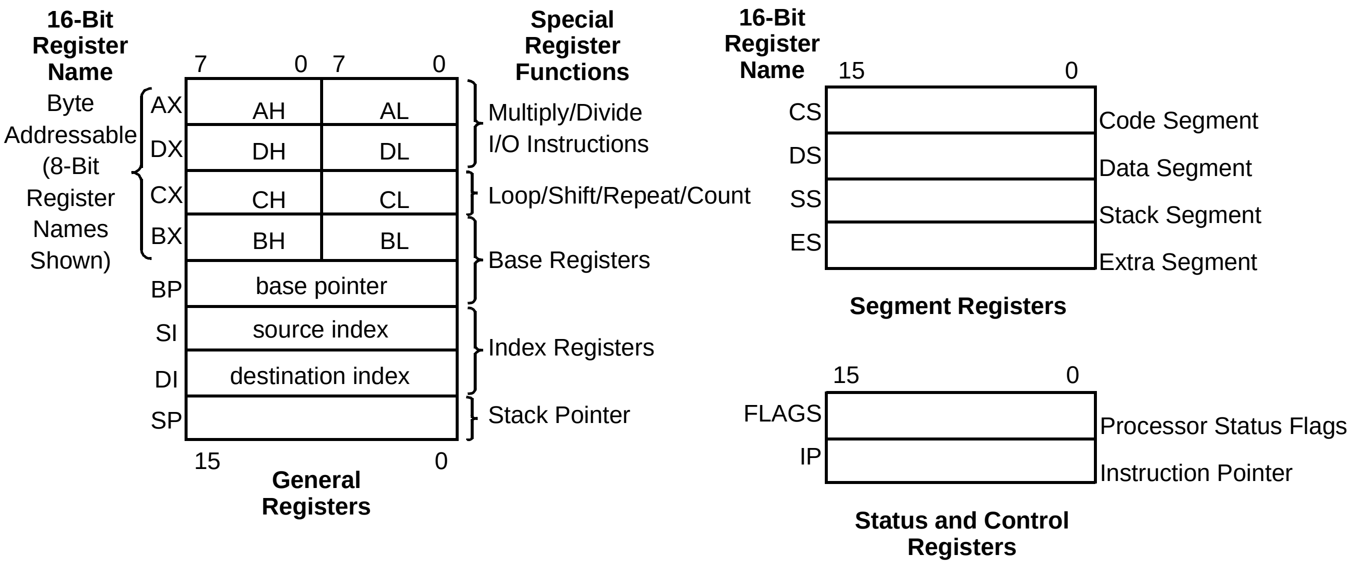
1.1 REGISTER SET

The base architecture for Am186 and Am188 microcontrollers has 14 registers (see Figure 1-1), which are controlled by the instructions detailed in this manual. These registers are grouped into the following categories.

- **General Registers**—Eight 16-bit general purpose registers can be used for arithmetic and logical operands. Four of these (AX, BX, CX, and DX) can be used as 16-bit registers or split into pairs of separate 8-bit registers (AH, AL, BH, BL, CH, CL, DH, and DL). The Destination Index (DI) and Source Index (SI) general-purpose registers are used for data movement and string instructions. The Base Pointer (BP) and Stack Pointer (SP) general-purpose registers are used for the stack segment and point to the bottom and top of the stack, respectively.
  - **Base and Index Registers**—Four of the general-purpose registers (BP, BX, DI, and SI) can also be used to determine offset addresses of operands in memory. These registers can contain base addresses or indexes to particular locations within a segment. The addressing mode selects the specific registers for operand and address calculations.
  - **Stack Pointer Register**—All stack operations (POP, POPA, POPF, PUSH, PUSHA, PUSHF) utilize the stack pointer. The Stack Pointer (SP) register is always offset from the Stack Segment (SS) register, and no segment override is allowed.
- **Segment Registers**—Four 16-bit special-purpose registers (CS, DS, ES, and SS) select, at any given time, the segments of memory that are immediately addressable for code (CS), data (DS and ES), and stack (SS) memory.
- **Status and Control Registers**—Two 16-bit special-purpose registers record or alter certain aspects of the processor state—the Instruction Pointer (IP) register contains the offset address of the next sequential instruction to be executed and the Processor Status Flags (FLAGS) register contains status and control flag bits (see Figure 1-2).

Note that all members of the Am186 and Am188 family of microcontrollers have additional peripheral registers, which are external to the processor. These peripheral registers are not directly accessible by the instruction set. However, because the processor treats these peripheral registers like memory, instructions that have operands that access memory can also access peripheral registers. The above processor registers, as well as the additional peripheral registers, are described in the user’s manual for each specific part.

Figure 1-1 Register Set

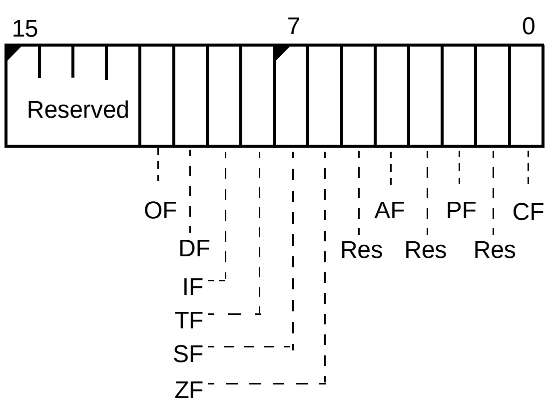


1.1.1 Processor Status Flags Register

The 16-bit processor status flags register (see Figure 1-2) records specific characteristics of the result of logical and arithmetic instructions (bits 0, 2, 4, 6, 7, and 11) and controls the operation of the microcontroller within a given operating mode (bits 8, 9, and 10).

After an instruction is executed, the value of a flag may be set (to 1), cleared/reset (to 0), unchanged, or undefined. The term *undefined* means that the flag value prior to the execution of the instruction is not preserved, and the value of the flag after the instruction is executed cannot be predicted. The documentation for each instruction indicates how each flag bit is affected by that instruction.

Figure 1-2 Processor Status Flags Register (FLAGS)



Bits 15–12—Reserved.

Bit 11: Overflow Flag (OF)—Set if the signed result cannot be expressed within the number of bits in the destination operand, cleared otherwise.

Bit 10: Direction Flag (DF)—Causes string instructions to auto decrement the appropriate index registers when set. Clearing DF causes auto-increment. See the CLD and STD instructions, respectively, for how to clear and set the Direction Flag.

Bit 9: Interrupt-Enable Flag (IF)—When set, enables maskable interrupts to cause the CPU to transfer control to a location specified by an interrupt vector. See the CLI and STI instructions, respectively, for how to clear and set the Interrupt-Enable Flag.

Bit 8: Trace Flag (TF)—When set, a trace interrupt occurs after instructions execute. TF is cleared by the trace interrupt after the processor status flags are pushed onto the stack. The trace service routine can continue tracing by popping the flags back with an IRET instruction.

Bit 7: Sign Flag (SF)—Set equal to high-order bit of result (set to 0 if 0 or positive, 1 if negative).

Bit 6: Zero Flag (ZF)—Set if result is 0; cleared otherwise.

Bit 5: Reserved

Bit 4: Auxiliary Carry (AF)—Set on carry from or borrow to the low-order 4 bits of the AL general-purpose register; cleared otherwise.

Bit 3: Reserved

Bit 2: Parity Flag (PF)—Set if low-order 8 bits of result contain an even number of 1 bits; cleared otherwise.

Bit 1: Reserved

Bit 0: Carry Flag (CF)—Set on high-order bit carry or borrow; cleared otherwise. See the CLC, CMC, and STC instructions, respectively, for how to clear, toggle, and set the Carry Flag. You can use CF to indicate the outcome of a procedure, such as when searching a string for a character. For instance, if the character is found, you can use STC to set CF to 1; if the character is not found, you can use CLC to clear CF to 0. Then, subsequent instructions that do not affect CF can use its value to determine the appropriate course of action.

1.2 INSTRUCTION SET

Each member of the Am186 and Am188 family of microcontrollers shares the standard 186 instruction set. An instruction can reference from zero to several operands. An operand can reside in a register, in the instruction itself, or in memory. Specific operand addressing modes are discussed on page 1-7.

Chapter 2 provides an overview of the instruction set, describing the format of the instructions. *Chapter 3* lists all the instructions for the Am186 and Am188 microcontrollers in both functional and alphabetical order. *Chapter 4* details each instruction.

1.3 MEMORY ORGANIZATION AND ADDRESS GENERATION

The Am186 and Am188 microcontrollers organize memory in sets of segments. Memory is addressed using a two-component address that consists of a 16-bit segment value and a 16-bit offset. Each segment is a linear contiguous sequence of 64K (2^{16}) 8-bit bytes of memory in the processor’s address space. The offset is the number of bytes from the beginning of the segment (the segment address) to the data or instruction which is being accessed.

The processor forms the physical address of the target location by taking the segment address, shifting it to the left 4 bits (multiplying by 16), and adding this to the 16-bit offset.

The result is a 20-bit address of the target data or instruction. This allows for a 1-Mbyte physical address size.

For example, if the segment register is loaded with 12A4h and the offset is 0022h, the resultant address is 12A62h (see Figure 1-3). To find the result:

1. The segment register contains 12A4h.
2. The segment register is shifted 4 places and is now 12A40h.
3. The offset is 0022h.
4. The shifted segment address (12A40h) is added to the offset (00022h) to get 12A62h.
5. This address is placed on the address bus pins of the controller.

All instructions that address operands in memory must specify (implicitly or explicitly) a 16-bit segment value and a 16-bit offset value. The 16-bit segment values are contained in one of four internal segment registers (CS, DS, ES, and SS). See "Addressing Modes" on page 1-7 for more information on calculating the segment and offset values. See "Segments" on page 1-5 for more information on the CS, DS, ES, and SS registers.

In addition to memory space, all Am186 and Am188 microcontrollers provide 64K of I/O space (see Figure 1-4). The I/O space is described on page 1-5.

Figure 1-3 Physical-Address Generation

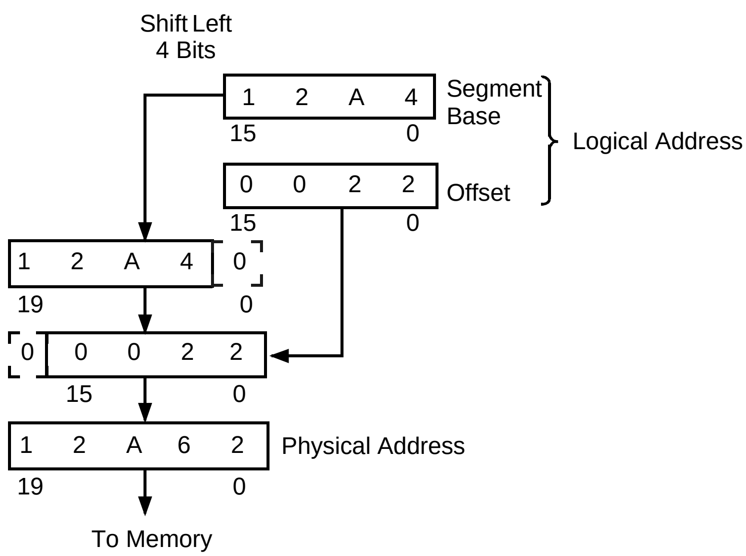
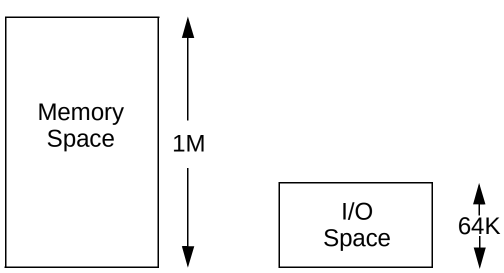


Figure 1-4 Memory and i/O Space



1.4 I/O SPACE

The I/O space consists of 64K 8-bit or 32K 16-bit ports. The IN and OUT instructions address the I/O space with either an 8-bit port address specified in the instruction, or a 16-bit port address in the DX register. 8-bit port addresses are zero-extended so that A15–A8 are Low. I/O port addresses 00F8h through 00FFh are reserved. The Am186 and Am188 microcontrollers provide specific instructions for addressing I/O space.

1.5 SEGMENTS

The Am186 and Am188 microcontrollers use four segment registers:

1. **Data Segment (DS):** The processor assumes that all accesses to the program's variables are from the 64K space pointed to by the DS register. The data segment holds data, operands, etc.
2. **Code Segment (CS):** This 64K space is the default location for all instructions. All code must be executed from the code segment.
3. **Stack Segment (SS):** The processor uses the SS register to perform operations that involve the stack, such as pushes and pops. The stack segment is used for temporary space.
4. **Extra Segment (ES):** Usually this segment is used for large string operations and for large data structures. Certain string instructions assume the extra segment as the segment portion of the address. The extra segment is also used (by using segment override) as a spare data segment.

When a segment register is not specified for a data movement instruction, it's assumed to be a data segment. An instruction prefix can be used to override the segment register (see "Segment Override Prefix" on page 2-2).For speed and compact instruction encoding, the segment register used for physical-address generation is implied by the addressing mode used (see Table 1-1).

Table 1-1 Segment Register Selection Rules

Memory Reference Needed	Segment Register Used	Implicit Segment Selection Rule
Local Data	Data (DS)	All data references
Instructions	Code (CS)	Instructions (including immediate data)
Stack	Stack (SS)	All stack pushes and pops Any memory references that use the BP register
External Data (Global)	Extra (ES)	All string instruction references that use the DI register as an index

1.6 DATA TYPES

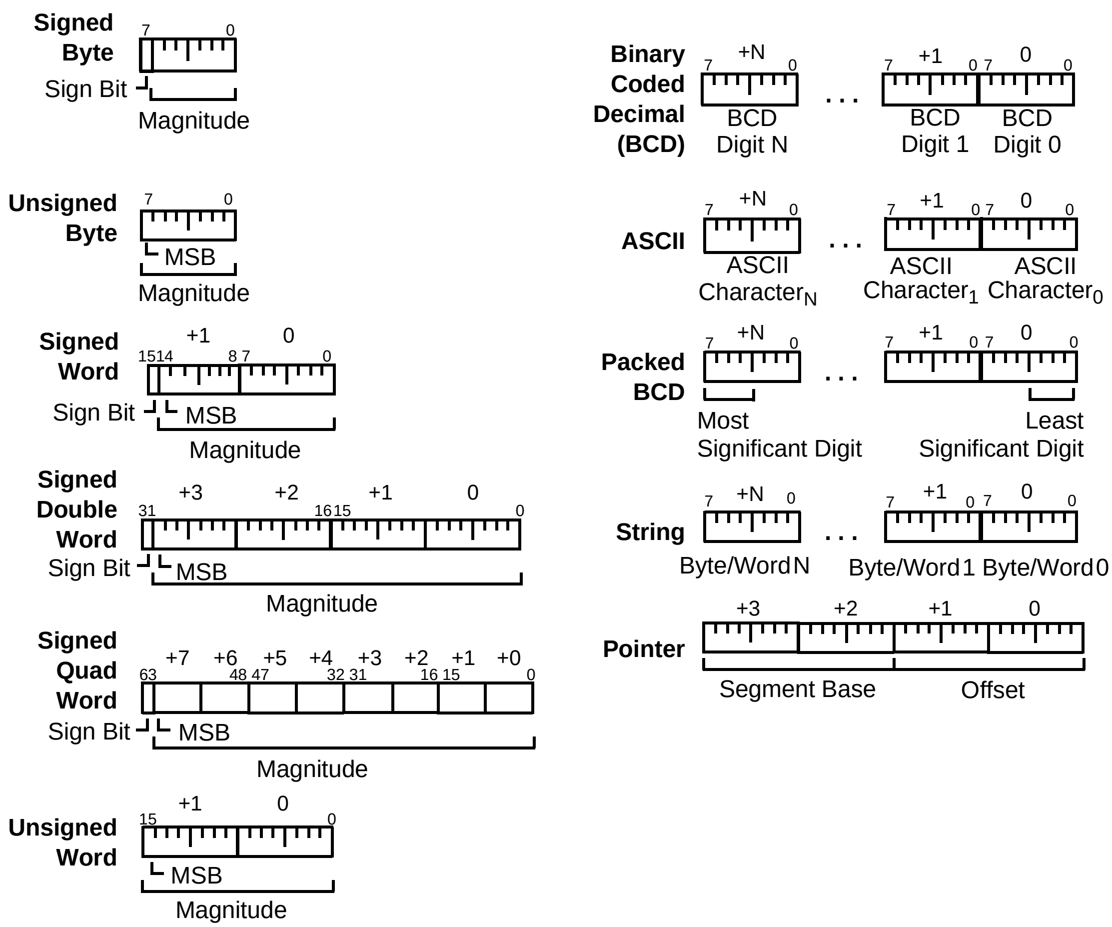
The Am186 and Am188 microcontrollers directly support the following data types:

- **Integer**—A signed binary numeric value contained in an 8-bit byte or a 16-bit word. All operations assume a two's complement representation.
- **Ordinal**—An unsigned binary numeric value contained in an 8-bit byte or a 16-bit word.
- **Double Word**—A signed binary numeric value contained in two sequential 16-bit addresses, or in a DX::AX register pair.
- **Quad Word**—A signed binary numeric value contained in four sequential 16-bit addresses.
- **BCD**—An unpacked byte representation of the decimal digits 0–9.

- **ASCII**—A byte representation of alphanumeric and control characters using the ASCII standard of character representation.
- **Packed BCD**—A packed byte representation of two decimal digits (0–9). One digit is stored in each nibble (4 bits) of the byte.
- **String**—A contiguous sequence of bytes or words. A string can contain from 1 byte up to 64 Kbyte.
- **Pointer**—A 16-bit or 32-bit quantity, composed of a 16-bit offset component or a 16-bit segment base component plus a 16-bit offset component.

In general, individual data elements must fit within defined segment limits. Figure 1-5 graphically represents the data types supported by the Am186 and Am188 microcontrollers.

Figure 1-5 Supported Data Types



1.7 ADDRESSING MODES

The Am186 and Am188 microcontrollers use eight categories of addressing modes to specify operands. Two addressing modes are provided for instructions that operate on register or immediate operands; six modes are provided to specify the location of an operand in a memory segment.

Register and Immediate Operands

1. **Register Operand Mode**—The operand is located in one of the 8- or 16-bit registers.
2. **Immediate Operand Mode**—The operand is included in the instruction.

Memory Operands

A memory-operand address consists of two 16-bit components: a segment value and an offset. The segment value is supplied by a 16-bit segment register either implicitly chosen by the addressing mode (described below) or explicitly chosen by a segment override prefix (see "Segment Override Prefix" on page 2-2). The offset, also called the effective address, is calculated by summing any combination of the following three address elements:

- **Displacement**—an 8-bit or 16-bit immediate value contained in the instruction
- **Base**—contents of either the BX or BP base registers
- **Index**—contents of either the SI or DI index registers

Any carry from the 16-bit addition is ignored. Eight-bit displacements are sign-extended to 16-bit values.

Combinations of the above three address elements define the following six memory addressing modes (see Table 1-2 for examples).

1. **Direct Mode**—The operand offset is contained in the instruction as an 8- or 16-bit displacement element.
2. **Register Indirect Mode**—The operand offset is in one of the BP, BX, DI, or SI registers.
3. **Based Mode**—The operand offset is the sum of an 8- or 16-bit displacement and the contents of a base register (BP or BX).
4. **Indexed Mode**—The operand offset is the sum of an 8- or 16-bit displacement and the contents of an index register (DI or SI).
5. **Based Indexed Mode**—The operand offset is the sum of the contents of a base register (BP or BX) and an index register (DI or SI).
6. **Based Indexed Mode with Displacement**—The operand offset is the sum of a base register's contents, an index register's contents, and an 8-bit or 16-bit displacement.

Table 1-2 Memory Addressing Mode Examples

Addressing Mode	Example
Direct	`mov ax, ds:4`
Register Indirect	`mov ax, [si]`
Based	`mov ax, [bx]4`
Indexed	`mov ax, [si]4`
Based Indexed	`mov ax, [si][bx]`
Based Indexed with Displacement	`mov ax, [si][bx]4`

CHAPTER

2 INSTRUCTION SET OVERVIEW

2.1 OVERVIEW

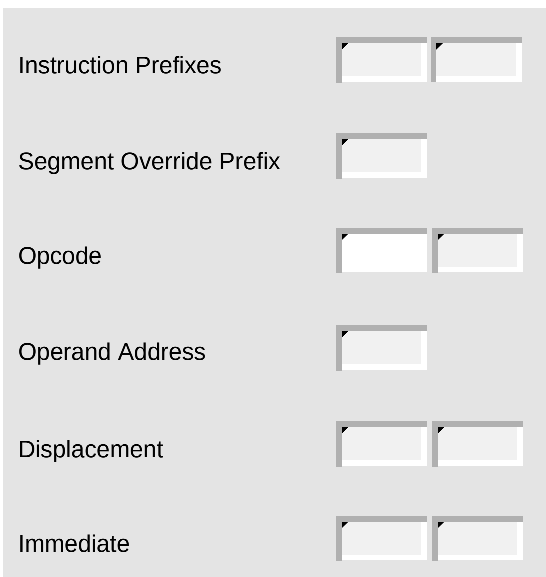
The instruction set used by the Am186 and Am188 family of microcontrollers is identical to the original 8086 and 8088 instruction set, with the addition of seven instructions (BOUND, ENTER, INS, LEAVE, OUTS, POPA, and PUSHA), and the enhancement of nine instructions (immediate operands were added to IMUL, PUSH, RCL, RCR, ROL, ROR, SAL/SHL, SAR, and SHR). In addition, three valid instructions are not supported with the necessary processor pinout (ESC, LOCK and WAIT). All of these instructions are marked as such in their description.

2.2 INSTRUCTION FORMAT

When assembling code, an assembler replaces each instruction statement with its machine-language equivalent. In machine language, all instructions conform to one basic format. However, the length of an instruction in machine language varies depending on the operands used in the instruction and the operation that the instruction performs.

An instruction can reference from zero to several operands. An operand can reside in a register, in the instruction itself, or in memory.

The Am186 and Am188 microcontrollers use the following instruction format. The shortest instructions consist of only a single opcode byte.



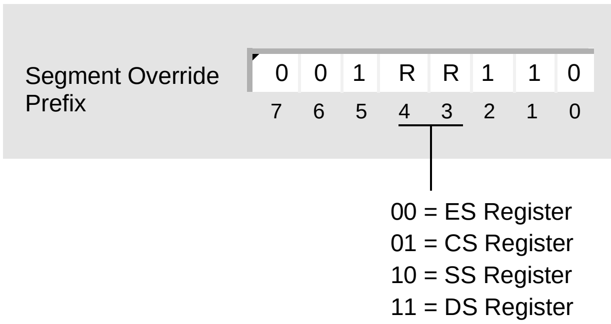
2.2.1 Instruction Prefixes

The REP, REPE, REPZ, REPNE and REPNZ prefixes can be used to repeatedly execute a single string instruction.

The LOCK prefix may be combined with the instruction and segment override prefixes, and causes the processor to assert its bus LOCK signal while the instruction that follows executes.

2.2.2 Segment Override Prefix

To override the default segment register, place the following byte in front of the instruction, where RR determines which register is used. Only one segment override prefix can be used per instruction.



2.2.3 Opcode

This specifies the machine-language opcode for an instruction. The format for the opcodes is described on page 2-5. Although most instructions use only one opcode byte, the AAD (D5 0A hex) and AAM (D4 0A hex) instructions use two opcodes.

2.2.4 Operand Address

The following illustration shows the structure of the operand address byte. The operand address byte controls the addressing for an instruction.

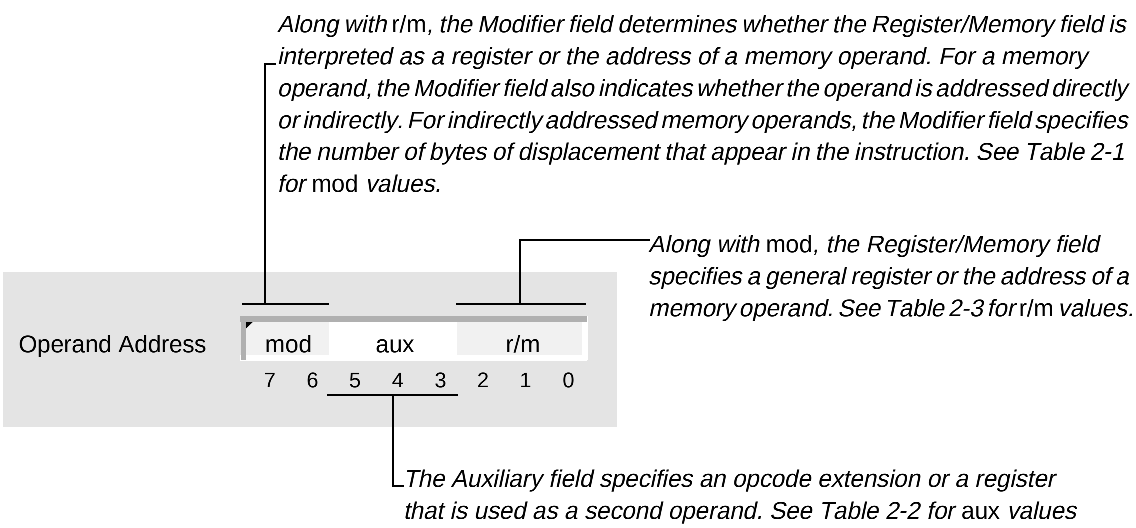


Table 2-1 mod field

mod	Description
11	*r/m* is treated as a *reg* field
00	DISP = 0, disp-low and disp-high are absent
01	DISP = disp-low sign-extended to 16-bits, disp-high is absent
10	DISP = disp-high: disp-low

Table 2-2 aux field

aux	If mod=11 and w=0	If mod=11 and w=1
000	AL	AX
001	CL	CX
010	DL	DX
011	BL	BX
100	AH	SP
101	CH	BP
110	DH	SI
111	BH	DI

* – When mod≠11, depends on instruction

Table 2-3 r/m field

r/m	Description
000	EA* = (BX)+(SI)+DISP
001	EA = (BX)+(DI)+DISP
010	EA = (BP)+(SI)+DISP
011	EA = (BP)+(DI)+DISP
100	EA = (SI)+DISP
101	EA = (DI)+DISP
110	EA = (BP)+DISP (except if mod=00, then EA = disp-high:disp:low)
111	EA = (BX)+DISP

* – EA is the Effective Address

2.2.5 Displacement

The displacement is an 8- or 16-bit immediate value to be added to the offset portion of the address.

2.2.6 Immediate

The immediate bytes contain up to 16 bits of immediate data.

2.3 NOTATION

This parameter	Indicates that
:	The component on the left is the segment for a component located in memory. The component on the right is the offset.
::	The component on the left is concatenated with the component on the right.

2.4 USING THIS MANUAL

Each instruction is detailed in Chapter 4. The following sections explain the format used when describing each instruction.

2.4.1 Mnemonics and Names

The primary assembly-language mnemonic and its name appear at the top of the first page for an instruction (see Figure 2-1). Some instructions have additional mnemonics that perform the same operation. These synonyms are listed below the primary mnemonic.

Figure 2-1 Instruction Mnemonic and Name Sample

MUL Multiply Unsigned Numbers

2.4.2 Forms of the Instruction

Many instructions have more than one form. The forms for each instruction are listed in a table just below the mnemonics (see Figure 2-2).

Figure 2-2 Instruction Forms Table Sample

Form	**Opcode**	**Description**	**Clocks**	
			Am186	**Am188**
MUL *r/m8*	F6 */4*	AX=(r/m byte)•AL	26–28/32–34	26–28/32–34
MUL *r/m16*	F7 */4*	DX::AX=(r/m word)•AX	35–37/41–43	35–37/45–47

Form

The Form column specifies the syntax for the different forms of an instruction. Each form includes an instruction mnemonic and zero or more operands. Items in italics are placeholders for operands that must be provided. A placeholder indicates the size and type of operand that is allowed.

This operand	**Is a placeholder for**
imm8	An immediate byte: a signed number between –128 and 127
imm16	An immediate word: a signed number between –32768 and 32767
m	An operand in memory
m8	A byte string in memory pointed to by DS:SI or ES:DI
m16	A word string in memory pointed to by DS:SI or ES:DI
m16&16	A pair of words in memory
m16:16	A doubleword in memory that contains a full address (segment:offset)
moffs8	A byte in memory that contains a signed, relative offset displacement
moffs16	A word in memory that contains a signed, relative offset displacement
ptr16:16	A full address (segment:offset)
r8	A general byte register: AL, BL, CL, DL, AH, BH, CH, or DH
r16	A general word register: AX, BX, CX, DX, BP, SP, DI, or SI
r/m8	A general byte register or a byte in memory
r/m16	A general word register or a word in memory
rel8	A signed, relative offset displacement between –128 and 127
rel16	A signed, relative offset displacement between –32768 and 32767
sreg	A segment register

Opcode

The Opcode column specifies the machine-language opcodes for the different forms of an instruction. (For instruction prefixes, this column also includes the prefix.) Each opcode includes one or more numbers in hexadecimal format, and zero or more parameters, which are shown in italics. A parameter provides information about the contents of the Operand Address byte for that particular form of the instruction.

This parameter	Indicates that
/0–/7	The Auxiliary (aux) Field in the Operand Address byte specifies an extension (from 0 to 7) to the opcode instead of a register. So for example, the opcode for adding (ADD) an immediate byte to a general byte register or a byte in memory is "80 /0 *ib*". So the second byte of the opcode is "mod 000 r/m", where mod and r/m are as defined in "Operand Address" on page 2-2.
/0	The aux field is 0.
/1	The aux field is 1.
/2	The aux field is 2.
/3	The aux field is 3.
/4	The aux field is 4.
/5	The aux field is 5.
/6	The aux field is 6.
/7	The aux field is 7.
/r	The Auxiliary (aux) field in the Operand Address byte specifies a register instead of an opcode extension. If the Opcode byte specifies a byte register, the registers are assigned as follows: AL=0, CL=1, DL=2, BL=3, AH=4, CH=5, DH=6, and BH=7. If the Opcode byte specifies a word register, the registers are assigned as follows: AX=0, CX=1, DX=2, BX=3, SP=4, BP=5, SI=6, and DI=7.
/sr	The Auxiliary (aux) field in the Operand Address byte specifies a segment register as follows: ES=0, CS=1, SS=2, and DS=3.
cb	The byte following the Opcode byte specifies an offset.
cd	The doubleword following the Opcode byte specifies an offset and, in some cases, a segment.
cw	The word following the Opcode byte specifies an offset and, in some cases, a segment.
ib	The parameter is an immediate byte. The Opcode byte determines whether it is interpreted as a signed or unsigned number.
iw	The parameter is an immediate word. The Opcode byte determines whether it is interpreted as a signed or unsigned number.
rb	The byte register operand is specified in the Opcode byte. To determine the Opcode byte for a particular register, add the hexadecimal value on the left of the plus sign to the value of *rb* for that register, as follows: AL=0, CL=1, DL=2, BL= 3, AH=4, CH=5, DH=6, and BH=7. So for example, the opcode for moving an immediate byte to a register (MOV) is "B0+*rb*". So B0–B7 are valid opcodes, and B0 is "MOV AL,*imm8*".
rw	The word register operand is specified in the Opcode byte. To determine the Opcode byte for a particular register, add the hexadecimal value on the left of the plus sign to the value of *rw* for that register, as follows: AX=0, CX=1, DX=2, BX=3, SP=4, BP=5, SI=6, DI=7.

Description

The Description column contains a brief synopsis of each form of the instruction.

Clocks

The Clocks columns (one for the Am186 and one for the Am188 microcontrollers) specify the number of clock cycles required for the different forms of an instruction.

This parameter	Indicates that
/	The number of clocks required for a register operand is different than the number required for an operand located in memory. The number to the left corresponds with a register operand; the number to the right corresponds with an operand located in memory.
,	The number of clocks depends on the result of the condition tested. The number to the left corresponds with a True or Pass result, and the number to the right corresponds with a False or Fail result.
n	The number of clocks depends on the number of times the instruction is repeated. *n* is the number of repetitions.

2.4.3 What It Does

This section contains a brief description of the operation the instruction performs.

2.4.4 Syntax

This section shows the syntax for the instruction. Instructions with more than one mnemonic show the syntax for each mnemonic.

2.4.5 Description

This section contains a more in-depth description of the instruction.

2.4.6 Operation It Performs

This section uses a combination of C-language and assembler syntax to describe the operation of the instruction in detail. In some cases, pseudo-code functions are used to simplify the code. These functions and the actions they perform are as follows:

Pseudo-Code Function	**Action**
cat(*componenta*,*componentb*)	Component A is concatenated with component B.
execute(*instruction*)	Execute the instruction.
interrupt(*type*)	Issue an interrupt request to the microcontroller.
interruptRequest()	Return True if the microcontroller receives a maskable interrupt request.
leastSignificantBit(*component*)	Return the least significant bit of the component.
mostSignificantBit(*component*)	Return the most significant bit of the component.
nextMostSignificantBit(*component*)	Return the next most significant bit of the component.
nmiRequest()	Return True if the microcontroller receives a nonmaskable interrupt request.
operands()	Return the number of operands present in the instruction.
pop()	Read a word from the top of the stack, increment SP, and return the value.
pow(*n*,*component*)	Raise component to the nth power.
push(*component*)	Decrement SP and copy the component to the top of the stack.
resetRequest()	Return True if a device resets the microcontroller by asserting the $\overline{\text{RES}}$ signal.
serviceInterrupts()	Service any pending interrupts.
size(*component*)	Return the size of the component in bits.
stopExecuting()	Suspend execution of current instruction sequence.

2.4.7 Flag Settings After Instruction

This section identifies the flags that are set, cleared, modified according to the result, unchanged, or left undefined by the instruction. Each instruction has the graphic below, and shows values for the flag bits after the instruction is performed. A "?" in the bit field indicates the value is undefined; a "–" indicates the bit value is unchanged. See "Processor Status Flags Register" on page 1-2 for more information on the flags.

Processor Status Flags Register					OF	DF	IF	TF	SF	ZF		AF		PF		CF
	reserved										res		res		res	
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

2.4.8 Examples

This section contains one or more examples that illustrate possible uses for the instruction.

The beginning of each example is marked with a printout icon; a summary of the example's function appears next to it. The example code follows the summary. Note that some of the examples use assembler directives: CONST (define constant data), DB (define byte), DD (define double), DW (define word), EQU (equate), LENGTH (length of array), PROC (begin procedure), SEGMENT (define segment), SIZE (return integer size) and TYPE (return integer type).

2.4.9 Tips

This section contains hints and ideas about some of the ways in which the instruction can be used.

☞ Tips are marked with this icon.

2.4.10 Related Instructions

This section lists other instructions related to the described instruction.

CHAPTER

3 INSTRUCTION SET LISTING

This chapter lists all the instructions for the Am186 and Am188 family of microcontrollers. The instructions are first grouped by type (see page 3-1) and then listed in alphabetical order (see page 3-11)

3.1 INSTRUCTION SET BY TYPE

The instructions can be classified into groups according to the type of operation they perform. Instructions that are used for more than one purpose are listed under each category to which they belong. The functional groups are:

3.1.1 Address Calculation and Translation

Address Calculation Instructions

Mnemonic	Name	See Page
LDS	Load DS with Segment and Register with Offset	4-131
LEA	Load Effective Address	4-133
LES	Load ES with Segment and Register with Offset	4-138

Address Translation Instructions

Mnemonic	Name	See Page
XLAT	Translate Table Index to Component	4-248
XLATB	Translate Table Index to Byte (*Synonym for* XLAT)	4-248

3.1.2 Binary Arithmetic

The microcontroller supports binary arithmetic using numbers represented in the two's complement system. The two's complement system uses the high bit of an integer (a signed number) to determine the sign of the number. Unsigned numbers have no sign bit.

Binary Addition Instructions

Mnemonic	Name	See Page
ADC	Add Numbers with Carry	4-10
ADD	Add Numbers	4-14
INC	Increment Number by One	4-69

Binary Subtraction Instructions

Mnemonic	Name	See Page
DEC	Decrement Number by One	4-48
SBB	Subtract Numbers with Borrow	4-216
SUB	Subtract Numbers	4-240

Binary Multiplication Instructions

Mnemonic	Name	See Page
IMUL	Multiply Integers	4-63
MUL	Multiply Unsigned Numbers	4-160
SAL	Shift Arithmetic Left	4-211
SHL	Shift Left (*Synonym for* SAL)	4-211

Binary Division Instructions

Mnemonic	Name	See Page
DIV	Divide Unsigned Numbers	4-50
IDIV	Divide Integers	4-60
SAR	Shift Arithmetic Right	4-214
SHR	Shift Right	4-225

Binary Conversion Instructions

Mnemonic	Name	See Page
CBW	Convert Byte Integer to Word	4-24
CWD	Convert Word Integer to Doubleword	4-40
NEG	Two's Complement Negation	4-163

3.1.3 Block-Structured Language

Block-Structured Language Instructions

Mnemonic	Name	See Page
ENTER	Enter High-Level Procedure	4-53
LEAVE	Leave High-Level Procedure	4-135

3.1.4 Comparison

General Comparison Instructions

Mnemonic	Name	See Page
CMP	Compare Components	4-34
TEST	Logical Compare	4-243

String Comparison Instructions

Mnemonic	Name	See Page
CMPS	Compare String Components	4-36
CMPSB	Compare String Bytes (*Synonym for* CMPS)	4-36
CMPSW	Compare String Words (*Synonym for* CMPS)	4-36
SCAS	Scan String for Component	4-219
SCASB	Scan String for Byte (*Synonym for* SCAS)	4-219
SCASW	Scan String for Word (*Synonym for* SCAS)	4-219

3.1.5 Control Transfer

Conditional Jump Instructions to Use after Integer Comparisons

Mnemonic	Name	See Page
JG	Jump If Greater	4-91
JGE	Jump If Greater or Equal	4-93
JL	Jump If Less	4-95
JLE	Jump If Less or Equal	4-97
JNG	Jump If Not Greater (*Synonym for* JLE)	4-97
JNGE	Jump If Not Greater or Equal (*Synonym for* JL)	4-95
JNL	Jump If Not Less (*Synonym for* JGE)	4-93
JNLE	Jump If Not Less or Equal (*Synonym for* JG)	4-91

Conditional Jump Instructions to Use after Unsigned Number Comparisons

Mnemonic	Name	See Page
JA	Jump If Above	4-78
JAE	Jump If Above or Equal	4-80
JB	Jump If Below	4-82
JBE	Jump If Below or Equal	4-84
JNA	Jump If Not Above (*Synonym for* JBE)	4-84
JNAE	Jump If Not Above or Equal (*Synonym for* JB)	4-82
JNB	Jump If Not Below (*Synonym for* JAE)	4-80
JNBE	Jump If Not Below or Equal (*Synonym for* JA)	4-78

Conditional Jump Instructions That Test for Equality

Mnemonic	Name	See Page
JE	Jump If Equal	4-89
JNE	Jump If Not Equal	4-107

Conditional Jump Instructions That Test Flags

Mnemonic	Name	See Page
JC	Jump If Carry (*Synonym for* JB)	4-82
JNC	Jump If Not Carry (*Synonym for* JAE)	4-80
JNO	Jump If Not Overflow	4-113
JNP	Jump If Not Parity (*Synonym for* JPO)	4-124
JNS	Jump If Not Sign	4-116
JNZ	Jump If Not Zero (*Synonym for* JNE)	4-107
JO	Jump If Overflow	4-119
JP	Jump If Parity (*Synonym for* JPE)	4-121
JPE	Jump If Parity Even	4-122
JPO	Jump If Parity Odd	4-124
JS	Jump If Sign	4-126
JZ	Jump If Zero (*Synonym for* JE)	4-89

Conditional Interrupt Instructions

Mnemonic	Name	See Page
BOUND	Check Array Index Against Bounds	4-19
IDIV	Divide Integers	4-60
INTO	Generate Interrupt If Overflow (*Conditional form of* INT)	4-73

Conditional Loop Instructions

Mnemonic	Name	See Page
JCXZ	Jump If CX Register Is Zero	4-87
LOOP	Loop While CX Register is Not Zero	4-146
LOOPE	Loop If Equal	4-148
LOOPNE	Loop If Not Equal	4-150
LOOPNZ	Loop If Not Zero (*Synonym for* LOOPNE)	4-150
LOOPZ	Loop If Zero (*Synonym for* LOOPE)	4-148

Unconditional Transfer Instructions

Mnemonic	Name	See Page
CALL	Call Procedure	4-21
INT	Generate Interrupt	4-73
IRET	Interrupt Return	4-76
JMP	Jump Unconditionally	4-99
RET	Return from Procedure	4-202

3.1.6 Data Movement

General Movement Instructions

Mnemonic	Name	See Page
MOV	Move Component	4-153
XCHG	Exchange Components	4-246

String Movement Instructions

Mnemonic	Name	See Page
LODS	Load String Component	4-141
LODSB	Load String Byte (*Synonym for* LODS)	4-141
LODSW	Load String Word (*Synonym for* LODS)	4-141
MOVS	Move String Component	4-156
MOVSB	Move String Byte (*Synonym for* MOVS)	4-156
MOVSW	Move String Word (*Synonym for* MOVS)	4-156
STOS	Store String Component	4-237
STOSB	Store String Byte (*Synonym for* STOS)	4-237
STOSW	Store String Word (*Synonym for* STOS)	4-237

Stack Movement Instructions

Mnemonic	Name	See Page
POP	Pop Component from Stack	4-175
POPA	Pop All 16-Bit General Registers from Stack	4-178
POPF	Pop Flags from Stack	4-180
PUSH	Push Component onto Stack	4-181
PUSHA	Push All 16-Bit General Registers onto Stack	4-184
PUSHF	Push Flags onto Stack	4-186

General I/O Movement Instructions

Mnemonic	Name	See Page
IN	Input Component from Port	4-67
OUT	Output Component to Port	4-171

String I/O Movement Instructions

Mnemonic	Name	See Page
INS	Input String Component from Port	4-71
INSB	Input String Byte from Port (*Synonym for* INS)	4-71
INSW	Input String Word from Port (*Synonym for* INS)	4-71
OUTS	Output String Component to Port	4-173
OUTSB	Output String Byte to Port (*Synonym for* OUTS)	4-173
OUTSW	Output String Word to Port (*Synonym for* OUTS)	4-173

Flag Movement Instructions

Mnemonic	Name	See Page
LAHF	Load AH with Flags	4-129
SAHF	Store AH in Flags	4-209

3.1.7 Decimal Arithmetic

In addition to binary arithmetic, the microcontroller supports arithmetic using numbers represented in the binary-coded decimal (BCD) system. The BCD system uses four bits to represent a single decimal digit. When two decimal digits are stored in a byte, the number is called a *packed* decimal number. When only one decimal digit is stored in a byte, the number is called an *unpacked* decimal number.

To perform decimal arithmetic, the microcontroller uses a subset of the binary arithmetic instructions and a special set of instructions that convert unsigned binary numbers to decimal.

Arithmetic Instructions That Are Used with Decimal Numbers

Mnemonic	Name	See Page
ADD	Add Numbers	4-14
DIV	Divide Unsigned Numbers	4-50
MUL	Multiply Unsigned Numbers	4-160
SUB	Subtract Numbers	4-240

Unpacked-Decimal Adjustment Instructions

Mnemonic	Name	See Page
AAA	ASCII Adjust AL After Addition	4-2
AAD	ASCII Adjust AX Before Division	4-4
AAM	ASCII Adjust AL After Multiplication	4-6
AAS	ASCII Adjust AL After Subtraction	4-8

Packed-Decimal Adjustment Instructions

Mnemonic	Name	See Page
DAA	Decimal Adjust AL After Addition	4-42
DAS	Decimal Adjust AL After Subtraction	4-45

Consider using decimal arithmetic instead of binary arithmetic under the following circumstances:

- When the numbers you are using represent only decimal quantities.
  Manipulating numbers in binary and converting them back and forth between binary and decimal can introduce rounding errors.
- When you need to read or write many ASCII numbers.
  Converting a number between ASCII and decimal is simpler than converting it between ASCII and binary.

3.1.8 Flag

Single-Flag Instructions

Mnemonic	Name	See Page
CLC	Clear Carry Flag	4-26
CLD	Clear Direction Flag	4-29
CLI	Clear Interrupt-Enable Flag	4-31
CMC	Complement Carry Flag	4-33
RCL	Rotate through Carry Left	4-187
RCR	Rotate through Carry Right	4-189
STC	Set Carry Flag	4-228
STD	Set Direction Flag	4-231
STI	Set Interrupt-Enable Flag	4-235

Multiple-Flag Instructions

Mnemonic	Name	See Page
POPF	Pop Flags from Stack	4-180
SAHF	Store AH in Flags	4-209

3.1.9 Input/Output

General I/O Instructions

Mnemonic	Name	See Page
IN	Input Component from Port	4-67
OUT	Output Component to Port	4-171

String I/O Instructions

Mnemonic	Name	See Page
INS	Input String Component from Port	4-71
INSB	Input String Byte from Port (*Synonym for* INS)	4-71
INSW	Input String Word from Port (*Synonym for* INS)	4-71
OUTS	Output String Component to Port	4-173
OUTSB	Output String Byte to Port (*Synonym for* OUTS)	4-173
OUTSW	Output String Word to Port (*Synonym for* OUTS)	4-173

3.1.10 Logical Operation

Boolean Operation Instructions

Mnemonic	Name	See Page
AND	Logical AND	4-17
NOT	One’s Complement Negation	4-167
OR	Logical Inclusive OR	4-169
XOR	Logical Exclusive OR	4-251

Shift Instructions

Mnemonic	Name	See Page
SAL	Shift Arithmetic Left	4-211
SAR	Shift Arithmetic Right	4-214
SHL	Shift Left (*Synonym for* SAL)	4-211
SHR	Shift Right	4-225

Rotate Instructions

Mnemonic	Name	See Page
RCL	Rotate through Carry Left	4-187
RCR	Rotate through Carry Right	4-189
ROL	Rotate Left	4-205
ROR	Rotate Right	4-207

3.1.11 Processor Control

Processor Control Instructions

Mnemonic	Name	See Page
HLT	Halt	4-57
LOCK	Lock the Bus	4-140
NOP	No Operation	4-165

Coprocessor Interface Instructions

Mnemonic	Name	See Page
ESC	Escape	4-56
WAIT	Wait for Coprocessor	4-245

3.1.12 String

A string is a contiguous sequence of components stored in memory. For example, a string might be composed of a list of ASCII characters or a table of numbers.

A string instruction operates on a single component in a string. To manipulate more than one component in a string, the string instruction *prefixes* (REP/REPE/REPNE/REPNZ/REPZ) can be used to repeatedly execute the same string instruction.

A string instruction uses an index register as the offset of a component in a string. Most string instructions operate on only one string, in which case they use either the Source Index (SI) register or the Destination Index (DI) register. String instructions that operate on two strings use SI as the offset of a component in one string and DI as the offset of the corresponding component in the other string.

After executing a string instruction, the microcontroller automatically increments or decrements SI and DI so that they contain the offsets of the next components in their strings. The microcontroller determines the amount by which the index registers must be incremented or decremented based on the size of the components.

The microcontroller can process the components of a string in a forward direction (from lower addresses to higher addresses), or in a backward direction (from higher addresses to lower ones). The microcontroller uses the value of the Direction Flag (DF) to determine whether to increment or decrement SI and DI. If DF is cleared to 0, the microcontroller increments the index registers; otherwise, it decrements them.

String-Instruction Prefixes

Mnemonic	Name	See Page
REP	Repeat	4-191
REPE	Repeat While Equal	4-193
REPNE	Repeat While Not Equal	4-197
REPNZ	Repeat While Not Zero (*Synonym for* REPNE)	4-197
REPZ	Repeat While Zero (*Synonym for* REPE)	4-193

String Direction Instructions

Mnemonic	Name	See Page
CLD	Clear Direction Flag	4-29
STD	Set Direction Flag	4-231

String Movement Instructions

Mnemonic	Name	See Page
LODS	Load String Component	4-141
LODSB	Load String Byte (*Synonym for* LODS)	4-141
LODSW	Load String Word (*Synonym for* LODS)	4-141
MOVS	Move String Component	4-156
MOVSB	Move String Byte (*Synonym for* MOVS)	4-156
MOVSW	Move String Word (*Synonym for* MOVS)	4-156
STOS	Store String Component	4-237
STOSB	Store String Byte (*Synonym for* STOS)	4-237
STOSW	Store String Word (*Synonym for* STOS)	4-237

String Comparison Instructions

Mnemonic	Name	See Page
CMPS	Compare String Components	4-36
CMPSB	Compare String Bytes (*Synonym for* CMPS)	4-36
CMPSW	Compare String Words (*Synonym for* CMPS)	4-36
SCAS	Scan String for Component	4-219
SCASB	Scan String for Byte (*Synonym for* SCAS)	4-219
SCASW	Scan String for Word (*Synonym for* SCAS)	4-219

String I/O Instructions

Mnemonic	Name	See Page
INS	Input String Component from Port	4-71
INSB	Input String Byte from Port (*Synonym for* INS)	4-71
INSW	Input String Word from Port (*Synonym for* INS)	4-71
OUTS	Output String Component to Port	4-173
OUTSB	Output String Byte to Port (*Synonym for* OUTS)	4-173
OUTSW	Output String Word to Port (*Synonym for* OUTS)	4-173

3.2 INSTRUCTION SET IN ALPHABETICAL ORDER

Table 3-1 provides an alphabetical list of the instruction set for the Am186 and Am188 microcontrollers.

Table 3-1 Instruction Set

Mnemonic	Instruction Name	See Page
AAA	ASCII Adjust AL After Addition	4-2
AAD	ASCII Adjust AX Before Division	4-4
AAM	ASCII Adjust AL After Multiplication	4-6
AAS	ASCII Adjust AL After Subtraction	4-8
ADC	Add Numbers with Carry	4-10
ADD	Add Numbers	4-14
AND	Logical AND	4-17
BOUND	Check Array Index Against Bounds	4-19
CALL	Call Procedure	4-21
CBW	Convert Byte Integer to Word	4-24
CLC	Clear Carry Flag	4-26
CLD	Clear Direction Flag	4-29
CLI	Clear Interrupt-Enable Flag	4-31
CMC	Complement Carry Flag	4-33
CMP	Compare Components	4-34
CMPS	Compare String Components	4-36
CMPSB	Compare String Bytes (*Synonym for* CMPS)	4-36
CMPSW	Compare String Words (*Synonym for* CMPS)	4-36
CWD	Convert Word Integer to Doubleword	4-40
DAA	Decimal Adjust AL After Addition	4-42
DAS	Decimal Adjust AL After Subtraction	4-45
DEC	Decrement Number by One	4-48
DIV	Divide Unsigned Numbers	4-50
ENTER	Enter High-Level Procedure	4-53
ESC	Escape	4-56
HLT	Halt	4-57
IDIV	Divide Integers	4-60
IMUL	Multiply Integers	4-63
IN	Input Component from Port	4-67
INC	Increment Number by One	4-69
INS	Input String Component from Port	4-71
INSB	Input String Byte from Port (*Synonym for* INS)	4-71
INSW	Input String Word from Port (*Synonym for* INS)	4-71
INT	Generate Interrupt	4-73
INTO	Generate Interrupt If Overflow (*Conditional form of* INT)	4-73
IRET	Interrupt Return	4-76
JA	Jump If Above	4-78
JAE	Jump If Above or Equal	4-80
JB	Jump If Below	4-82
JBE	Jump If Below or Equal	4-84
JC	Jump If Carry (*Synonym for* JB)	4-82
JCXZ	Jump If CX Register Is Zero	4-87

Table 3-1 Instruction Set (continued)

Mnemonic	Instruction Name	See Page
JE	Jump If Equal	4-89
JG	Jump If Greater	4-91
JGE	Jump If Greater or Equal	4-93
JL	Jump If Less	4-95
JLE	Jump If Less or Equal	4-97
JMP	Jump Unconditionally	4-99
JNA	Jump If Not Above (*Synonym for* JBE)	4-84
JNAE	Jump If Not Above or Equal (*Synonym for* JB)	4-82
JNB	Jump If Not Below (*Synonym for* JAE)	4-80
JNBE	Jump If Not Below or Equal (*Synonym for* JA)	4-78
JNC	Jump If Not Carry (*Synonym for* JAE)	4-80
JNE	Jump If Not Equal	4-107
JNG	Jump If Not Greater (*Synonym for* JLE)	4-97
JNGE	Jump If Not Greater or Equal (*Synonym for* JL)	4-95
JNL	Jump If Not Less (*Synonym for* JGE)	4-93
JNLE	Jump If Not Less or Equal (*Synonym for* JG)	4-91
JNO	Jump If Not Overflow	4-113
JNP	Jump If Not Parity (*Synonym for* JPO)	4-124
JNS	Jump If Not Sign	4-116
JNZ	Jump If Not Zero (*Synonym for* JNE)	4-107
JO	Jump If Overflow	4-119
JP	Jump If Parity (*Synonym for* JPE)	4-122
JPE	Jump If Parity Even	4-122
JPO	Jump If Parity Odd	4-124
JS	Jump If Sign	4-126
JZ	Jump If Zero (*Synonym for* JE)	4-89
LAHF	Load AH with Flags	4-129
LDS	Load DS with Segment and Register with Offset	4-131
LEA	Load Effective Address	4-133
LEAVE	Leave High-Level Procedure	4-135
LES	Load ES with Segment and Register with Offset	4-138
LOCK	Lock the Bus	4-140
LODS	Load String Component	4-141
LODSB	Load String Byte (*Synonym for* LODS)	4-141
LODSW	Load String Word (*Synonym for* LODS)	4-141
LOOP	Loop While CX Register Is Not Zero	4-146
LOOPE	Loop If Equal	4-148
LOOPNE	Loop If Not Equal	4-150
LOOPNZ	Loop If Not Zero (*Synonym for* LOOPNE)	4-150
LOOPZ	Loop If Zero (*Synonym for* LOOPE)	4-148
MOV	Move Component	4-153
MOVS	Move String Component	4-156
MOVSB	Move String Byte (*Synonym for* MOVS)	4-156
MOVSW	Move String Word (*Synonym for* MOVS)	4-156
MUL	Multiply Unsigned Numbers	4-160
NEG	Two's Complement Negation	4-163
NOP	No Operation	4-165

Table 3-1 Instruction Set (continued)

Mnemonic	Instruction Name	See Page
NOT	One's Complement Negation	4-167
OR	Logical Inclusive OR	4-169
OUT	Output Component to Port	4-171
OUTS	Output String Component to Port	4-173
OUTSB	Output String Byte to Port (*Synonym for* OUTS)	4-173
OUTSW	Output String Word to Port (*Synonym for* OUTS)	4-173
POP	Pop Component from Stack	4-175
POPA	Pop All 16-Bit General Registers from Stack	4-178
POPF	Pop Flags from Stack	4-180
PUSH	Push Component onto Stack	4-181
PUSHA	Push All 16-Bit General Registers onto Stack	4-184
PUSHF	Push Flags onto Stack	4-186
RCL	Rotate through Carry Left	4-187
RCR	Rotate through Carry Right	4-189
REP	Repeat	4-191
REPE	Repeat While Equal	4-193
REPNE	Repeat While Not Equal	4-197
REPNZ	Repeat While Not Zero (*Synonym for* REPNE)	4-197
REPZ	Repeat While Zero (*Synonym for* REPE)	4-193
RET	Return from Procedure	4-202
ROL	Rotate Left	4-205
ROR	Rotate Right	4-207
SAHF	Store AH in Flags	4-209
SAL	Shift Arithmetic Left	4-211
SAR	Shift Arithmetic Right	4-214
SBB	Subtract Numbers with Borrow	4-216
SCAS	Scan String for Component	4-219
SCASB	Scan String for Byte (*Synonym for* SCAS)	4-219
SCASW	Scan String for Word (*Synonym for* SCAS)	4-219
SHL	Shift Left (*Synonym for* SAL)	4-211
SHR	Shift Right	4-225
STC	Set Carry Flag	4-228
STD	Set Direction Flag	4-231
STI	Set Interrupt-Enable Flag	4-235
STOS	Store String Component	4-237
STOSB	Store String Byte (*Synonym for* STOS)	4-237
STOSW	Store String Word (*Synonym for* STOS)	4-237
SUB	Subtract Numbers	4-240
TEST	Logical Compare	4-243
WAIT	Wait for Coprocessor	4-245
XCHG	Exchange Components	4-246
XLAT	Translate Table Index to Component	4-248
XLATB	Translate Table Index to Byte (*Synonym for* XLAT)	4-248
XOR	Logical Exclusive OR	4-251

CHAPTER

4 INSTRUCTION SET

4.1 INSTRUCTIONS

This chapter contains a complete description of each instruction that is supported by the Am186 and Am188 family of microcontrollers. For an explanation of the format of each instruction, see *Chapter 2*.

AAA ASCII Adjust AL After Addition AAA

Form	Opcode	Description	Clocks Am186	Clocks Am188
AAA	37	ASCII-adjust AL after addition	8	8

What It Does

AAA converts an 8-bit unsigned binary number that is the sum of two unpacked decimal (BCD) numbers to its unpacked decimal equivalent.

Syntax

```
AAA
```

Description

Use the AAA instruction after an ADD or ADC instruction that leaves a byte result in the AL register. The lower nibbles of the operands of the ADD or ADC instruction should be in the range 0–9 (BCD digits). The AAA instruction adjusts the AL register to contain the correct decimal digit result. If the addition produced a decimal carry, AAA increments the AH register and sets the Carry and Auxiliary-Carry Flags (CF and AF). If there is no decimal carry, AAA clears CF and AF and leaves the AH register unchanged. AAA sets the top nibble of the AL register to 0.

Operation It Performs

```
if (((AL = AL & 0x0F) > 9) || (AF == 1))
/* AL is not yet in BCD format */
/* (note high nibble of AL is cleared either way) */
{
   /* convert AL to decimal and unpack */
   AL = (AL + 6) & 0x0F;
   AH = AH + 1;

   /* set carry flags */
   CF = AF = 1;
}
else
   /* clear carry flags */
   CF = AF = 0;
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Setting	reserved				?	–	–	–	?	?	res		res	?	res	

? = undefined; – = unchanged

AF=1 if carry or borrow to low nibble
AF=0 otherwise

CF=1 for carry or borrow to high-order bit
CF=0 otherwise

Examples

This example adds two unpacked decimal numbers.

```
UADDEND1        DB      05h         ; 5 unpacked BCD
UADDEND2        DB      07h         ; 7 unpacked BCD

; add unpacked decimal numbers
        XOR     AX,AX               ; clear AX
        MOV     AL,UADDEND1         ; AL = 05h = 5 unpacked BCD
        ADD     AL,UADDEND2         ; AX = 000Ch = 12
        AAA                         ; AX = 0102h = 12 unpacked BCD
; the AF and CF flags will be set, indicating the carry into AH
```

Tips

☞ To convert an unpacked decimal digit to its ASCII equivalent, use OR after AAA to add 30h (ASCII 0) to the digit.

☞ ADC, ADD, SBB, and SUB set AF when the result needs to be converted for decimal arithmetic. AAA, AAS, DAA, and DAS use AF to determine whether an adjustment is needed. This is the only use for AF.

Related Instructions

If you want to	See
Add two numbers and the value of CF	ADC
Add two numbers	ADD
Convert an 8-bit unsigned binary sum to its packed decimal equivalent	DAA

AAD ASCII Adjust AX Before Division AAD

Form	Opcode	Description	Clocks Am186	Clocks Am188
AAD	D5 0A	ASCII-adjust AX before division	15	15

What It Does

AAD converts a two-digit unpacked decimal (BCD) number—ordinarily the dividend of an unpacked decimal division—to its unsigned binary equivalent.

Syntax

```
AAD
```

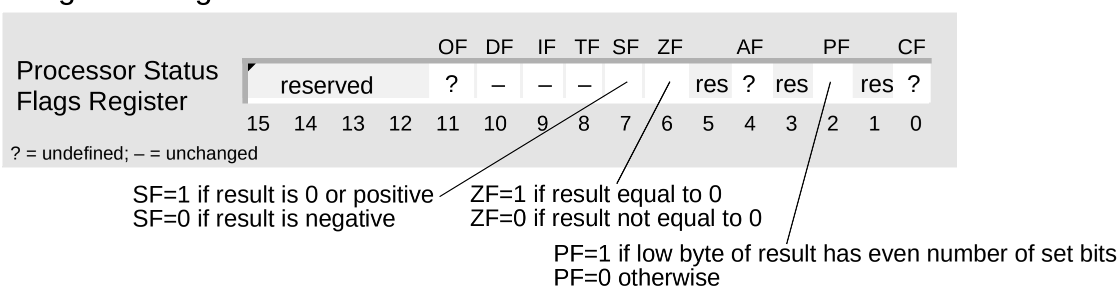
Description

AAD prepares two unpacked BCD digits—the least significant digit in the AL register and the most significant digit in the AH register—for division by an unpacked BCD digit. The instruction sets the AL register to AL + (10•AH) and then clears the AH register. The AX register then equals the binary equivalent of the original unpacked two-digit number.

Operation It Performs

```
/* convert AX to binary */
AL = (AH * 10) + AL;
AH = 0;
```

Flag Settings After Instruction



Examples

This example divides a two-digit unpacked decimal number by a one-digit unpacked decimal number.

```
UDIVIDEND       DW      0409h      ; 49 unpacked BCD
UDIVISOR        DB      03h        ; 3 unpacked BCD

; divide unpacked decimal numbers (two digit by one digit)
        MOV     AX,UDIVIDEND       ; AX = 0409h = 49 unpacked BCD
        AAD                        ; AX = 0031h = 49
        DIV     UDIVISOR           ; AL = 10h = 16, the quotient
                                   ; AH = 01h = 1, the remainder
        MOV     BL,AH              ; save remainder, BL = 01h = 1
        AAM                        ; AX = 0106h = 16 unpacked BCD
```

This example uses AAD to convert a two-digit unpacked decimal number to its binary equivalent.

```
UBCD            DW      0801h      ; 81 unpacked BCD

; convert unpacked decimal number to binary
        MOV     AX,UBCD            ; AX = 0801h = 81 unpacked BCD
        AAD                        ; AX = 0051h = 81
```

Tips

The microcontroller can only divide unpacked decimal numbers. To divide packed decimal numbers, unpack them first.

Related Instructions

If you want to	See
Divide an unsigned number by another unsigned number	DIV

AAM ASCII Adjust AL After Multiplication AAM

Form	Opcode	Description	Clocks Am186	Clocks Am188
AAM	D4 0A	ASCII-adjust AL after multiplication	19	19

What It Does

AAM converts an 8-bit unsigned binary number—ordinarily the product of two unpacked decimal (BCD) numbers—to its unpacked decimal equivalent.

Syntax

```
AAM
```

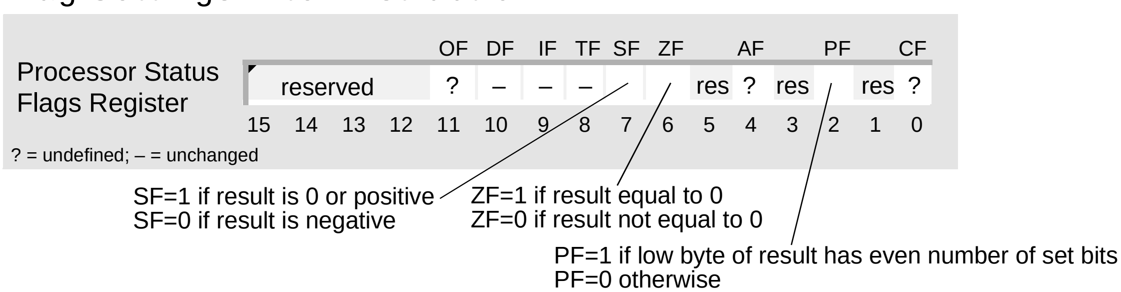
Description

Use AAM only after executing the MUL instruction between two unpacked BCD operands with the result in the AX register. Because the result is 99 or less, it resides entirely in the AL register. AAM unpacks the AL result by dividing AL by 10, leaving the quotient (most significant digit) in AH and the remainder (least significant digit) in AL.

Operation It Performs

```
/* convert AL to decimal */
AH = AL / 10;
AL = AL % 10;
```

Flag Settings After Instruction



Examples

This example multiplies two unpacked decimal digits.

```
UMULTIPLICAND   DB      07h        ; 7 unpacked BCD
UMULTIPLIER     DB      06h        ; 6 unpacked BCD

; multiply unpacked decimal numbers
        MOV     AL,UMULTIPLICAND   ; AL = 07h = 7 unpacked BCD
        MUL     UMULTIPLIER        ; AL = 2Ah = 42
        AAM                        ; AX = 0402h = 42 unpacked BCD
```

This example uses AAM to divide an unsigned binary number by 10. (The binary number must be 99 or less.) Note that the quotient occupies the high byte of the result, and the remainder occupies the low byte of the result. If you use DIV to divide an unsigned number by 10, the quotient and remainder occupy the opposite halves of the result.

```
UBINARY         DB      44h        ; 68

; divide unsigned binary number by 10
        MOV     AL,UBINARY         ; AL = 44h = 68
        AAM                        ; AH = 06h = 6, the quotient
                                   ; AL = 08h = 8, the remainder
```

Tips

The microcontroller can only multiply unpacked decimal numbers. To multiply packed decimal numbers, unpack them first.

To convert an unpacked decimal digit to its ASCII equivalent, use OR after AAM to add 30h (ASCII 0) to the digit.

Related Instructions

If you want to	See
Multiply two unsigned numbers	MUL

AAS ASCII Adjust AL After Subtraction AAS

Form	Opcode	Description	Clocks Am186	Clocks Am188
AAS	3F	ASCII-adjust AL after subtraction	7	7

What It Does

AAS converts an 8-bit unsigned binary number that is the difference of two unpacked decimal (BCD) numbers to its unpacked decimal equivalent.

Syntax

```
AAS
```

Description

Use AAS only after a SUB or SBB instruction that leaves the byte result in AL. The lower nibbles of the operands of the SUB or SBB instruction must be in the range 0–9 (BCD). AAS adjusts AL so that it contains the correct decimal result. If the subtraction produced a decimal borrow, AAS decrements AH and sets CF and AF. If there is no decimal borrow, AAS clears CF and AF and leaves AH unchanged. AAS sets the top nibble of AL to 0.

Operation It Performs

```
if (((AL = AL & 0x0F) > 9) || (AF == 1))
/* AL is not yet decimal */
/* (note high nibble of AL is cleared either way */
{
   /* convert AL to decimal and unpack */
   AL = (AL - 6) & 0x0F;
   AH = AH - 1;

   /* set carry flags */
   CF = AF = 1;
}
else
   /* clear carry flags */
   CF = AF = 0;
```

Flag Settings After Instruction

Processor Status Flags Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				?	–	–	–	?	?	res		res	?	res	

? = undefined; – = unchanged

AF=1 if carry or borrow to low nibble
AF=0 otherwise

CF=1 for carry or borrow to high-order bit
CF=0 otherwise

Examples

This example subtracts one unpacked decimal number (the subtrahend) from another unpacked decimal number (the minuend).

```
UMINUEND        DW      0103h      ; 13 unpacked BCD
USUBTRAHEND     DB      05h        ; 5 unpacked BCD

; subtract unpacked decimal numbers
        MOV     AX,UMINUEND        ; AX = 0103h = 13 unpacked BCD
        SUB     AL,USUBTRAHEND     ; AX = 01FEh
        AAS                        ; AL = 08h = 8 unpacked BCD
```

Tips

☞ To convert an unpacked decimal digit to its ASCII equivalent, use OR after AAS to add 30h (ASCII 0) to the digit.

☞ ADC, ADD, SBB, and SUB set AF when the result needs to be converted for decimal arithmetic. AAA, AAS, DAA, and DAS use AF to determine whether an adjustment is needed. This is the only use for AF.

Related Instructions

If you want to	See
Convert an 8-bit unsigned binary difference to its packed decimal equivalent	DAS
Subtract a number and the value of CF from another number	SBB
Subtract a number from another number	SUB

ADC Add Numbers with Carry ADC

Form	Opcode	Description	Clocks Am186	Clocks Am188
ADC AL,*imm8*	14 *ib*	Add immediate byte to AL with carry	3	3
ADC AX,*imm16*	15 *iw*	Add immediate word to AX with carry	4	4
ADC *r/m8*,*imm8*	80 */2 ib*	Add immediate byte to r/m byte with carry	4/16	4/16
ADC *r/m16*,*imm16*	81 */2 iw*	Add immediate word to r/m word with carry	4/16	4/20
ADC *r/m16*,*imm8*	83 */2 ib*	Add sign-extended immediate byte to r/m word with carry	4/16	4/20
ADC *r/m8*,*r8*	10 */r*	Add byte register to r/m byte with carry	3/10	3/10
ADC *r/m16*,*r16*	11 */r*	Add word register to r/m word with carry	3/10	3/14
ADC *r8*,*r/m8*	12 */r*	Add r/m byte to byte register with carry	3/10	3/10
ADC *r16*,*r/m16*	13 */r*	Add r/m word to word register with carry	3/10	3/14

What It Does

ADC adds two integers or unsigned numbers and the value of the Carry Flag (CF).

Syntax

```
ADC sum,addend
```

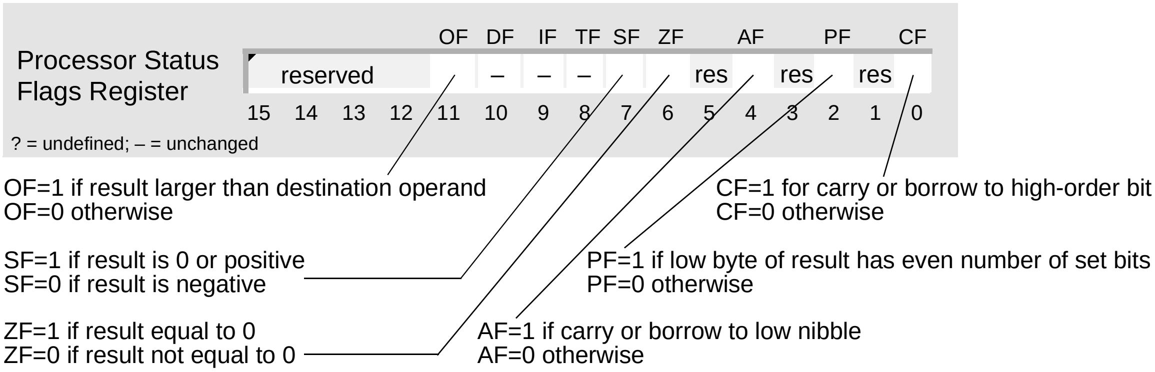
Description

ADC performs an integer addition of the two operands and the value of CF. ADC assigns the result to *sum* and sets CF as required. ADC is typically part of a multibyte or multiword addition operation. ADC sign-extends immediate-byte values to the appropriate size before adding to a word operand.

Operation It Performs

```
if (addend == imm8)
   if (size(sum) > 8)
      /* extend sign of addend */
      if (addend < 0)
         addend = 0xFF00 | addend;
      else
         addend = 0x00FF & addend;

/* add with carry */
sum = sum + addend + CF;
```

Flag Settings After Instruction



Examples

This example adds two 32-bit unsigned numbers.

```
UADDEND1        DD      592535620           ; 23516044h
UADDEND2        DD      3352720             ; 00332890h

; 32-bit unsigned addition: UADDEND1 = UADDEND1 + UADDEND2

        ; add left words (bytes and words reversed in memory)
        MOV     AX,WORD PTR UADDEND2
        ADD     WORD PTR UADDEND1,AX

        ; add right words
        MOV     AX,WORD PTR UADDEND2+2
        ADC     WORD PTR UADDEND1+2,AX       ; UADDEND1 = 238488D4h
                                             ; = 595888340
```

This example adds two 3-byte packed decimal numbers.

```
PADDEND1        DB      00h,25h,86h,17h      ; 258617 packed BCD
PADDEND2        DB      00h,04h,21h,45h      ;  42145 packed BCD

; multibyte packed decimal addition: PADDEND1 = PADDEND1 + PADDEND2

        ; add right bytes
        MOV     AL,PADDEND1 + 3
        ADD     AL,PADDEND2 + 3
        DAA
        MOV     PADDEND1 + 3,AL

        ; add next bytes
        MOV     AL,PADDEND1 + 2
        ADC     AL,PADDEND2 + 2
        DAA
        MOV     PADDEND1 + 2,AL

        ; add next bytes
        MOV     AL,PADDEND1 + 1
        ADC     AL,PADDEND2 + 1
        DAA
        MOV     PADDEND1 + 1,AL

        ; if CF is 1, propagate carry into left byte
        JC      ADD_CARRY
        JMP     CONTINUE

ADD_CARRY:
        MOV     PADDEND1,1

CONTINUE:
        ...
```

Tips

- To add two integers or two unsigned numbers that are both stored in memory, copy one of them to a register before using ADC.
- ADC requires both operands to be the same size. Before adding an 8-bit integer to a 16-bit integer, convert the 8-bit integer to its 16-bit equivalent using CBW. To convert an 8-bit unsigned number to its 16-bit equivalent, use MOV to copy 0 to AH.
- To add numbers larger than 16 bits, use ADD to add the low words, and then use ADC to add each of the subsequently higher words.
- The microcontroller does not provide an instruction that performs decimal addition. To add decimal numbers, use ADD to perform binary addition, and then convert the result to decimal using AAA or DAA.
- ADC, ADD, SBB, and SUB set AF when the result needs to be converted for decimal arithmetic. AAA, AAS, DAA, and DAS use AF to determine whether an adjustment is needed. This is the only use for AF.

Related Instructions

If you want to	See
Convert an 8-bit unsigned binary sum to its unpacked decimal equivalent	AAA
Add two numbers	ADD
Convert an 8-bit integer to its 16-bit equivalent	CBW
Convert an 8-bit unsigned binary sum to its packed decimal equivalent	DAA
Change the sign of an integer	NEG

ADD Add Numbers ADD

Form	Opcode	Description	Clocks Am186	Clocks Am188
ADD AL,*imm8*	04 *ib*	Add immediate byte to AL	3	3
ADD AX,*imm16*	05 *iw*	Add immediate word to AX	4	4
ADD *r/m8*,*imm8*	80 */0 ib*	Add immediate byte to r/m byte	4/16	4/16
ADD *r/m16*,*imm16*	81 */0 iw*	Add immediate word to r/m word	4/16	4/20
ADD *r/m16*,*imm8*	83 */0 ib*	Add sign-extended immediate byte to r/m word	4/16	4/20
ADD *r/m8*,*r8*	00 */r*	Add byte register to r/m byte	3/10	3/10
ADD *r/m16*,*r16*	01 */r*	Add word register to r/m word	3/10	3/14
ADD *r8*,*r/m8*	02 */r*	Add r/m byte to byte register	3/10	3/10
ADD *r16*,*r/m16*	03 */r*	Add r/m word to word register	3/10	3/14

What It Does

ADD adds two integers or unsigned numbers.

Syntax

```
ADD sum,addend
```

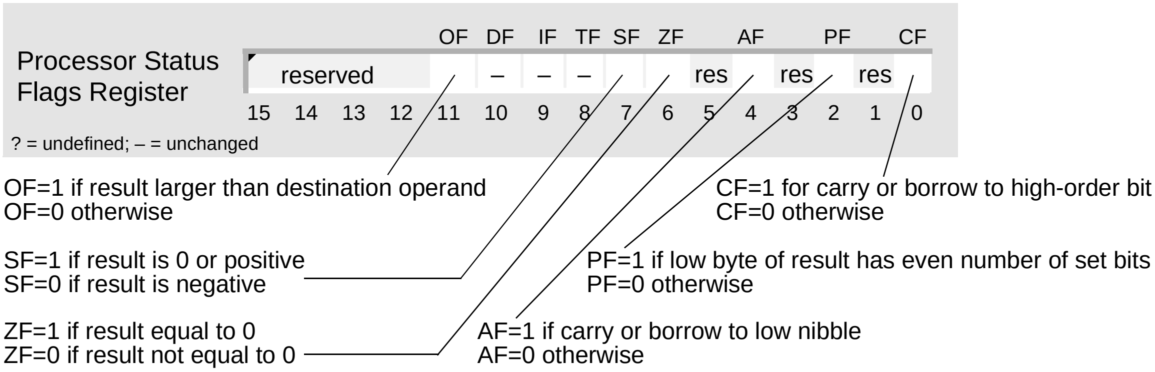
Description

ADD performs an integer addition of the two operands. ADD assigns the result to *sum* and sets the flags accordingly. ADD sign-extends immediate byte values to the appropriate size before adding to a word operand.

Operation It Performs

```
if (addend == imm8)
   if (size(sum) > 8)
      /* extend sign of addend */
      if (addend < 0)
         addend = 0xFF00 | addend;
      else
         addend = 0x00FF & addend;

/* add */
sum = sum + addend;
```

Flag Settings After Instruction



Examples

This example adds two 16-bit integers.

```
SADDEND1        DW      -6360       ; E6ECh
SADDEND2        DW      723         ; 02D3h

; add signed numbers
        MOV     AX,SADDEND2         ; AX = 723
        ADD     SADDEND1,AX         ; SADDEND1 = -5637
```

This example adds two 32-bit unsigned numbers.

```
UADDEND1        DD      592535620        ; 23516044h
UADDEND2        DD      3352720          ; 00332890h

; 32-bit unsigned addition: UADDEND1 = UADDEND1 + UADDEND2

        ; add left words (bytes and words reversed in memory)
        MOV     AX,WORD PTR UADDEND2     ; AX=2890h
        ADD     WORD PTR UADDEND1,AX     ; UADEND1=2351h::(2890h+6044h)
                                                =235188D4h
        ; add right words
        MOV     AX,WORD PTR UADDEND2+2   ; AX=0033h
        ADC     WORD PTR UADDEND1+2,AX   ; UADDEND1=(2351h+0033h)::88D4h
                                         ;         =238488D4h
                                         ;         =595888340
```

Tips

- To add two integers or two unsigned numbers that are both stored in memory, copy one of them to a register before using ADD.
- ADD requires both operands to be the same size. Before adding an 8-bit integer to a 16-bit integer, convert the 8-bit integer to its 16-bit equivalent using CBW. To convert an 8-bit unsigned number to its 16-bit equivalent, use MOV to copy 0 to AH.
- To add numbers larger than 16 bits, use ADD to add the low words, and then use ADC to add each of the subsequently higher words.
- Use INC instead of ADD within a loop when you want to increase a value by 1 each time the loop is executed.

☞ The microcontroller does not provide an instruction that performs decimal addition. To add decimal numbers, use ADD to perform binary addition, and then convert the result to decimal using AAA or DAA.

☞ ADC, ADD, SBB, and SUB set AF when the result needs to be converted for decimal arithmetic. AAA, AAS, DAA, and DAS use AF to determine whether an adjustment is needed. This is the only use for AF.

Related Instructions

If you want to	See
Convert an 8-bit unsigned binary sum to its unpacked decimal equivalent	AAA
Add two numbers and the value of CF	ADC
Convert an 8-bit integer to its 16-bit equivalent	CBW
Convert an 8-bit unsigned binary sum to its packed decimal equivalent	DAA
Add 1 to a number	INC
Change the sign of an integer	NEG

AND Logical AND AND

Form	Opcode	Description	Clocks	
			Am186	Am188
AND AL,*imm8*	24 *ib*	AND immediate byte with AL	3	3
AND AX,*imm16*	25 *iw*	AND immediate word with AX	4	4
AND *r/m8*,*imm8*	80 */4 ib*	AND immediate byte with r/m byte	4/16	4/16
AND *r/m16*,*imm16*	81 */4 iw*	AND immediate word with r/m word	4/16	4/20
AND *r/m16*,*imm8*	83 */4 ib*	AND sign-extended immediate byte with r/m word	4/16	4/20
AND *r/m8*,*r8*	20 */r*	AND byte register with r/m byte	3/10	3/10
AND *r/m16*,*r16*	21 */r*	AND word register with r/m word	3/10	3/14
AND *r8*,*r/m8*	22 */r*	AND r/m byte with byte register	3/10	3/10
AND *r16*,*r/m16*	23 */r*	AND r/m word with word register	3/10	3/14

What It Does

AND clears particular bits of a component to 0 according to a mask.

Syntax

```
AND component,mask
```

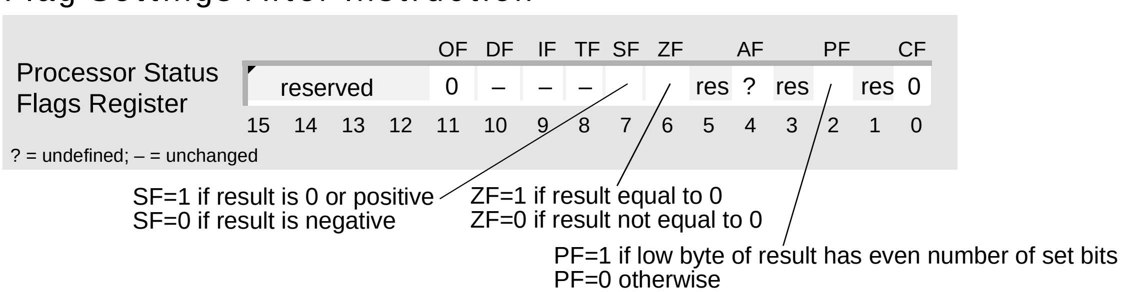
Description

AND computes the logical AND of the two operands. If corresponding bits of the operands are 1, the resulting bit is 1. If either bit or both are 0, the result is 0. The answer replaces *component*.

Operation It Performs

```
/* AND component with mask */
component = component & mask;

/* clear overflow and carry flags */
OF = CF = 0;
```

Flag Settings After Instruction



Examples

This example converts an ASCII number to its unpacked decimal equivalent.

```
BCD_MASK        EQU     0Fh         ; ASCII-to-decimal mask
ASCII_NUM       DB      36h         ; ASCII '6'

; convert ASCII number to decimal
        MOV     AL,ASCII_NUM        ; AL = 36h = ASCII "6"
        AND     AL,BCD_MASK         ; AL = 06h = decimal 6
```

This example extracts the middle byte of a word so it can be used by another instruction.

```
SETTINGS        DW      1234h

; extract middle byte of AX and place in AH
        MOV     AX,SETTINGS  ; AX = 1234h
        AND     AX,0FF0h     ; mask middle byte: AX = 0230h
        SHL     AX,4         ; shift middle byte into AH: AX = 2300h
```

Tips

To convert an ASCII number (30–39h) to its unpacked decimal equivalent, use AND with a mask of 0Fh to clear the bits in the high nibble of the byte.

Related Instructions

If you want to	See
Toggle all bits of a component	NOT
Set particular bits of a component to 1	OR
Toggle particular bits of a component	XOR

BOUND* Check Array Index Against Bounds BOUND

Form	Opcode	Description	Clocks Am186	Clocks Am188
BOUND *r16,m16&16*	62 */r*	Check to see if word register is within bounds	33–35	33–35

What It Does

BOUND determines whether an integer falls between two boundaries.

Syntax

BOUND *index,bounds*

Description

BOUND ensures that a signed array index is within the limits specified by a block of memory between an upper and lower bound. The first operand (from the specified register) must be greater than or equal to the lower bound value, but not greater than the upper bound. The lower bound value is stored at the address specified by the second operand. The upper bound value is stored at a consecutive higher memory address (+2). If the first operand is out of the specified bounds, BOUND issues an Interrupt 5 Request. The saved IP points to the BOUND instruction.

Operation It Performs

```
if ((index < [bounds]) || (index > [bounds + 2]))
/* integer is outside of boundaries */
   interrupt(5);
```

Flag Settings After Instruction

Processor Status Flags Register

Bit	15–12	11	10	9	8	7	6	5	4	3	2	1	0
Flag		OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved	–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

* – This instruction was not available on the original 8086/8088 systems.

Examples

This example compares a word in a table to the value in AX. Before the comparison, BOUND checks to see if the table index is within the range of the table. If it is not, the microcontroller generates Interrupt 5.

```
BOUNDARIES      DW      0,256
TABLE           DW      4096 DUP (?)

; search table for value in AX

        ; fill table with values and load AX with search key
        CALL    FILL_TABLE
        CALL    GET_KEY

        ; load SI with index
        ...

        ; check index before comparison
        BOUND   SI,BOUNDARIES      ; if out of bounds, call interrupt 5
        CMP     TABLE[SI],AX       ; compare components
        ...
```

Tips

☞ Use BOUND to check a signed index value to see if it falls within the range of an array.

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Generate an interrupt	INT

CALL Call Procedure CALL

Form	Opcode	Description	Clocks Am186	Clocks Am188
CALL *rel16*	E8 *cw*	Call near, displacement relative to next instruction	15	19
CALL *r/m16*	FF */2*	Call near, register indirect/memory indirect	13/19	17/27
CALL *ptr16:16*	9A *cd*	Call far to full address given	23	31
CALL *m16:16*	FF */3*	Call far to address at m16:16 word	38	54

What It Does

CALL calls a procedure.

Syntax

```
CALL procedure
```

Description

CALL suspends execution of the current instruction sequence, saves the segment (if necessary) and offset addresses of the next instruction, and begins executing the procedure named by the operand. A return at the end of the called procedure exits the procedure and starts execution at the instruction following the CALL instruction.

CALL *rel16* and CALL *r/m16* are near calls. They use the current Code Segment register value. Near calls push the offset of the next instruction (IP) onto the stack. The near RET instruction in the procedure pops the instruction offset when it returns control.

- **Near direct calls (relative):** CALL *rel16* adds a signed offset to the address of the next instruction to determine the destination. CALL stores the result in the IP register.
- **Near indirect calls (absolute):** CALL *r/m16* specifies a register or memory location from which the 16-bit absolute segment offset is fetched. CALL stores the result in the IP register.

CALL *ptr16:16* and CALL *m16:16* are far calls. They use a long pointer to the called procedure. The long pointer provides 16 bits for the CS register and 16 for the IP register. Far calls push both the CS and IP registers as a return address. A far return must be used to pop both CS and IP from the stack.

- **Far direct calls:** CALL *ptr16:16* uses a 4-byte operand as a long pointer to the called procedure.
- **Far indirect calls:** CALL *m16:16* fetches the long pointer from the memory location specified (indirection).

A CALL-indirect-through-memory, using the stack pointer (SP) as a base register, references memory before the call. The base is the value of SP before the instruction executes.

Operation It Performs

```
/* save return offset */
push(IP);

if (procedure == rel16)
/* near direct call */
   IP = IP + rel16;

if (procedure == r/m16)
/* near indirect call */
   IP = [r/m16];

if ((procedure == ptr16:16) || (procedure == m16:16))
/* far call */
{
   /* save return segment */
   push(CS);

   if (procedure == ptr16:16)
   /* far direct call */
      CS:IP = ptr16:16;
   else
   /* far indirect call */
      CS:IP = [m16:16];
}
```

Flag Settings After Instruction

Processor Status Flags Register					OF	DF	IF	TF	SF	ZF		AF		PF		CF
	reserved				–	–	–	–	–	–	res	–	res	–	res	–
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example calls a procedure whose address is stored in a doubleword in memory.

```
PROC_ADDR       DD      ?          ; full address of current procedure

        ; store address of current procedure in PROC_ADDR
        ...

        LDS     SI,PROC_ADDR       ; load segment of procedure into DS
                                   ; and offset of procedure into SI

        ; call procedure at address stored in doubleword in memory
        CALL    DWORD PTR [SI]
```

Tips

☞ The assembler generates the correct call (near or far) based on the declaration of the called procedure.

Related Instructions

If you want to	**See**
Stop executing the current sequence of instructions and begin executing another	JMP
End a procedure and return to the calling procedure	RET

CBW Convert Byte Integer to Word CBW

Form	Opcode	Description	Clocks Am186	Clocks Am188
CBW	98	Put signed extension of AL in AX	2	2

What It Does

CBW converts an 8-bit integer to a sign-extended 16-bit integer.

Syntax

```
CBW
```

Description

CBW converts the signed byte in the AL register to a signed word in the AX register by extending the most significant bit of the AL register (the sign bit) into all of the bits of the AH register.

Operation It Performs

```
/* extend sign of AL to AX */
if (AL < 0)
   AH = 0xFF;
else
   AH = 0x00;
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example converts an 8-bit integer to its 16-bit equivalent before adding it to another 16-bit integer.

```
SADDEND1        DB      -106        ; 96h
SADDEND2        DW      25000       ; 61A8h

; add word integer to byte integer
        MOV     AL,SADDEND1         ; AL = 96h = -106
        CBW                         ; AX = FF96h = -106
        ADD     AX,SADDEND2         ; AX = 613Eh = 24894
```

This example converts an 8-bit integer to its 16-bit equivalent before dividing it by an 8-bit integer.

```
SDIVIDEND       DB      101        ; 65h
SDIVISOR        DB      -3         ; FDh

; divide byte integers
        MOV     AL,SDIVIDEND       ; AL = 65h = 101
        CBW                        ; AX = 0065h = 101
        IDIV    SDIVISOR           ; AL = DFh = -33, the quotient
                                   , AH = 02h = 2, the remainder
```

Tips

To convert an 8-bit unsigned number in AL to its 16-bit equivalent, use MOV to copy 0 to AH.

Related Instructions

If you want to	See
Add two numbers with the value of CF	ADC
Add two numbers	ADD
Convert a 16-bit integer to its 32-bit equivalent	CWD
Divide an integer by another integer	IDIV
Subtract a number and the value of CF from another number	SBB
Subtract a number from another number	SUB

CLC Clear Carry Flag CLC

Form	Opcode	Description	Clocks Am186	Clocks Am188
CLC	F8	Clear Carry Flag	2	2

What It Does

CLC clears the Carry Flag (CF) to 0.

Syntax

```
CLC
```

Description

CLC clears CF.

Operation It Performs

```
/* clear carry flag */
CF = 0;
```

Flag Settings After Instruction

Processor Status Flags Register

					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	0
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example rotates the bits of a byte to the left, making sure that the high bit remains 0.

```
; rotate byte, maintaining 0 in high bit
        MOV     AL,01101011b        ; AL = 01101011b
        CLC                         ; CF = 0
        RCR     AL,1                ; AL = 00110101b, CF = 1
```

This example scans a string in memory until it finds a character or until the entire string is scanned. The microcontroller scans the bytes, one by one, from first to last. If the string contains the character, the microcontroller sets the Carry Flag (CF) to 1; otherwise, it clears CF to 0.

```
STRING          DB      10 DUP (?)
NULL            EQU     0

        ; notify assembler that DS and ES specify
        ; the same segment of memory
        ASSUME DS:DATASEG, ES:DATASEG

        ; set up segment registers with same segment
        MOV     AX,DATASEG          ; copy data segment to AX
        MOV     DS,AX               ; copy AX to DS
        MOV     ES,AX               ; copy AX to ES

        ; initialize and use string
        ...

        ; set up registers and flags
        MOV     AL,NULL             ; copy character to AL
        LEA     DI,STRING           ; load offset (segment = ES)
        MOV     CX,LENGTH STRING    ; set up counter
        CLD                         ; process string low to high

        ; scan string for character
REPNE   SCASB

        ; if string contains character
        JE      FOUND
        ; else
        JMP     NOT_FOUND

FOUND:
        STC                         ; indicate found
        JMP     CONTINUE

NOT_FOUND:
        CLC                         ; indicate not found

CONTINUE:
        ...
```

Tips

☞ You can use CF to indicate the outcome of a procedure, such as when searching a string for a character. For instance, if the character is found, you can use STC to set CF to 1; if the character is not found, you can use CLC to clear CF to 0. Then, subsequent instructions that do not affect CF can use its value to determine the appropriate course of action.

☞ To rotate a 0 into a component, use CLC to clear CF to 0 before using RCL or RCR.

Related Instructions

If you want to	**See**
Toggle the value of CF	CMC
Rotate the bits of a component and CF to the left	RCL
Rotate the bits of a component and CF to the right	RCR
Set CF to 1	STC

CLD Clear Direction Flag CLD

Form	Opcode	Description	Clocks Am186	Clocks Am188
CLD	FC	Clear Direction Flag so the Source Index (SI) and/or the Destination Index (DI) registers will increment during string instructions	2	2

What It Does

CLD clears the Direction Flag (DF) to 0, causing subsequent repeated *string* instructions to process the components of a string from a lower address to a higher address.

Syntax

```
CLD
```

Description

CLD clears DF, causing subsequent string operations to increment the index registers on which they operate: SI and/or DI.

Operation It Performs

```
/* process string components from lower to higher addresses */
DF = 0;
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	0	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example fills a string in memory with a character. Because the Direction Flag (DF) is cleared to 0 using CLD, the bytes are filled, one by one, from first to last.

```
STRING          DB      128 DUP (?)
POUND           DB      '#'             ; 2Ah

; fill string with character

        ; set up registers and flags
        MOV     AX,SEG STRING
        MOV     ES,AX
        MOV     AL,POUND                ; copy character to AL
        LEA     DI,STRING               ; load offset (segment = ES)
        MOV     CX,LENGTH STRING        ; set up counter
        CLD                             ; process string going forward

        ; fill string
REP     STOSB
```

This example copies one string of 16-bit integers in memory to another string in the same segment. Because the Direction Flag (DF) is cleared to 0 using CLD, the microcontroller copies the words, one by one, from first to last.

```
; defined in SEG_1 segment
SOURCE          DW      350,-4821,-276,449,10578
DEST            DW      5 DUP (?)

        ; direct assembler that DS and ES point to
        ; the same segment of memory
        ASSUME  DS:SEG_1, ES:SEG_1

        ; set up DS and ES with same segment address
        MOV     AX,SEG_1           ; copy data segment to AX
        MOV     DS,AX              ; copy AX to DS
        MOV     ES,AX              ; copy AX to ES

        ; set up registers and flags
        LEA     SI,SOURCE          ; load source offset (segment = DS)
        LEA     DI,DEST            ; load dest. offset (segment = ES)
        MOV     CX,5               ; set up counter
        CLD                        ; process string low to high

        ; copy source string to destination string
REP     MOVSW
```

Tips

Before using one of the string instructions (CMPS, INS, LODS, MOVS, OUTS, SCAS, or STOS), always set up CX with the length of the string, and use CLD (forward) or STD (backward) to establish the direction for string processing.

The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	See
Compare a component in one string with a component in another string	CMPS
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from a string in memory to a register	LODS
Copy a component from one string in memory to another string in memory	MOVS
Copy a component from a string in main memory to a port in I/O memory	OUTS
Compare a string component located in memory to a register	SCAS
Process string components from higher to lower addresses	STD
Copy a component from a register to a string in memory	STOS

CLI Clear Interrupt-Enable Flag CLI

Form	Opcode	Description	Clocks Am186	Clocks Am188
CLI	FA	Clear Interrupt-Enable Flag (IF)	2	2

What It Does

CLI clears the Interrupt-Enable Flag (IF), disabling all maskable interrupts.

Syntax

```
CLI
```

Description

CLI clears IF. Maskable external interrupts are not recognized at the end of the CLI instruction—or from that point on—until IF is set.

Operation It Performs

```
/* disable maskable interrupts */
IF = 0;
```

Flag Settings After Instruction

Processor Status Flags Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	0	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example of an interrupt-service routine: enables interrupts so that interrupt nesting can occur, resets a device, disables interrupts until the interrupted procedure is resumed, and then clears the in-service bits in the In-Service (INSERV) register by writing to the End-Of-Interrupt (EOI) register.

```
; the microcontroller pushes the flags onto
; the stack before executing this routine

; enable interrupt nesting during routine
ISR1    PROC    FAR

        PUSHA                ; save general registers
        STI                  ; enable unmasked maskable interrupts

        mRESET_DEVICE1       ; perform operation (macro)
        CLI                  ; disable maskable interrupts until IRET

        ; reset in-service bits by writing to EOI register
        MOV     DX,INT_EOI_ADDR    ; address of EOI register
        MOV     AX,8000h           ; non-specific EOI
        OUT     DX,AX              ; write to EOI register

        POPA                       ; restore general registers
        IRET

ISR1    ENDP

; the microcontroller pops the flags from the stack
; before returning to the interrupted procedure
```

Tips

- When the Interrupt-Enable Flag (IF) is cleared to 0 so that all maskable interrupts are disabled, you can still use INT to generate an interrupt, even if it is masked by its interrupt control register.
- Software interrupts and traps, and nonmaskable interrupts are not affected by the IF flag.
- The IRET instruction restores the value of the Processor Status Flags register from the value pushed onto the stack when the interrupt was taken. Modifying the Processor Status Flags register via the STI, CLI or other instruction will not affect the flags after the IRET.
- If you disable maskable interrupts using CLI, the microcontroller does not recognize maskable interrupt requests until the instruction that follows STI is executed.
- After using CLI to disable maskable interrupts, use STI to enable them as soon as possible to reduce the possibility of missing maskable interrupt requests.

Related Instructions

If you want to	See
Enable maskable interrupts that are not masked by their interrupt control registers	STI

CMC Complement Carry Flag CMC

Form	Opcode	Description	Clocks Am186	Clocks Am188
CMC	F5	Complement Carry Flag	2	2

What It Does

CMC toggles the value of the Carry Flag (CF).

Syntax

```
CMC
```

Description

CMC reverses the setting of CF.

Operation It Performs

```
/* toggle value of carry flag */
CF = ~ CF;
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

CF contains the complement of its original value

Related Instructions

If you want to	See
Clear the value of CF to 0	CLC
Rotate the bits of a component and CF to the left	RCL
Rotate the bits of a component and CF to the right	RCR
Set the value of CF to 1	STC

CMP Compare Components CMP

Form	Opcode	Description	Clocks Am186	Clocks Am188
CMP AL,*imm8*	3C *ib*	Compare immediate byte to AL	3	3
CMP AX,*imm16*	3D *iw*	Compare immediate word to AX	4	4
CMP *r/m8*,*imm8*	80 */7 ib*	Compare immediate byte to r/m byte	3/10	3/10
CMP *r/m16*,*imm16*	81 */7 iw*	Compare immediate word to r/m word	3/10	3/14
CMP *r/m16*,*imm8*	83 */7 ib*	Compare sign-extended immediate byte to r/m word	3/10	3/14
CMP *r/m8*,*r8*	38 */r*	Compare byte register to r/m byte	3/10	3/10
CMP *r/m16*,*r16*	39 */r*	Compare word register to r/m word	3/10	3/14
CMP *r8*,*r/m8*	3A */r*	Compare r/m byte to byte register	3/10	3/10
CMP *r16*,*r/m16*	3B */r*	Compare r/m word to word register	3/10	3/14

What It Does

CMP compares two components using subtraction and sets the flags accordingly.

Syntax

```
CMP value1,value2
```

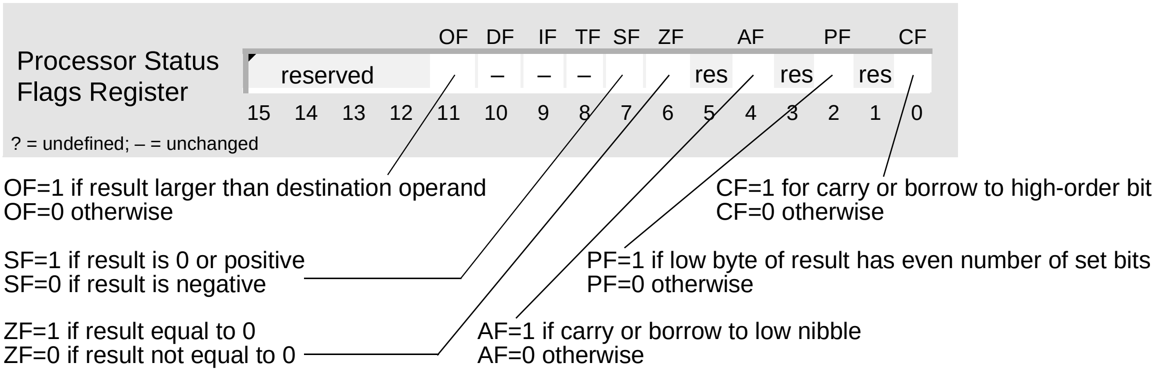
Description

CMP subtracts the second operand from the first, but does not store the result. CMP only changes the flag settings. The CMP instruction is typically used in conjunction with conditional jumps. If an operand greater than one byte is compared to an immediate byte, the byte value is first sign-extended.

Operation It Performs

```
if (value2 == imm8)
   if (size(value1) > 8)
      /* extend sign of value2 */
      if (value2 < 0)
         value2 = 0xFF00 | value2;
      else
         value2 = 0x00FF & value2;

/* compare values */
temp = value1 - value2;

/* don't store result, but set appropriate flags */
```

Flag Settings After Instruction



Examples

This example waits for a character from the serial port. DEC, JCXZ, and JMP implement a construct equivalent to the C-language *do-while* loop. CMP and JNE implement an *if* statement within the loop.

```
; loop for a maximum number of times or until a
; serial-port character is ready

        MOV     CX,100h       ; set up counter

LOOP_TOP:
        CHAR_READY            ; read character into AH (macro)
        CMP     AH,0          ; is a character ready?
        JNE     GOT_CHAR      ; if so, then jump out with character
        DEC     CX            ; subtract 1 from counter
        JCXZ    NO_CHAR       ; if CX is 0, jump out without character
        JMP     LOOP_TOP      ; if not, jump to top of loop

GOT_CHAR:
        ...

NO_CHAR:
        ...
```

Tips

Don’t compare signed values with unsigned values. Compare either two integers or two unsigned numbers.

Related Instructions

If you want to	See
Determine whether particular bits of a component are set to 1	TEST

CMPS Compare String Components CMPS
CMPSB Compare String Bytes
CMPSW Compare String Words

Form	Opcode	Description	Clocks Am186	Clocks Am188
CMPS *m8*,*m8*	A6	Compare byte ES:[DI] to byte segment:[SI]	22	22
CMPS *m16*,*m16*	A7	Compare word ES:[DI] to word segment:[SI]	22	26
CMPSB	A6	Compare byte ES:[DI] to byte DS:[SI]	22	22
CMPSW	A7	Compare word ES:[DI] to word DS:[SI]	22	26

What It Does

CMPS compares a component in one string to a component in another string.

Syntax

CMPS *source*,*destination*

CMPSB

CMPSW

To override the default source segment (DS) and to have the assembler type-check your operands, use this form. In this form, source *is* segment:*[SI]. The assembler uses the segment in DS unless you specify a different segment register as part of the source string component. The assembler uses the definitions of the string components to determine their sizes.*

To compare a byte within a string located in the destination segment specified in ES to a byte within a string located in the source segment specified in DS, use this form.

To compare a word within a string located in the destination segment specified in ES to a word within a string located in the source segment specified in DS, use this form.

Regardless of the form of CMPS you use, destination *is always ES:[DI]. Before using any form of CMPS, make sure that: ES contains the segment of the destination string, DI contains the offset of the destination string, and SI contains the offset of the source string.*

Description

CMPS compares the byte or word pointed to by the SI register with the byte or word pointed to by the DI register. You must preload the registers before executing CMPS.

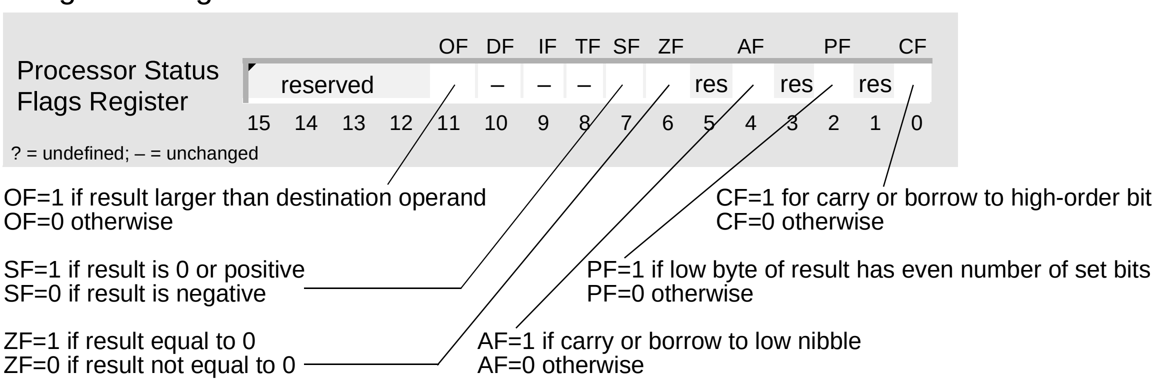
CMPS subtracts the DI indexed operand from the SI indexed operand. No result is stored; only the flags reflect the change. The operand size determines whether bytes or words are compared. The first operand (SI) uses the DS register unless a segment override byte is present. The second operand (DI) must be addressable from the ES register; no segment override is possible. After the comparison, both the source-index register and the destination-index register are automatically advanced. If DF is 0, the registers increment according to the operand size (byte=1; word=2); if DF is 1, the registers decrement.

CMPSB and CMPSW are synonymous with the byte and word CMPS instructions, respectively.

Operation It Performs

```
if (size(destination) == 8)
/* compare bytes */
{
   temp = DS:[SI] - ES:[DI];            /* compare */
   if (DF == 0)                         /* forward */
      increment = 1;
   else                                 /* backward */
      increment = -1;
}

if (size(destination) == 16)
/* compare words */
{
   temp = DS:[SI] - ES:[DI];
   if (DF == 0)                         /* forward */
      increment = 2;
   else                                 /* backward */
      increment = -2;
}

/* point to next string component */
SI = SI + increment;
DI = DI + increment;
```

Flag Settings After Instruction



Examples

This example compares for equality one string of nonzero words stored in the segment specified in ES to another string of nonzero words located in the same segment. The microcontroller compares the words, one by one, from first to last, unless any two words being compared don't match. If both strings are the same, the microcontroller loads 0 into AX; otherwise, it loads the word that was different in the second string into AX.

```
; defined in SEG_E segment
STRING1         DW      64 DUP (?)
STRING2         DW      LENGTH STRING1 DUP (?)

; compare strings for equality

        ; notify assembler: DS and ES point to
        ; different segments of memory
        ASSUME DS:SEG_D, ES:SEG_E

        ; set up DS and ES with different segment addresses
        MOV     AX,SEG_D           ; load one segment into DS
        MOV     DS,AX              ; DS points to SEG_D
        MOV     AX,SEG_E           ; load another segment into ES
        MOV     ES,AX              ; ES points to SEG_E

        ; initialize and use strings
        ...

        ; set up registers and flags
        LEA     SI,ES:STRING1      ; load source offset (segment = ES)
        LEA     DI,STRING2         ; load dest. offset (segment = ES)
        MOV     CX,LENGTH STRING1  ; set up counter
        CLD                        ; process string low to high

        ; compare strings for equality using segment override
        ; for source
REPE    CMPS    ES:STRING1,STRING2

        ; if both strings are the same, then jump
        JE      SAME

        ; else, load unequal word into AX
        MOV     AX,STRING2[DI]
        JMP     CONTINUE

SAME:
        ; indicate both strings are the same
        MOV     AX,0

CONTINUE:
        ...
```

Tips

☞ Before using CMPS, always set up CX with the length of the string, and use CLD (forward) or STD (backward) to establish the direction for string processing.

☞ To determine whether one string is the same as another, use the REPE (or REPZ) prefix to execute CMPS repeatedly. If all the corresponding components match, ZF is set to 1.

☞ To determine whether one string is different from another, use the REPNE (or REPNZ) prefix to execute CMPS repeatedly. If no corresponding components match, ZF is cleared to 0.

☞ The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Repeat one string comparison instruction while the components are the same	REPE
Repeat one string comparison instruction while the components are not the same	REPNE
Compare a component in a string to a register	SCAS
Process string components from higher to lower addresses	STD

CWD Convert Word Integer to Doubleword CWD

Form	Opcode	Description	Clocks Am186	Clocks Am188
CWD	99	Put signed extension of AX in DX::AX	4	4

What It Does

CWD converts a 16-bit integer to a sign-extended 32-bit integer.

Syntax

```
CWD
```

Description

CWD converts the signed word in the AX register to a signed doubleword in the DX::AX register pair by extending the most significant bit of the AX register into all the bits of the DX register.

Operation It Performs

```
/* extend sign of AX into DX */
if (AX < 0)
   DX = 0xFFFF;
else
   DX = 0x0000;
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example divides one 16-bit integer by another 16-bit integer.

```
SDIVIDEND       DW      5800        ; 16A8h
SDIVISOR        DW      -45         ; FFD3h

; divide word integers
        MOV     AX,SDIVIDEND        ; AX = 16A8h = 5800
        CWD                         ; DX::AX = 000016A8h = 5800
        IDIV    SDIVISOR            ; AX = FF80h = -128, the quotient
                                    ; DX = 0028h = -40, the remainder
```

This example divides one 16-bit integer by another 16-bit integer.

```
SDIVIDEND       DW      -1675      ; F975h
SDIVISOR        DW      200        ; 00C8h

; divide word integers
        MOV     AX,SDIVIDEND       ; AX = F975h = -1675
        CWD                        ; DX::AX = FFFFF975h = -1675
        IDIV    SDIVISOR           ; AX = FFF8h = -8, the quotient
                                   ; DX = FFB5h = -75, the remainder
```

Tips

If you want to divide a 16-bit integer (the dividend) by another 16-bit integer (the divisor): use MOV to copy the dividend to AX, use CWD to convert the dividend into its 32-bit equivalent, and then use IDIV to perform the division.

Related Instructions

If you want to	See
Convert an 8-bit integer to its 16-bit equivalent	CBW
Divide an integer by another integer	IDIV

DAA Decimal Adjust AL After Addition DAA

Form	Opcode	Description	Clocks Am186	Clocks Am188
DAA	27	Decimal-adjust AL after addition	4	4

What It Does

DAA converts an 8-bit unsigned binary number that is the sum of two single-byte packed decimal (BCD) numbers to its packed decimal equivalent.

Syntax

```
DAA
```

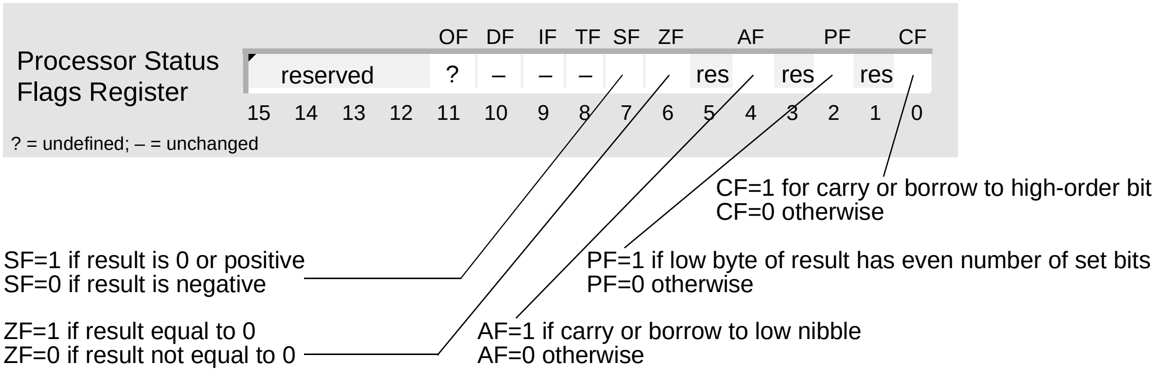
Description

Execute DAA only after executing an ADD or ADC instruction that leaves a two-BCD-digit byte result in the AL register. The ADD or ADC operands should consist of two packed BCD digits. DAA adjusts the AL register to contain the correct two-digit packed decimal result.

Operation It Performs

```
if (((AL & 0x0F) > 9) || (AF == 1))
/* low nibble of AL is not yet in BCD format */
{
   /* convert low nibble of AL to decimal */
   AL = AL + 6;

   /* set auxiliary (decimal) carry flag */
   AF = 1;
}
else
   /* clear auxiliary (decimal) carry flag */
   AF = 0;

if ((AL > 0x9F) || (CF == 1))
/* high nibble of AL is not yet in BCD format */
{
   /* convert high nibble of AL to decimal */
   AL = AL + 0x60;

   /* set carry flag */
   CF = 1;
}
else
   /* clear carry flag */
   CF = 0;
```

Flag Settings After Instruction



Examples

This example adds two 3-byte packed decimal numbers.

```
PADDEND1        DB      00h,24h,17h,08h      ; 241708 packed BCD
PADDEND2        DB      00h,19h,30h,11h      ; 193011 packed BCD

; multibyte packed decimal addition: PADDEND1 = PADDEND1 + PADDEND2

        ; add right bytes
        MOV     AL,PADDEND1 + 3
        ADD     AL,PADDEND2 + 3
        DAA
        MOV     PADDEND1 + 3,AL

        ; add next bytes
        MOV     AL,PADDEND1 + 2
        ADC     AL,PADDEND2 + 2
        DAA
        MOV     PADDEND1 + 2,AL

        ; add next bytes
        MOV     AL,PADDEND1 + 1
        ADC     AL,PADDEND2 + 1
        DAA
        MOV     PADDEND1 + 1,AL

        ; if CF is 1, propagate carry into left byte
        JC      ADD_CARRY
        JMP     CONTINUE

ADD_CARRY:
        MOV     PADDEND1,1

CONTINUE:
        ...
```

Tips

☞ ADC, ADD, SBB, and SUB set AF when the result needs to be converted for decimal arithmetic. AAA, AAS, DAA, and DAS use AF to determine whether an adjustment is needed. This is the only use for AF.

Related Instructions

If you want to	See
Convert an 8-bit unsigned binary sum to its unpacked decimal equivalent	AAA
Add two numbers and the value of CF	ADC
Add two numbers	ADD
Convert an 8-bit unsigned binary difference to its packed decimal equivalent	DAS

DAS Decimal Adjust AL After Subtraction DAS

Form	Opcode	Description	Clocks Am186	Clocks Am188
DAS	2F	Decimal-adjust AL after subtraction	4	4

What It Does

DAS converts an 8-bit unsigned binary number that is the difference of two single-byte packed decimal (BCD) numbers to its packed decimal equivalent.

Syntax

```
DAS
```

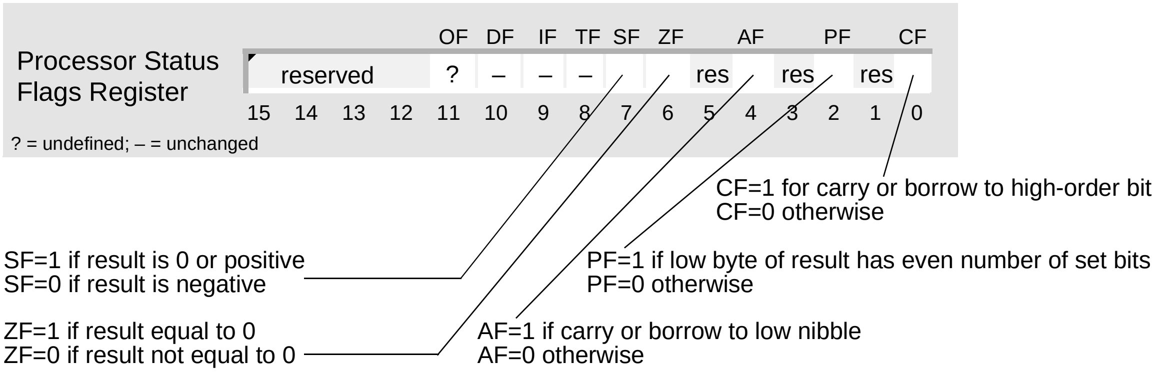
Description

Execute DAS only after a SUB or SBB instruction that leaves a two-BCD-digit byte result in the AL register. The SUB or SBB operands should consist of two packed BCD digits. DAS adjusts the AL register to contain the correct packed two-digit decimal result.

Operation It Performs

```
if (((AL & 0x0F) > 9) || (AF == 1))
/* low nibble of AL is not yet in BCD format */
{
   /* convert low nibble of AL to decimal */
   AL = AL - 6;

   /* set auxiliary (decimal) carry flag */
   AF = 1;
}
else
   /* clear auxiliary (decimal) carry flag */
   AF = 0;

if ((AL > 0x9F) || (CF == 1))
/* high nibble of AL is not yet in BCD format */
{
   /* convert high nibble of AL to decimal */
   AL = AL - 0x60;

   /* set carry flag */
   CF = 1;
}
else
   /* clear carry flag */
   CF = 0;
```

Flag Settings After Instruction



Examples

This example subtracts two 3-byte packed decimal numbers.

```
PBCD1           DB      24h,17h,08h     ; 241708 packed BCD
PBCD2           DB      19h,30h,11h     ; 193011 packed BCD

; multibyte packed decimal subtraction: PBCD1 = PBCD1 - PBCD2

        ; subtract right bytes
        MOV     AL,PBCD1 + 2
        SBB     AL,PBCD2 + 2
        DAS
        MOV     PBCD1 + 2,AL

        ; subtract next bytes
        MOV     AL,PBCD1 + 1
        SBB     AL,PBCD2 + 1
        DAS
        MOV     PBCD1 + 1,AL

        ; subtract left bytes
        MOV     AL,PBCD1
        SBB     AL,PBCD2
        DAS
        MOV     PBCD1,AL

        ; if CF is 1, the last subtraction generated a borrow
        JC      INVALID                 ; result is an error
        JMP     CONTINUE

INVALID:
        ...

CONTINUE:
        ...
```

Tips

☞ ADC, ADD, SBB, and SUB set AF when the result needs to be converted for decimal arithmetic. AAA, AAS, DAA, and DAS use AF to determine whether an adjustment is needed. This is the only use for AF.

Related Instructions

If you want to	See
Convert an 8-bit unsigned binary difference to its unpacked decimal equivalent	AAS
Convert an 8-bit unsigned binary sum to its packed decimal equivalent	DAA
Subtract a number and the value of CF from another number	SBB
Subtract a number from another number	SUB

DEC Decrement Number by One DEC

Form	Opcode	Description	Clocks Am186	Clocks Am188
DEC *r/m8*	FE */1*	Subtract 1 from r/m byte	3/15	3/15
DEC *r/m16*	FF */1*	Subtract 1 from r/m word	3/15	3/19
DEC *r16*	48+*rw*	Subtract 1 from word register	3	3

What It Does

DEC subtracts 1 from an integer or an unsigned number.

Syntax

DEC *minuend*

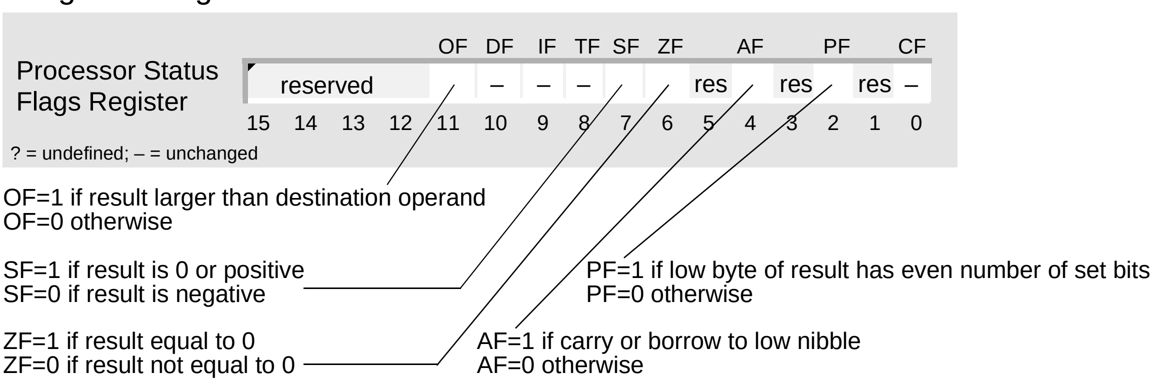
Description

DEC subtracts 1 from the operand.

Operation It Performs

```
/* decrement minuend */
minuend = minuend - 1;
```

Flag Settings After Instruction



Examples

This example sends events to another device. CMP, JE, DEC, and JMP implement a construct equivalent to the C-language *while* loop.

```
COUNT           DW      1048       ; number of events to send

; send events to another device
SEND:
        CMP     COUNT,0            ; is count 0?
        JE      DONE               ; if so, then jump out of loop

        CALL    SEND_EVENT         ; send an event
        DEC     COUNT              ; subtract 1 from counter
        JMP     SEND               ; jump to top of loop

DONE:
        ...
```

Tips

Use SUB instead of DEC when you need to detect either a borrow to the highest bit of an unsigned result, or an integer result that is too large to fit in the destination.

Use DEC within a loop when you want to decrease a value by 1 each time the loop is executed.

The LOOP instruction can be used to combine the decrement (DEC CX only) and conditional jump into one instruction.

Related Instructions

If you want to	See
Add 1 to a number	INC
Set CF to 1 if there is a borrow to the highest bit of the unsigned result, or set OF to 1 if the integer result is too large to fit in the destination	SUB

DIV Divide Unsigned Numbers DIV

Form	Opcode	Description	Clocks Am186	Clocks Am188
DIV *r/m8*	F6 */6*	AL=AX/(r/m byte); AH=remainder	29/35	29/35
DIV *r/m16*	F7 */6*	AX=DX::AX/(r/m word); DX=remainder	38/44	38/48

What It Does

DIV divides one unsigned number by another unsigned number.

Syntax

DIV *divisor*

Description

DIV operates on unsigned numbers. The operand you specify is the divisor. DIV assumes that the number to be divided—the dividend—is in AX or DX::AX. (DIV uses a dividend that is twice the size of the divisor.)

DIV replaces the high half of the dividend with the remainder and the low half of the dividend with the quotient. If the quotient is too large to fit in the low half of the dividend (such as when dividing by 0), DIV generates Interrupt 0 instead of setting CF. DIV truncates nonintegral quotients toward 0.

Operation It Performs

```
if (size(divisor) == 8)
/* unsigned byte division */
{
   temp = AX / divisor;
   if (size(temp) > size(AL))
   /* quotient too large */
      interrupt(0);
   else
   {
      AH = AX % divisor;                /* remainder */
      AL = temp;                        /* quotient */
   }
}
if (size(divisor) == 16)
/* unsigned word division */
{
   temp = DX::AX / divisor;

   if (size(temp) > size(AX))
   /* quotient too large */
      interrupt(0);
else
   {
      DX = DX::AX % divisor;            /* remainder */
      AX = temp;                        /* quotient */
   }
}
```

Flag Settings After Instruction

Processor Status Flags Register					OF	DF	IF	TF	SF	ZF		AF		PF		CF
	reserved				?	–	–	–	?	?	res	?	res	?	res	?
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example divides an 8-bit unsigned number by another 8-bit unsigned number.

```
UDIVIDEND       DB      97          ; 61h
UDIVISOR        DB      6           ; 06h

; divide byte by byte
        MOV     AL,UDIVIDEND        ; AL = 61h = 97
        MOV     AH,0                ; AX = 0061h = 97
        DIV     UDIVISOR            ; AL = 10h = 16, the quotient
                                    ; AH = 01h = 1, the remainder
```

This example divides a 32-bit unsigned number by a 16-bit unsigned number. Before dividing, the example checks the divisor to make sure it is not 0. This practice avoids division by 0, thereby preventing DIV from generating Interrupt 0.

```
UDIVIDEND       DD      875600           ; 000D5C50h
UDIVISOR        DW      57344            ; E000h

; divide doubleword by word

        ; test for 0 divisor
        CMP     UDIVISOR,0               ; is divisor 0?
        JE      DIV_ZERO                 ; if so, then jump

        ; copy dividend to registers
        ; (bytes in memory are store in reverse order)
        MOV     DX,WORD PTR UDIVIDEND+2
        MOV     AX,WORD PTR UDIVIDEND    ; DX::AX = 000D5C50h
        DIV     UDIVISOR                 ; AX = 000Fh = 15,
                                         ; the quotient
                                         ; DX = 3C50h = 15440,
                                         ; the remainder
        ...

DIV_ZERO:
        ...
```

Tips

☞ DIV requires the dividend to be twice the size of the divisor. To convert an 8-bit unsigned dividend to its 16-bit equivalent (or a 16-bit dividend to its 32-bit equivalent), use MOV to load the high half with 0.

☞ If the unsigned dividend will fit in a 16-bit register and you don't need the remainder, use SHR to divide unsigned numbers by powers of 2. When dividing an unsigned number by a power of 2, it is faster to use SHR than DIV.

☞ The Am186 and Am188 microcontrollers do not provide an instruction that performs decimal division. To divide a decimal number by another decimal number, use AAD to convert the dividend to binary and then perform binary division using DIV.

Related Instructions

If you want to	See
Convert a two-digit unpacked decimal dividend to its unsigned binary equivalent	AAD
Divide an integer by another integer	IDIV
Divide an unsigned number by a power of 2	SHR

ENTER* Enter High-Level Procedure ENTER

Form	Opcode	Description	Clocks Am186	Clocks Am188
ENTER *imm16*,*imm8*	C8 *iw ib*	Create stack frame for nested procedure	22+16(*n*–1)	26+20(*n*–1)
ENTER *imm16*,0	C8 *iw* 00	Create stack frame for non-nested procedure	15	19
ENTER *imm16*,1	C8 *iw* 01	Create stack frame for nested procedure	25	29

What It Does

ENTER reserves storage on the stack for the local variables of a procedure.

Syntax

```
ENTER bytes,level
```

Description

ENTER creates the stack frame required by most block-structured high-level languages. The microcontroller uses BP as a pointer to the stack frame and SP as a pointer to the top of the stack.

The first operand (*bytes*) specifies the number of stack bytes to allocate for the local variables of the procedure.

The second operand (*level*) specifies the lexical nesting level (0–31) of the procedure within the high-level-language source code. The nesting level determines the number of stack-frame pointers that are copied to the new stack frame from the preceding frame.

If *level* is 0, ENTER pushes BP onto the stack, sets BP to the current value of SP, and subtracts *bytes* from SP.

* – This instruction was not available on the original 8086/8088 systems.

Operation It Performs

```
/* convert level to a number between 0 and 31 */
level = level % 32;

/* save base and frame pointers */
push(BP);
framePointer = SP;

if (level > 0)
/* reserve storage for each nesting level */
{
   for (i = 1;i < level;i++)
   {
      BP = BP - 2;
      push(BP);
   }
   push(framePointer);
}

/* update base and frame pointers */
BP = framePointer;
SP = SP - bytes;
```

Flag Settings After Instruction

Processor Status Flags Register

					OF	DF	IF	TF	SF	ZF		AF		PF		CF
	reserved				–	–	–	–	–	–	res	–	res	–	res	–
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example procedure uses ENTER to: push the current frame pointer (BP) onto the stack, set up BP to point to its stack frame, reserve 4 bytes on the stack for its local variables, and indicate that it is not called by another procedure.

```
; procedure that is not called by another
Main    PROC    FAR
        ENTER   4,0           ; reserve 4 bytes for variables
                              ; procedure is not called by another

        ; perform operations
        ...

        ; save AX
        PUSH    AX

        ; perform operations
        ...

        LEAVE                 ; remove variables from stack
        RET     2             ; remove saved AX from stack

Main    ENDP
```

This example includes two procedures, each of which uses ENTER to create its own stack frame. Each procedure uses LEAVE to destroy its stack frame before returning to the procedure that called it.

```
; top-level procedure
Main    PROC    FAR
        ENTER   6,1             ; reserve 6 bytes for variables
                                ; level 1 procedure

        ; perform operations
        ...

        LEAVE                   ; remove variables from stack
        RET
Main    ENDP


; second-level procedure
Sub2    PROC    FAR
        ENTER   20,2            ; reserve 20 bytes for variables
                                ; level 2 procedure

        ; perform operations
        ...

        LEAVE                   ; remove variables from stack
        RET
Sub2    ENDP
```

Tips

- Before you use ENTER, use MOV to copy the stack segment to SS and the stack offset to SP.
- If a procedure is not called by another, then use ENTER with a level of 0.
- If a procedure is called by another, then use ENTER with a level of 1 for the main procedure, use ENTER with a level of 2 for the procedure it calls, and so on.

Related Instructions

If you want to	See
Remove the local variables of a procedure from the stack	LEAVE

ESC* Escape ESC

Form	Opcode	Description	Clocks Am186	Clocks Am188
ESC *m*	D8 /*0*	Takes trap 7.	N/A	N/A
ESC *m*	D9 /*1*	Takes trap 7.	N/A	N/A
ESC *m*	DA /*2*	Takes trap 7.	N/A	N/A
ESC *m*	DB /*3*	Takes trap 7.	N/A	N/A
ESC *m*	DC /*4*	Takes trap 7.	N/A	N/A
ESC *m*	DD /*5*	Takes trap 7.	N/A	N/A
ESC *m*	DE /*6*	Takes trap 7.	N/A	N/A
ESC *m*	DF /*7*	Takes trap 7.	N/A	N/A

What It Does

ESC is unimplemented and takes a trap 7.

Syntax

ESC *opcode,source*

Description

The Am186 and Am188 family of microcontrollers do not support a coprocessor interface.

Operation It Performs

```
INT 7      ; take trap 7
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	0	0	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

---

* – This instruction is not supported with the necessary pinout.

HLT Halt HLT

Form	Opcode	Description	Clocks Am186	Clocks Am188
HLT	F4	Suspend instruction execution	2	2

What It Does

HLT causes the microcontroller to suspend instruction execution until it receives an interrupt request or it is reset.

Syntax

```
HLT
```

Description

HLT places the microcontroller in a suspended state, leaving the CS and IP registers pointing to the instruction following HLT. The microcontroller remains in the suspended state until one of the following events occurs:

- An external device resets the microcontroller by asserting the $\overline{RES}$ signal.

  The microcontroller immediately clears its internal logic and enters a dormant state. Several clock periods after the external device de-asserts $\overline{RES}$, the microcontroller begins fetching instructions.

- The Interrupt-Enable Flag (IF) is 1 and an external device or peripheral asserts one of the microcontroller's maskable interrupt requests that is not masked off by its interrupt control register (or an external device issues a nonmaskable interrupt request by asserting the microcontroller's nonmaskable interrupt signal).

  The microcontroller resumes executing instructions at the location specified by the corresponding pointer in the microcontroller's interrupt vector table. After the interrupt procedure is done, the microcontroller begins executing the sequence of instructions following HLT.

Operation It Performs

```
stopExecuting();
/* CS:IP points to the following instruction */

/* wait for interrupt or reset */
do {
} while (!(interruptRequest() || nmiRequest() || resetRequest()))
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example interrupt-service routine (ISR) flashes the LEDs that are mapped to eight of the microcontroller’s programmable input/output (PIO) pins and then suspends instruction execution.

```
; flash the LEDs a few times and stop executing instructions
ISR_DEFAULT:
        PUSHA                       ; save general registers

        ; turn the PIOs on as outputs to the LEDs in case
        ; this has not already been done
        MOV     DX,PIO_MODE0_ADDR
        MOV     AX,0C07Fh
        OUT     DX,AX
        MOV     DX,PIO_DIR0_ADDR
        MOV     AX,0
        OUT     DX,AX

        MOV     CX,0FFh
ISR_D_LOOP:
        MOV     AX,0Fh              ; bottom 4 LEDs
        mLED_OUTPUT                 ; turn them on (macro)
        MOV     AX,0F0h             ; top 4 LEDs
        mLED_OUTPUT                 ; turn them on (macro)
        DEC     CX                  ; subtract 1 from counter
        JNZ     ISR_D_LOOP          ; if counter is not zero, then jump

        ; suspend instruction execution
        HLT

        ; return never expected, but just in case
        POPA                        ; restore general registers
        IRET                        ; return to interrupted procedure
```

This example implements a polling of a PIO-based request, which is done based on a timer or any other interrupt.

```
; set up timer for periodic interrupts
; this specifies the maximum time between polls
LOOP_START:
        HLT                         ; wait for an interrupt, then poll
                                    ; after ISR returns
        MOV     AX,PIO_DATA0
        TEST    AX,PIO_ACTION_INDICATOR
        JNZ     DO_ACTION
        JMP     LOOP_START

DO_ACTION:
        ; do whatever action needs to be taken
        JMP     LOOP_START          ;return to idle state
```

Tips

☞ If you want a procedure to wait for an interrupt request, use HLT instead of an endless loop.

☞ On-board peripherals including timers, serial ports, and DMA continue to operate in HLT. These devices may issue interrupts which bring the processor out of HLT.

Related Instructions

If you want to	See
Disable all maskable interrupts	CLI
Enable maskable interrupts that are not masked by their interrupt control registers	STI

IDIV Divide Integers IDIV

Form	Opcode	Description	Clocks Am186	Clocks Am188
IDIV *r/m8*	F6 */7*	AL=AX/(r/m byte); AH=remainder	44–52/50–58	44–52/50–58
IDIV *r/m16*	F7 */7*	AX=DX::AX/(r/m word); DX=remainder	53–61/59–67	53–61/63–71

What It Does

IDIV divides one integer by another integer.

Syntax

```
IDIV divisor
```

Description

IDIV operates on signed numbers (integers). The operand you specify is the divisor. IDIV assumes that the number to be divided (the dividend) is in AX or DX::AX. (IDIV uses the dividend that is twice the size of the divisor.)

IDIV replaces the high half of the dividend with the remainder and the low half of the dividend with the quotient. As in traditional mathematics, the sign of the remainder is always the same as the sign of the dividend.

If the quotient is too large to fit in the low half of the dividend (such as when dividing by 0), IDIV generates Interrupt 0 instead of setting OF. IDIV truncates nonintegral quotients toward 0.

Operation It Performs

```
if (size(divisor) == 8)
/* signed byte division */
{
   temp = AX / divisor;

   if (size(temp) > size(AL))
   /* quotient too large */
      interrupt(0);
   else
   {
      AH = AX % divisor;                /* remainder */
      AL = temp;                        /* quotient */
   }
}

if (size(divisor) == 16)
/* signed word division */
{
   temp = DX::AX / divisor;

   if (size(temp) > size(AX))
   /* quotient too large */
      interrupt(0);
   else
   {
      DX = DX::AX % divisor;            /* remainder */
      AX = temp;                        /* quotient */
   }
}
```

Flag Settings After Instruction

					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Processor Status Flags Register	reserved				?	–	–	–	?	?	res	?	res	?	res	?
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example divides one 16-bit integer by an 8-bit integer.

```
SDIVIDEND       DW      -14500     ; C75Ch
SDIVISOR        DB      123        ; 7Bh

; divide word integer by byte integer
        MOV     AX,SDIVIDEND       ; AX = C75Ch = -14500
        IDIV    SDIVISOR           ; AL = 8Bh = -117, the quotient
                                   ; AH = 93h = -109, the remainder
```

This example divides one 16-bit integer by another.

```
SDIVIDEND       DW      4800       ; 12C0h
SDIVISOR        DW      -321       ; FEBFh

; divide word integers
        MOV     AX,SDIVIDEND       ; AX = 12C0h = 4800
        CWD                        ; DX::AX = 000012C0h = 4800
        IDIV    SDIVISOR           ; AX = 00F2h = -14, the quotient
                                   ; DX = 0132h = -306, the remainder
```

Tips

☞ IDIV requires the dividend to be twice the size of the divisor. To convert an 8-bit integer dividend to its 16-bit equivalent, use CBW. To convert a 16-bit dividend to its 32-bit equivalent, use CWD.

☞ If the integer dividend will fit in a 16-bit register and you don't need the remainder, use SAR to divide integers by powers of 2. When dividing an integer by a power of 2, it is faster to use SAR than IDIV.

☞ When dividing unsigned numbers, use DIV instead of IDIV to make it obvious to someone who reads your code that you are operating on unsigned numbers.

Related Instructions

If you want to	**See**
Convert an 8-bit integer dividend to its 16-bit equivalent	CBW
Convert a 16-bit integer dividend to its 32-bit equivalent	CWD
Divide an unsigned number by another unsigned number	DIV
Change the sign of an integer	NEG
Divide an integer by a power of 2	SAR

IMUL* Multiply Integers IMUL

Form	Opcode	Description	Clocks Am186	Clocks Am188
IMUL *r/m8*	F6 */5*	AX=(r/m byte)•AL	25–28/31–34	25–28/31–34
IMUL *r/m16*	F7 */5*	DX::AX=(r/m word)•AX	34–37/40–43	34–37/44–47
IMUL *r16,r/m16,imm8*	6B */r ib*	(word register)=(r/m word)•(sign-ext. byte integer)	22–25	22–25
IMUL *r16,imm8*	6B */r ib*	(word register)=(word register)•(sign-ext. byte integer)	22–25	22–25
IMUL *r16,r/m16,imm16*	69 */r iw*	(word register)=(r/m word)•(sign-ext. word integer)	29–32	29–32
IMUL *r16,imm16*	69 */r iw*	(word register)=(word register)•(sign-ext. word integer)	29–32	29–32

What It Does

IMUL multiplies two integers.

Syntax

IMUL *multiplicand*

IMUL *product,multiplicand,multiplier*

IMUL *product,multiplier*

Use this form to multiply an integer in memory or in a register by AL or AX, and store the result in AX or DX::AX. (IMUL *multiplicand*)

Use this form to multiply an integer in memory or in a register by an immediate integer, and specify the register in which to place the result. (IMUL *product,multiplicand,multiplier*)

Use this form to multiply an integer in a register by an immediate integer, and overwrite the register with the result. (IMUL *product,multiplier*)

Description

IMUL operates on signed numbers (integers). The operation it performs depends on the number of operands you specify. For example:

- **One operand:** The operand you specify is the multiplicand. IMUL assumes that the integer by which it is to be multiplied (the multiplier) is in AL or AX. (IMUL uses the multiplier that is the same size as the multiplicand.)

  IMUL places the product in AX or DX::AX. (The destination is always twice the size of the multiplicand.)

- **Two operands:** You specify the destination register for the product and the immediate integer by which the multiplicand is to be multiplied (the multiplier). IMUL uses the destination register as the multiplicand and then overwrites it with the product.
- **Three operands:** This form of IMUL is the same as the two-operand form, except that IMUL preserves the multiplicand. You specify the destination register for the product, the multiplicand, and the immediate integer by which the multiplicand is to be multiplied (the multiplier). IMUL preserves the multiplicand.

* – Integer immediate multiplies were not available on the original 8086/8088 systems.

Operation It Performs

```
if (operands() == 1)
/* multiply multiplicand with accumulator */
{
   if (size(multiplicand) == 8)
   /* signed byte multiplication */
   {
      temp = multiplicand * AL;
      if (size(temp) == size(AL))
      /* byte result */
      {
         /* store result */
         AL = temp;
         if (AL < 0)
         /* extend sign into AX */
            AH = 0xFF;
         else
            AH = 0x00;
         /* clear overflow and carry flags */
         OF = CF = 0;
      }
      else
      /* word result */
      {
         /* store result */
         AX = temp;
         /* set overflow and carry flags */
         OF = CF = 1;
      }
   }
   if (size(multiplicand) == 16)
   /* signed word multiplication */
   {
      temp = multiplicand * AX;
      if (size(temp) == size(AX))
      /* word result */
      {
         /* store result */
         AX = temp;
         if (AX < 0)
         /* extend sign into DX */
            DX = 0xFF;
         else
            DX = 0x00;
         /* clear overflow and carry flags */
         OF = CF = 0;
      }
      else
      /* doubleword result */
      {
         /* store result */
         DX::AX = temp;
         /* set overflow and carry flags */
         OF = CF = 1;
      }
   }
}
```

```
/* (continued) */

if (operands() == 2)
/* substitute "product" for multiplicand */
   multiplicand = product;

if (operands() >= 2)
{
   temp = multiplicand * multiplier;

   if (size(temp) == size(product))
   /* product will fit */
   {
      /* store result */
      product = temp;

      /* clear overflow and carry flags */
      OF = CF = 0;
   }
   else
   /* product won't fit */
   {
      /* store only lower half of result */
      product = 0x00FF & temp;

      /* set overflow and carry flags */
      OF = CF = 1;
   }
}
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved					–	–	–	?	?	res	?	res	?	res	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

For the single-operand form:

CF and OF = 1 if the product is large enough to require the full destination.

CF and OF = 0 if the product is small enough to fit in the *low half* of the destination.

For the two- and three-operand forms:

CF and OF = 1 if the product is too large to fit in the destination.

CF and OF = 0 if the product is small enough to fit in the destination.

Examples

This example uses the single-operand form of IMUL to multiply an 8-bit integer in memory by an integer in AL.

```
BMULTIPLICAND   DB -10             ; F6h

; 8-bit integer multiplication: AX = BMULTIPLICAND * AL
        MOV     AL,7               ; AL = 07h = 7
        IMUL    BMULTIPLICAND      ; AX = FFBAh = -70
```

Tips

☞ Use SAL instead of IMUL to multiply integers by powers of 2. When multiplying an integer by a power of 2, it is faster to use SAL than IMUL.

☞ When using the single-operand form of IMUL, you can often ignore the high half of the destination because the product is small enough to fit in only the low half of the destination. If it is, IMUL clears CF and OF to 0; otherwise, IMUL sets CF and OF to 1.

☞ When using the two- or three-operand forms of IMUL, the product can easily be large enough so that it does not fit in the destination. Before using the result of either of these forms, make sure that the destination contains the entire product. If it does, IMUL clears CF and OF to 0; otherwise, IMUL sets CF and OF to 1.

Related Instructions

If you want to	**See**
Convert an 8-bit integer to its 16-bit equivalent	CBW
Multiply two unsigned numbers	MUL
Change the sign of an integer	NEG
Multiply an integer by a power of 2	SAL

IN Input Component from Port IN

Form	Opcode	Description	Clocks Am186	Clocks Am188
IN AL,*imm8*	E4 *ib*	Input byte from immediate port to AL	10	10
IN AX,*imm8*	E5 *ib*	Input word from immediate port to AX	10	14
IN AL,DX	EC	Input byte from port in DX to AL	8	8
IN AX,DX	ED	Input word from port in DX to AX	8	12

What It Does

IN copies a component from a port in I/O space to a register.

Syntax

```
IN destination,port
```

Description

IN transfers a data byte or word from the port numbered by the second operand (*port*) into the register (AL or AX) specified by the first operand (*destination*). Access any port from 0 to 65535 by placing the port number in the DX register and using an IN instruction with the DX register as the second operand. The upper eight bits of the port address will be 0 when an 8-bit port number is used.

Operation It Performs

```
if (size(port) == 8)
/* extend port address */
   port = 0x00FF & port;

/* move component */
destination = [port];
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example reads ASCII characters from a port in I/O space to a string in memory. The microcontroller copies the bytes and stores them, one by one, from first to last.

```
STRING  DB      128 DUP (?)

; read characters from I/O port to string

        ; set up registers and flags
        LEA     DI,STRING         ; load offset into DI (segment = ES)
        MOV     CX,LENGTH STRING  ; set up counter
        CLD                       ; process string low to high

READ_CHAR:
        IN      AL,51h       ; copy character from I/O port to AL
        STOSB                ; copy character from AL to string
        LOOP    READ_CHAR    ; while CX is not 0, jump to top of loop
```

Tips

☞ Use IN to talk to the peripheral registers, since they are initially set to I/O space (and not memory-mapped).

Related Instructions

If you want to	**See**
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from a register to a port in I/O memory	OUT
Copy a component from a string in main memory to a port in I/O memory	OUTS

INC Increment Number by One INC

Form	Opcode	Description	Clocks Am186	Clocks Am188
INC *r/m8*	FE */0*	Increment r/m byte by 1	3/15	3/15
INC *r/m16*	FF */0*	Increment r/m word by 1	3/15	3/19
INC *r16*	40+*rw*	Increment word register by 1	3	3

What It Does

INC adds 1 to an integer or an unsigned number.

Syntax

INC *addend*

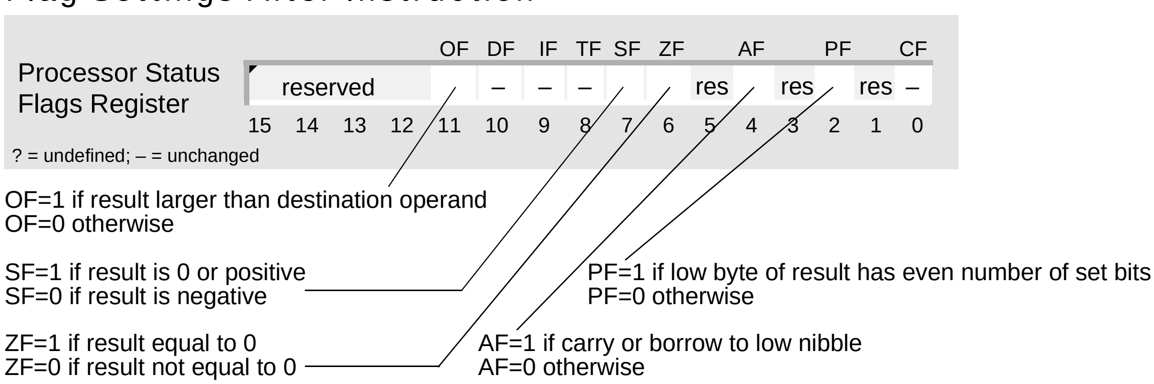
Description

INC adds 1 to the operand.

Operation It Performs

```
/* increment addend */
addend = addend + 1;
```

Flag Settings After Instruction



Examples

This example writes pixel values to a buffer. INC, CMP, and JL implement a construct equivalent to the C-language *do-while* loop.

```
COUNT           DB      128

; write pixel values to buffer

        MOV     CL,0            ; set up counter
WRITE:
        ; write a pixel
        CALL    WRITE_PIXEL

        INC     CL              ; add 1 to counter
        CMP     CL,COUNT        ; have all pixels been written?
        JL      WRITE           ; if not, then jump to top of loop
```

Tips

☞ Use ADD instead of INC when you need to detect a carry from the highest bit of an unsigned result, or detect a signed result that is too large to fit in the destination.

☞ Use INC within a loop when you want to increase a value by 1 each time the loop is executed.

Related Instructions

If you want to	See
Add two numbers	ADD
Subtract 1 from a number	DEC

INS* Input String Component from Port INS
INSB Input String Byte from Port
INSW Input String Word from Port

Form	Opcode	Description	Clocks Am186	Clocks Am188
INS *m8*,DX	6C	Input byte from port in DX to ES:[DI]	14	14
INS *m16*,DX	6D	Input word from port in DX to ES:[DI]	14	14
INSB	6C	Input byte from port in DX to ES:[DI]	14	14
INSW	6D	Input word from port in DX to ES:[DI]	14	14

What It Does

INS copies a component from a port in I/O space to a string in memory.

Syntax

INS *destination,port*
INSB
INSW

INS *destination,port*: *To have the assembler type-check your operands, use this form. The assembler uses the definition of the string component to determine its size.*

INSB: *To copy a byte from the I/O port specified in DX to a byte within a string located in the segment specified in ES, use this form.*

INSW: *To copy a word from the I/O port specified in DX to a word within a string located in the segment specified in ES, use this form.*

Regardless of the form of INS you use, destination *is always ES:[DI], and* port *is always DX. Before using any form of INS, make sure that: ES contains the segment of the string, DI contains the offset of the string, and DX contains the number of the port.*

Description

INS transfers data from the input port numbered by the DX register to the memory byte or word at ES:DI. The memory operand must be addressable from the ES register; no segment override is possible.

The INS instruction does not allow the specification of the port number as an immediate value. You must address the port through the DX register value. Similarly, the destination index register determines the destination address. Before executing the INS instruction, you must preload the DX register value into the DX register and the correct index into the destination index register.

After the transfer is made, the DI register advances automatically. If DF is 0 (a CLD instruction was executed), the DI register increments; if DF is 1 (an STD instruction was executed), the DI register decrements. The DI register increments or decrements by 1 if the input is a byte, or by 2 if it is a word.

The INSB and INSW instructions are synonyms for the byte and word INS instructions, respectively.

* – This instruction was not available on the original 8086/8088 systems.

Operation It Performs

```
if (size(destination) == 8)
/* input bytes */
{
   ES:DI = [DX];                       /* byte in I/O memory */
   if DF == 0                          /* forward */
      increment = 1;
   else                                /* backward */
      increment = -1;
}

if (size(destination) == 16)
/* input words */
{
   ES:DI = [DX];                       /* word in I/O memory */
   if DF == 0                          /* forward */
      increment = 2;
   else                                /* backward */
      increment = -2;
}

/* point to location for next string component */
DI = DI + increment;
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ Before using INS, always be sure to: set up ES:[DI] with the offset of the string, set up CX with the length of the string, and use CLD (forward) or STD (backward) to establish the direction for string processing.

☞ The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Copy a component from a port in I/O memory to a register	IN
Copy a component from a register to a port in I/O memory	OUT
Copy a component from a string in main memory to a port in I/O memory	OUTS
Repeat one string instruction	REP
Process string components from higher to lower addresses	STD

INT Generate Interrupt INT
INTO Generate Interrupt If Overflow

Form	Opcode	Description	Clocks Am186	Clocks Am188
INT 3	CC	Generate interrupt 3 (trap to debugger)	45	45
INT *imm8*	CD *ib*	Generate type of interrupt specified by immediate byte	47	47
INTO	CE	Generate interrupt 4 if Overflow Flag (OF) is 1	48,4	48,4

What It Does

INT generates an interrupt via software.

Syntax

INT *type*	*To generate an unconditional interrupt, use this form*
INTO	*To generate an interrupt only if OF is set to 1, use this form. When OF is 1, this form is the same as INT 4.*

Description

INT suspends execution of the current procedure, pushes the Processor Status Flags (FLAGS) register and the segment (CS) and offset (IP) addresses of the next instruction onto the stack, and begins executing an interrupt handler (also known as an interrupt service routine).

The operand you specify is the interrupt type, which can range from 0 to 255. The microcontroller computes the address of the appropriate vector in the interrupt vector table by shifting *type* left two times (in effect, multiplying it by 4). Then the microcontroller jumps to the interrupt handler pointed to by that vector.

INTO is a conditional form of INT that is specifically used to handle arithmetic overflow conditions. If the Overflow Flag (OF) is set to 1 when the microcontroller executes INTO, then INTO generates a type 4 interrupt. This is equivalent to executing INT 4. If OF is cleared to 0, INTO does nothing, and the microcontroller begins executing the instruction following INTO.

Am186 and Am188 microcontrollers reserve some of the low-numbered interrupts for software traps and exceptions, and for on-board peripheral devices. See the User's Manual for the specific device for more information.

IF is not cleared automatically when executing a software interrupt trap. No end-of-interrupt (EOI) is required even if the interrupt type is the same as that for a peripheral.

Operation It Performs

```
/* save flags */
push(FLAGS);

/* clear trap and interrupt flags */
TF = IF = 0;

/* save address of next instruction */
push(CS);
push(IP);

/* begin execution at location indicated by vector */
/* in interrupt vector table */
CS = [type << 2;]          /*  CS value is fetched at address type shifted by 2 */
IP = [(type << 2) + 2;]   /* IP value is fetched at address type */
                           /* shifted by 2, plus 2 */
```

Flag Settings After Instruction

If INTO does not take an interrupt, flags are not affected. Otherwise, flags for INT and INTO are affected as shown below:

Processor Status Flags Register

					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	reserved				–	–	0	0	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

- Before using INT, use MOV to copy the stack segment to SS and the stack offset to SP.
- When the Interrupt-Enable Flag (IF) is cleared to disable all maskable interrupts, INT can be used to generate an interrupt, even if it is masked by its interrupt control register.
- INT operates like a far call except that the contents of the Processor Status Flags register are pushed onto the stack before the return address.
- Unlike interrupts generated by external hardware, INT does not set an interrupt's in-service bit in the In-Service (INSERV) register.
- Use IRET to end an interrupt handler and resume the interrupted procedure.

Related Instructions

If you want to	See
Call a procedure	CALL
End an interrupt handler and resume the interrupted procedure	IRET
End a procedure and return to the calling procedure	RET

IRET Interrupt Return IRET

Form	Opcode	Description	Clocks Am186	Clocks Am188
IRET	CF	Return from interrupt handler to interrupted procedure	28	28

What It Does

IRET ends an interrupt handler and resumes the interrupted procedure.

Syntax

```
IRET
```

Description

Used at the end of an interrupt handler, IRET restores the Instruction Pointer (IP) register, the Code Segment (CS) register, and the Processor Status Flags (FLAGS) register from the stack, and then resumes the interrupted procedure.

Operation It Performs

```
/* restore address of next instruction */
IP = pop();
CS = pop();

/* restore flags */
FLAGS = pop();
```

Flag Settings After Instruction

Restores value of FLAGS register that was stored on the stack when the interrupt was taken.

Examples

This example interrupt-service routine resets the Timer 1 Count (T1CNT) register.

```
; reset Timer 1
ISR_T0:
        PUSHA                       ; save general registers

        ; reset Timer 1
        MOV     DX,TMR1_CNT_ADDR    ; address of T1CNT register
        MOV     AX,0                ; reset count
        OUT     DX,AX               ; write count to register

        ; clear in-service bit
        MOV     DX,INT_EOI_ADDR     ; address of End-Of-Interrupt (EOI) register
        MOV     AX,ITYPE_TMR0       ; EOI type
        OUT     DX,AX               ; clear in-service bit

        POPA                        ; restore general registers
        IRET
```

Tips

☞ IRET always performs a far return, restoring both IP and CS, and then popping the Processor Status Flags register from the stack.

Related Instructions

If you want to	See
Call a procedure	CALL
Clear the interrupt-enable flag and disable all maskable interrupts	CLI
Generate a software interrupt	INT
End a procedure and return to the calling procedure	RET
Set the interrupt-enable flag, enabling all maskable interrupts	STI

JA Jump If Above
JNBE Jump If Not Below or Equal

Form	Opcode	Description	Clocks Am186	Clocks Am188
JA *rel8*	77 *cb*	Jump short if above (CF=0 and ZF=0)	13,4	13,4
JNBE *rel8*	77 *cb*	Jump short if not below or equal (CF=0 and ZF=0)	13,4	13,4

What It Does

If the previous instruction clears the Carry Flag (CF) and the Zero Flag (ZF), JA and JNBE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JA *label* JNBE *label*	*To jump if the result of a previous unsigned comparison was above, use JA or its synonym, JNBE. Both forms perform the same operation.*

Description

JA and JNBE test the flags set by a previous instruction. The terms *above* and *below* indicate an unsigned number comparison. If the given condition is true, a short jump is made to the location provided as the operand.

Operation It Performs

```
if ((CF == 0) && (ZF == 0))
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example converts a zero-terminated string to uppercase and replaces the original string.

```
astring dup30db (?)

; set DS:[SI] and ES:[DI] to both point to astring

        PUSH    DS                  ; save DS and ES
        PUSH    ES

        MOV     AX, SEG astring
        MOV     DS,AX
        MOV     ES,AX
        MOV     DI,offset astring
        MOV     SI,offset astring

LCONVERT_START:
        LODSB   AL,[SI]             ; get the character in AL
        CMP     AL,'a'              ; compare against 'a'
        JB      LWRITE_IT           ; not in range, don't convert
        CMP     AL,'z'              ; compare against 'z'
        JA      LWRITE_IT           ; not in range, don't convert
        ADD     AL,'A'-'a'          ; convert

LWRITE_IT:
        STOSB                       ; write it out
        CMP     AL,0                ; are we done?
        JNE     LCONVERT_START      ; not done so loop
        POP     ES                  ; restore original DS and ES values
        POP     DS
```

Tips

If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
        JNA nearlabel     ; This does the equivalent of a long jump
        JMP farlabel      ; based on the JA condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous *unsigned* comparison was *below or equal*	JBE
Jump if the result of a previous *integer* comparison was *greater*	JG
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JAE Jump If Above or Equal JAE
JNB Jump If Not Below
JNC Jump If Not Carry

Form	Opcode	Description	Clocks Am186	Clocks Am188
JAE *rel8*	73 *cb*	Jump short if above or equal (CF=0)	13,4	13,4
JNB *rel8*	73 *cb*	Jump short if not below (CF=0)	13,4	13,4
JNC *rel8*	73 *cb*	Jump short if not carry (CF=0)	13,4	13,4

What It Does

If the previous instruction clears the Carry Flag (CF), JAE, JNB, and JNC stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

Syntax	
JAE *label* JNB *label* JNC *label*	*To jump if the result of a previous unsigned comparison was* above or equal, *use JAE or one of its synonyms, JNB or JNC. Each form performs the same operation.*

Description

JAE, JNB, and JNC test the flag set by a previous instruction. The terms *above* and *below* indicate an unsigned number comparison. If the given condition is true, a short jump is made to the location provided as the operand.

Operation It Performs

```
if (CF == 0)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JNAE nearlabel    ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JAE condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous *unsigned* comparison was *below*	JB
Jump if the result of a previous *integer* comparison was *greater or equal*	JGE
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JB Jump If Below JB
JC Jump If Carry
JNAE Jump If Not Above or Equal

Form	Opcode	Description	Clocks Am186	Clocks Am188
JB *rel8*	72 *cb*	Jump short if below (CF=1)	13,4	13,4
JC *rel8*	72 *cb*	Jump short if carry (CF=1)	13,4	13,4
JNAE *rel8*	72 *cb*	Jump short if not above or equal (CF=1)	13,4	13,4

What It Does

If the previous instruction sets the Carry Flag (CF), JB, JC, and JNAE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JB *label* JC *label* JNAE *label*	*To jump if the result of a previous unsigned comparison was* below or equal, *use JB or one of its synonyms, JC or JNAE. Each form performs the same operation.*

Description

JB, JC, and JNAE test the flag set by a previous instruction. The terms *above* and *below* indicate an unsigned number comparison. If the given condition is true, a short jump is made to the location provided as the operand.

Operation It Performs

```
if (CF == 1)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example checks the selection of 10 numbered items.

```
; check selection of 0-n+ item

Num_items=10                        ; 10 total items numbered (0-9)

START_SEL:
        mGetSelection               ; value in AL
        CMP     AL,Num_items        ; compare to max# of items
        JNAE    SEL_GOOD            ; okay, selection in 0-(n-1)
        mPrintError
        JMP     START_SEL

SEL_GOOD:
    ...
```

Tips

If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
          JNB nearlabel     ; This does the equivalent of a long jump
          JMP farlabel      ; based on the JB condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous *unsigned* comparison was *above or equal*	JAE
Jump if the result of a previous *integer* comparison was *less*	JL
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JBE Jump If Below or Equal JBE
JNA Jump If Not Above

Form	Opcode	Description	Clocks Am186	Clocks Am188
JBE *rel8*	76 *cb*	Jump short if below or equal (CF=1 or ZF=1)	13,4	13,4
JNA *rel8*	76 *cb*	Jump short if not above (CF=1 or ZF=1)	13,4	13,4

What It Does

If the previous instruction sets the Carry Flag (CF) or the Zero Flag (ZF), JBE and JNA stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JBE *label* JNA *label*	*To jump if the result of a previous unsigned comparison was* below or equal*, use JBE or its synonym, JNA. Both forms perform the same operation.*

Description

JBE and JNA test the flags set by a previous instruction. The terms *above* and *below* indicate an unsigned number comparison. If the given condition is true, a short jump is made to the location provided as the operand.

Operation It Performs

```
if ((CF == 1) || (ZF == 1))
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JNBE nearlabel    ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JBE condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous *unsigned* comparison was *above*	JA
Jump if the result of a previous *integer* comparison was *less or equal*	JLE
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JC Jump If Carry JC

Form	Opcode	Description	Clocks Am186	Clocks Am188
JC *rel8*	72 *cb*	Jump short if carry (CF=1)	13,4	13,4

What It Does

If the previous instruction sets the Carry Flag (CF), JB, JC, and JNAE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JB on page 4-82 for a complete description.

JCXZ Jump If CX Register Is Zero JCXZ

Form	Opcode	Description	Clocks Am186	Clocks Am188
JCXZ *rel8*	E3 *cb*	Jump short if CX register is 0	15,5	15,5

What It Does

If the previous instruction leaves 0 in CX, JCXZ stops executing the current sequence of instructions and begins executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JCXZ *label*	*To jump if CX is 0, use JCXZ.*

Description

JCXZ tests the CX register modified by a previous instruction. If the given condition is true (CX=0), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (CX == 0)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Setting	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example waits for a character from the serial port. DEC, JCXZ, and JMP implement a construct equivalent to the C-language *do-while* loop. CMP and JNE implement an *if* statement within the loop.

```
; loop for a maximum number of times or until a
; serial-port character is ready

        MOV     CX,100h         ; set up counter

LOOP_TOP:
        mCHAR_READY             ; read character into AH (macro)
        CMP     AH,0            ; is a character ready?
        JNE     GOT_CHAR        ; if so, then jump out with character
        DEC     CX              ; subtract 1 from counter
        JCXZ    NO_CHAR         ; if CX is 0, jump out without character
        JMP     LOOP_TOP        ; if not, jump to top of loop

GOT_CHAR:
        ...

NO_CHAR:
        ...
```

Tips

Use JCXZ to determine if CX is 0 before executing a loop that does not check the value of CX until the bottom of the loop.

Related Instructions

If you want to	See
Jump to the top of a loop if CX is not 0	LOOP
Jump to the top of a loop if CX is not 0 and two compared components are equal	LOOPE
Jump to the top of a loop if CX is not 0 and two compared components are not equal	LOOPNE

JE Jump If Equal JE
JZ Jump If Zero

Form	Opcode	Description	Clocks Am186	Clocks Am188
JE *rel8*	74 *cb*	Jump short if equal (ZF=1)	13,4	13,4
JZ *rel8*	74 *cb*	Jump short if 0 (ZF=1)	13,4	13,4

What It Does

If the previous instruction sets the Zero Flag (ZF), JE and JZ stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JE *label*

JZ *label*

To jump if the result of a previous integer or unsigned comparison was equal, *use JE or its synonym, JZ. Both forms perform the same function.*

Description

JE and JZ test the flag set by a previous instruction. If the given condition is true (ZF=1), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (ZF == 1)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

					OF	DF	IF	TF	SF	ZF		AF		PF		CF
	reserved				–	–	–	–	–	–	res	–	res	–	res	–
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example reads a character from the serial port, and then uses that character to select a menu item. CMP, JE, and JMP implement a construct equivalent to the C-language *switch* statement.

```
; display menu and read character from serial port into AX

MENU:
        mREAD_SPORT_CHAR     ; read character into AX (macro)

        CMP     AX,'1'       ; did user select item 1?
        JE      ITEM1        ; if so, then jump

        CMP     AX,'2'       ; did user select item 2?
        JE      ITEM2        ; if so, then jump

        ; if user didn't select valid item, jump back to menu
        JMP     MENU

ITEM1:
        ...

ITEM2:
        ...
```

Tips

If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
          JNE nearlabel     ; This does the equivalent of a long jump
          JMP farlabel      ; based on the JE condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump unconditionally	JMP
Jump if the result of a previous integer or unsigned comparison was *not equal*	JNE
Set the flags according to whether particular bits of a component are set to 1	TEST

JG Jump If Greater JG
JNLE Jump If Not Less or Equal

Form	Opcode	Description	Clocks Am186	Clocks Am188
JG *rel8*	7F *cb*	Jump short if greater (ZF=0 and SF=OF)	13,4	13,4
JNLE *rel8*	7F *cb*	Jump short if not less or equal (ZF=0 and SF=OF)	13,4	13,4

What It Does

If the previous instruction clears the Zero Flag (ZF), and modifies the Sign Flag (SF) and the Overflow Flag (OF) so that they are the same, JG and JNLE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JG *label* JNLE *label*	*To jump if the result of a previous integer comparison was* greater*, use JG or its synonym, JNLE. Both forms perform the same operation.*

Description

JG and JNLE test the flags set by a previous instruction. The terms *greater* and *less* indicate an integer (signed) comparison. If the given condition is true (ZF=0 and SF=OF), a short jump is made to the location provided as the operand.

Operation It Performs

```
if ((ZF == 0) && (SF == OF))
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JNG nearlabel     ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JG condition.
nearlabel:
```

Related Instructions

If you want to	**See**
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous *unsigned* comparison was *above*	JA
Jump if the result of a previous *integer* comparison was *less or equal*	JLE
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JGE Jump If Greater or Equal JGE
JNL Jump If Not Less

Form	Opcode	Description	Clocks Am186	Clocks Am188
JGE *rel8*	7D *cb*	Jump short if greater or equal (SF=OF)	13,4	13,4
JNL *rel8*	7D *cb*	Jump short if not less (SF=OF)	13,4	13,4

What It Does

If the previous instruction modifies the Sign Flag (SF) and the Overflow Flag (OF) so that they are the same, JGE and JNL stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JGE *label* JNL *label*	*To jump if the result of a previous integer comparison was* greater or equal*, use JGE or its synonym, JNL. Both forms perform the same operation.*

Description

JGE and JNL test the flags set by a previous instruction. The terms *greater* and *less* indicate an integer (signed) comparison. If the given condition is true (SF=OF), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (SF == OF)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
          JNGE nearlabel    ; This does the equivalent of a long jump
          JMP farlabel      ; based on the JGE condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous *unsigned* comparison was *above or equal*	JAE
Jump if the result of a previous *integer* comparison was *less*	JL
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JL Jump If Less JL
JNGE Jump If Not Greater or Equal

Form	Opcode	Description	Clocks Am186	Clocks Am188
JL *rel8*	7C *cb*	Jump short if less (SF≠OF)	13,4	13,4
JNGE *rel8*	7C *cb*	Jump short if not greater or equal (SF≠OF)	13,4	13,4

What It Does

If the previous instruction modifies the Sign Flag (SF) and the Overflow Flag (OF) so that they are not the same, JL and JNGE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JL *label*

JNGE *label*

To jump if the result of a previous integer comparison was less*, use JL or its synonym, JNGE. Both forms perform the same operation.*

Description

JL and JNGE test the flags set by a previous instruction. The terms *greater* and *less* indicate an integer (signed) comparison. If the given condition is true (SF≠OF), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (SF != OF)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JNL nearlabel     ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JL condition.
nearlabel:
```

Related Instructions

If you want to	**See**
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous *unsigned* comparison was *below*	JB
Jump if the result of a previous *integer* comparison was *greater or equal*	JGE
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JLE Jump If Less or Equal JLE
JNG Jump If Not Greater

Form	Opcode	Description	Clocks Am186	Clocks Am188
JLE *rel8*	7E *cb*	Jump short if less or equal (ZF=1 or SF≠OF)	13,4	13,4
JNG *rel8*	7E *cb*	Jump short if not greater (ZF=1 or SF≠OF)	13,4	13,4

What It Does

If the previous instruction sets the Zero Flag (ZF), or modifies the Sign Flag (SF) and the Overflow Flag (OF) so that they are not the same, JLE and JNG stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JLE *label* JNG *label*	*To jump if the result of a previous integer comparison was* less or equal*, use JLE or its synonym, JNG. Both forms perform the same operation.*

Description

JLE and JNG test the flags set by a previous instruction. The terms *greater* and *less* indicate an integer (signed) comparison. If the given condition is true (ZF=1 or SF≠OF), a short jump is made to the location provided as the operand.

Operation It Performs

```
if ((ZF == 1) || (SF != OF))
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
          JNLE nearlabel    ; This does the equivalent of a long jump
          JMP farlabel      ; based on the JLE condition.
nearlabel:
```

Related Instructions

If you want to	**See**
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous *unsigned* comparison was *below or equal*	JBE
Jump if the result of a previous *integer* comparison was *greater*	JG
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JMP Jump Unconditionally JMP

Form	Opcode	Description	Clocks Am186	Clocks Am188
JMP *rel8*	EB *cb*	Jump short direct, displacement relative to next instruction	14	14
JMP *rel16*	E9 *cw*	Jump near direct, displacement relative to next instruction	14	14
JMP *r/m16*	FF */4*	Jump near indirect	11/17	11/21
JMP *ptr16:16*	EA *cd*	Jump far direct to doubleword immediate address	14	14
JMP *m16:16*	FF */5*	Jump m16:16 indirect and far	26	34

What It Does

JMP stops executing the current sequence of instructions and begins executing a new sequence of instructions.

Syntax

JMP *label*	*To jump unconditionally, use JMP.*

Description

JMP transfers control to a different point in the instruction stream without recording return information. The instruction has several different forms, as follows:

- **Short Jumps:** To determine the destination, the JMP *rel8* form adds a signed offset to the address of the instruction following JMP. This offset can range from 128 bytes before or 127 bytes after the instruction following JMP.

JMP *rel16* and JMP *r/m16* are near jumps. They use the current segment register value.

- **Near Direct Jumps:** To determine the destination, the JMP *rel16* form adds an offset to the address of the instruction following JMP. The JMP *rel16* form is used for 16-bit operand-size attributes (segment-size attribute 16 only). The result is stored in the 16-bit IP register.
- **Near Indirect Jumps:** The JMP *r/m16* form specifies a register or memory location from which the procedure absolute offset is fetched. The offset is 16 bits.

JMP *ptr16:16* and JMP *m16:16* are far jumps. They use a long pointer to the destination. The long pointer provides 16 bits for the CS register and 16 bits for the IP register.

- **Far Direct Jumps:** The JMP *ptr16:16* form uses a 4-byte operand as a long pointer to the destination.
- **Far Indirect Jumps:** The JMP *m16:16* form fetches the long pointer from the specified memory location (an indirect jump).

Operation It Performs

```
if (label == rel8)/* short direct */
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}

if (label == rel16)/* near direct */
   /* branch to labeled instruction */
   IP = IP + label;

if (label == r/m16)/* near indirect */
   /* branch to labeled instruction */
   IP = [label];

if (label == ptr16:16)/* far direct */
   /* branch to labeled instruction */
   CS:IP = label;

if (label == m16:16)/* far indirect */
   /* branch to labeled instruction */
   CS:IP = [label];
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example uses the integer in DX to determine the course of action. CMP and JL implement a construct equivalent to a C-language *if* statement. CMP, JG, and JMP implement an *if-else* statement.

```
; branch according to the value of the integer in DX

        CMP     DX,0          ; is DX negative?
        JL      NEAR_NEG      ; if so, jump to near label
        JG      NEAR_POS      ; if DX > 0, jump to near label
        JMP     FAR_ZERO      ; else, jump to far label (DX is 0)

NEAR_NEG:
        ...

NEAR_POS:
        ...

; different code segment
FAR_ZERO:
        ...
```

Tips

JMP is the only jump instruction that transfers execution to a far address (modifies both CS and IP).

Related Instructions

If you want to	See
Call a procedure	CALL

JNA Jump If Not Above JNA

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNA *rel8*	76 *cb*	Jump short if not above (CF=1 or ZF=1)	13,4	13,4

What It Does

If the previous instruction sets the Carry Flag (CF) or the Zero Flag (ZF), JBE and JNA stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JBE on page 4-84 for a complete description.

JNAE Jump If Not Above or Equal JNAE

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNAE *rel8*	72 *cb*	Jump short if not above or equal (CF=1)	13,4	13,4

What It Does

If the previous instruction sets the Carry Flag (CF), JB, JC, and JNAE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JB on page 4-82 for a complete description.

JNB Jump If Not Below JNB

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNB *rel8*	73 *cb*	Jump short if not below (CF=0)	13,4	13,4

What It Does

If the previous instruction clears the Carry Flag (CF), JAE, JNB, and JNC stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JAE on page 4-80 for a complete description.

JNBE Jump If Not Below or Equal JNBE

Form	Opcode	Description	Clocks	
			Am186	**Am188**
JNBE *rel8*	77 *cb*	Jump short if not below or equal (CF=0 and ZF=0)	13,4	13,4

What It Does

If the previous instruction clears the Carry Flag (CF) and the Zero Flag (ZF), JA and JNBE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JA on page 4-78 for a complete description.

JNC Jump If Not Carry JNC

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNC *rel8*	73 *cb*	Jump short if not carry (CF=0)	13,4	13,4

What It Does

If the previous instruction clears the Carry Flag (CF), JAE, JNB, and JNC stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JAE on page 4-80 for a complete description.

JNE Jump If Not Equal
JNZ Jump If Not Zero

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNE *rel8*	75 *cb*	Jump short if not equal (ZF=0)	13,4	13,4
JNZ *rel8*	75 *cb*	Jump short if not zero (ZF=0)	13,4	13,4

What It Does

If the previous instruction clears the Zero Flag (ZF), JNE and JNZ stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JNE *label*

JNZ *label*

To jump if the result of a previous integer comparison was not equal, *use JNE or its synonym, JNZ. Both forms perform the same operation.*

Description

JNE and JNZ test the flag set by a previous instruction. If the given condition is true (ZF=0), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (ZF == 0)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example subtracts an integer or an unsigned number in DX from another number of the same type in AX, and then uses the difference to determine the course of action. SUB and JNE implement a construct equivalent to a C-language *if* statement.

```
; branch according to the result of the integer or
; unsigned subtraction

        SUB     AX,DX              ; are AX and DX the same?
        JNE     DIFFERENCE         ; if not, then jump
        ...

DIFFERENCE:
        ...
```

Tips

If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JE nearlabel      ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JNE condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump if the result of a previous integer or unsigned comparison was equal	JE
Jump unconditionally	JMP
Set the flags according to whether particular bits of a component are set to 1	TEST

JNG Jump If Not Greater JNG

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNG *rel8*	7E *cb*	Jump short if not greater (ZF=1 or SF≠OF)	13,4	13,4

What It Does

If the previous instruction sets the Zero Flag (ZF), or modifies the Sign Flag (SF) and the Overflow Flag (OF) so that they are not the same, JLE and JNG stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JLE on page 4-97 for a complete description.

JNGE Jump If Not Greater or Equal JNGE

Form	Opcode	Description	Clocks	
			Am186	Am188
JNGE *rel8*	7C *cb*	Jump short if not greater or equal (SF≠OF)	13,4	13,4

What It Does

If the previous instruction modifies the Sign Flag (SF) and the Overflow Flag (OF) so that they are not the same, JL and JNGE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JL on page 4-95 for a complete description.

JNL Jump If Not Less JNL

Form	Opcode	Description	Clocks	
			Am186	Am188
JNL *rel8*	7D *cb*	Jump short if not less (SF=OF)	13,4	13,4

What It Does

If the previous instruction modifies the Sign Flag (SF) and the Overflow Flag (OF) so that they are the same, JGE and JNL stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JGE on page 4-93 for a complete description.

JNLE Jump If Not Less or Equal JNLE

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNLE *rel8*	7F *cb*	Jump short if not less or equal (ZF=0 and SF=OF)	13,4	13,4

What It Does

If the previous instruction clears the Zero Flag (ZF), and modifies the Sign Flag (SF) and the Overflow Flag (OF) so that they are the same, JG and JNLE stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JG on page 4-91 for a complete description.

JNO Jump If Not Overflow JNO

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNO *rel8*	71 *cb*	Jump short if not overflow (OF=0)	13,4	13,4

What It Does

If the previous instruction clears the Overflow Flag (OF), JNO stops executing the current sequence of instructions and begins executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JNO *label*	*To jump if the result of a previous operation cleared OF to 0, use JNO.*

Description

JNO tests the flag set by a previous instruction. If the given condition is true (OF=0), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (OF == 0)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11 (OF)	10 (DF)	9 (IF)	8 (TF)	7 (SF)	6 (ZF)	5	4 (AF)	3	2 (PF)	1	0 (CF)
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
          JO nearlabel      ; This does the equivalent of a long jump
          JMP farlabel      ; based on the JNO condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump unconditionally	JMP
Jump if the result of a previous operation set OF to 1	JO
Set the flags according to whether particular bits of a component are set to 1	TEST

JNP Jump If Not Parity JNP

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNP *rel8*	7B *cb*	Jump short if not parity (PF=0)	13,4	13,4

What It Does

If the previous instruction clears the Parity Flag (PF), JPO and JNP stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JPO on page 4-124 for a complete description.

JNS Jump If Not Sign JNS

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNS *rel8*	79 *cb*	Jump short if not sign (SF=0)	13,4	13,4

What It Does

If the previous instruction clears the Sign Flag (SF), JNS stops executing the current sequence of instructions and begins executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JNS *label*	*To jump if the result of a previous operation cleared SF to 0, use JNS.*

Description

JNS tests the flag set by a previous instruction. If the given condition is true (SF=0), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (SF == 0)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JS nearlabel      ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JNS condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump unconditionally	JMP
Jump if the result of a previous operation set SF to 1	JS
Set the flags according to whether particular bits of a component are set to 1	TEST

JNZ Jump If Not Zero JNZ

Form	Opcode	Description	Clocks Am186	Clocks Am188
JNZ *rel8*	75 *cb*	Jump short if not zero (ZF=0)	13,4	13,4

What It Does

If the previous instruction clears the Zero Flag (ZF), JNE and JNZ stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JNE on page 4-107 for a complete description.

JO Jump If Overflow JO

Form	Opcode	Description	Clocks Am186	Clocks Am188
JO *rel8*	70 *cb*	Jump short if overflow (OF=1)	13,4	13,4

What It Does

If the previous instruction sets the Overflow Flag (OF), JO stops executing the current sequence of instructions and begins executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JO *label*	*To jump if the result of a previous operation set OF to 1, use JO.*

Description

JO tests the flag set by a previous instruction. If the given condition is true (OF=1), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (OF == 1)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JNO nearlabel     ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JO condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump unconditionally	JMP
Jump if the result of a previous operation cleared OF to 0	JNO
Set the flags according to whether particular bits of a component are set to 1	TEST

JP Jump If Parity JP

Form	Opcode	Description	Clocks Am186	Clocks Am188
JP *rel8*	7A *cb*	Jump short if parity (PF=1)	13,4	13,4

What It Does

If the previous instruction sets the Parity Flag (PF), JPE and JP stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JPE on page 4-122 for a complete description.

JPE Jump If Parity Even JPE
JP Jump If Parity

Form	Opcode	Description	Clocks Am186	Clocks Am188
JPE *rel8*	7A *cb*	Jump short if parity even (PF=1)	13,4	13,4
JP *rel8*	7A *cb*	Jump short if parity (PF=1)	13,4	13,4

What It Does

If the previous instruction sets the Parity Flag (PF), JPE and JP stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JPE *label*

JP *label*

To jump if the result of a previous operation set PF to 1, use JPE or its synonym, JP. Both forms perform the same operation.

Description

JPE and JP test the flag set by a previous instruction. If the given condition is true (PF=1), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (PF == 1)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JPO nearlabel     ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JPE condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump unconditionally	JMP
Jump if the result of a previous operation cleared PF to 0	JPO
Set the flags according to whether particular bits of a component are set to 1	TEST

JPO Jump If Parity Odd JPO
JNP Jump If Not Parity

Form	Opcode	Description	Clocks Am186	Clocks Am188
JPO *rel8*	7B *cb*	Jump short if parity odd (PF=0)	13,4	13,4
JNP *rel8*	7B *cb*	Jump short if not parity (PF=0)	13,4	13,4

What It Does

If the previous instruction clears the Parity Flag (PF), JPO and JNP stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JPO *label*

JNP *label*

To jump if the result of a previous operation cleared PF to 0, use JPO or its synonym, JNP. Both forms perform the same operation.

Description

JPO and JNP test the flag set by a previous instruction. If the given condition is true (PF=0), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (PF == 0)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

15–12	11	10	9	8	7	6	5	4	3	2	1	0
	OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved	–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JPE nearlabel     ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JPO condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump unconditionally	JMP
Jump if the result of a previous operation set PF to 1	JPE
Set the flags according to whether particular bits of a component are set to 1	TEST

JS Jump If Sign JS

Form	Opcode	Description	Clocks Am186	Clocks Am188
JS *rel8*	78 *cb*	Jump short if sign (SF=1)	13,4	13,4

What It Does

If the previous instruction sets the Sign Flag (SF), JS stops executing the current sequence of instructions and begins executing a new sequence of instructions; otherwise, execution continues with the next instruction.

Syntax

JS *label*	*To jump if the result of a previous operation set SF to 1, use JS.*

Description

JS tests the flag set by a previous instruction. If the given condition is true (SF=1), a short jump is made to the location provided as the operand.

Operation It Performs

```
if (SF == 1)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* branch to labeled instruction */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

☞ If you need to jump to an instruction at *farlabel* that is more than 128 bytes away, use the following sequence of statements:

```
         JNS nearlabel     ; This does the equivalent of a long jump
         JMP farlabel      ; based on the JS condition.
nearlabel:
```

Related Instructions

If you want to	See
Compare two components using subtraction and set the flags accordingly	CMP
Jump unconditionally	JMP
Jump if the result of a previous operation cleared SF to 0	JNS
Set the flags according to whether particular bits of a component are set to 1	TEST

JZ Jump If Zero JZ

Form	Opcode	Description	Clocks	
			Am186	Am188
JZ *rel8*	74 *cb*	Jump short if 0 (ZF=1)	13,4	13,4

What It Does

If the previous instruction sets the Zero Flag (ZF), JE and JZ stop executing the current sequence of instructions and begin executing a new sequence of instructions; otherwise, execution continues with the next instruction.

See JE on page 4-89 for a complete description.

LAHF Load AH with Flags LAHF

Form	Opcode	Description	Clocks Am186	Clocks Am188
LAHF	9F	Load AH with low byte of Processor Status Flags register	2	2

What It Does

LAHF copies the low byte of the Processor Status Flags (FLAGS) register to AH.

Syntax

```
LAHF
```

Description

LAHF copies the Processor Status Flags (FLAGS) register to the AH register. After the copy, the bits shadow the flags as follows:

- AH bit 0 = Carry Flag
- AH bit 2 = Parity Flag
- AH bit 4 = Auxiliary Flag
- AH bit 6 = Zero Flag
- AH bit 7 = Sign Flag

Operation It Performs

```
/* copy FLAGS to AH */
AH = FLAGS & 0x00FF;
```

Flag Settings After Instruction

Processor Status Flags Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example clears the Carry Flag (CF) to 0. Normally, you use CLC to perform this operation.

```
; clear CF to 0
        LAHF                        ; copy low byte of FLAGS to AH
        AND     AH,11111110b        ; clear bit 0 (CF) to 0
        SAHF                        ; copy AH to low byte of FLAGS
```

This example prevents an intervening instruction from modifying the Carry Flag (CF), which is used to indicate the status of a hardware device.

```
SMINUEND        DW      -6726
SSUBTRAHEND     DW      22531

; prevent subtraction from modifying CF, which is used
; as a device status indicator

        ; check to see if device is on or off
        ; return result in CF: 1 = on, 0 = off
        CALL    CHECK_DEVICE

        ; set up registers
        MOV     CX,SMINUEND        ; CX = 1A46h
        MOV     BX,SSUBTRAHEND     ; BX = BD93h

        ; save lower five flags in AH
        LAHF

        ; unsigned subtraction: CX = CX - BX
        SUB     CX,BX              ; CF = 1

        ; restore saved flags from AH
        SAHF                       ; CF = outcome of CHECK_DEVICE

        ; if device is on, then perform next action
        ; else, alert user to turn on device
        JC      OKAY
        JMP     ALERT_USER

OKAY:
        ...

ALERT_USER:
        ...
```

Tips

☞ LAHF is provided for compatibility with the 8080 microprocessor. It is now customary to use PUSHF instead.

Related Instructions

If you want to	See
Pop the top component from the stack into the Processor Status Flags register	POPF
Push the Processor Status Flags register onto the stack	PUSHF
Copy AH to the low byte of the Processor Status Flags register	SAHF

LDS Load DS with Segment and Register with Offset LDS

Form	Opcode	Description	Clocks Am186	Clocks Am188
LDS *r16,m16:16*	C5 */r*	Load DS:r16 with segment:offset from memory	18	26

What It Does

LDS copies the segment portion of a full address stored in a doubleword to DS, and copies the offset portion of the full address to another register.

Syntax

LDS *offset,pointer*

Description

LDS reads a full pointer from memory and stores it in a register pair consisting of the DS register and a second operand-specified register. The first 16 bits are in DS and the remaining 16 bits are placed into the register specified by *offset*.

Operation It Performs

```
/* copy offset portion of pointer */
offset = pointer;

/* copy segment portion of pointer */
DS = pointer + 2;
```

Flag Settings After Instruction

Processor Status Flags Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example calls a procedure whose address is stored in a doubleword in memory.

```
PROC_ADDR  DD   ?        ; full address of current procedure

   ; store address of current procedure in PROC_ADDR
   ...

   LDS   SI,PROC_ADDR     ; load segment of procedure into DS
                         ; and offset of procedure into SI

   ; call procedure at address stored in doubleword in memory
   CALL  DWORD PTR [SI]
```

Related Instructions

If you want to	See
Load the offset of a memory component into a register	LEA
Load a full address stored in a doubleword into ES and another register	LES

LEA Load Effective Address LEA

Form	Opcode	Description	Clocks Am186	Clocks Am188
LEA *r16,m16*	8D */r*	Load offset for m16 word in 16-bit register	6	6

What It Does

LEA loads the offset of a memory component into a register.

Syntax

LEA *offset,component*

Description

LEA calculates the effective address (offset part) of the component and stores it in the specified register.

Operation It Performs

```
/* copy offset of component */
offset = &component;
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
reserved				OF	DF	IF	TF	SF	ZF		AF		PF		CF
				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example fills a string in memory with a character. Because the Direction Flag (DF) is cleared to 0 using CLD, the bytes are filled, one by one, from first to last.

```
STRING          DB      128 DUP (?)
ASTERISK        DB      '*'         ; 2Ah

; fill string with character

        ; set up registers and flags
        MOV     AX,SEG STRING
        MOV     ES,AX
        MOV     AL,ASTERISK         ; copy character to AL
        LEA     DI,STRING           ; load offset (segment = ES)
        MOV     CX,LENGTH STRING    ; set up counter
        CLD                         ; process string low to high

        ; fill string
REP     STOSB
```

Related Instructions

If you want to	See
Load a full address stored in a doubleword into DS and another register	LDS
Load a full address stored in a doubleword into ES and another register	LES

LEAVE* Leave High-Level Procedure LEAVE

Form	Opcode	Description	Clocks Am186	Clocks Am188
LEAVE	C9	Destroy procedure stack frame	8	8

What It Does

LEAVE removes the storage for the local variables of a procedure from the stack.

Syntax

```
LEAVE
```

Description

LEAVE destroys the stack frame created by ENTER. LEAVE releases the portion of the stack allocated for the procedure's local variables by copying BP to SP, and then restores the calling procedure's frame by popping its frame pointer into BP.

Operation It Performs

```
/* update stack and base pointers */
SP = BP;
BP = pop();
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

* – This instruction was not available on the original 8086/8088 systems.

Examples

This example procedure uses ENTER to: push the current frame pointer (BP) onto the stack, set up BP to point to its stack frame, reserve 4 bytes on the stack for its local variables, and indicate that it is not called by another procedure. The procedure uses LEAVE to remove the local variables from the stack and restore BP.

```
; procedure that is not called by another
Main    PROC    FAR
        ENTER   4,0          ; reserve 4 bytes for variables
                             ; procedure is not called by another

        ; perform operations
        ...

        ; save AX
        PUSH    AX

        ; perform operations
        ...

        LEAVE                ; remove variables from stack
        RET     2            ; remove saved AX from stack

Main    ENDP
```

This example includes two procedures, each of which uses ENTER to create its own stack frame. Each procedure uses LEAVE to destroy its stack frame before returning to the procedure that called it.

```
; top-level procedure
Main    PROC    FAR
        ENTER   6,1             ; reserve 6 bytes for variables
                                ; level 1 procedure

        ; perform operations
        ...

        LEAVE                   ; remove variables from stack
        RET
Main    ENDP


; second-level procedure
Sub2    PROC    FAR
        ENTER   20,2            ; reserve 20 bytes for variables
                                ; level 2 procedure

        ; perform operations
        ...

        LEAVE                   ; remove variables from stack
        RET
Sub2    ENDP
```

Tips

Before you use LEAVE, use MOV to copy the stack segment to SS and the stack offset to SP.

If a procedure receives input parameters via the stack from the calling procedure, but it does not need to pass them back as output parameters, use RET *components* after LEAVE to return and pop the input parameters from the stack.

Related Instructions

If you want to	**See**
Reserve storage on the stack for the local variables of a procedure	ENTER

LES Load ES with Segment and Register with Offset LES

Form	Opcode	Description	Clocks Am186	Clocks Am188
LES *r16,m16:16*	C4 */r*	Load ES:r16 with segment:offset from memory	18	26

What It Does

LES copies the segment portion of a full address stored in a doubleword to ES, and copies the offset portion of the full address to another register.

Syntax

LES *offset,pointer*

Description

LES reads a full pointer from memory and stores it in a register pair consisting of the ES register and a second operand-specified register. The first 16 bits are in ES and the remaining 16 bits are placed into the register specified by *offset*.

Operation It Performs

```
/* copy offset portion of pointer */
offset = pointer;

/* copy segment portion of pointer */
ES = pointer + 2;
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example copies several of the characters in a string stored in memory to a series of bytes in the same string that overlap the original characters. The microcontroller copies the bytes, one by one, from last to first to avoid overwriting the source bytes.

```
; defined in SEG_1 segment
STRING          DB      ”Am186EM*”,8 DUP (?); source and dest.
STRING_ADDR     DD      STRING     ; full address of STRING
NUMCHARS        EQU     8          ; copy eight characters
DELTA           EQU     4          ; 4 bytes away

        ; direct assembler that DS and ES point to
        ; different segments of memory
        ASSUME  DS:SEG_1, ES:SEG_2

        ; set up DS and ES with different segment addresses
        MOV     AX,SEG_1           ; load one segment into DS
        MOV     DS,AX              ; DS points to SEG_1
        MOV     AX,SEG_2           ; load another segment into ES
        MOV     ES,AX              ; ES points to SEG_2

        ; load source offset (segment = DS)
        ; SIZE and TYPE are assembler directives
        LEA     SI,STRING + SIZE STRING - TYPE STRING

        ; load dest. segment (DS) into ES and offset into DI
        LES     DI,ES(STRING+SIZE STRING-TYPE STRING-DELTA)
        MOV     CX,NUMCHARS        ; set up counter
        STD                        ; process string high to low

        ; copy eight bytes of string to destination within string
REP             MOVS          STRING,ES:STRING
```

Related Instructions

If you want to	See
Load a full address stored in a doubleword into DS and another register	LDS
Load the offset of a memory component into a register	LEA

LOCK* Lock the Bus LOCK

Form	Prefix to Opcode	Description	Clocks Am186	Clocks Am188
LOCK	F0	Asserts LOCK during an instruction execution	1	1

What It Does

The LOCK prefix asserts the LOCK signal for the specified instruction to prevent an external master from requesting the bus.

Syntax

```
LOCK instr
```

Description

LOCK is a prefix for a single instruction. On 186 processors with a LOCK pin assignment, the LOCK pin is asserted for the duration of the prefixed instruction. The LOCK prefix may be combined with the segment override and/or REP prefix.

Operation It Performs

```
assert LOCK#
execute(instruction)
de-assert LOCK#
```

Flag Settings After Instruction

Instruction prefixes do not affect the flags. See the instruction being prefixed for the flag values.

Tips

- The LOCK pin will assert for the entire repeated instruction.
- LOCK prevents DMA cycles until the entire LOCK instruction is complete (this includes a LOCK REP string instruction).
- LOCK prevents the processor from acknowledging a HOLD or taking an interrupt except for a nonmaskable interrupt.

Related Instructions

If you want to	See
Copy a component to a register or to a location in memory	MOV
Repeatedly execute a single *string* instruction	REP
Exchange one component with another component	XCHG

* – The external LOCK pin is only available on some members of the Am186 and Am188 family of microcontrollers. However, LOCK internal logic is still in effect on parts without the LOCK pin.

LODS Load String Component LODS
LODSB Load String Byte
LODSW Load String Word

Form	Opcode	Description	Clocks Am186	Clocks Am188
LODS *m8*	AC	Load byte segment:[SI] in AL	12	12
LODS *m16*	AD	Load word segment:[SI] in AX	12	16
LODSB	AC	Load byte DS:[SI] in AL	12	12
LODSW	AD	Load word DS:[SI] in AX	12	16

What It Does

LODS copies a component from a string to a register.

Syntax

LODS *source*

LODSB

LODSW

To override the default source segment (DS), and to have the assembler type-check your operand, use this form. In this form, source *is* segment*:[SI]. The assembler uses the segment in DS unless you specify a different segment register as part of the string component. The assembler uses the definition of the string component to determine which destination register to use.*

Before using any form of LODS, make sure that SI contains the offset of the string.

To copy a byte within a string located in the segment specified in DS to AL, use this form.

To copy a word within a string located in the segment specified in DS to AX, use this form.

Description

LODS loads the memory byte or word at the location pointed to by the source-index register into the AL or AX register. After the transfer, the instruction automatically advances the source-index register. If DF=0 (the CLD instruction was executed), the source index increments; if DF=1 (the STD instruction was executed), it decrements. The increment/decrement rate is 1 for a byte or 2 for a word. The source data address is determined solely by the contents of the source-index register; load the correct index value into the register before executing LODS. DS is the default source segment.

LODSB and LODSW are synonyms for the byte and word LODS instructions, respectively.

Operation It Performs

```
if (size(source) == 8)
/* load bytes */
{
   AL = DS:[SI];
   if (DF == 0)                              /* forward */
      increment = 1;
   else                                      /* backward */
      increment = -1;
}

if (size(source) == 16)
/* load words */
{
   AX = DS:[SI];
   if (DF == 0)                              /* forward */
      increment = 2;
   else                                      /* backward */
      increment = -2;
}

/* point to next string component */
SI = SI + increment;
```

Flag Settings After Instruction

Processor Status Flags Register					OF	DF	IF	TF	SF	ZF		AF		PF		CF
	reserved				–	–	–	–	–	–	res	–	res	–	res	–
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example copies a string of 16-bit integers in one segment to a string in another segment. The microcontroller copies the words and changes their sign—one by one, from first to last—before storing them in the other string. Before setting up the registers for the string operation, this example exchanges DS for ES in order to address the destination string using ES.

```
; defined in SEG_S segment
SOURCE          DW      16 DUP (?)
; defined in SEG_D segment
DESTINATION     DW      LENGTH SOURCE DUP (?)

        ; notify assembler: DS and ES specify different segments
        ASSUME DS:SEG_D, ES:SEG_S

        ; set up segment registers with different segments
        MOV     AX,SEG_D           ; load one segment into DS
        MOV     DS,AX              ; DS points to SEG_D, destination
        MOV     AX,SEG_S           ; load another segment into ES
        MOV     ES,AX              ; ES points to SEG_S, source

        ; initialize and use source string
        ...

        ; exchange DS for ES: the microcontroller does not allow
        ; you to override the segment register it uses to address
        ; the destination string (ES)
        PUSH    ES                 ; ES points to SEG_S, source
        PUSH    DS                 ; DS points to SEG_D, destination
        POP     ES                 ; ES points to SEG_D, destination
        POP     DS                 ; DS points to SEG_S, source

        ; set up registers and flags
        LEA     SI,SOURCE          ; load source offset (segment = DS)
        LEA     DI,DESTINATION     ; load dest. offset (segment = ES)
        MOV     CX,LENGTH SOURCE   ; set up counter
                                   ; LENGTH is an assembler directive
        CLD                        ; process string low to high

LOAD:
        ; load integers, change their sign, and store them
        LODSW                      ; copy integer from source to AX
        NEG     AX                 ; change sign of integer in AX
        STOSW                      ; copy integer from AX to dest.
        LOOP    LOAD               ; while CX is not zero,
                                   ; jump to top of loop

        ; exchange DS for ES
        PUSH    ES                 ; ES points to SEG_D, destination
        PUSH    DS                 ; DS points to SEG_S, source
        POP     ES                 ; ES points to SEG_S, source
        POP     DS                 ; DS points to SEG_D, destination
```

This example counts the number of carriage returns in a string of characters in memory. The microcontroller copies the bytes and compares them with the carriage-return character, one by one, from first to last.

```
STRING          DB      512 DUP (?)
CR              DB      0Dh             ; carriage return

; count number of carriage returns in string

        ; initialize and use string
        ...

        ; set up registers and flags
        LEA     SI,STRING               ; load offset (segment = DS)
        MOV     CX,LENGTH STRING        ; set up counter
                                        ; LENGTH is an assembler directive
        CLD                             ; process string low to high
        MOV     DX,0                    ; set up total

LOAD:
        ; load character and compare
        LODSB                           ; copy character to AL
        CMP     AL,CR                   ; is it a carriage return?

        ; if not, then load next character
        JNE     NEXT
        ; else, add 1 to number of carriage returns
        INC     DX

NEXT:
        LOOP    LOAD                    ; while CX is not zero,
                                        ; jump to top of loop
```

Tips

- Before using LODS, always be sure to: set up SI with the offset of the string, set up CX with the length of the string, and then use CLD (forward) or STD (backward) to establish the direction for string processing.
- To inspect each component in a string, use LODS within a loop.
- To perform a custom operation on each component in a string, use LODS and STOS within a loop. Within the loop, use the following sequence of instructions: use LODS to copy a component from memory, use other instructions to perform the custom operation, and then use STOS to copy the component back to memory. To overwrite the original string with the results, set up DI with the same offset as SI before beginning the loop.
- The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from one string to another string	MOVS
Copy a component from a string in main memory to a port in I/O memory	OUTS
Repeat one string instruction	REP
Process string components from higher to lower addresses	STD
Copy a component from a register to a string	STOS

LOOP Loop While CX Register Is Not Zero LOOP

Form	Opcode	Description	Clocks Am186	Clocks Am188
LOOP *rel8*	E2	Decrement count; jump short if CX≠ 0	16,6	16,6

What It Does

LOOP repeatedly executes a sequence of instructions; an unsigned number in CX tells the microcontroller how many times to execute the sequence.

Syntax

```
LOOP label
```

Description

At the bottom of a loop, LOOP subtracts 1 from CX, and then performs a short jump to the label at the top of the loop if CX is not 0. The label must be in the range from 128 bytes before LOOP to 127 bytes after LOOP. The microcontroller performs the following sequence of operations:

1. Executes the instructions between *label* and LOOP *label*.
2. Subtracts 1 from the unsigned number in CX.
3. Performs a short jump to the label if CX is not 0.

When CX is 0, the microcontroller begins executing the instruction following LOOP.

Operation It Performs

```
/* decrement counter */
CX = CX - 1;

if (CX != 0)
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* loop */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example converts a list of unpacked decimal digits in memory to their ASCII equivalents.

```
LIST            DB      01h,08h,06h
L_LENGTH        EQU     3

; convert a list of unpacked BCD digits to ASCII

        MOV     SI,0          ; point to first byte in list
        MOV     CX,L_LENGTH   ; set up counter

CONVERT:
        ; convert unpacked BCD digit to ASCII
        OR      LIST[SI],30h
        INC     SI            ; point to next byte in list
        LOOP    CONVERT       ; while CX is not 0, jump to top of loop
```

Related Instructions

If you want to	**See**
Jump to another sequence of instructions if CX is 0	JCXZ
Jump unconditionally to another sequence of instructions	JMP
Jump to the top of a loop if CX is not 0 and two compared components are equal	LOOPE
Jump to the top of a loop if CX is not 0 and two compared components are not equal	LOOPNE

LOOPE Loop If Equal
LOOPZ Loop If Zero

Form	Opcode	Description	Clocks Am186	Clocks Am188
LOOPE *rel8*	E1 *cb*	Decrement count; jump short if CX≠ 0 and ZF=1	16,6	16,6
LOOPZ *rel8*	E1 *cb*	Decrement count; jump short if CX≠ 0 and ZF=1	16,6	16,6

What It Does

LOOPE and LOOPZ repeatedly execute a sequence of instructions in which two components are compared; an unsigned number in CX tells the microcontroller the maximum number of times to execute the sequence. Once the microcontroller compares two components and finds they are not equal, the loop is no longer executed.

Syntax

LOOPE *label* LOOPZ *label*	*To repeat a loop until CX is 0 or two components compared inside the loop are not equal, use LOOPE or its synonym, LOOPZ. Both forms perform the same operation.*

Description

At the bottom of a loop, LOOPE subtracts 1 from CX, and then performs a short jump to the label at the top of the loop if the following conditions are met: CX is not 0, and the two components that were just compared are equal. The label must be in the range from 128 bytes before LOOPE to 127 bytes after LOOPE. The microcontroller performs the following sequence of operations:

1. Executes the instructions between *label* and LOOPE *label*.
2. Subtracts 1 from the unsigned number in CX.
3. Performs a short jump to the label if CX is not 0 and the Zero Flag (ZF) is 1.

When CX is 0 or ZF is 0, the microcontroller begins executing the instruction following LOOPE. LOOPZ is a synonym for LOOPE.

Operation It Performs

```
/* decrement counter */
CX = CX - 1;

if ((CX != 0) && (ZF == 1))
/* equal */
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* loop */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example searches one row of a table in memory for a number other than 0. If the row contains a number other than 0, the microcontroller sets the Carry Flag (CF) to 1; otherwise, it sets CF to 0.

```
ROW             DW      8 DUP (?)
TABLE           DW      20 * (SIZE ROW) DUP (?)    ; 20 x 8 table

        ; initialize and use table
        ...

; point to third row
        MOV     BX,2 * (SIZE ROW)  ; SIZE ROW = 16 bytes
        MOV     SI,-2              ; set up row index
        MOV     CX,LENGTH ROW      ; set up counter

SEARCH:
        ADD     SI,2               ; point to word in row (ADD before
                                   ; CMP to avoid changing flags)
        CMP     TABLE[BX][SI],0    ; is word 0?
        LOOPZ   SEARCH             ; while CX is not 0 (and word is 0),
                                   ; jump to top of loop

        ; if word is not 0, then jump
        JNE     OTHER

        ; indicate that all words are 0
        CLC
        JMP     CONTINUE

OTHER:
        STC             ; indicate that at least one word is not 0

CONTINUE:
        ...
```

Related Instructions

If you want to	See
Jump to another sequence of instructions if CX is 0	JCXZ
Jump unconditionally to another sequence of instructions	JMP
Jump to the top of a loop if CX is not 0	LOOP
Jump to the top of a loop if CX is not 0 and two compared components are not equal	LOOPNE

LOOPNE Loop If Not Equal
LOOPNZ Loop If Not Zero

Form	Opcode	Description	Clocks Am186	Clocks Am188
LOOPNE *rel8*	E0 *cb*	Decrement count; jump short if CX≠ 0 and ZF=0	16,6	16,6
LOOPNZ *rel8*	E0 *cb*	Decrement count; jump short if CX≠ 0 and ZF=0	16,6	16,6

What It Does

LOOPNE and LOOPNZ repeatedly execute a sequence of instructions in which two components are compared; an unsigned number in CX tells the microcontroller the maximum number of times to execute the sequence. Once the microcontroller compares two components and finds they are equal, the loop is no longer executed.

Syntax

LOOPNE *label* LOOPNZ *label*	*To repeat a loop until CX is 0 or two components compared inside the loop are equal, use LOOPNE or its synonym, LOOPNZ. Both forms perform the same operation.*

Description

At the bottom of a loop, LOOPNE subtracts 1 from CX, and then performs a short jump to the label at the top of the loop if the following conditions are met: CX is not 0, and the two components that were just compared are not equal. The label must be in the range from 128 bytes before LOOPNE to 127 bytes after LOOPNE. The microcontroller performs the following sequence of operations:

1. Executes the instructions between *label* and LOOPNE *label*.
2. Subtracts 1 from the unsigned number in CX.
3. Performs a short jump to the label if CX is not 0 and the Zero Flag (ZF) is 0.

When CX is 0 or ZF is 1, the microcontroller begins executing the instruction following LOOPNE. LOOPNZ is a synonym for LOOPNE.

Operation It Performs

```
/* decrement counter */
CX = CX - 1;

if ((CX != 0) && (ZF == 0))
/* not equal */
{
   /* extend sign of label */
   if (label < 0)
      displacement = 0xFF00 | label;
   else
      displacement = 0x00FF & label;

   /* loop */
   IP = IP + displacement;
}
```

Flag Settings After Instruction

	OF	DF	IF	TF	SF	ZF		AF		PF		CF
Processor Status Flags Register: reserved (15–12)	–	–	–	–	–	–	res	–	res	–	res	–
	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example searches a list of characters stored in memory for a null character. If the list contains a null character, the microcontroller sets the Carry Flag (CF) to 1; otherwise, it sets CF to 0.

```
CHARS           DB      128 DUP (?)
NULL            DB      0

; search a list for a null character

        ; initialize and use list
        ...

        ; set up registers
        MOV     SI,-1                ; set up list index
        MOV     CX,LENGTH CHARS      ; set up counter

SEARCH:
        INC     SI                   ; point to byte in list (INC before
                                     ; CMP to avoid changing flags)
        CMP     CHARS[SI],NULL       ; is byte a null?
        LOOPNE  SEARCH               ; while CX is not 0 (and byte is not
                                     ; a null), jump to top of loop

        ; if byte is a null, then jump
        JE      FOUND
        ; else, indicate that list doesn't contain a null
        CLC
        JMP     CONTINUE

FOUND:
        STC                          ; indicate that list contains a null

CONTINUE:
        ...
```

Related Instructions

If you want to	See
Jump to another sequence of instructions if CX is 0	JCXZ
Jump unconditionally to another sequence of instructions	JMP
Jump to the top of a loop if CX is not 0	LOOP
Jump to the top of a loop if CX is not 0 and two compared components are equal	LOOPE

LOOPZ Loop If Zero LOOPZ

Form	Opcode	Description	Clocks Am186	Clocks Am188
LOOPZ *rel8*	E1 *cb*	Decrement count; jump short if CX≠ 0 and ZF=1	16,6	16,6

What It Does

LOOPE and LOOPZ repeatedly execute a sequence of instructions in which two components are compared; an unsigned number in CX tells the microcontroller the maximum number of times to execute the sequence. Once the microcontroller compares two components and finds they are not equal, the loop is no longer executed.

See LOOPE on page 4-148 for a complete description.

MOV Move Component MOV

Form	Opcode	Description	Clocks Am186	Clocks Am188
MOV *r/m8,r8*	88 */r*	Copy register to r/m byte	2	2
MOV *r/m16,r16*	89 */r*	Copy register to r/m word	12	16
MOV *r8,r/m8*	8A */r*	Copy r/m byte to register	2	2
MOV *r16,r/m16*	8B */r*	Copy r/m word to register	9	13
MOV *r/m16,sreg*	8C */sr*	Copy segment register to r/m word	2/11	2/15
MOV *sreg,r/m16*	8E */sr*	Copy r/m word to segment register	2/9	2/13
MOV AL,*moffs8*	A0	Copy byte at segment:offset to AL	8	8
MOV AX,*moffs16*	A1	Copy word at segment:offset to AX	8	12
MOV *moffs8*,AL	A2	Copy AL to byte at segment:offset	9	9
MOV *moffs16*,AX	A3	Copy AX to word at segment:offset	9	13
MOV *r8,imm8*	B0+*rb*	Copy immediate byte to register	3	3
MOV *r16,imm16*	B8+*rw*	Copy immediate word to register	3	4
MOV *r/m8,imm8*	C6 */0*	Copy immediate byte to r/m byte	12	12
MOV *r/m16,imm16*	C7 */0*	Copy immediate word to r/m word	12	13

What It Does

MOV copies a component to a register or to a location in memory.

Syntax

```
MOV copy,source
```

Description

MOV copies the second operand to the first operand.

Operation It Performs

```
/* copy component */
copy = source;
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example defines and sets up the stack for a program.

```
; define stack segment
SEG_STACK       SEGMENT      'STACK'
                DB      500 DUP (?)
STACK:
SEG_STACK       ENDS

; set up stack (in code segment)
        MOV     AX,SEG_STACK        ; load stack segment into SS
        MOV     SS,AX               ; SS points to SEG_STACK
        MOV     AX,STACK            ; load stack offset into SP
        MOV     SP,AX               ; SP points to STACK
```

This example for the SD186EM demonstration board controls the LEDs that are mapped (using negative logic) to eight of the microcontroller's programmable input/output (PIO) pins according to the signal levels in AL. Because some of the LEDs on the board are mapped to the low eight PIO pins (5–0)—and some are mapped to the next eight PIO pins (15–14)—the example duplicates the signal levels in AH. Before writing the PIO signal levels to the PIO Data 0 (PDATA0) register, the example uses NOT to convert them to negative logic.

```
; control LEDs mapped using negative logic

        ; load eight LED signal levels into AL
        ...

        ; write to LEDs
        MOV     DX,PIO_DATA0_ADDR        ; address of PDATA0 register
        MOV     AH,AL                    ; copy AL to AH
        NOT     AX                       ; LEDs are negative logic
        OUT     DX,AX                    ; write out signals to port
```

This example sets up the Data Segment (DS) register and the Extra Segment (ES) register with the same segment address. This is useful if you will be using MOVS to copy one string to another string stored in the same segment. If you set up DS and ES with different segment addresses, you must copy the value in one of them to the other—or override the source segment—before using MOVS.

```
; set up DS and ES with same segment address

        ; direct assembler that both DS and ES point to
        ; the same segment of memory
        ASSUME   DS:SEG_C, ES:SEG_C

        ; set up DS and ES with SEG_C segment
        ; (can't copy directly from memory location
        ; to segment register)
        MOV     AX,SEG_C            ; load same segment into DS and ES
        MOV     DS,AX               ; DS points to SEG_C
        MOV     ES,AX               ; ES points to SEG_C
```

This example sets up the Data Segment (DS) register and the Extra Segment (ES) register with different segment addresses.

```
; set up DS and ES with different segment addresses

        ; direct assembler that DS and ES point to
        ; different segments of memory
        ASSUME   DS:SEG_A, ES:SEG_B

        ; set up DS with SEG_A segment and ES with SEG_B segment
        ; (can't copy directly from memory location
        ; to segment register)
        MOV     AX,SEG_A           ; load one segment into DS
        MOV     DS,AX              ; DS points to SEG_A
        MOV     AX,SEG_B           ; load another segment into ES
        MOV     ES,AX              ; ES points to SEG_B
```

Tips

☞ You cannot use MOV to copy directly from a memory location to a segment register. To copy a segment address to a segment register, first copy the segment address to a general register, and then copy the value in the general register to the segment register.

Related Instructions

If you want to	See
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from one string in memory to another string in memory	MOVS
Copy a component from a string in main memory to a port in I/O memory	OUTS

MOVS Move String Component
MOVSB Move String Byte
MOVSW Move String Word

Form	Opcode	Description	Clocks Am186	Clocks Am188
MOVS *m8,m8*	A4	Copy byte segment:[SI] to ES:[DI]	14	14
MOVS *m16,m16*	A5	Copy word segment:[SI] to ES:[DI]	14	18
MOVSB	A4	Copy byte DS:[SI] to ES:[DI]	14	14
MOVSW	A5	Copy word DS:[SI] to ES:[DI]	14	18

What It Does

MOVS copies a component from one string to another string.

Syntax

MOVS *destination,source*

MOVSB

MOVSW

To override the default source segment (DS) and to have the assembler type-check your operands, use this form. In this form, source *is* segment*:[SI]. The assembler uses the segment in DS unless you specify a different segment register as part of the source string component. The assembler uses the definitions of the string components to determine their sizes.*

To copy a byte within a string located in the source segment specified in DS to a byte within a string located in the destination segment specified in ES, use this form.

To copy a word within a string located in the source segment specified in DS to a word within a string located in the destination segment specified in ES, use this form.

Regardless of the form of MOVS you use, destination *is always ES:[DI]. Before using any form of MOVS, make sure that ES contains the segment of the destination string, DI contains the offset of the destination string, and SI contains the offset of the source string.*

Description

MOVS copies the byte or word at segment:[SI] to the byte or word at ES:[DI]. The destination operand must be addressable from the ES register; no segment override is possible for the destination. You can use a segment override for the source operand. The default is the DS register. The contents of SI and DI determine the source and destination addresses. Load the correct index values into the SI and DI registers before executing the MOVS instruction. After moving the data, MOVS advances the SI and DI registers automatically. If the Direction Flag (DF) is 0 (see STC on page 4-228), the registers increment. If DF is 1 (see STD on page 4-231), the registers decrement. The stepping is 1 for a byte, or 2 for a word operand.

MOVSB and MOVSW are synonyms for the byte and word MOVS instructions, respectively.

Operation It Performs

```
if (size(destination) == 8)
/* copy bytes */
{
   ES:[DI] = DS:[SI];
   if (DF == 0)                          /* forward */
      increment = 1;
   else                                  /* backward */
      increment = -1;
}

if (size(destination) == 16)
/* copy words */
{
   ES:[DI] = DS:[SI];
   if (DF == 0)                          /* forward */
      increment = 2;
   else                                  /* backward */
      increment = -2;
}

/* point to next string component */
DI = DI + increment;
SI = SI + increment;
```

Flag Settings After Instruction

Processor Status Flags Register

					OF	DF	IF	TF	SF	ZF		AF		PF		CF
	reserved				–	–	–	–	–	–	res	–	res	–	res	–
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example copies several of the characters in a string stored in memory to a series of bytes in the same string that overlap the original characters. The microcontroller copies the bytes, one by one, from last to first to avoid overwriting the source bytes.

```
; defined in SEG_1 segment
STRING          DB      ”Am186EM*”,8 DUP (?); source and dest.
STRING_ADDR     DD      STRING     ; full address of STRING
NUMCHARS        EQU     8          ; copy eight characters
DELTA           EQU     4          ; 4 bytes away

        ; direct assembler that DS and ES point to
        ; different segments of memory
        ASSUME  DS:SEG_1, ES:SEG_2

        ; set up DS and ES with different segment addresses
        MOV     AX,SEG_1           ; load one segment into DS
        MOV     DS,AX              ; DS points to SEG_1
        MOV     AX,SEG_2           ; load another segment into ES
        MOV     ES,AX              ; ES points to SEG_2

        PUSH    ES                 ; save ES

        ; load source offset (segment = DS)
        LEA     SI,STRING + SIZE STRING - TYPE STRING

        ; load dest. segment (DS) into ES and offset into DI
        LES     DI,ES:STRING+SIZE ES:STRING-TYPE ES:STRING-DELTA
        MOV     CX,NUMCHARS        ; set up counter
        STD                        ; process string high to low

        ; copy eight bytes of string to destination within string
REP     MOVS    STRING,ES:STRING

        POP     ES                 ; restore saved ES
```

This example copies one string of 16-bit integers stored in memory to another string located in the same segment. Because the Direction Flag (DF) is cleared to 0 using CLD, the microcontroller copies the words, one by one, from first to last.

```
; defined in SEG_Z segment
SOURCE          DW      350,-4821,-276,449,10578
DEST            DW      5 DUP (?)

; copy one string to another in the same segment

        ; direct assembler that DS and ES point to
        ; the same segment of memory
        ASSUME  DS:SEG_Z, ES:SEG_Z

        ; set up DS and ES with same segment address
        MOV     AX,SEG_Z            ; load segment into DS and ES
        MOV     DS,AX               ; DS points to SEG_Z
        MOV     ES,AX               ; ES points to SEG_Z

        ; set up registers and flags
        LEA     SI,SOURCE           ; load source offset (segment = DS)
        LEA     DI,DEST             ; load dest. offset (segment = ES)
        MOV     CX,5                ; set up counter
        CLD                         ; process string low to high

        ; copy source string to destination string
REP     MOVSW
```

Tips

Before using MOVS, always be sure to: set up SI with the offset of the source string and DI with the offset of the destination string, set up CX with the length of the strings, and use CLD (forward) or STD (backward) to establish the direction for string processing.

To copy one string to another, use the REP prefix to execute MOVS repeatedly.

To fill a string with a pattern, use MOV to: copy each component of the pattern to the first several components in the string, load SI with the offset of the string, load DI with the offset of the first component in the string that is not part of the pattern, load CX with the length of the string less the number of components in the pattern, and then use the REP prefix to execute MOVS repeatedly.

The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from a string in memory to a register	LODS
Copy a component from a string in main memory to a port in I/O memory	OUTS
Process string components from higher to lower addresses	STD
Copy a component from a register to a string in memory	STOS

MUL Multiply Unsigned Numbers MUL

Form	Opcode	Description	Clocks Am186	Clocks Am188
MUL *r/m8*	F6 */4*	AX=(r/m byte)•AL	26–28/32–34	26–28/32–34
MUL *r/m16*	F7 */4*	DX::AX=(r/m word)•AX	35–37/41–43	35–37/45–47

What It Does

MUL multiplies two unsigned numbers.

Syntax

```
mul multiplicand
```

Description

MUL operates on unsigned numbers. The operand you specify is the multiplicand. MUL assumes that the number by which it is to be multiplied (the multiplier) is in AL or AX. (MUL uses the multiplier that is the same size as the multiplicand.)

MUL places the result in AX or DX::AX. (The destination is always twice the size of the multiplicand.)

Operation It Performs

```
/* multiply multiplicand with accumulator */
if (size(multiplicand) == 8)
/* unsigned byte multiplication */
{
   temp = multiplicand * AL;

   if (size(temp) == size(AL))
   /* byte result */
   {
      /* store result */
      AL = temp;
      /* extend into AX */
      AH = 0x00;
      /* clear overflow and carry flags */
      OF = CF = 0;
   }
   else
   /* word result */
   {
      /* store result */
      AX = temp;

      /* set overflow and carry flags */
      OF = CF = 1;
   }
}
if (size(multiplicand) == 16)
/* unsigned word multiplication */
{
   temp = multiplicand * AX;

   if (size(temp) == size(AX))
   /* word result */
   {
      /* store result */
      AX = temp;
      /* extend into DX */
      DX = 0x00;
      /* clear overflow and carry flags */
      OF = CF = 0;
   }
   else
   /* doubleword result */
   {
      /* store result */
      DX::AX = temp;

      /* set overflow and carry flags */
      OF = CF = 1;
   }
}
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Setting	reserved					–	–	–	?	?	res	?	res	?	res	

? = undefined; – = unchanged

OF and CF = 0 if upper half of result is 0
OF and CF = 1 otherwise

Examples

This example multiplies a 16-bit unsigned number in CX by a 16-bit unsigned number in AX. If the product is small enough to fit in only the low word of the destination, this example stores only the low word of the destination in memory.

```
WPRODUCTH       DW      ?
WPRODUCTL       DW      ?

; 16-bit unsigned multiplication: DX::AX = CX * AX
        MOV     CX,32
        MOV     AX,300
        MUL     CX                  ; DX::AX = 00002580h = 9600

        ; store low word of product
        MOV     WPRODUCTL,AX

        ; if product fits in only low half of destination, then jump
        JNC     CONTINUE            ; ignore high half

        ; store high word of product
        MOV     WPRODUCTH,DX

CONTINUE:
        ...
```

Tips

Use SHL instead of MUL to multiply unsigned numbers by powers of 2. When multiplying an unsigned number by a power of 2, it is faster to use SHL than MUL.

Much of the time, you can ignore the high half of the result because the product is small enough to fit in only the low half of the destination. If it is, MUL clears CF and OF to 0; otherwise, MUL sets CF and OF to 1.

If the result will fit in a register that is the size of the multiplicand, and you either want to multiply an unsigned number by an immediate number or you don’t want the result to overwrite AL or AX, use the second and third forms of IMUL instead of MUL. Although designed for multiplying integers, these forms of IMUL calculate the same result as MUL while letting you specify more than one operand.

Related Instructions

If you want to	**See**
Convert an 8-bit unsigned binary product to its unpacked decimal equivalent	AAM
Multiply two integers	IMUL
Multiply an unsigned number by a power of 2	SHL

NEG Two’s Complement Negation NEG

Form	Opcode	Description	Clocks Am186	Clocks Am188
NEG *r/m8*	F6 */3*	Perform a two’s complement negation of r/m byte	3/10	3/10
NEG *r/m16*	F7 */3*	Perform a two’s complement negation of r/m word	3/10	3/14

What It Does

NEG changes the sign of an integer.

Syntax

```
NEG integer
```

Description

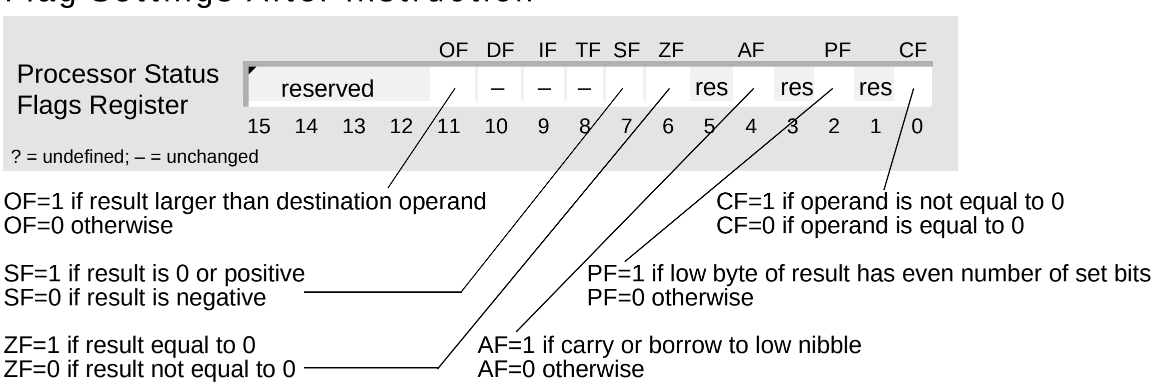
NEG replaces the value of a register or memory operand with its two’s complement. The operand is subtracted from zero and the result is placed in the operand.

NEG sets CF if the operand is not zero. If the operand is zero, it is not changed and NEG clears CF.

Operation It Performs

```
if (integer == 0)
   /* clear carry flag */
   CF = 0;
else
   /* set carry flag
   CF = 1;

/* change sign of integer */
integer = 0 - integer;
```

Flag Settings After Instruction



Examples

This example uses addition to find the difference between two integers.

```
INTEGER1        DW      2000            ; 7D0h
INTEGER2        DW      1600            ; 640h

; calculate difference using sign change and addition
        NEG     INTEGER2           ; INTEGER2 = F9C0h = -1600
        ; signed addition: INTEGER1 = INTEGER1 + INTEGER2
        ADD     INTEGER1,INTEGER2  ; INTEGER1 = 0190h = 400
```

This example copies a string of 8-bit integers stored in memory to another string located in the same segment. The microcontroller copies the bytes and changes their sign—one by one, from first to last—before storing them in the other string.

```
; defined in SEG_C segment
SOURCE          DB      20 DUP (?)
DESTINATION     DB      LENGTH SOURCE DUP (?)

        ; notify assembler: DS and ES point to the
        ; same segment of memory
        ASSUME  DS:SEG_C, ES:SEG_C

        ; set up DS and ES with same segment address
        MOV     AX,SEG_C           ; load segment into DS and ES
        MOV     DS,AX              ; DS points to SEG_C
        MOV     ES,AX              ; ES points to SEG_C

        ; initialize and use source string
        ...

        ; save ES
        PUSH    ES

        ; set up registers and flags
        LEA     SI,SOURCE          ; load source offset (segment = DS)
        LEA     DI,DESTINATION     ; load dest. offset (segment = ES)
        MOV     CX,LENGTH SOURCE   ; set up counter
        CLD                        ; process string low to high

LOAD:
        LODSB                      ; copy integer to AL
        NEG     AL                 ; change sign of integer in AL
        STOSB                      ; copy AL to destination string
        LOOP    LOAD               ; while CX is not zero,
                                   ; jump to top of loop

        ; restore ES
        POP     ES
```

Related Instructions

If you want to	**See**
Toggle all bits of a component	NOT
Subtract a number and the value of CF from another number	SBB
Subtract a number from another number	SUB

NOP No Operation NOP

Form	Opcode	Description	Clocks Am186	Clocks Am188
NOP	90	Perform no operation	3	3

What It Does

NOP expends clock cycles exchanging AX with itself.

Syntax

```
NOP
```

Description

NOP performs no operation. It is a 1-byte instruction that takes up space in the code segment, but affects none of the machine context except the instruction pointer.

Operation It Performs

```
/* exchange AX with AX to pass time */
temp = AX;
AX = AX;
AX = temp;
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Examples

This example shows a delay loop.

```
; perform delay loop to insert real-time

        MOV     AX,0FFFFh; set up counter
LOOP1:
        ; waste time
        NOP
        NOP
        NOP
        NOP
        DEC     AX            ; subtract 1 from counter
        JNZ     LOOP1         ; if AX is not 0, jump to top of loop
```

Tips

☞ Use NOP during a debugging session to fill code space left vacant after replacing an instruction with a shorter instruction.

Related Instructions

If you want to	**See**
Suspend instruction execution	HLT

NOT One's Complement Negation NOT

Form	Opcode	Description	Clocks Am186	Clocks Am188
NOT *r/m8*	F6 */2*	Complement each bit in r/m byte	3/10	3/10
NOT *r/m16*	F7 */2*	Complement each bit in r/m word	3/10	3/14

What It Does

NOT toggles all bits of a component.

Syntax

NOT *component*

Description

NOT inverts the operand. Every 1 becomes a 0, and vice versa. NOT is equivalent to XOR with a mask of all 1s.

Operation It Performs

```
/* complement bits of component */
component = ~ component;
```

Flag Settings After Instruction

Processor Status Flags Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Setting	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example complements all bits of an 8-bit value in memory. The microcontroller changes each 0 to a 1 and each 1 to a 0.

```
INDICATORS      DB      11001010b

; complement indicators
        NOT     INDICATORS    ; INDICATORS = 00110101b
```

This example for the SD186EM demonstration board controls the LEDs that are mapped (using negative logic) to eight of the microcontroller's programmable input/output (PIO) pins according to the signal levels in AL. Because some of the LEDs on the board are mapped to the low eight PIO pins (5–0)—and some are mapped to the next eight PIO pins (15–14)—the example duplicates the signal levels in AH. Before writing the PIO signal levels to the PIO Data 0 (PDATA0) register, the example uses NOT to convert them to negative logic.

```
; control LEDs mapped using negative logic

        ; load eight LED signal levels into AL
        ...

        ; write to LEDs
        MOV     DX,PIO_DATA0_ADDR       ; address of PDATA0 register
        MOV     AH,AL                   ; copy AL to AH
        NOT     AX                      ; LEDs are negative logic
        OUT     DX,AX                   ; write out signals to port
```

Related Instructions

If you want to	See
Clear particular bits of a component to 0	AND
Change the sign of an integer	NEG
Set particular bits of a component to 1	OR
Toggle particular bits of a component	XOR

OR Logical Inclusive OR OR

Form	Opcode	Description	Clocks Am186	Clocks Am188
OR AL,*imm8*	0C *ib*	OR immediate byte with AL	3	3
OR AX,*imm16*	0D *iw*	OR immediate word with AX	4	4
OR *r/m8,imm8*	80 */1 ib*	OR immediate byte with r/m byte	4/16	4/16
OR *r/m16,imm16*	81 */1 iw*	OR immediate word with r/m word	4/16	4/20
OR *r/m16,imm8*	83 */1 ib*	OR immediate byte with r/m word	4/16	4/20
OR *r/m8,r8*	08 */r*	OR byte register with r/m byte	3/10	3/10
OR *r/m16,r16*	09 */r*	OR word register with r/m word	3/10	3/14
OR *r8,r/m8*	0A */r*	OR r/m byte with byte register	3/10	3/10
OR *r16,r/m16*	0B */r*	OR r/m word with word register	3/10	3/14

What It Does

OR sets particular bits of a component to 1 according to a mask.

Syntax

OR *component,mask*

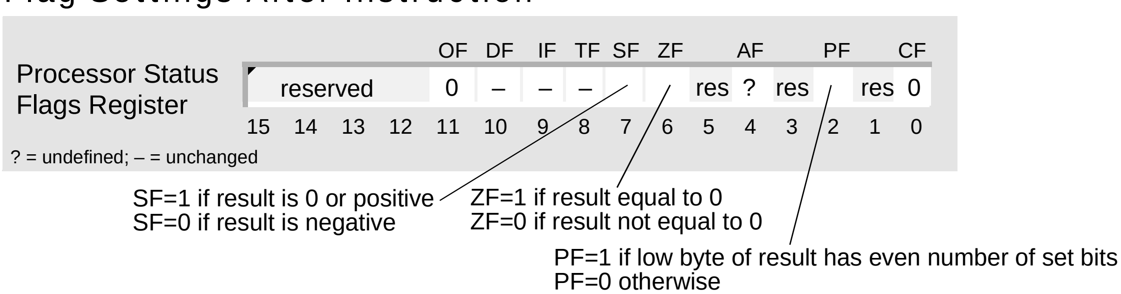
Description

OR computes the inclusive OR of its two operands and places the result in the first operand. Each bit of the result is 0 if both corresponding bits of the operands are 0; otherwise, each bit is 1.

Operation It Performs

```
/* OR component with mask */
component = component | mask;

/* clear overflow and carry flags */
OF = CF = 0;
```

Flag Settings After Instruction



Examples

This example converts an unpacked decimal digit to its ASCII equivalent.

```
ASCII_MASK      EQU     30h         ; decimal-to-ASCII mask
BCD_NUM         DB      06h         ; 6

; convert decimal number to ASCII
        MOV     AL,BCD_NUM          ; AL = 06h = 6
        OR      AL,ASCII_MASK       ; AL = 36h = ASCII ’6’
```

Tips

☞ To convert an unpacked decimal digit to its ASCII equivalent, use OR to add 30h (ASCII 0) to the digit.

Related Instructions

If you want to	See
Clear particular bits of a component to 0	AND
Toggle all bits of a component	NOT
Toggle particular bits of a component	XOR

OUT Output Component to Port OUT

Form	Opcode	Description	Clocks Am186	Clocks Am188
OUT *imm8*,AL	E6 *ib*	Output AL to immediate port	9	9
OUT *imm8*,AX	E7 *ib*	Output AX to immediate port	9	13
OUT DX,AL	EE	Output AL to port in DX	7	7
OUT DX,AX	EF	Output AX to port in DX	7	11

What It Does

OUT copies a component from a register to a port in I/O memory.

Syntax

OUT *port, source*

Description

OUT transfers a data byte from the register (AL or AX) given as the second operand (*source*) to the output port numbered by the first operand (*port*). Output to any port from 0 to 65535 is performed by placing the port number in the DX register and then using an OUT instruction with the DX register as the first operand. If the instruction contains an 8-bit port number, that value is zero-extended to 16 bits.

Operation It Performs

```
/* extend port number */
if (size(port) == 8)
   port = 0x00FF & port;

/* move component */
[port] = source;
```

Flag Settings After Instruction

Processor Status Flags Register

15–12	11	10	9	8	7	6	5	4	3	2	1	0
	OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved	–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example for the SD186EM demonstration board lights all of the LEDs that are mapped to eight of the PIO pins on the microcontroller.

```
; assert PIO pins 15-14 and 5-0

        ; set up PIO pins 15-0 as outputs
        MOV     DX,PIO_DIR0_ADDR        ; address of PDIR0 register
        MOV     AX,0                    ; 0 = output
        OUT     DX,AX                   ; write directions to register

        ; PIO pins 15-0 will be asserted
        MOV     DX,PIO_DATA0_ADDR       ; address of PDATA0 register
        MOV     AX,0FFFFh               ; 1 = high
        OUT     DX,AX                   ; write levels to register

        ; only enable PIOs 15-14 and 5-0, the other PIO pins
        ; will perform their preassigned functions
        MOV     DX,PIO_MODE0_ADDR       ; address of PIOMODE0 register
        MOV     AX,0C07Fh               ; PIOs 15-14 and 5-0
        OUT     DX,AX                   ; write modes to register
```

This example sets the baud rate divisor for the asynchronous serial port on the Am186EM controller.

```
; set baud rate divisor for asynchronous serial port

        MOV     DX,SPRT_BDV_ADDR   ; address of SPBAUD register
        MOV     AX,129             ; 9600 baud at 40 MHz
        OUT     DX,AX              ; write out baud rate to register
```

Tips

Use OUT to talk to the peripheral registers, since they are initially set to I/O space (and not memory-mapped).

Related Instructions

If you want to	See
Copy a component from a port in I/O memory to a register	IN
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from a string in main memory to a port in I/O memory	OUTS

OUTS* Output String Component to Port — OUTS
OUTSB Output String Byte to Port
OUTSW Output String Word to Port

Form	Opcode	Description	Clocks Am186	Clocks Am188
OUTS DX,*m8*	6E	Output byte DS:[SI] to port in DX	14	14
OUTS DX,*m16*	6F	Output word DS:[SI] to port in DX	14	14
OUTSB	6E	Output byte DS:[SI] to port in DX	14	14
OUTSW	6F	Output word DS:[SI] to port in DX	14	14

What It Does

OUTS copies a component from a string in main memory to a port in I/O memory.

Syntax

```
OUTS port,source
OUTSB
OUTSW
```

OUTS *port,source*: *To have the assembler type-check your operands, use this form. The assembler uses the definition of the string component to determine its size.*

OUTSB: *To copy a byte from within a string located in the segment specified in DS to the I/O port specified in DX, use this form.*

OUTSW: *To copy a word from within a string located in the segment specified in DS to the I/O port specified in DX, use this form.*

Regardless of the form of OUTS you use, source *is always DS:[SI], and* port *is always DX. Before using any form of OUTS, make sure that DS contains the segment of the string, SI contains the offset of the string, and DX contains the number of the port.*

Description

OUTS transfers data from the address indicated by the source-index register (SI) to the output port addressed by the DX register. OUTS does not allow specification of the port number as an immediate value. You must address the port through the DX register value. Load the correct values into the DX register and the source-index (SI) register before executing the OUTS instruction.

After the transfer, the source-index register advances automatically. If the Direction Flag (DF) is 0 (see CLD on page 4-29), the source-index register increments. If DF is 1 (see STD on page 4-231), it decrements. The SI register increments or decrements by 1 for a byte or 2 for a word.

OUTSB and OUTSW are synonyms for the byte and word OUTS instructions.

You can use the REP prefix with the OUTS instruction for block output of CX bytes or words.

* – This instruction was not available on the original 8086/8088 systems.

Operation It Performs

```
if (size(source) == 8)
/* output bytes */
{
   [DX] = DS:[SI];
   if (DF == 0)                          /* forward */
      increment = 1;
   else                                  /* backward */
      increment = -1;
}

if (size(source) == 16)
/* output words */
{
   [DX] = DS:[SI];
   if (DF == 0)                          /* forward */
      increment = 2;
   else                                  /* backward */
      increment = -2;
}

/* point to location for next string component */
SI = SI + increment;
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Tips

Before using OUTS, always be sure to: set up SI with the offset of the string, set up CX with the length of the string, and use CLD (forward) or STD (backward) to establish the direction for string processing.

The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Copy a component from a port in I/O memory to a register	IN
Copy a component from a port in I/O memory to a string located in main memory	INS
Copy a component from a register to a port in I/O memory	OUT
Repeat one string instruction	REP
Process string components from higher to lower addresses	STD

POP Pop Component from Stack POP

Form	Opcode	Description	Clocks Am186	Clocks Am188
POP *m16*	8F */0*	Pop top word of stack into memory word	20	24
POP *r16*	58+*rw*	Pop top word of stack into word register	10	14
POP DS	1F	Pop top word of stack into DS	8	12
POP ES	07	Pop top word of stack into ES	8	12
POP SS	17	Pop top word of stack into SS	8	12

What It Does

POP copies a component from the top of the stack and then removes the storage space for the component from the stack.

Syntax

POP *component*

Description

POP loads the word at the top of the processor stack into the destination specified by the operand. The top of the stack is specified by the contents of SS and the Stack Pointer register, SP. The stack pointer increments by 2 to point to the new top of stack.

A POP SS instruction inhibits all interrupts, including nonmaskable interrupts, until after execution of the next instruction. This allows sequential execution of POP SS and POP SP instructions without danger of having an invalid stack during an interrupt.

A pop-to-memory instruction that uses the stack pointer as a base register references memory after the POP. The base is the value of the stack pointer after the instruction has been executed.

Note that POP CS is not a valid instruction; use RET to pop from the stack into CS.

Operation It Performs

```
/* copy component from stack */
destination = SS:[SP];

/* remove storage from stack */
SP = SP + 2;
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example copies a string of 16-bit integers in one segment of memory to a string in another segment. The words are copied, one by one, from last to first.

```
; defined in SEG_A
STRING1         DW      -30000,10250,31450,21540,-16180
S1_LENGTH  EQU  5

; defined in SEG_B
STRING2         DW      S1_LENGTH DUP (?)
S2_END_ADDR     DD      STRING2 + SIZE STRING2 - TYPE STRING2

        ; notify assembler: DS and ES specify
        ; different segments of memory
        ASSUME DS:SEG_A, ES:SEG_B

        ; set up segment registers with different segments
        MOV     AX,SEG_A           ; load one segment into DS
        MOV     DS,AX              ; DS points to SEG_A
        MOV     AX,SEG_B           ; load another segment into ES
        MOV     ES,AX              ; ES points to SEG_B

        ; copy string in segment A to string in segment B

        ; save ES
        PUSH    ES

        ; set up registers and flags
        LEA     SI,STRING1         ; load source offset (segment = DS)

        ; load dest. segment into ES and offset into DI
        LES     DI,ES:S2_END_ADDR
        MOV     CX,S1_LENGTH       ; set up counter
        STD                        ; process string high to low

        ; copy source string to destination
REP     MOVSW

        ; restore saved ES
        POP ES
```

This example procedure for the SD186EM demonstration board turns an LED on or off by toggling the signal level of programmable I/O (PIO) pin 3 in the PIO Data 0 (PDATA0) register.

```
PIO3_MASK       EQU     0008h           ; PDATA0 bit 3

; toggle PDATA0 bit 3
TOGGLE_PIO3     PROC    NEAR

        ; save registers
        PUSH    AX
        PUSH    DX

        MOV     DX,PIO_DATA0_ADDR       ; address of PDATA0 register
        IN      AX,DX                   ; read PDATA0 into AX
        XOR     AX,PIO3_MASK            ; toggle bit 3
        OUT     DX,AX                   ; write AX to PDATA0

        ; restore saved registers
        POP     DX
        POP     AX

        RET

TOGGLE_PIO3ENDP
```

Tips

- Before you use POP, use MOV to copy the stack segment to SS and the stack offset to SP.
- Before you can pop a component from the stack, you must push one onto the stack.
- To copy one segment register to another, use PUSH to place the contents of the first segment register on the stack, and then use POP to load the other segment register.
- Use the stack to pass parameters from one procedure to another. In the calling procedure, use PUSH to push the parameters onto the stack, use CALL to call another procedure, and then use POP to pop the parameters from the stack.
- Use PUSH to temporarily save the intermediate results of a multistep calculation.
- Use PUSH to save the value of a register you want to temporarily use for another purpose. Use POP to restore the saved register value when you are done.

Related Instructions

If you want to	See
Pop components from the stack into the 16-bit general registers	POPA
Pop a component from the stack into the Processor Status Flags register	POPF
Push a component onto the stack	PUSH

POPA* Pop All 16-Bit General Registers from Stack POPA

Form	Opcode	Description	Clocks Am186	Clocks Am188
POPA	61	Pop DI, SI, BP, BX, DX, CX, and AX	51	83

What It Does

POPA copies each of eight components from the top of the stack to one of the 16-bit general registers and then removes the storage space for the components from the stack.

Syntax

```
POPA
```

Description

POPA pops the eight 16-bit general registers, but it discards the SP value instead of loading it into the SP register. POPA reverses a previous PUSHA, restoring the general registers to their values before the PUSHA instruction was executed. POPA pops the DI register first.

Operation It Performs

```
/* pop 16-bit general registers from stack */
DI = pop();
SI = pop();
BP = pop();

/* skip stack pointer */
SP = SP + 2;

/* continue popping */
BX = pop();
DX = pop();
CX = pop();
AX = pop();
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

* – This instruction was not available on the original 8086/8088 systems.

Examples

This example of an interrupt-service routine enables interrupts so that interrupt nesting can occur, resets a device, disables interrupts until the interrupted procedure is resumed, and then clears the in-service bits in the In-Service (INSERV) register by writing to the End-Of-Interrupt (EOI) register.

```
; the microcontroller pushes the flags onto
; the stack before executing this routine

; enable interrupt nesting during routine
ISR1    PROC    FAR

        PUSHA                     ; save general registers
        STI                       ; enable unmasked maskable interrupts

        mRESET_DEVICE1            ; perform operation (macro)
        CLI                       ; disable maskable interrupts until IRET

        ; reset in-service bits by writing to EOI register
        MOV     DX,INT_EOI_ADDR   ; address of EOI register
        MOV     AX,8000h          ; nonspecific EOI
        OUT     DX,AX             ; write to EOI register

        POPA                      ; restore general registers
        IRET

ISR1    ENDP

; the microcontroller pops the flags from the stack
; before returning to the interrupted procedure
```

Tips

Before you use POPA, use MOV to copy the stack segment to SS and the stack offset to SP.

To prevent a called procedure from destroying register values that are necessary for the successful execution of the calling procedure, use PUSHA at the beginning of each procedure, and then use POPA at the end. If you want to pass a parameter to the calling procedure using a general register, copy the parameter to the register after POPA.

Related Instructions

If you want to	See
Pop a component from the stack	POP
Pop a component from the stack into the Processor Status Flags register	POPF
Push the 16-bit general registers onto the stack	PUSHA

POPF Pop Flags from Stack POPF

Form	Opcode	Description	Clocks Am186	Clocks Am188
POPF	9D	Pop top word of stack into Processor Status Flags register	8	12

What It Does

POPF copies a component from the top of the stack, loads it into the Processor Status Flags (FLAGS) register, and then removes the storage space for the component from the stack.

Syntax

```
POPF
```

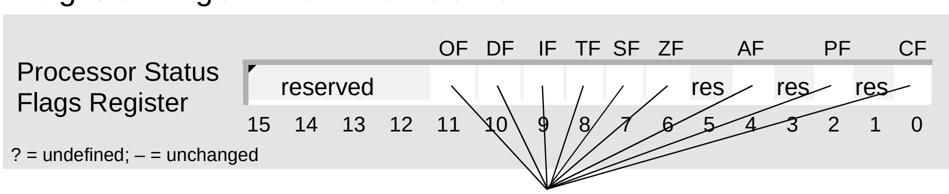
Description

POPF pops a word from the top of the stack and stores the value in the FLAGS register.

Operation It Performs

```
/* copy flags from stack */
FLAGS = SS:[SP];

/* delete storage from stack */
SP = SP + 2;
```

Flag Settings After Instruction



Values in word at top of stack are copied into FLAGS register bits.

Tips

☞ Before you use POPF, use MOV to copy the stack segment to SS and the stack offset to SP.

☞ To prevent an instruction or a called procedure from modifying flags that are necessary for the successful execution of the following instructions or calling procedure, use PUSHF to save the Processor Status Flags register. After the instruction or the procedure CALL, use POPF to restore the saved flags.

Related Instructions

If you want to	See
Pop a component from the stack	POP
Pop components from the stack into the 16-bit general registers	POPA
Push the Processor Status Flags register onto the stack	PUSHF
Copy AH to the low byte of the Processor Status Flags register	SAHF

PUSH* Push Component onto Stack PUSH

Form	Opcode	Description	Clocks Am186	Clocks Am188
PUSH *m16*	FF */6*	Push memory word onto stack	16	20
PUSH *r16*	50+*rw*	Push register word onto stack	10	14
PUSH *imm8*	6A	Push sign-extended immediate byte onto stack	10	14
PUSH *imm16*	68	Push immediate word onto stack	10	14
PUSH CS	0E	Push CS onto stack	9	13
PUSH SS	16	Push SS onto stack	9	13
PUSH DS	1E	Push DS onto stack	9	13
PUSH ES	06	Push ES onto stack	9	13

What It Does

PUSH creates storage space for a component on the stack and then copies the component to the stack.

Syntax

PUSH *component*

Description

PUSH decrements the stack pointer by 2. Then PUSH places the operand on the new stack top, indicated by the stack pointer.

Operation It Performs

```
/* create storage on stack */
SP = SP - 2;

/* copy component to stack */
SS:[SP] = source;
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

* – PUSH immediates were not available on the original 8086/8088 systems.

Examples

This example copies a string of 16-bit integers in one segment to a string in another segment. The microcontroller copies the words and changes their sign—one by one, from first to last—before storing them in the other string. Before setting up the registers for the string operation, this example exchanges DS for ES in order to address the destination string using ES.

```
; defined in SEG_S segment
SOURCE          DW      16 DUP (?)
; defined in SEG_D segment
DESTINATIONDW   LENGTH SOURCE DUP (?)

        ; notify assembler: DS and ES specify different segments
        ASSUME DS:SEG_D, ES:SEG_S

        ; set up segment registers with different segments
        MOV     AX,SEG_D            ; load one segment into DS
        MOV     DS,AX               ; DS points to SEG_D, destination
        MOV     AX,SEG_S            ; load another segment into ES
        MOV     ES,AX               ; ES points to SEG_S, source

        ; initialize and use source string
        ...

        ; exchange DS for ES: the microcontroller does not allow
        ; you to override the segment register it uses to address
        ; the destination string (ES)
        PUSH    ES                  ; ES points to SEG_S, source
        PUSH    DS                  ; DS points to SEG_D, destination
        POP     ES                  ; ES points to SEG_D, destination
        POP     DS                  ; DS points to SEG_S, source

        ; set up registers and flags
        LEA     SI,SOURCE           ; load source offset (segment = DS)
        LEA     DI,DESTINATION      ; load dest. offset (segment = ES)
        MOV     CX,LENGTH SOURCE    ; set up counter
        CLD                         ; process string low to high

LOAD:
        ; load integers, change their sign, and store them
        LODSW                       ; copy integer from source to AX
        NEG     AX                  ; change sign of integer in AX
        STOSW                       ; copy integer from AX to dest.
        LOOP    LOAD                ; while CX is not zero,
                                    ; jump to top of loop

        ; exchange DS for ES
        PUSH    ES                  ; ES points to SEG_D, destination
        PUSH    DS                  ; DS points to SEG_S, source
        POP     ES                  ; ES points to SEG_S, source
        POP     DS                  ; DS points to SEG_D, destination
```

This example procedure turns an LED on or off by toggling the signal level of programmable I/O (PIO) pin 3 in the PIO Data 0 (PDATA0) register.

```
PIO3_MASK       EQU     0008h           ; PDATA0 bit 3

; toggle PDATA0 bit 3
TOGGLE_PIO3     PROC    NEAR

        ; save registers
        PUSH    AX
        PUSH    DX

        MOV     DX,PIO_DATA0_ADDR       ; address of PDATA0 register
        IN      AX,DX                   ; read PDATA0 into AX
        XOR     AX,PIO3_MASK            ; toggle bit 3
        OUT     DX,AX                   ; write AX to PDATA0

        ; restore saved registers
        POP     DX
        POP     AX

        RET

TOGGLE_PIO3     ENDP
```

Tips

☞ Before you use PUSH, use MOV to copy the stack segment to SS and the stack offset to SP.

☞ You must push a component onto the stack before you can pop one from the stack.

☞ To copy one segment register to another, use PUSH to place the contents of the first segment register on the stack, and then use POP to load the other segment register.

☞ Use the stack to pass parameters from one procedure to another. In the calling procedure, use PUSH to push the parameters onto the stack, use CALL to call another procedure, and then use POP to pop the parameters from the stack.

☞ Use PUSH to temporarily save the intermediate results of a multistep calculation.

☞ Use PUSH to save the value of a register you want to temporarily use for another purpose. Use POP to restore the saved register value when you are done.

Related Instructions

If you want to	See
Pop a component from the stack	POP
Push the 16-bit general registers onto the stack	PUSHA
Push the Processor Status Flags register onto the stack	PUSHF

PUSHA* Push All 16-Bit General Registers onto Stack PUSHA

Form	Opcode	Description	Clocks Am186	Clocks Am188
PUSHA	60	Push AX, CX, DX, BX, original SP, BP, SI, and DI	36	68

What It Does

PUSHA creates storage space for eight components on the stack and then copies each of the eight 16-bit general registers to the stack.

Syntax

```
PUSHA
```

Description

PUSHA saves the 16-bit general registers on the processor stack. PUSHA decrements the stack pointer (SP) by 16 to accommodate the required 8-word field. Because the registers are pushed onto the stack in the order in which they were given, they appear in the 16 new stack bytes in reverse order. The last register pushed is the DI register.

Operation It Performs

```
/* save stack pointer */
temp = SP;

/* push 16-bit general registers onto stack */
push(AX);
push(CX);
push(DX);
push(BX);

/* push stack pointer */
push(temp);

/* continue pushing */
push(BP);
push(SI);
push(DI);
```

Flag Settings After Instruction

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

* – This instruction was not available on the original 8086/8088 systems.

Examples

This example of an interrupt-service routine enables interrupts so that interrupt nesting can occur, resets a device, disables interrupts until the interrupted procedure is resumed, and then clears the in-service bits in the In-Service (INSERV) register by writing to the End-Of-Interrupt (EOI) register.

```
; the microcontroller pushes the flags onto
; the stack before executing this routine

; enable interrupt nesting during routine
ISR1    PROC    FAR

        PUSHA                ; save general registers
        STI                  ; enable unmasked maskable interrupts

        mRESET_DEVICE1       ; perform operation (macro)
        CLI                  ; disable maskable interrupts until IRET

        ; reset in-service bits by writing to EOI register
        MOV     DX,INT_EOI_ADDR    ; address of EOI register
        MOV     AX,8000h           ; nonspecific EOI
        OUT     DX,AX              ; write to EOI register

        POPA                       ; restore general registers
        IRET

ISR1    ENDP

; the microcontroller pops the flags from the stack
; before returning to the interrupted procedure
```

Tips

Before you use PUSHA, use MOV to copy the stack segment to SS and the stack offset to SP.

To prevent a called procedure from destroying register values that are necessary for the successful execution of the calling procedure, use PUSHA at the beginning of each procedure, and then use POPA at the end. If you want to pass a parameter to the calling procedure using a general register, copy the parameter to the register after POPA.

Related Instructions

If you want to	See
Pop components from the stack into the 16-bit general registers	POPA
Push a component onto the stack	PUSH
Push the Processor Status Flags register onto the stack	PUSHF

PUSHF Push Flags onto Stack PUSHF

Form	Opcode	Description	Clocks Am186	Clocks Am188
PUSHF	9C	Push Processor Status Flags register	9	13

What It Does

PUSHF creates storage space for a component on the stack and then copies the Processor Status Flags (FLAGS) register to the stack.

Syntax

```
PUSHF
```

Description

PUSHF decrements the stack pointer by 2 and copies the FLAGS register to the new top of stack.

Operation It Performs

```
/* create storage on stack */
SP = SP - 2;

/copy flags to stack */
SS:[SP] = FLAGS;
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Tips

- Before you use PUSHF, use MOV to copy the stack segment to SS and the stack offset to SP.
- To prevent an instruction or a called procedure from modifying flags that are necessary for the successful execution of the following instructions or calling procedure, use PUSHF to save the Processor Status Flags register. After the instruction or the procedure call, use POPF to restore the saved flags.

Related Instructions

If you want to	See
Copy the low byte of the Processor Status Flags register to AH	LAHF
Pop a component from the stack into the Processor Status Flags register	POPF
Push a component onto the stack	PUSH
Push the 16-bit general registers onto the stack	PUSHA

RCL* Rotate through Carry Left RCL

Form	Opcode	Description	Clocks Am186	Clocks Am188
RCL *r/m8*,1	D0 */2*	Rotate 9 bits of CF and r/m byte left once	2/15	2/15
RCL *r/m8*,CL	D2 */2*	Rotate 9 bits of CF and r/m byte left CL times	5+*n*/17+*n*	5+*n*/17+*n*
RCL *r/m8,imm8*	C0 */2 ib*	Rotate 9 bits of CF and r/m byte left imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
RCL *r/m16*,1	D1 */2*	Rotate 17 bits of CF and r/m word left once	2/15	2/15
RCL *r/m16*,CL	D3 */2*	Rotate 17 bits of CF and r/m word left CL times	5+*n*/17+*n*	5+*n*/17+*n*
RCL *r/m16,imm8*	C1 */2 ib*	Rotate 17 bits of CF and r/m word left imm8 times	5+*n*/17+*n*	5+*n*/17+*n*

What It Does

RCL shifts the bits of a component to the left, copies the Carry Flag (CF) to the lowest bit of the component, and then overwrites CF with the bit shifted out of the component.

Syntax

```
RCL component,count
```

Description

RCL shifts CF into the bottom bit and shifts the top bit into CF. The second operand (*count*) indicates the number of rotations. The operand is either an immediate number or the CL register contents. The microcontroller does not allow rotation counts greater than 31. If the count is greater than 31, only the bottom 5 bits of the operand are rotated.

Operation It Performs

```
while (i = count; i != 0; i--)
/* perform shifts */
{
   /* save highest bit */
   temp = mostSignificantBit(component);

   /* shift left and fill vacancy with carry flag */
   component = (component << 1) + CF;

   /* replace carry flag with saved bit */
   CF = temp;
}

if (count == 1)
/* single shift */
   if (mostSignificantBit(component) != CF)
      /* set overflow flag */
      OF = 1;
   else
      /* clear overflow flag */
      OF = 0;
```

* – Rotate immediates were not available on the original 8086/8088 systems.

Flag Settings After Instruction

If *count*=0, flags are unaffected. Otherwise, flags are affected as shown below:

Processor Status Flags Register

					OF	DF	IF	TF	SF	ZF		AF		PF		CF
	reserved				?	–	–	–	–	–	res	–	res	–	res	
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Undefined unless single-bit rotation, then:
OF=1 if result larger than destination operand
OF=0 otherwise

CF=value of bit shifted into it

Examples

This example rotates the bits of a word in memory, maintaining a 1 in the low bit of the word.

```
BITS            DW      0100100010001001b; 4889h

; rotate word, maintaining 1 in low bit
        STC                     ; maintain 1 in low bit: CF = 1
        RCL     BITS,1          ; BITS = 9113h = 1001000100010011b
                                ; CF = 0
```

Tips

Use RCL to change the order of the bits within a component and the value of one of the bits.

Related Instructions

If you want to	See
Clear CF to 0	CLC
Toggle the value of CF	CMC
Rotate the bits of a component and the value of CF to the right	RCR
Rotate the bits of a component to the left	ROL
Rotate the bits of a component to the right	ROR
Multiply an integer by a power of 2	SAL/SHL
Divide an integer by a power of 2	SAR
Shift the bits of the operand downward	SHR
Set CF to 1	STC

RCR* Rotate through Carry Right RCR

Form	Opcode	Description	Clocks Am186	Clocks Am188
RCR *r/m8*,1	D0 */3*	Rotate 9 bits of CF and r/m byte right once	2/15	2/15
RCR *r/m8*,CL	D2 */3*	Rotate 9 bits of CF and r/m byte right CL times	5+*n*/17+*n*	5+*n*/17+*n*
RCR *r/m8,imm8*	C0 */3 ib*	Rotate 9 bits of CF and r/m byte right imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
RCR *r/m16*,1	D1 */3*	Rotate 17 bits of CF and r/m word right once	2/15	2/15
RCR *r/m16*,CL	D3 */3*	Rotate 17 bits of CF and r/m word right CL times	5+*n*/17+*n*	5+*n*/17+*n*
RCR *r/m16,imm8*	C1 */3 ib*	Rotate 17 bits of CF and r/m word right imm8 times	5+*n*/17+*n*	5+*n*/17+*n*

What It Does

RCR shifts the bits of a component to the right, copies the Carry Flag (CF) to the highest bit of the component, and then overwrites CF with the bit shifted out of the component.

Syntax

RCR *component,count*

Description

RCR shifts CF into the top bit and shifts the bottom bit into CF. The second operand (*count*) indicates the number of rotations. The operand is either an immediate number or the CL register contents. The microcontroller does not allow rotation counts greater than 31. If the count is greater than 31, only the bottom 5 bits of the operand are rotated.

Operation It Performs

```
while (i = count; i != 0; i--)
/* perform shifts */
{
   /* save lowest bit */
   temp = leastSignificantBit(component);

   /* shift right and fill vacancy with carry flag */
   component = (component >> 1) + (CF * pow(2, size(component) - 1));

   /* replace carry flag with saved bit */
   CF = temp;
}

if (count == 1)
/* single shift */
   if (mostSignificantBit(component) != nextMostSignificantBit(component))
      /* set overflow flag */
      OF = 1;
   else
      /* clear overflow flag */
      OF = 0;
```

* – Rotate immediates were not available on the original 8086/8088 systems.

Flag Settings After Instruction

If *count*=0, flags are unaffected. Otherwise, flags are affected as shown below:

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				?	–	–	–	–	–	res	–	res	–	res	
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Undefined unless single-bit rotation, then:
OF=1 if result larger than destination operand
OF=0 otherwise

CF=value of bit shifted into it

Examples

This example rotates the bits of a byte to the left, making sure that the high bit remains 0.

```
; rotate byte, maintaining 0 in high bit
        MOV     AL,01101011b        ; AL = 01101011b
        CLC                         ; CF = 0
        RCR     AL,1                ; AL = 00110101b, CF = 1
```

Tips

Use RCR to change the order of the bits within a component and the value of one of the bits.

Related Instructions

If you want to	**See**
Clear CF to 0	CLC
Toggle the value of CF	CMC
Rotate the bits of a component and the value of CF to the left	RCL
Rotate the bits of a component to the left	ROL
Rotate the bits of a component to the right	ROR
Multiply an integer by a power of 2	SAL/SHL
Divide an integer by a power of 2	SAR
Shift the bits of the operand downward	SHR
Set CF to 1	STC

REP Repeat REP

Form	Prefix	Opcode	Description	Clocks Am186	Clocks Am188
REP INS *m8*,DX	F3	6C	Input CX bytes from port in DX to ES:[DI]	8+8*n*	8+8*n*
REP INS *m16*,DX	F3	6D	Input CX words from port in DX to ES:[DI]	8+8*n*	12+8*n*
REP LODS *m8*	F3	AC	Load CX bytes from segment:[SI] in AL	6+11*n*	6+11*n*
REP LODS *m16*	F3	AD	Load CX words from segment:[SI] in AX	6+11*n*	10+11*n*
REP MOVS *m8*,*m8*	F3	A4	Copy CX bytes from segment:[SI] to ES:[DI]	8+8*n*	8+8*n*
REP MOVS *m16*,*m16*	F3	A5	Copy CX words from segment:[SI] to ES:[DI]	8+8*n*	12+8*n*
REP OUTS DX,*m8*	F3	6E	Output CX bytes from DS:[SI] to port in DX	8+8*n*	8+8*n*
REP OUTS DX,*m16*	F3	6F	Output CX words from DS:[SI] to port in DX	8+8*n*	12+8*n*
REP STOS *m8*	F3	AA	Fill CX bytes at ES:[DI] with AL	6+9*n*	6+9*n*
REP STOS *m16*	F3	AB	Fill CX words at ES:[DI] with AX	6+9*n*	10+9*n*

What It Does

REP repeatedly executes a single *string* instruction; an unsigned number in CX tells REP how many times to execute the instruction.

Syntax

REP *instruction*

Description

REP is a prefix that repeatedly executes a single *string* instruction (INS, LODS, MOVS, OUTS, or STOS). While CX is not 0 and ZF is 1, the microcontroller repeats the following sequence of operations:

1. Acknowledges and services any pending interrupts
2. Executes the string instruction
3. Subtracts 1 from the unsigned number in CX

When CX is 0, the microcontroller begins executing the next instruction.

Operation It Performs

```
while (CX != 0)
/* repeat */
{
   serviceInterrupts();
   execute(instruction);

   /* decrement counter */
   CX = CX - 1;

   if (ZF == 0)
   /* not equal */
      break;
}
```

Flag Settings After Instruction

Instruction prefixes do not affect the flags. See the instruction being repeated for the flag values.

Examples

This example copies one string of ASCII characters stored in memory to another string in the same segment. The microcontroller copies the characters, one by one, from first to last.

```
; defined in SEG_A segment
SOURCE          DB      ”Source string”
DESTINATION     DB      13 DUP (?)

        ; notify assembler: DS and ES specify
        ; the same segment
        ASSUME DS:SEG_A, ES:SEG_A

        ; set up segment registers with same segment
        MOV     AX,SEG_A           ; load segment into DS
        MOV     DS,AX              ; DS points to SEG_A, source
        MOV     ES,AX              ; ES points to SEG_A, destination

        ; copy one string to another

        ; set up registers and flags
        LEA     SI,SOURCE          ; load source offset (segment = DS)
        LES     DI,DESTINATION     ; load dest. offset
        MOV     CX,13              ; set up counter
        CLD                        ; process string low to high

        ; copy source string to destination
REP     MOVSB
```

Tips

To repeat a block of instructions, use LOOP or another looping construct.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from a string in memory to a register	LODS
Copy a component from one string in memory to another string in memory	MOVS
Copy a component from a string in main memory to a port in I/O memory	OUTS
Repeat one string comparison instruction while the components are the same	REPE
Repeat one string comparison instruction while the components are not the same	REPNE
Process string components from higher to lower addresses	STD
Copy a component from a register to a string in memory	STOS

REPE Repeat While Equal REPE
REPZ Repeat While Zero

Form	Prefix	Opcode	Description	Clocks Am186	Clocks Am188
REPE CMPS *m8,m8*	F3	A6	Find nonmatching bytes in ES:[DI] and segment:[SI]	5+22*n*	5+22*n*
REPE CMPS *m16,m16*	F3	A7	Find nonmatching words in ES:[DI] and segment:[SI]	5+22*n*	9+22*n*
REPE SCAS *m8*	F3	AE	Find non-AL byte starting at ES:[DI]	5+15*n*	5+15*n*
REPE SCAS *m16*	F3	AF	Find non-AX word starting at ES:[DI]	5+15*n*	9+15*n*
REPZ CMPS *m8,m8*	F3	A6	Find nonmatching bytes in ES:DI and segment:[SI]	5+22*n*	5+22*n*
REPZ CMPS *m16,m16*	F3	A7	Find nonmatching words in ES:DI and segment:[SI]	5+22*n*	9+22*n*
REPZ SCAS *m8*	F3	AE	Find non-AL byte starting at ES:DI	5+15*n*	5+15*n*
REPZ SCAS *m16*	F3	AF	Find non-AX word starting at ES:DI	5+15*n*	9+15*n*

What It Does

REPE and REPZ repeatedly execute a single string *comparison* instruction; an unsigned number in CX tells the microcontroller the maximum number of times to execute the instruction. Once the instruction compares two components and finds they are not equal, the instruction is no longer executed.

Syntax

REPE *instruction* REPZ *instruction*	*To repeat a string comparison instruction until CX is 0 or two components are not equal, use REPE or its synonym, REPZ. Both forms perform the same operation.*

Description

REPE is a prefix that repeatedly executes a single string *comparison* instruction (CMPS or SCAS). While CX is not 0 and ZF is 1, the microcontroller repeats the following sequence of operations:

1. Acknowledges and services any pending interrupts
2. Executes the string comparison instruction
3. Subtracts 1 from the unsigned number in CX
4. Compares ZF with 0

When CX is 0 or ZF is 0, the microcontroller begins executing the next instruction.

REPZ is a synonym for REPE.

Operation It Performs

```
while (CX != 0)
/* repeat while equal */
{
   serviceInterrupts();
   execute(instruction);

   /* decrement counter */
   CX = CX - 1;

   if (ZF == 0)
   /* not equal */
      break;
}
```

Flag Settings After Instruction

Instruction prefixes do not affect the flags. See the instruction being repeated for the flag values.

Examples

This example compares one string of bytes in memory with another string in the same segment until it finds a mismatch or all bytes are compared. The microcontroller copies the bytes, one by one, from first to last. If the strings are different, the following instructions save the segment and offset of the first mismatch.

```
; defined in SEG_E segment
STRING1         DB      20h DUP (?)
STRING2         DB      LENGTH STRING1 DUP (?)

        ; notify assembler: DS and ES specify
        ; the same segment
        ASSUME DS:SEG_E, ES:SEG_E

        ; set up segment registers with same segment
        MOV     AX,SEG_E           ; load segment into DS
        MOV     DS,AX              ; DS points to SEG_E, source
        MOV     ES,AX              ; ES points to SEG_E, destination

        ; compare one string for equality to another
        ; initialize and use both strings
        ...

        ; save ES
        PUSH    ES

        ; set up registers and flags
        LEA     SI,STRING1         ; load source offset (segment = DS)
        LES     DI,STRING2         ; load dest. offset (segment = ES)
        MOV     CX,LENGTH STRING1  ; set up counter
        CLD                        ; process string low to high

        ; compare first string for equality to second string
REPE    CMPSB

        ; if strings are identical, then jump
        JE      EQUAL

        ; else, load segment of mismatch into ES and offset into DI
        DEC     DI                 ; mismatch is back one byte
        LES     DI,STRING2[DI]
        JMP     CONTINUE

EQUAL:
        ...

CONTINUE:
        ...

        ; restore ES
        POP     ES
```

Tips

☞ To determine the appropriate course of action after a repeated string comparison instruction, use JCXZ to test CX, and use JZ and JNZ to test ZF.

☞ To repeat a block of instructions, use LOOPE or another looping construct.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Compare a component in one string to a component in another string	CMPS
Repeat one string instruction	REP
Repeat one string comparison instruction while the components are not the same	REPNE
Compare a string component in memory to a register	SCAS
Process string components from higher to lower addresses	STD

REPNE Repeat While Not Equal REPNE
REPNZ Repeat While Not Zero

Form	Prefix	Opcode	Description	Clocks Am186	Clocks Am188
REPNE CMPS *m8,m8*	F2	A6	Find matching bytes in ES:DI and segment:[SI]	5+22*n*	5+22*n*
REPNE CMPS *m16,m16*	F2	A7	Find matching words in ES:DI and segment:[SI]	5+22*n*	9+22*n*
REPNZ CMPS *m8,m8*	F2	A6	Find matching bytes in ES:DI and segment:[SI]	5+22*n*	5+22*n*
REPNZ CMPS *m16,m16*	F2	A7	Find matching words in ES:DI and segment:[SI]	5+22*n*	9+22*n*
REPNE SCAS *m8*	F2	AE	Find AL, starting at ES:DI	5+15*n*	5+15*n*
REPNE SCAS *m16*	F2	AF	Find AX, starting at ES:DI	5+15*n*	9+15*n*
REPNZ SCAS *m8*	F2	AE	Find AL, starting at ES:DI	5+15*n*	5+15*n*
REPNZ SCAS *m16*	F2	AF	Find AX, starting at ES:DI	5+15*n*	9+15*n*

What It Does

REPNE and REPNZ repeatedly execute a single string *comparison* instruction; an unsigned number in CX tells the microcontroller the maximum number of times to execute the instruction. Once the instruction compares two components and finds they are equal, the instruction is no longer executed.

Syntax

REPNE *instruction* REPNZ *instruction*	*To repeat a string comparison instruction until CX is 0 or two components are equal, use REPNE or its synonym, REPNZ. Both forms perform the same operation.*

Description

REPNE is a prefix that repeatedly executes a single string *comparison* instruction (CMPS and SCAS). While CX is not 0 and ZF is 0, the microcontroller repeats the following sequence of operations:

1. Acknowledges and services any pending interrupts
2. Executes the string comparison instruction
3. Subtracts 1 from the unsigned number in CX
4. Compares ZF with 1

When CX is 0 or ZF is 1, the microcontroller begins executing the next instruction.

REPNZ is a synonym for REPNE.

Operation It Performs

```
while (CX != 0)
/* repeat while not equal */
{
   serviceInterrupts();
   execute(instruction);

   /* decrement counter */
   CX = CX - 1;

   if (ZF == 1)
   /* equal */
      break;
}
```

Flag Settings After Instruction

Instruction prefixes do not affect the flags. See the instruction being repeated for the flag values.

Examples

This example scans a string of 16-bit integers in memory until it finds a particular integer or the entire string is scanned. The microcontroller scans the words, one by one, from first to last. If the string contains the integer, the following instructions save the segment and offset of the integer.

```
; defined in SEG_S segment
STRING          DW      16 DUP (?)
INTEGER         DW      -1024      ; FC00h

        ; notify assembler: DS and ES specify the same segment
        ASSUME DS:SEG_S, ES:SEG_S

        ; set up segment registers with same segment
        MOV     AX,SEG_S           ; load segment into DS
        MOV     DS,AX              ; DS points to SEG_S
        MOV     ES,AX              ; ES points to SEG_S

; scan string for integer

        ; initialize and use string
        ...

        ; save ES
        PUSH    ES

        ; set up registers and flags
        MOV     AX,INTEGER         ; AX = INTEGER
        LEA     DI,STRING          ; load offset (segment = DS)
        MOV     CX,LENGTH STRING   ; set up counter
        CLD                        ; process string low to high

        ; scan string for integer
REPNE   SCASB

        ; if the string does not contain -1024, then jump
        JNE     NOT_FOUND

        ; load segment of integer into ES and offset into DI
        SUB     DI,2               ; integer is back one word
        LES     DI,STRING[DI]
        JMP     FOUND

NOT_FOUND:
        ...

FOUND:
        ...

        ; restore ES
        POP     ES
```

Tips

☞ To determine the appropriate course of action after a repeated string comparison instruction, use JCXZ to test CX, and use JZ and JNZ to test ZF.

☞ To repeat a block of instructions, use LOOPNE or another looping construct.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Compare a component in one string to a component in another string	CMPS
Repeat one string instruction	REP
Repeat one string comparison instruction while the components are the same	REPE
Compare a string component in memory to a register	SCAS
Process string components from higher to lower addresses	STD

REPZ Repeat While Zero REPZ

Form	Prefix	Opcode	Description	Clocks Am186	Clocks Am188
REPZ CMPS *m8,m8*	F3	A6	Find nonmatching bytes in ES:DI and segment:[SI]	5+22*n*	5+22*n*
REPZ CMPS *m16,m16*	F3	A7	Find nonmatching words in ES:DI and segment:[SI]	5+22*n*	9+22*n*
REPZ SCAS *m8*	F3	AE	Find non-AL byte starting at ES:DI	5+15*n*	5+15*n*
REPZ SCAS *m16*	F3	AF	Find non-AX word starting at ES:DI	5+15*n*	9+15*n*

What It Does

REPE and REPZ repeatedly execute a single string *comparison* instruction; an unsigned number in CX tells the microcontroller the maximum number of times to execute the instruction. Once the instruction compares two components and finds they are not equal, the instruction is no longer executed.

See REPE on page 4-193 for a complete description.

RET Return from Procedure RET

Form	Opcode	Description	Clocks Am186	Clocks Am188
RET	C3	Return near to calling procedure	16	20
RET	CB	Return far to calling procedure	22	30
RET *imm16*	C2 *iw*	Return near; pop imm16 parameters	18	22
RET *imm16*	CA *iw*	Return far; pop imm16 parameters	25	33

What It Does

Used at the end of a called procedure, RET restores the Instruction Pointer (IP) register and the Code Segment (CS) register (if necessary) and releases any input parameters from the stack before resuming the calling procedure.

Syntax

RET — *If the calling procedure doesn't use the stack to pass input parameters to this procedure, use this form. Also use this form if the calling procedure uses the stack to pass input parameters, and it requires this procedure to pass them back as output parameters.*

RET *components* — *If the calling procedure uses the stack to pass input parameters to this procedure, but it doesn't need this procedure to pass them back as output parameters, use this form to return and pop the input parameters from the stack.*

Description

RET transfers control to a return address located on the stack. The address is usually placed on the stack by a CALL instruction, and the return is made to the instruction that follows the CALL instruction. The optional numeric parameter to the RET instruction gives the number of stack bytes to be released after the return address is popped. These items are typically used as input parameters to the called procedure. For the intrasegment (near) return, the address on the stack is an offset, which is popped into the instruction pointer. The CS register is unchanged.

For the intersegment (far) return, the address on the stack is a long pointer. The offset is popped first, followed by the segment.

Operation It Performs

```
/* copy return offset from stack */
IP = SS:[SP];

/* remove storage from stack */
SP = SP + 2;

/* If far return */
if opcode==CB or opcode==CA
   /* copy return segment from stack */
   CS = SS:[SP];

if (operands() = 1)
{
   /* remove storage from stack */
   SP = SP + 2;
   SP = SP + components;
}
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example writes a zero-terminated string to the serial port in polled mode. The full address (segment:offset) of the string is passed as an input parameter on the stack.

```
; initialize and program serial port for transmit
        ...

; write zero-terminated string to serial port in polled mode
; input parameters:      offset of string pushed on stack
                         segment of string pushed on stack

SendSerialString         PROC       NEAR

        MOV     BP,SP               ; use BP to access parameters
        PUSHA                       ; save general registers
        PUSH    DS                  ; save DS

        MOV     AX,[BP]+2           ; get segment of string
        MOV     DS,AX               ; DS points to string segment
        MOV     AX,[BP]+4           ; get offset of string
        MOV     SI,AX               ; SI points to string offset
        CLD                         ; process string from low to high

SENDSS_LOOP:
        LODSB                       ; load byte from string to AL
        CMP     AL,0                ; is character a null?
        JZ      SENDSS_DONE         ; if so, then done
        mSPRT_TXCHAR_P              ; transmit character (macro)
        JMP     SENDSS_LOOP         ; jump to top of loop

SENDSS_DONE:
        POP     DS                  ; restore saved DS
        POPA                        ; restore general registers
        RET     4                   ; pop string address and return

SendSerialString         ENDP
```

Tips

The assembler automatically generates a different machine-language opcode for RET depending on the type of procedure (near or far) in which it is used.

Related Instructions

If you want to	See
Call a procedure	CALL
Reserve storage on the stack for the local variables of a procedure	ENTER
Resume an interrupted procedure	IRET
Stop executing the current sequence of instructions and begin another sequence	JMP
Remove the local variables of a procedure from the stack	LEAVE

ROL* Rotate Left ROL

Form	Opcode	Description	Clocks Am186	Clocks Am188
ROL *r/m8*,1	D0 */0*	Rotate 8 bits of r/m byte left once	2/15	2/15
ROL *r/m8*,CL	D2 */0*	Rotate 8 bits of r/m byte left CL times	5+*n*/17+*n*	5+*n*/17+*n*
ROL *r/m8,imm8*	C0 */0 ib*	Rotate 8 bits of r/m byte left imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
ROL *r/m16*,1	D1 */0*	Rotate 16 bits of r/m word left once	2/15	2/15
ROL *r/m16*,CL	D3 */0*	Rotate 16 bits of r/m word left CL times	5+*n*/17+*n*	5+*n*/17+*n*
ROL *r/m16,imm8*	C1 */0 ib*	Rotate 16 bits of r/m word left imm8 times	5+*n*/17+*n*	5+*n*/17+*n*

What It Does

ROL shifts the bits of a component to the left, overwrites the Carry Flag (CF) with the bit shifted out of the component, and then copies CF to the lowest bit of the component.

Syntax

```
ROL component,count
```

Description

ROL shifts the bits upward, except for the top bit, which becomes the bottom bit; ROL also copies the bit to CF. The second operand (*count*) indicates the number of rotations. The operand is either an immediate number or the CL register contents. The microcontroller does not allow rotation counts greater than 31. If *count* is greater than 31, only the bottom 5 bits of the operand are rotated.

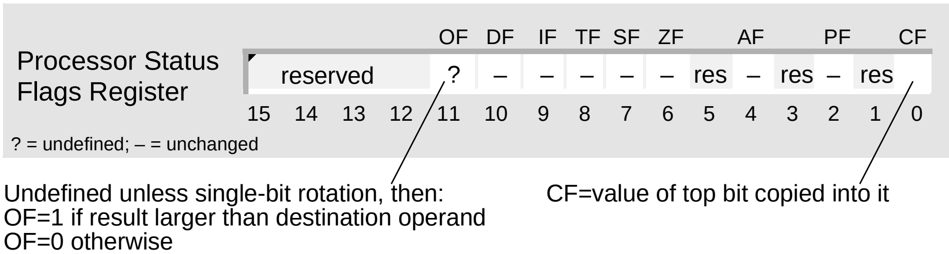
Operation It Performs

```
while (i = count; i != 0; i--)
/* perform shifts */
{
   /* store highest bit in carry flag */
   CF = mostSignificantBit(component);

   /* shift left and fill vacancy with bit shifted out */
   component = (component << 1) + CF;
}

if (count == 1)
/* single shift */
   if (mostSignificantBit(component) != CF)
      /* set overflow flag */
      OF = 1;
   else
      /* clear overflow flag */
      OF = 0;
```

* – Rotate immediates were not available on the original 8086/8088 systems.

Flag Settings After Instruction

If *count*=0, flags are unaffected. Otherwise, flags are affected as shown below:



Tips

☞ Use ROL to change the order of the bits within a component.

Related Instructions

If you want to	See
Rotate the bits of a component and the value of CF to the left	RCL
Rotate the bits of a component and the value of CF to the right	RCR
Rotate the bits of a component to the right	ROR
Multiply an integer by a power of 2	SAL/SHL
Divide an integer by a power of 2	SAR
Shift the bits of the operand downward	SHR

ROR* Rotate Right ROR

Form	Opcode	Description	Clocks Am186	Clocks Am188
ROR *r/m8*,1	D0 */1*	Rotate 8 bits of r/m byte right once	2/15	2/15
ROR *r/m8*,CL	D2 */1*	Rotate 8 bits of r/m byte right CL times	5+*n*/17+*n*	5+*n*/17+*n*
ROR *r/m8,imm8*	C0 */1 ib*	Rotate 8 bits of r/m byte right imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
ROR *r/m16*,1	D1 */1*	Rotate 16 bits of r/m word right once	2/15	2/15
ROR *r/m16*,CL	D3 */1*	Rotate 16 bits of r/m word right CL times	5+*n*/17+*n*	5+*n*/17+*n*
ROR *r/m16,imm8*	C1 */1 ib*	Rotate 16 bits of r/m word right imm8 times	5+*n*/17+*n*	5+*n*/17+*n*

What It Does

ROR shifts the bits of a component to the right, overwrites the Carry Flag (CF) with the bit shifted out of the component, and then copies CF to the highest bit of the component.

Syntax

```
ROR component,count
```

Description

ROR shifts the bits downward, except for the bottom bit, which becomes the top bit. ROR also copies the bit to CF. The second operand (*count*) indicates the number of rotations to make. The operand is either an immediate number or the CL register contents. The processor does not allow rotation counts greater than 31, using only the bottom five bits of the operand if it is greater than 31.

Operation It Performs

```
while (i = count; i != 0; i--)
/* perform shifts */
{
   /* store lowest bit in carry flag */
   CF = leastSignificantBit(component);

   /* shift right and fill vacancy with bit shifted out */
   component = (component >> 1) + (CF * pow(2, size(component) - 1));
}

if (count == 1)
/* single shift */
   if (leastSignificantBit(component) != nextMostSignificantBit(component))
      /* set overflow flag */
      OF = 1;
   else
      /* clear overflow flag */
      OF = 0;
```

* – Rotate immediates were not available on the original 8086/8088 systems.

Flag Settings After Instruction

If *count*=0, flags are unaffected. Otherwise, flags are affected as shown below:

Processor Status Flags Register

					OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved					?	–	–	–	–	–	res	–	res	–	res	
15	14	13	12		11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Undefined unless single-bit rotation, then:
OF=1 if result larger than destination operand
OF=0 otherwise

CF=value of top bit copied into it

Examples

This example determines the number of bits which are set in the AX register.

```
        MOV     CX,16
        MOV     BX,0          ; BX contains the number of bits
                              ; which are set in AX
LOOP_START:
        ROR     AX,1
        JC      INC_COUNT     ; if carry flag is set, increment the count
        LOOP    LOOP_START
        JMP     DONE

INC_COUNT:
        INC     BX            ; increment the count
        LOOP    LOOP_START

DONE:
```

Tips

Use ROR to change the order of the bits within a component.

Related Instructions

If you want to	See
Rotate the bits of a component and the value of CF to the left	RCL
Rotate the bits of a component and the value of CF to the right	RCR
Rotate the bits of a component to the left	ROL
Multiply an integer by a power of 2	SAL/SHL
Divide an integer by a power of 2	SAR
Shift the bits of the operand downward	SHR

SAHF Store AH in Flags SAHF

Form	Opcode	Description	Clocks Am186	Clocks Am188
SAHF	9E	Store AH in low byte of the Processor Status Flags register	3	3

What It Does

SAHF copies AH to the low byte of the Processor Status Flags (FLAGS) register.

Syntax

```
SAHF
```

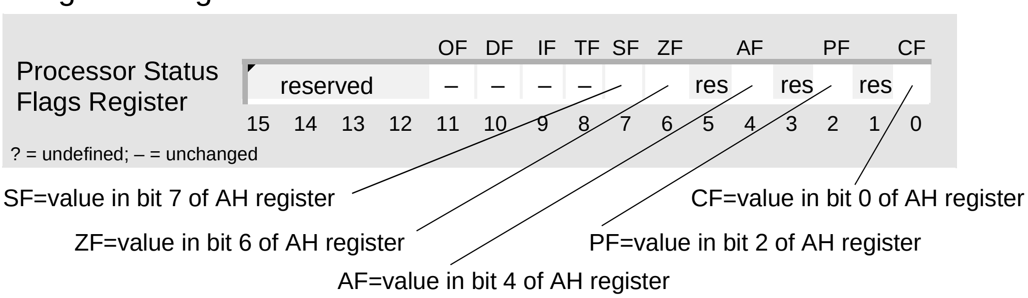
Description

SAHF loads the SF, ZF, AF, PF, and CF bits in the FLAGS register with values from the AH register, from bits 7, 6, 4, 2, and 0, respectively.

Operation It Performs

```
/* copy AH to low byte of FLAGS */
FLAGS = FLAGS | (0x00FF & (AH & 0xD5));
```

Flag Settings After Instruction



Examples

This example sets the Carry Flag (CF) to 1. Normally, you use STC to perform this operation.

```
; set CF to 1
        LAHF                        ; copy low byte of FLAGS to AH
        OR      AH,00000001b        ; set bit 0 (CF) to 1
        SAHF                        ; copy AH to low byte of FLAGS
```

This example prevents an intervening instruction from modifying the Carry Flag (CF), which is used to indicate the status of a hardware device.

```
UMINUEND        DW      6726            ; 1A46h
USUBTRAHEND     DW      48531           ; BD93h

        ; check to see if device is on or off
        ; return result in CF: 1 = on, 0 = off
        CALL    CHECK_DEVICE

        ; set up registers
        MOV     CX,UMINUEND             ; CX = 1A46h
        MOV     BX,USUBTRAHEND          ; BX = BD93h

        ; save lower five flags in AH
        LAHF

        ; unsigned subtraction: CX = CX - BX
        SUB     CX,BX                   ; CX = 5CB3h, CF = 1

        ; restore saved flags from AH
        SAHF                            ; CF = outcome of CHECK_DEVICE

        ; if device is off
        JNC     ALERT_USER

        ; else
        JMP     OKAY

ALERT_USER:
        ...
        JMP     CONTINUE

OKAY:
        ...

CONTINUE:
        ...
```

Tips

SAHF is provided for compatibility with the 8080 microprocessor. It is now customary to use POPF instead.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Disable all maskable interrupts	CLI
Copy the low byte of the Processor Status Flags register to AH	LAHF
Pop the top component from the stack into the Processor Status Flags register	POPF
Push the Processor Status Flags register onto the stack	PUSHF
Process string components from higher to lower addresses	STD
Enable maskable interrupts that are not masked by their interrupt control registers	STI

SAL* Shift Arithmetic Left SAL
SHL Shift Left

Form	Opcode	Description	Clocks	
			Am186	Am188
SAL *r/m8*,1	D0 */4*	Multiply r/m byte by 2, once	2/15	2/15
SAL *r/m8*,CL	D2 */4*	Multiply r/m byte by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SAL *r/m8,imm8*	C0 */4 ib*	Multiply r/m byte by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
SAL *r/m16*,1	D1 */4*	Multiply r/m word by 2, once	2/15	2/15
SAL *r/m16*,CL	D3 */4*	Multiply r/m word by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SAL *r/m16,imm8*	C1 */4 ib*	Multiply r/m word by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
SHL *r/m8*,1	D0 */4*	Multiply r/m byte by 2, once	2/15	2/15
SHL *r/m8*,CL	D2 */4*	Multiply r/m byte by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SHL *r/m8,imm8*	C0 */4 ib*	Multiply r/m byte by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
SHL *r/m16*,1	D1 */4*	Multiply r/m word by 2, once	2/15	2/15
SHL *r/m16*,CL	D3 */4*	Multiply r/m word by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SHL *r/m16,imm8*	C1 */4 ib*	Multiply r/m word by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*

What It Does

SAL and SHL shift the bits of a component to the left, filling vacant bits with 0s.

Syntax

SAL *component,count*

SHL *component,count*

Description

SAL and SHL shift the bits of the operand upward. They shift the high-order bit into CF and clear the low-order bit. The second operand (*count*) indicates the number of shifts to make. The operand is either an immediate number or the CL register contents. The processor does not allow shift counts greater than 31; it uses only the bottom five bits of the operand if it is greater than 31.

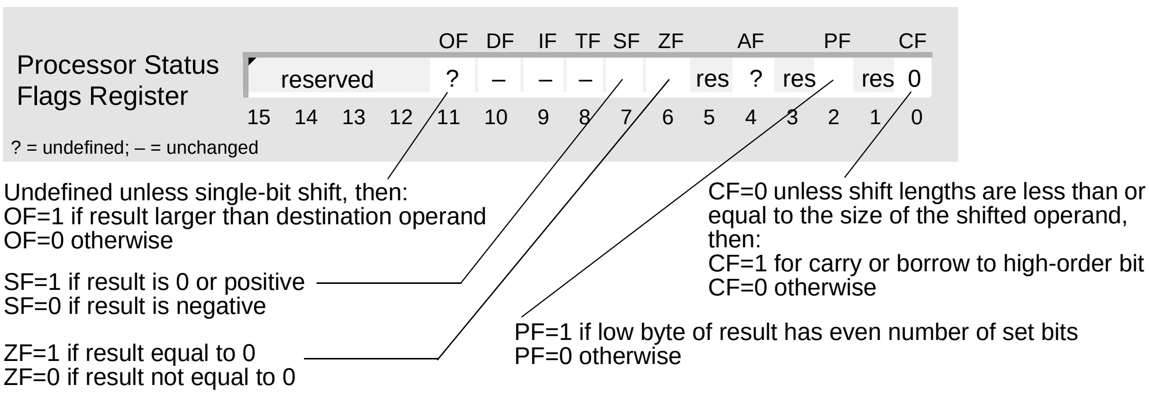
* – Shift immediates were not available on the original 8086/8088 systems.

Operation It Performs

```
while (i = count; i != 0; i--)
/* perform shifts */
{
   /* store highest bit in carry flag */
   CF = mostSignificantBit(component);

   /* shift left and fill vacancy with 0 */
   component = component << 1;
}

if (count == 1)
/* single shift */
   if (mostSignificantBit(component) != CF)
      /* set overflow flag */
      OF = 1;
   else
      /* clear overflow flag */
      OF = 0;
```

Flag Settings After Instruction

If *count*=0, flags are unaffected. Otherwise, flags are affected as shown below:



Examples

This example multiplies a 16-bit integer in memory by 8.

```
POWER2          EQU     3          ; multiply by 8
INTEGER         DW      -360       ; FE98h

; signed multiplication by 8: INTEGER = INTEGER * pow(2,POWER2)
        SAL     INTEGER,POWER2     ; INTEGER = F4C0h = -2880
```

This example multiplies an 8-bit unsigned number in AL by 16.

```
POWER2          EQU     4          ; multiply by 16
UNUMBER         DB      10         ; 0Ah

; unsigned multiplication by 16: AL = AL * pow(2,POWER2)
        MOV     AL,UNUMBER         ; AL = 0Ah = 10
        SHL     AL,POWER2          ; AL = A0h = 160
```

This example extracts the middle byte of a word so it can be used by another instruction.

```
SETTINGS        DW      1234h

; extract middle byte of AX and place in AH
        MOV     AX,SETTINGS  ; AX = 1234h
        AND     AX,0FF0h     ; mask middle byte: AX = 0230h
        SHL     AX,4         ; shift middle byte into AH: AX = 2300h
```

Tips

☞ Use SHL to isolate part of a component.

☞ Use SAL to multiply integers by powers of 2. When multiplying an integer by a power of 2, it is faster to use SAL than IMUL.

Related Instructions

If you want to	See
Multiply two integers	IMUL
Multiply two unsigned numbers	MUL
Rotate the bits of a component and the value of CF to the left	RCL
Rotate the bits of a component and the value of CF to the right	RCR
Rotate the bits of a component to the left	ROL
Rotate the bits of a component to the right	ROR
Divide an integer by a power of 2	SAR
Shift the bits of the operand downward	SHR

SAR* Shift Arithmetic Right SAR

Form	Opcode	Description	Clocks Am186	Clocks Am188
SAR *r/m8*,1	D0 */7*	Perform a signed division of r/m byte by 2, once	2/15	2/15
SAR *r/m8*,CL	D2 */7*	Perform a signed division of r/m byte by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SAR *r/m8,imm8*	C0 */7 ib*	Perform a signed division of r/m byte by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
SAR *r/m16*,1	D1 */7*	Perform a signed division of r/m word by 2, once	2/15	2/15
SAR *r/m16*,CL	D3 */7*	Perform a signed division of r/m word by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SAR *r/m16,imm8*	C1 */7 ib*	Perform a signed division of r/m word by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*

What It Does

SAR shifts the bits of a component to the right, filling vacant bits with the highest bit of the original component.

Syntax

```
SAR component,count
```

Description

SAR shifts the bits of the operand downward and shifts the low-order bit into CF. The effect is to divide the operand by 2. SAR performs a signed divide with rounding toward negative infinity (unlike IDIV); the high-order bit remains the same. The second operand (*count*) indicates the number of shifts to make. The operand is either an immediate number or the CL register contents. The processor does not allow shift counts greater than 31; it only uses the bottom five bits of the operand if it is greater than 31.

Operation It Performs

```
/* store highest bit */
temp = mostSignificantBit(component);

while (i = count; i != 0; i--)
/* perform shifts */
{
   /* save lowest bit in carry flag */
   CF = leastSignificantBit(component);

   /* shift right and fill vacancy with sign */
   component = cat(temp,(component>>1));
}

if (count == 1)
/* single shift */
   OF = 0;
```

* – Shift immediates were not available on the original 8086/8088 systems.

Flag Settings After Instruction

If *count*=0, flags are unaffected. Otherwise, flags are affected as shown below:

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				?	–	–	–			res	?	res		res	0

? = undefined; – = unchanged

Undefined unless single-bit shift, then:
OF=1 if result larger than destination operand
OF=0 otherwise

SF=1 if result is 0 or positive
SF=0 if result is negative

ZF=1 if result equal to 0
ZF=0 if result not equal to 0

CF=0 unless shift lengths are less than or equal to the size of the shifted operand, then:
CF=1 for carry or borrow to high-order bit
CF=0 otherwise

PF=1 if low byte of result has even number of set bits
PF=0 otherwise

Examples

This example divides an 8-bit integer in memory by 2.

```
INTEGER         DB      -45        ; D3h

; signed division by 2: INTEGER = INTEGER / 2
        SAR     INTEGER,1          ; INTEGER = EAh = -22
                                   ; remainder in CF
```

This example divides a 16-bit integer in DX by 4.

```
POWER2          EQU     2          ; divide by 4
INTEGER         DW      -21        ; FFEBh

; signed division by 4: DX = DX / pow(2,POWER2)
        MOV     DX,INTEGER         ; DX = FFEBh = -21
        SAR     DX,POWER2          ; DX = FFFBh = -5
                                   ; remainder is lost
```

Tips

If the integer dividend will fit in a 16-bit register and you don't need the remainder, use SAR to divide integers by powers of 2. When dividing an integer by a power of 2, it is faster to use SAR than IDIV.

Related Instructions

If you want to	See
Divide an unsigned number by another unsigned number	DIV
Divide an integer by another integer	IDIV
Rotate the bits of a component and the value of CF to the left	RCL
Rotate the bits of a component and the value of CF to the right	RCR
Rotate the bits of a component to the left	ROL
Rotate the bits of a component to the right	ROR
Multiply an integer by a power of 2	SAL/SHL
Divide an unsigned number by a power of 2	SHR

SBB Subtract Numbers with Borrow SBB

Form	Opcode	Description	Clocks Am186	Clocks Am188
SBB AL,*imm8*	1C *ib*	Subtract immediate byte from AL with borrow	3	3
SBB AX,*imm16*	1D *iw*	Subtract immediate word from AX with borrow	4	4
SBB *r/m8,imm8*	80 */3 ib*	Subtract immediate byte from r/m byte with borrow	4/16	4/16
SBB *r/m16,imm16*	81 */3 iw*	Subtract immediate word from r/m word with borrow	4/16	4/20
SBB *r/m16,imm8*	83 */3 ib*	Subtract sign-extended imm. byte from r/m word with borrow	4/16	4/20
SBB *r/m8,r8*	18 */r*	Subtract byte register from r/m byte with borrow	3/10	3/10
SBB *r/m16,r16*	19 */r*	Subtract word register from r/m word with borrow	3/10	3/14
SBB *r8,r/m8*	1A */r*	Subtract r/m byte from byte register with borrow	3/10	3/10
SBB *r16,r/m16*	1B */r*	Subtract r/m word from word register with borrow	3/10	3/14

What It Does

SBB subtracts an integer or an unsigned number and the value of the Carry Flag (CF) from another number of the same type.

Syntax

SBB *difference,subtrahend*

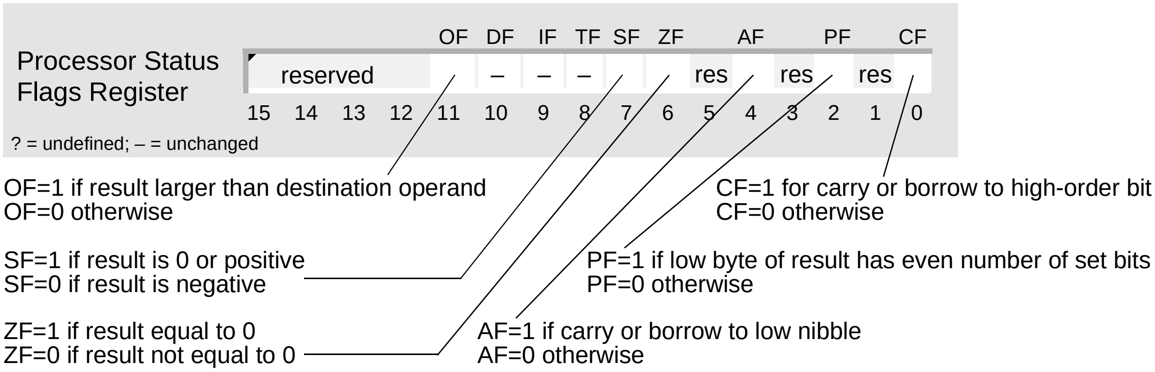
Description

SBB adds the second operand (*subtrahend*) to CF and subtracts the result from the first operand (*difference*). The result of the subtraction is assigned to the first operand and the flags are set accordingly.

Operation It Performs

```
if (size(difference) == 16)
   if (size(subtrahend) == 8)
   /* extend sign of subtrahend */
      if (subtrahend < 0)
         subtrahend = 0xFF00 | subtrahend;
      else
         subtrahend = 0x00FF & subtrahend;

/* subtract with borrow */
difference = difference - subtrahend - CF;
```

Flag Settings After Instruction



Examples

This example subtracts one 64-bit unsigned number in a register (the subtrahend) from another 64-bit unsigned number in memory (the minuend).

```
UMINUEND        DQ      3B865520F4DE89A1h
USUBTRAHEND     DQ      0C285DE70893BB2Ah
WSIZE           EQU     2
QSIZE           EQU     8

; 64-bit unsigned subtraction: UMINUEND = UMINUEND - USUBTRAHEND
        ; left (low) word subtraction
        MOV     AX,WORD PTR USUBTRAHEND      ; copy subtrahend
        SUB     WORD PTR UMINUEND,AX         ; subtract

        ; set up bases and index
        MOV     SI,WORD PTR UMINUEND         ; minuend base
        MOV     DI,WORD PTR USUBTRAHEND      ; subtrahend base
        MOV     BX,WSIZE                     ; set up index

NEXT:
        ; next higher word subtraction
        MOV     AX,[BX][DI]                  ; copy subtrahend
        SBB     [BX][SI],AX                  ; subtract with borrow

        ; increase index and compare
        ADD     BX,WSIZE                     ; point to next word
        CMP     BX,QSIZE                     ; is this the last word?

        ; if not last word, then jump to top of loop
        JNE     NEXT
```

This example subtracts one 32-bit integer in a register (the subtrahend) from another 32-bit integer in memory (the minuend). This is accomplished by subtracting one word at a time. The first subtraction uses SUB, and the subsequent subtraction uses SBB in case a borrow was generated by the previous subtraction. (CF doubles as the borrow flag. If CF is set, the previous subtraction generated a borrow. Otherwise, the previous subtraction did not generate a borrow.)

```
SMINUEND        DD      44761089             ; 02AB0001h
SSUBTRAHEND     DD      -990838848           ; C4F0FFC0h

; 32-bit integer subtraction: SMINUEND = SMINUEND - SSUBTRAHEND

        ; low word subtraction
        MOV     AX,WORD PTR SSUBTRAHEND      ; copy subtrahend
        SUB     WORD PTR SMINUEND,AX         ; subtract

        ; high word subtraction
        MOV     AX,WORD PTR SSUBTRAHEND + 2  ; copy subtrahend
        SBB     WORD PTR SMINUEND + 2,AX     ; subtract with borrow
                                             ; SMINUEND = C79BFFC1h
                                             ; = -946077759
```

Tips

☞ To subtract an integer or an unsigned number located in memory from another number of the same type that is also located in memory, copy one of them to a register before using SBB.

☞ SBB requires both operands to be the same size. Before subtracting an 8-bit integer from a 16-bit integer, convert the 8-bit integer to its 16-bit equivalent using CBW. To convert an 8-bit unsigned number to its 16-bit equivalent, use MOV to copy 0 to AH.

☞ To subtract numbers larger than 16 bits, use SUB to subtract the low words, and then use SBB to subtract each of the subsequently higher words.

☞ The processor does not provide an instruction that performs decimal subtraction. To subtract decimal numbers, use SBB or SUB to perform binary subtraction, and then convert the result to decimal using AAS or DAS.

☞ ADC, ADD, SBB, and SUB set AF when the result needs to be converted for decimal arithmetic. AAA, AAS, DAA, and DAS use AF to determine whether an adjustment is needed. This is the only use for AF.

Related Instructions

If you want to	See
Convert an integer to its 16-bit equivalent	CBW
Convert an 8-bit unsigned binary difference to its packed decimal equivalent	DAS
Change the sign of an integer	NEG
Subtract a number from another number	SUB

SCAS Scan String for Component SCAS
SCASB Scan String for Byte
SCASW Scan String for Word

Form	Opcode	Description	Clocks Am186	Clocks Am188
SCAS *m8*	AE	Compare byte AL to ES:[DI]; update DI	15	19
SCAS *m16*	AF	Compare word AX to ES:[DI]; update DI	15	19
SCASB	AE	Compare byte AL to ES:[DI]; update DI	15	19
SCASW	AF	Compare word AX to ES:[DI]; update DI	15	19

What It Does

SCAS compares a component in a string to a register.

Syntax

SCAS *destination* — *To have the assembler type-check your operand, use this form. The assembler uses the definition of the string component to determine which register to use.*

SCASB — *To compare AL to a byte within a string located in the segment specified in ES, use this form.*

SCASW — *To compare AX to a word within a string located in the segment specified in ES, use this form.*

Regardless of the form of SCAS you use, destination *is always ES:[DI]. Before using any form of SCAS, make sure that ES contains the segment of the string and DI contains the offset of the string.*

Description

SCAS subtracts the memory byte or word at the destination index register from the AL or AX register. The result is discarded and only the flags are set. The operand must be addressable from the ES segment. No segment override is possible. The contents of the destination index register determine the address of the memory data being compared, not the SCAS instruction operand. The operand validates ES segment addressability and determines the data type. Load the correct index value into the DI register before executing the SCAS instruction.

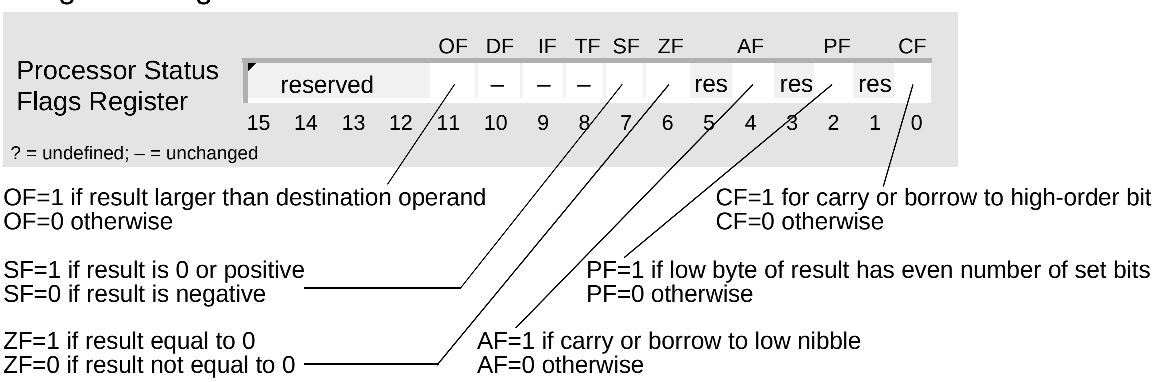
After the comparison, the destination index register automatically updates. If the Direction Flag (DF) is 0 (see CLD on page 4-231), the destination index register increments. If DF is 1 (see STD on page 4-231), it decrements. The increment or decrement amount is 1 for bytes or 2 for words.

The SCASB and SCASW instructions are synonyms for the byte and word SCAS instructions that do not require operands. They are simpler to code, but provide no type or segment checking.

Operation It Performs

```
if (size(destination) == 8)
/* compare bytes */
{
   temp = AL - ES:[DI];
   if (DF == 0)    /* forward */
      increment = 1;
   else            /* backward */
      increment = -1;
}

if (size(destination) == 16)
/* compare words */
{
   temp = AX - ES:[DI];
   if (DF == 0)    /* forward */
      increment = 2;
   else            /* backward */
      increment = -2;
}

/* point to next string component */
DI = DI + increment;
```

Flag Settings After Instruction



Examples

This example scans a list of words in memory until it finds a value that is different or all words are compared. The microcontroller scans the words, one by one, from first to last.

```
; defined in SEG_L
LIST            DW      32 DUP (?)
FILL            EQU     FFFFh

        ; notify assembler: DS and ES specify the
        ; same segment of memory
        ASSUME DS:SEG_L, ES:SEG_L

        ; set up segment registers with same segment
        MOV     AX,SEG_L            ; load segment into DS and ES
        MOV     DS,AX               ; DS points to SEG_L
        MOV     ES,AX               ; ES points to SEG_L

        ; initialize and use list
        ...

        ; set up registers and flags
        MOV     AX,FILL             ; copy value to AL
        LEA     DI,LIST             ; load offset (segment = ES)
        MOV     CX,LENGTH LIST      ; set up counter
        CLD                         ; process list low to high

        ; scan list for different value
REPZ    SCASW

        ; if list contains different value
        JNZ     ERROR
        ; else
        JMP     OKAY

ERROR:
        ...
        JMP     CONTINUE

OKAY:
        ...

CONTINUE:
        ...
```

This example scans a string in memory until it finds a character or the entire string is scanned. The microcontroller scans the bytes, one by one, from first to last. If the string contains the character, the microcontroller sets the Carry Flag (CF) to 1; otherwise, it clears CF to 0.

```
; defined in SEG_R segment
STRING          DB      10 DUP (?)
AT_SIGN         EQU     '@'        ; 40h

        ; notify assembler: DS and ES specify the
        ; same segment of memory
        ASSUME DS:SEG_R, ES:SEG_R

        ; set up segment registers with same segment
        MOV     AX,SEG_R           ; load segment into DS and ES
        MOV     DS,AX              ; DS points to SEG_R
        MOV     ES,AX              ; ES points to SEG_R

; scan string for character

        ; initialize and use string
        ...

        ; set up registers and flags
        MOV     AL,AT_SIGN         ; copy character to AL
        LEA     DI,STRING          ; load offset (segment = ES)
        MOV     CX,LENGTH STRING   ; set up counter
        CLD                        ; process string low to high

        ; scan string for character
REPNE   SCASB

        ; if string contains character
        JE      FOUND
        ; else
        JMP     NOT_FOUND

FOUND:
        STC                        ; indicate found
        JMP     CONTINUE

NOT_FOUND:
        CLC                        ; indicate not found

CONTINUE:
        ...
```

Tips

☞ Before using SCAS, always be sure to: set up DI with the offset of the string, set up CX with the length of the string, and use CLD (forward) or STD (backward) to establish the direction for string processing.

☞ To scan a string for a value that is different from a given value, use the REPE (or REPZ) prefix to execute SCAS repeatedly. If all the components match the given value, ZF is set to 1.

☞ To scan a string for a value that is the same as a given value, use the REPNE (or REPNZ) prefix to execute SCAS repeatedly. If no components match the given value, ZF is cleared to 0.

☞ The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	**See**
Process string components from lower to higher addresses	CLD
Compare a component in one string with a component in another string	CMPS
Repeat one string comparison instruction while the components are the same	REPE
Repeat one string comparison instruction while the components are not the same	REPNE
Process string components from higher to lower addresses	STD

SHL* Shift Left SHL

Form	Opcode	Description	Clocks Am186	Clocks Am188
SHL *r/m8*,1	D0 */4*	Multiply r/m byte by 2, once	2/15	2/15
SHL *r/m8*,CL	D2 */4*	Multiply r/m byte by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SHL *r/m8,imm8*	C0 */4 ib*	Multiply r/m byte by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
SHL *r/m16*,1	D1 */4*	Multiply r/m word by 2, once	2/15	2/15
SHL *r/m16*,CL	D3 */4*	Multiply r/m word by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SHL *r/m16,imm8*	C1 */4 ib*	Multiply r/m word by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*

What It Does

SAL and SHL shift the bits of a component to the left, filling vacant bits with 0s.

See SAL on page 4-211 for a complete description.

* – Shift immediates were not available on the original 8086/8088 systems.

SHR* Shift Right SHR

Form	Opcode	Description	Clocks Am186	Clocks Am188
SHR *r/m8*,1	D0 */5*	Divide unsigned r/m byte by 2, once	2/15	2/15
SHR *r/m8*,CL	D2 */5*	Divide unsigned r/m byte by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SHR *r/m8,imm8*	C0 */5 ib*	Divide unsigned r/m byte by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*
SHR *r/m16*,1	D1 */5*	Divide unsigned r/m word by 2, once	2/15	2/15
SHR *r/m16*,CL	D3 */5*	Divide unsigned r/m word by 2, CL times	5+*n*/17+*n*	5+*n*/17+*n*
SHR *r/m16,imm8*	C1 */5 ib*	Divide unsigned r/m word by 2, imm8 times	5+*n*/17+*n*	5+*n*/17+*n*

What It Does

SHR shifts the bits of a component to the right, filling vacant bits with 0s.

Syntax

```
SHR component,count
```

Description

SHR shifts the bits of the operand downward. SHR shifts the low-order bit into CF. The effect is to divide the operand by 2. SHR performs an unsigned divide and clears the high-order bit. The second operand indicates the number of shifts to make. The operand is either an immediate number or the CL register contents. The processor does not allow shift counts greater than 31; it only uses the bottom 5 bits of the operand if it is greater than 31.

Operation It Performs

```
while (i = count; i != 0; i--)
/* perform shifts */
{
   /* save lowest bit in carry flag */
   CF = leastSignificantBit(component);

   /* shift right and fill vacancy with 0 */
   component = component >> 1;
}

if (count == 1)
/* single shift */
   OF = temp;
```

* – Shift immediates were not available on the original 8086/8088 systems.

Flag Settings After Instruction

If *count*=0, flags are unaffected. Otherwise, flags are affected as shown below:

Processor Status Flags Register

				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				?	–	–	–			res	?	res		res	0
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

? = undefined; – = unchanged

Undefined unless single-bit shift, then:
OF=1 if result larger than destination operand
OF=0 otherwise

SF=1 if result is 0 or positive
SF=0 if result is negative

ZF=1 if result equal to 0
ZF=0 if result not equal to 0

CF=0 unless shift lengths are less than or equal to the size of the shifted operand, then:
CF=1 for carry or borrow to high-order bit
CF=0 otherwise

PF=1 if low byte of result has even number of set bits
PF=0 otherwise

Examples

This example divides an 8-bit unsigned number in memory by 2.

```
POWER2          EQU     1          ; divide by 2
UNUMBER         DB      253        ; FDh

; unsigned division by 2: UNUMBER = UNUMBER / pow(2,POWER2)
        SHR     UNUMBER,POWER2     ; UNUMBER = 7Dh = 125
                                   ; remainder is lost
```

This example counts the number of bits in a word that are set to 1. LOOP implements a construct equivalent to the C-language *do-while* loop. AND and JZ implement an *if* statement within the loop.

```
INDICATORS      DW      10110111b             ; B7h

; count number of set bits in word
        ; set up registers
        MOV     DX,INDICATORS                 ; DX = B7h
        MOV     CX,8 * (SIZE INDICATORS)      ; set up counter
        MOV     BX,0                          ; initialize # of set bits

TEST_BIT:
        MOV     AX,DX        ; load copy of indicators into AX
        AND     AX,1h        ; is low bit set?
        JZ      NEXT_BIT     ; if not, then jump
        INC     BX           ; if so, add 1 to total

NEXT_BIT:
        SHR     DX,1         ; shift next bit into low bit
        LOOP    TEST_BIT     ; decrement CX
                             ; if CX is not 0, jump to top of loop
```

Tips

☞ Use SHR to isolate part of a component.

☞ If the dividend will fit in a 16-bit register and you don't need the remainder, use SHR to divide unsigned numbers by powers of 2. When dividing an unsigned number by a power of 2, it is faster to use SHR than DIV.

Related Instructions

If you want to	**See**
Divide an unsigned number by another unsigned number	DIV
Divide an integer by another integer	IDIV
Rotate the bits of a component and the value of CF to the left	RCL
Rotate the bits of a component and the value of CF to the right	RCR
Rotate the bits of a component to the left	ROL
Rotate the bits of a component to the right	ROR
Multiply an integer by a power of 2	SAL/SHL
Divide an integer by a power of 2	SAR

STC Set Carry Flag STC

Form	Opcode	Description	Clocks Am186	Clocks Am188
STC	F9	Set the Carry Flag to 1	2	2

What It Does

STC sets the Carry Flag (CF) to 1.

Syntax

```
STC
```

Description

STC sets CF.

Operation It Performs

```
/* set carry flag */
CF = 1;
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	1

? = undefined; – = unchanged

Examples

This example rotates the bits of a word in memory, maintaining a 1 in the low bit of the word.

```
BITS            DW      0100100010001001b    ; 4889h

; rotate word, maintaining 1 in low bit
        STC                    ; maintain 1 in low bit: CF = 1
        RCL     BITS,1         ; BITS = 9113h = 1001000100010011b
                               ; CF = 0
```

This example scans a string in memory until it finds a character or the entire string is scanned. The microcontroller scans the bytes, one by one, from first to last. If the string contains the character, the microcontroller sets the Carry Flag (CF) to 1; otherwise, it clears CF to 0.

```
; defined in SEG_R segment
STRING          DB      10 DUP (?)
AT_SIGN         EQU     '@'             ; 40h

        ; notify assembler: DS and ES specify the
        ; same segment of memory
        ASSUME DS:SEG_R, ES:SEG_R

        ; set up segment registers with same segment
        MOV     AX,SEG_R           ; load segment into DS and ES
        MOV     DS,AX              ; DS points to SEG_R
        MOV     ES,AX              ; ES points to SEG_R

; scan string for character

        ; initialize and use string
        ...

        ; set up registers and flags
        MOV     AL,AT_SIGN         ; copy character to AL
        LEA     DI,STRING          ; load offset (segment = ES)
        MOV     CX,LENGTH STRING   ; set up counter
        CLD                        ; process string low to high

        ; scan string for character
REPNE   SCASB

        ; if string contains character
        JE      FOUND
        ; else
        JMP     NOT_FOUND

FOUND:
        STC                        ; indicate found
        JMP     CONTINUE

NOT_FOUND:
        CLC                        ; indicate not found

CONTINUE:
        ...
```

Tips

☞ You can use CF to indicate the outcome of a procedure, such as when searching a string for a character. For instance, if the character is found, you can use STC to set CF to 1; if the character is not found, you can use CLC to clear CF to 0. Then, subsequent instructions that do not affect CF can use its value to determine the appropriate course of action.

☞ To rotate a 1 into a component, use STC to set CF to 1 before using RCL or RCR.

Related Instructions

If you want to	**See**
Clear CF to 0	CLC
Toggle the value of CF	CMC

STD Set Direction Flag STD

Form	Opcode	Description	Clocks Am186	Clocks Am188
STD	FD	Set the Direction Flag so the Source Index (SI) and/or the Destination Index (DI) registers will decrement during string instructions	2	2

What It Does

STD sets the Direction Flag (DF) to 1, causing subsequent *string* instructions to process the components of a string from a higher address to a lower address.

Syntax

```
STD
```

Description

STD sets the Direction Flag, causing all subsequent string operations to decrement the index registers on which they operate, SI or DI or both.

Operation It Performs

```
/* process string components from higher to lower addresses */
DF = 1;
```

Flag Settings After Instruction

Processor Status Flags Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	1	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example fills a workspace in memory with multiple copies of a string of ASCII characters (a pattern) in the same segment. The characters are copied, one by one, from last to first.

```
; defined in SEG_T segment
WORKSPACE       DB      100h DUP (?)
; the following code requires FILLER to be
; reserved immediately following WORKSPACE
FILLER          DB      ”Am186EM-”

        ; notify assembler: DS and ES specify the
        ; same segment of memory
        ASSUME DS:SEG_T, ES:SEG_T

        ; set up segment registers with same segment
        MOV     AX,SEG_T           ; load segment into DS and ES
        MOV     DS,AX              ; DS points to SEG_T
        MOV     ES,AX              ; ES points to SEG_T

        ; fill workspace with pattern

        ; load source offset (segment = DS)
        LEA     SI,FILLER + SIZE FILLER - TYPE FILLER

        ; load destination offset (segment = ES)
        LEA     DI,FILLER - TYPE FILLER

        MOV     CX,LENGTH WORKSPACE     ; set up counter
        STD                             ; process string high to low

        ; fill destination string with pattern
REP     MOVSB
```

This example copies a string of 16-bit integers in one segment of memory to a string in another segment. The words are copied, one by one, from last to first.

```
; defined in SEG_A
STRING1         DW      -30000,10250,31450,21540,-16180
S1_LENGTH       EQU     5

; defined in SEG_B
STRING2         DW      S1_LENGTH DUP (?)
S2_END_ADDR     DD      STRING2 + SIZE STRING2 - TYPE STRING2

        ; notify assembler: DS and ES specify
        ; different segments of memory
        ASSUME DS:SEG_A, ES:SEG_B

        ; set up segment registers with different segments
        MOV     AX,SEG_A           ; load one segment into DS
        MOV     DS,AX              ; DS points to SEG_A
        MOV     AX,SEG_B           ; load another segment into ES
        MOV     ES,AX              ; ES points to SEG_B

        ; copy string in segment A to string in segment B

        ; save ES
        PUSH    ES

        ; set up registers and flags
        LEA     SI,STRING1         ; load source offset (segment = DS)

        ; load dest. segment into ES and offset into DI
        LES     DI,ES:S2_END_ADDR
        MOV     CX,S1_LENGTH       ; set up counter
        STD                        ; process string high to low

        ; copy source string to destination
REP     MOVSW

        ; restore saved ES
        POP ES
```

Tips

☞ Before using one of the string instructions (CMPS, INS, LODS, MOVS, OUTS, SCAS, or STOS), always set up CX with the length of the string, and use CLD (forward) or STD (backward) to establish the direction for string processing.

☞ The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Compare a component in one string with a component in another string	CMPS
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from a string in memory to a register	LODS
Copy a component from one string in memory to another string in memory	MOVS
Copy a component from a string in main memory to a port in I/O memory	OUTS
Compare a component in a string to a register	SCAS
Copy a component from a register to a string in memory	STOS

STI Set Interrupt-Enable Flag STI

Form	Opcode	Description	Clocks Am186	Clocks Am188
STI	FB	Enable maskable interrupts after the next instruction	2	2

What It Does

STI sets the Interrupt-Enable Flag (IF), enabling all maskable interrupts that are not masked by their interrupt control registers.

Syntax

```
STI
```

Description

STI sets the Interrupt-Enable Flag (IF). The processor responds to external interrupts after executing the next instruction if that instruction does not clear IF. If external interrupts are disabled and the program executes STI before a RET instruction (such as at the end of a subroutine), RET executes before processing any external interrupts. If external interrupts are disabled and the program executes STI before a CLI instruction, no external interrupts are processed because CLI clears IF.

STI has no affect on nonmaskable interrupts, or on software-generated interrupts or traps (i.e., INT *x*).

Operation It Performs

```
/* enable maskable interrupts */
IF = 1;
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	1	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example of an interrupt-service routine: enables interrupts so that interrupt nesting can occur, resets a device, disables interrupts until the interrupted procedure is resumed, and then clears the in-service bits in the In-Service (INSERV) register by writing to the End-Of-Interrupt (EOI) register.

```
; the microcontroller pushes the flags onto
; the stack before executing this routine

; enable interrupt nesting during routine
ISR1    PROC    FAR

        PUSHA                       ; save general registers
        STI                         ; enable unmasked maskable interrupts

        mRESET_DEVICE1              ; perform operation (macro)
        CLI                         ; disable maskable interrupts until IRET

        ; reset in-service bits by writing to EOI register
        MOV     DX,INT_EOI_ADDR     ; address of EOI register
        MOV     AX,8000h            ; nonspecific EOI
        OUT     DX,AX               ; write to EOI register

        POPA                        ; restore general registers
        IRET

ISR1    ENDP

; the microcontroller pops the flags from the stack
; before returning to the interrupted procedure
```

Tips

Before you use STI, make sure that the stack is initialized (SP and SS).

If you disable maskable interrupts using CLI, the microcontroller does not recognize maskable interrupt requests until the instruction that follows STI is executed.

After using CLI to disable maskable interrupts, use STI to enable them as soon as possible to reduce the possibility of missing maskable interrupt requests.

INT clears IF to 0.

IRET restores IF to its value prior to calling the interrupt routine.

Related Instructions

If you want to	See
Disable all maskable interrupts	CLI

STOS Store String Component STOS
STOSB Store String Byte
STOSW Store String Word

Form	Opcode	Description	Clocks Am186	Clocks Am188
STOS *m8*	AA	Store AL in byte ES:[DI]; update DI	10	10
STOS *m16*	AB	Store AX in word ES:[DI]; update DI	10	14
STOSB	AA	Store AL in byte ES:[DI]; update DI	10	10
STOSW	AB	Store AX in word ES:[DI]; update DI	10	14

What It Does

STOS copies a component from a register to a string.

Syntax

STOS *destination* — *To have the assembler type-check your operand, use this form. The assembler uses the definition of the string component to determine which register to use.*

STOSB — *To copy AL to a byte within a string located in the segment specified in ES, use this form.*

STOSW — *To copy AX to a word within a string located in the segment specified in ES, use this form.*

Regardless of the form of STOS you use, destination *is always ES:[DI]. Before using any form of STOS, make sure that ES contains the segment of the string and DI contains the offset of the string.*

Description

STOS transfers the contents of the AL or AX register to the memory byte or word given by the destination register (DI) relative to the ES segment. The destination operand must be addressable from the ES register. A segment override is not possible. The contents of the destination register determine the destination address. STOS does not use an explicit operand. This operand only validates ES segment addressability and determines the data type. You must load the correct index value into the destination register before executing the STOS instruction.

After the transfer, STOS automatically updates the Destination Index (DI) register. If the Direction Flag (DF) is 0 (see CLD on page 4-29), the register increments. If DF is 1 (see STD on page 4-231), the register decrements. The increment or decrement amount is 1 for a byte or 2 for a word.

STOSB and STOSW are synonyms for the byte and word STOS instructions. These forms do not require an operand and are simpler to use, but provide no type or segment checking.

Operation It Performs

```
if (size(destination) == 8)
/* store bytes */
{
   ES:[DI] = AL;
   if (DF == 0)                              /* forward */
      increment = 1;
   else                                      /* backward */
      increment = -1;
}

if (size(destination) == 16)
/* store words */
{
   ES:[DI] = AX;
   if (DF == 0)                              /* forward */
      increment = 2;
   else                                      /* backward */
      increment = -2;
}

/* point to location for next string component */
DI = DI + increment;
```

Flag Settings After Instruction

Processor Status Flags Register	reserved				OF	DF	IF	TF	SF	ZF		AF		PF		CF
Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example fills a string in memory with a character. Because the Direction Flag (DF) is cleared to 0 using CLD, the bytes are filled, one by one, from first to last.

```
STRING          DB      128 DUP (?)
ASTERISK        DB      '*'             ; 2Ah

; fill string with character

        ; set up registers and flags
        MOV     AL,ASTERISK             ; copy character to AL
        LEA     DI,STRING               ; load offset (segment = DS)
        MOV     CX,LENGTH STRING        ; set up counter
        CLD                             ; process string low to high

        ; fill string
REP     STOSB
```

Tips

- Before using STOS, always be sure to: set up DI with the offset of the string, set up CX with the length of the string, and use CLD (forward) or STD (backward) to establish the direction for string processing.
- To fill a string with a given value, use the REP prefix to execute STOS repeatedly.
- To perform a custom operation on each component in a string, use LODS and STOS within a loop. Within the loop, use the following sequence of instructions: Use LODS to copy a component from memory, use other instructions to perform the custom operation, and then use STOS to copy the component back to memory. To overwrite the original string with the results, set up DI with the same offset as SI before beginning the loop.
- The string instructions always advance SI and/or DI, regardless of the use of the REP prefix. Be sure to set or clear DF before any string instruction.

Related Instructions

If you want to	See
Process string components from lower to higher addresses	CLD
Copy a component from a port in I/O memory to a string in main memory	INS
Copy a component from a string in memory to a register	LODS
Copy a component from one string in memory to another string in memory	MOVS
Copy a component from a string in main memory to a port in I/O memory	OUTS
Repeat one string instruction	REP
Process string components from higher to lower addresses	STD

SUB Subtract Numbers SUB

Form	Opcode	Description	Clocks Am186	Clocks Am188
SUB AL,*imm8*	2C *ib*	Subtract immediate byte from AL	3	3
SUB AX,*imm16*	2D *iw*	Subtract immediate word from AX	4	4
SUB *r/m8,imm8*	80 */5 ib*	Subtract immediate byte from r/m byte	4/16	4/16
SUB *r/m16,imm16*	81 */5 iw*	Subtract immediate word from r/m word	4/16	4/20
SUB *r/m16,imm8*	83 */5 ib*	Subtract sign-extended immediate byte from r/m word	4/16	4/20
SUB *r/m8,r8*	28 */r*	Subtract byte register from r/m byte	3/10	3/10
SUB *r/m16,r16*	29 */r*	Subtract word register from r/m word	3/10	3/14
SUB *r8,r/m8*	2A */r*	Subtract r/m byte from byte register	3/10	3/10
SUB *r16,r/m16*	2B */r*	Subtract r/m word from word register	3/10	3/14

What It Does

SUB subtracts an integer or an unsigned number from another number of the same type.

Syntax

```
SUB difference,subtrahend
```

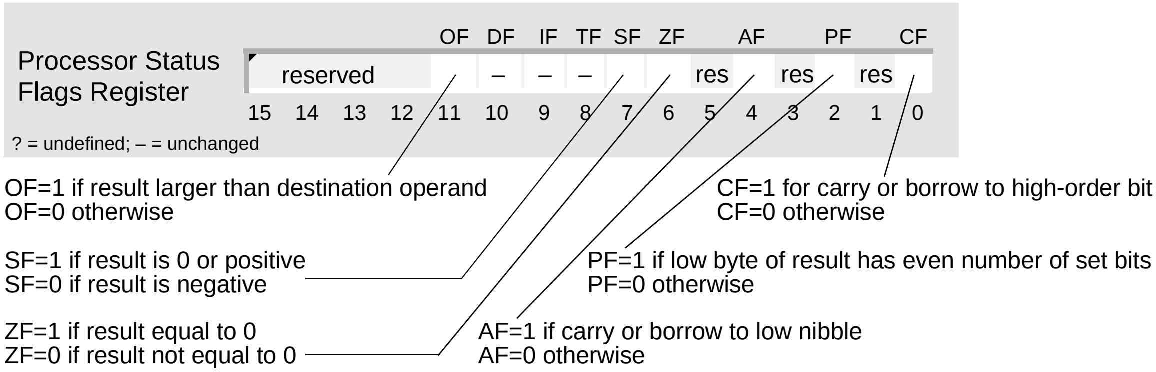
Description

SUB subtracts the second operand (*subtrahend*) from the first operand (*difference*). The first operand is assigned the result of the subtraction and the flags are set accordingly. If an immediate byte value is subtracted from a word operand, the immediate value is first sign-extended to the size of the destination operand.

Operation It Performs

```
if (size(difference) == 16)
   if (size(subtrahend) == 8)
   /* extend sign of subtrahend */
      if (subtrahend < 0)
         subtrahend = 0xFF00 | subtrahend;
      else
         subtrahend = 0x00FF & subtrahend;

/* subtract */
difference = difference - subtrahend;
```

Flag Settings After Instruction



Examples

This example subtracts one 16-bit unsigned number in memory (the subtrahend) from another 16-bit unsigned number in a register (the minuend).

```
UMINUEND        DW      364         ; 016Ch
USUBTRAHEND     DW      25          ; 0019h

; 16-bit unsigned subtraction: AX = AX - USUBTRAHEND
        MOV     AX,UMINUEND         ; AX = 016Ch = 364
        SUB     AX,USUBTRAHEND      ; AX = 0153h = 339
```

This example subtracts one 32-bit integer in a register (the subtrahend) from another 32-bit integer in memory (the minuend). This is accomplished by subtracting one word at a time. The first subtraction uses SUB, and the subsequent subtraction uses SBB in case a borrow was generated by the previous subtraction. (CF doubles as the borrow flag. If CF is set, the previous subtraction generated a borrow. Otherwise, the previous subtraction did not generate a borrow.)

```
SMINUEND        DD      44761089              ; 02AB0001h
SSUBTRAHEND     DD      -990838848            ; C4F0FFC0h

; 32-bit integer subtraction: SMINUEND = SMINUEND - SSUBTRAHEND

        ; low word subtraction
        MOV     AX,WORD PTR SSUBTRAHEND       ; copy subtrahend
        SUB     WORD PTR SMINUEND,AX          ; subtract

        ; high word subtraction
        MOV     AX,WORD PTR SSUBTRAHEND + 2   ; copy subtrahend
        SBB     WORD PTR SMINUEND + 2,AX      ; subtract with borrow
                                              ; SMINUEND = C79BFFC1h
                                              ; = -946077759
```

Tips

- ☞ To subtract an integer or an unsigned number located in memory from another number of the same type that is also located in memory, copy one of them to a register before using SUB.
- ☞ SUB requires both operands to be the same size. Before subtracting an 8-bit integer from a 16-bit integer, convert the 8-bit integer to its 16-bit equivalent using CBW. To convert an 8-bit unsigned number to its 16-bit equivalent, use MOV to copy 0 to AH.
- ☞ To subtract numbers larger than 16 bits, use SUB to subtract the low words, and then use SBB to subtract each of the subsequently higher words.
- ☞ Use DEC instead of SUB within a loop when you want to decrease a value by 1 each time the loop is executed.
- ☞ The processor does not provide an instruction that performs decimal subtraction. To subtract decimal numbers, use SBB or SUB to perform binary subtraction, and then convert the result to decimal using AAS or DAS.
- ☞ ADC, ADD, SBB, and SUB set AF when the result needs to be converted for decimal arithmetic. AAA, AAS, DAA, and DAS use AF to determine whether an adjustment is needed. This is the only use for AF.

Related Instructions

If you want to	See
Convert an 8-bit unsigned binary difference to its unpacked decimal equivalent	AAS
Convert an integer to its 16-bit equivalent	CBW
Compare two components using subtraction and set the flags accordingly	CMP
Convert an 8-bit unsigned binary difference to its packed decimal equivalent	DAS
Decrement an integer or unsigned number by 1	DEC
Change the sign of an integer	NEG
Subtract a number and the value of CF from another number	SBB

TEST Logical Compare TEST

Form	Opcode	Description	Clocks Am186	Clocks Am188
TEST AL,*imm8*	A8 *ib*	AND immediate byte with AL	3	3
TEST AX,*imm16*	A9 *iw*	AND immediate word with AX	4	4
TEST *r/m8,imm8*	F6 */0 ib*	AND immediate byte with r/m byte	4/10	4/10
TEST *r/m16,imm16*	F7 */0 iw*	AND immediate word with r/m word	4/10	4/14
TEST *r/m8,r8*	84 */r*	AND byte register with r/m byte	3/10	3/10
TEST *r/m16,r16*	85 */r*	AND word register with r/m word	3/10	3/14

What It Does

TEST determines whether particular bits of a component are set to 1 by comparing the component to a mask.

Syntax

```
TEST component,mask
```

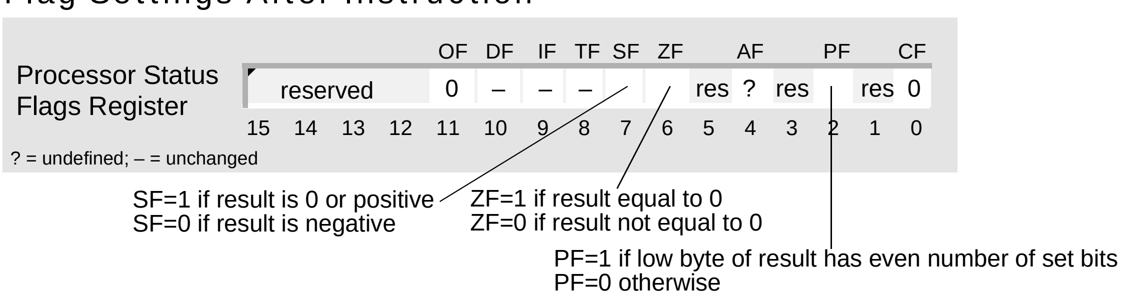
Description

TEST computes the bitwise logical AND of its two operands. Each bit of the result is 1 if both of the corresponding bits of the operands are 1; otherwise, each bit is 0. The result of the operation is discarded and only the flags are modified.

Operation It Performs

```
/* compare component to mask */
temp = component & mask;

/* clear overflow and carry flags */
OF = CF = 0;
```

Flag Settings After Instruction



Examples

This example tests the value of a bit that a particular device sets to 1 when an error occurs. If the tested bit is 1, the microcontroller jumps to an instruction sequence designed to reset the device. Otherwise, the microcontroller continues with the following instruction.

```
DEVICE5         EQU     00100000b       ; device 5 mask
DEVICES         DB      ?

; test for device error
        ; update device status bits
        ...

        TEST    DEVICES,DEVICE5         ; did device 5 log an error?
        JNZ     RESET5                  ; if so, try to reset device 5
        ...

RESET5:
        ...
```

Tips

If you want a procedure to branch depending on the value of one or more bits, use TEST to test those bits and affect ZF, and then use JZ or JNZ.

Related Instructions

If you want to	**See**
Clear particular bits of a component to 0	AND
Compare two values using subtraction and set the flags accordingly	CMP

WAIT* Wait for Coprocessor WAIT

Form	Opcode	Description	Clocks Am186	Clocks Am188
WAIT	9B	Performs a NOP.	N/A	N/A

What It Does

WAIT is unimplemented and performs a NOP.

Syntax

```
WAIT
```

Description

Members of the Am186 and Am188 family of microcontrollers do not have a TEST pin, and executing WAIT is the same as performing a NOP.

Operation It Performs

```
NOP        ; does nothing
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

* – This instruction is not supported with the necessary pinout.

XCHG Exchange Components XCHG

Form	Opcode	Description	Clocks Am186	Clocks Am188
XCHG AX,*r16*	90+*rw*	Exchange word register with AX	3	3
XCHG *r16*,AX	90+*rw*	Exchange AX with word register	3	3
XCHG *r/m8*,*r8*	86 */r*	Exchange byte register with r/m byte	4/17	4/17
XCHG *r8*,*r/m8*	86 */r*	Exchange r/m byte with byte register	4/17	4/17
XCHG *r/m16*,*r16*	87 */r*	Exchange word register with r/m word	4/17	4/21
XCHG *r16*,*r/m16*	87 */r*	Exchange r/m word with word register	4/17	4/21

What It Does

XCHG exchanges one component with another component.

Syntax

```
XCHG component1,component2
```

Description

XCHG exchanges two operands. The operands can be in either order.

Operation It Performs

```
/* save first component */
temp = component1;

/* copy second component to first component */
component1 = component2;

/* copy saved component to second component */
component2 = temp;
```

Flag Settings After Instruction

Processor Status Flags Register

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
				OF	DF	IF	TF	SF	ZF		AF		PF		CF
reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example exchanges an integer in one register with an integer in another register.

```
; exchange BX with CX
        MOV     BX,-300       ; BX = -300
        MOV     CX,700        ; CX = 700
        XCHG    BX,CX         ; BX = 700, CX = -300
```

This example performs a bubble sort on a list of unsigned numbers in memory. The microcontroller rearranges the list from smallest to largest.

```
LIST            DB      3,5,2,9,7
L_LENGTH        EQU     5

; sort unsigned numbers

        MOV     SI,0                ; set up list index
        MOV     DX,L_LENGTH - 1     ; get length of list
        MOV     CX,DX               ; set up counter

SORT:
        MOV     AL,LIST[SI]         ; copy this number
        CMP     AL,LIST[SI]+1       ; is this number <= next number?
        JLE     NEXT                ; if so, then jump

        XCHG    AL,LIST[SI]+1       ; write larger number to next byte
        MOV     LIST[SI],AL         ; write smaller number to this byte

NEXT:
        INC     SI                  ; point to next number
        LOOP    SORT                ; while CX is not zero, jump
                                    ; to top of loop

        DEC     DX                  ; set up length of sublist
        MOV     SI,0                ; reset sublist index
        MOV     CX,DX               ; set up sublist counter
        LOOP    SORT                ; while CX is not zero, jump
                                    ; to top of loop
```

Tips

- To exchange two components that are both stored in memory, use MOV to copy the first component to a register, use XCHG to exchange the register with the second component, and then use MOV again to copy the register to the first component.

- XCHG requires both operands to be the same size. To convert an 8-bit integer to its 16-bit equivalent, use CBW. To convert a 16-bit integer to its 32-bit equivalent, use CWD. To convert another type of component to its extended equivalent, use MOV to copy 0 to the high byte or word.

- You cannot use XCHG to exchange a word with a segment register. To copy a segment address to a segment register, use MOV to copy the segment address to a general register, and then use MOV to copy the value in the general register to the segment register.

Related Instructions

If you want to	See
Copy a component to a register or a location in memory	MOV

XLAT Translate Table Index to Component XLAT
XLATB Translate Table Index to Byte

Form	Opcode	Description	Clocks Am186	Clocks Am188
XLAT *m8*	D7	Set AL to memory byte segment:[BX+unsigned AL]	11	15
XLATB	D7	Set AL to memory byte DS:[BX+unsigned AL]	11	15

What It Does

XLAT translates the offset index of a byte stored in memory to the value of that byte.

Syntax

XLAT *base* — *Use this form to override the default source segment (DS), and to have the assembler type-check your operand. In this form,* base *is* segment:*[BX].*

XLATB — *To translate AL to the value of the byte located at offset [BX][AL] in the segment specified in DS, use this form.*

Description

XLAT changes the AL register from the table index to the table entry. The AL register should be an unsigned index into a table addressed by the DS:BX register pair.

The operand allows for the possibility of a segment override, but the instruction uses the contents of the BX register even if it differs from the offset of the operand. Load the operand offset into the BX register—and the table index into AL—before executing XLAT.

Use the no-operand form, XLATB, if the table referenced by BX resides in the DS segment.

Operation It Performs

```
/* extend index */
temp = 0x00FF & AL;

/* store indexed component in AL */
AL = DS:[BX + temp];
```

Flag Settings After Instruction

Processor Status Flags Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Flag					OF	DF	IF	TF	SF	ZF		AF		PF		CF
Value	reserved				–	–	–	–	–	–	res	–	res	–	res	–

? = undefined; – = unchanged

Examples

This example translates a string of ASCII numbers in memory to unpacked decimal digits. The microcontroller translates the numbers, one by one, from first to last.

```
; defined in SEG_D segment
TABLE           DB      0,1,2,3,4,5,6,7,8,9
STRING          DB      ”0123456789”

        ; notify assembler: DS and ES specify the
        ; same segment of memory
        ASSUME DS:SEG_D, ES:SEG_D

        ; set up DS and ES with the same segment address
        MOV     AX,SEG_D           ; load segment into DS and ES
        MOV     DS,AX              ; DS points to SEG_D
        MOV     ES,AX              ; ES points to SEG_D

        ; translate ASCII numbers to unpacked decimal digits
        ; set up for string operation
        LEA     SI,STRING          ; load source offset (segment = DS)
        LEA     DI,STRING          ; load dest. offset (segment = DS)
        MOV     CX,10              ; set up counter
        CLD                        ; process string from low to high
        LEA     BX,TABLE           ; load table base (segment = DS)

ASCII2BCD:
        ; translate bytes
        LODSB                      ; copy ASCII # from string to AL
        XLATB                      ; translate to unpacked decimal
        STOSB                      ; copy back to string
        LOOP    ASCII2BCD          ; while CX is not 0, jump
                                   ; to top of loop
```

This example translates the offset (base+index) of a byte within a table in memory to the value of that byte.

```
; defined in SEG_B segment
TABLE           DB      3,6,12,24,48,96,192

        ; notify assembler: DS and ES point to
        ; different segments of memory
        ASSUME  DS:SEG_A, ES:SEG_B

        ; set up DS and ES with different segment addresses
        MOV     AX,SEG_A           ; load one segment into DS
        MOV     DS,AX              ; DS points to SEG_A
        MOV     AX,SEG_B           ; load another segment into ES
        MOV     ES,AX              ; ES points to SEG_B

        ; translate index to component (override default segment)
        MOV     AL,3               ; set up index: AL = 3
        LEA     BX,ES:TABLE        ; load table base into BX
        XLAT    ES:[BX]            ; translate: AL = 24
```

Tips

☞ Use XLAT to translate bytes from one code system to another (e.g., from unpacked decimal numbers to ASCII numbers or from ASCII characters to EBCDIC characters).

Related Instructions

If you want to	See
Load the offset of a table in memory into BX	LEA

XOR Logical Exclusive OR XOR

Form	Opcode	Description	Clocks Am186	Clocks Am188
XOR AL,*imm8*	34 *ib*	XOR immediate byte with AL	3	3
XOR AX,*imm16*	35 *iw*	XOR immediate word with AX	4	4
XOR *r/m8,imm8*	80 */6 ib*	XOR immediate byte with r/m byte	4/16	4/16
XOR *r/m16,imm16*	81 */6 iw*	XOR immediate word with r/m word	4/16	4/20
XOR *r/m16,imm8*	83 */6 ib*	XOR sign-extended immediate byte with r/m word	4/16	4/20
XOR *r/m8,r8*	30 */r*	XOR byte register with r/m byte	3/10	3/10
XOR *r/m16,r16*	31 */r*	XOR word register with r/m word	3/10	3/14
XOR *r8,r/m8*	32 */r*	XOR r/m byte with byte register	3/10	3/10
XOR *r16,r/m16*	33 */r*	XOR r/m word with word register	3/10	3/14

What It Does

XOR complements particular bits of a component according to a mask.

Syntax

```
XOR component,mask
```

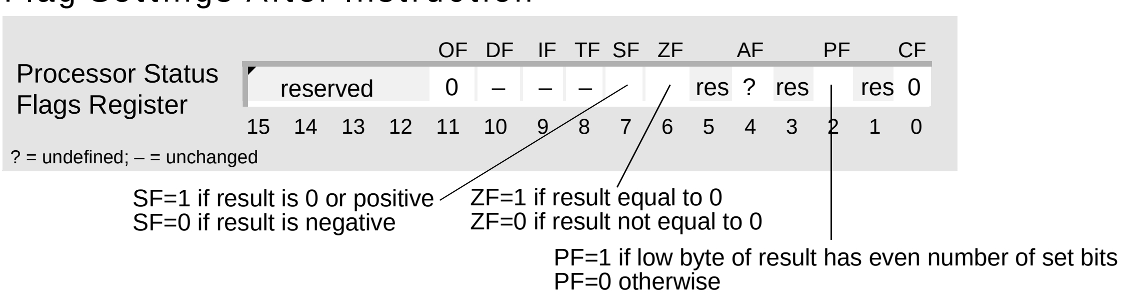
Description

XOR computes the exclusive OR of the two operands. If corresponding bits of the operands are different, the resulting bit is 1. If the bits are the same, the result is 0. The answer replaces the first operand.

Operation It Performs

```
/* XOR component with mask */
component = component ^ mask;

/* clear overflow and carry flags */
OF = CF = 0;
```

Flag Settings After Instruction



Examples

This example turns on Timer 2 by setting the Enable (EN) and Inhibit ($\overline{INH}$) bits in the Timer 2 Mode and Control (T2CON) register.

```
TMR2_CNT_ON     EQU     0C000h          ; mask for enable & inhibit bits

; turn on Timer 2
        MOV     DX,TMR2_CTL_ADDR        ; address of T2CON register
        IN      AX,DX                   ; read T2CON into AX
        XOR     AX,TMR2_CTL_ON          ; set enable & inhibit bits
        OUT     DX,AX                   ; write AX to T2CON
```

This example procedure turns an LED on or off by toggling the signal level of programmable I/O (PIO) pin 3 in the PIO Data 0 (PDATA0) register.

```
PIO3_MASK       EQU     0008h           ; PDATA0 bit 3

; toggle PDATA0 bit 3
TOGGLE_PIO3     PROC    NEAR

        ; save registers
        PUSH    AX
        PUSH    DX

        MOV     DX,PIO_DATA0_ADDR       ; address of PDATA0 register
        IN      AX,DX                   ; read PDATA0 into AX
        XOR     AX,PIO3_MASK            ; toggle bit 3
        OUT     DX,AX                   ; write AX to PDATA0

        ; restore saved registers
        POP     DX
        POP     AX

        RET

TOGGLE_PIO3     ENDP
```

Tips

To clear a register to 0, use XOR to exclusive OR the register with itself.

Related Instructions

If you want to	See
Clear particular bits of a component to 0	AND
Toggle all bits of a component	NOT
Set particular bits of a component to 1	OR

APPENDIX

A INSTRUCTION SET SUMMARY

This appendix provides several tables that summarize the instructions for the Am186 and Am188 family of microcontrollers:

- Table A-2, “Instruction Set Summary by Mnemonic,” on page A-3
- Table A-3, “Instruction Set Summary by Opcode,” on page A-10
- Table A-4, “Instruction Set Summary by Partial Opcode,” on page A-20

The variables used in these tables are described in Table A-1 on page A-2. Table A-4 also uses the variables in Table A-5 on page A-22. The format for the instructions is described in "Forms of the Instruction" on page 2-4.

Table A-1 Variables Used In Instruction Set Summary Tables

Variable	Function	Values	Description
d	Specifies direction.	0	to *r/m*
		1	to *reg*
data-8 *data-low* *data-high* *data-SX*	Specifies a non-address constant data used by the instruction. The "8" indicates an 8-bit constant; "low", the low-order byte of a 16-bit constant; "high", the high order byte of a 16-bit constant; and "SX", an 8-bit constant that is sign-extended for a 16-bit operation.		
disp-8 *disp-low* *disp-high*	Specifies the displacement. The "8" indicates an 8-bit displacement; "low", the low-order byte of a 16-bit displacement; and "high", the high-order byte of a 16-bit displacement. For some forms of MOV, specifies a 0-relative address.		
mod	Along with *r/m*, determines the effective address of the memory operand.	11	*r/m* is treated as a *reg* field
		00	DISP = 0, disp-low and disp-high are absent
		01	DISP = disp-low sign-extended to 16-bits, disp-high is absent
		10	DISP = disp-high: disp-low
r/m	Along with *mod*, determines the effective address of the memory operand.	000	EA = (BX)+(SI)+DISP
		001	EA = (BX)+(DI)+DISP
		010	EA = (BP)+(SI)+DISP
		011	EA = (BP)+(DI)+DISP
		100	EA = (SI)+DISP
		101	EA = (DI)+DISP
		110	EA = (BP)+DISP (except if mod=00, then EA = disp-high:disp:low)
		111	EA = (BX)+DISP
reg	Represents a register, and is assigned according to the value of *w* and *reg.*	000	AL, if w=0 or implicit 8-bit AX, if w=1 or implicit 16-bit
		001	CL, if w=0 or implicit 8-bit CX, if w=1 or implicit 16-bit
		010	DL, if w=0 or implicit 8-bit DX, if w=1 or implicit 16-bit
		011	BL, if w=0 or implicit 8-bit BX, if w=1 or implicit 16-bit
		100	AH, if w=0 or implicit 8-bit SP, if w=1 or implicit 16-bit
		101	CH, if w=0 or implicit 8-bit BP, if w=1 or implicit 16-bit
		110	DH, if w=0 or implicit 8-bit SI, if w=1 or implicit 16-bit
		111	BH, if w=0 or implicit 8-bit DI, if w=1 or implicit 16-bit
s	Specifies immediate operand sign-extension.	0	no sign extension
		1	sign-extend (for 16-bit operations only, w=1)
seg-low *seg-high*	Specifies the segment base address value. Represents the high-order 16 bits of a 20-bit address, with an implicit 4 low-order 0 bits.		
sreg	Specifies a segment register.	00	ES register
		01	CS register
		10	SS register
		11	DS register
w	Specifies an 8- or 16-bit value.	0	8-bit value
		1	16-bit value
XXX YYY	Specifies opcode to proc. ext.		

Notes:

1 – DISP follows the operand address (before data if required).

2 – The physical addresses of all operands addressed by the BP register are computed using the SS segment register. The physical addresses of the destination operands of the string primitive operations (those addressed by the DI register) are computed using the ES segment, which cannot be overridden.

Table A-2 Instruction Set Summary by Mnemonic

Instruction	Opcode				For More Info., See Page
AAA = ASCII adjust AL after add	0011 0111				4-2
AAD = ASCII adjust AX before divide	1101 0101	0000 1010			4-4
AAM = ASCII adjust AL after multiply	1101 0100	0000 1010			4-6
AAS = ASCII adjust AL after subtract	0011 1111				4-8
ADC = Add numbers with carry:					4-10
Reg/memory and register to either	0001 00dw	mod reg r/m			
Immediate to register/memory	1000 00sw	mod 010 r/m	data-8/data-low	data-high if sw=01	
	(sw≠10)				
Immediate to accumulator	0001 010w	data-8/data-low	data-high if w=1		
ADD = Add numbers:					4-14
Reg/mem and register to either	0000 00dw	mod reg r/m			
Immediate to register/memory	1000 00sw	mod 000 r/m	data-8/data-low	data-high if sw=01	
	(sw≠10)				
Immediate to accumulator	0000 010w	data-8/data-low	data-high if w=1		
AND = Logical AND:					4-17
Reg/memory and register to either	0010 00dw	mod reg r/m			
Immediate to register/memory	1000 00sw	mod 100 r/m	data-8/data-low	data-high if sw=01	
	(sw≠10)				
Immediate to accumulator	0010 010w	data-8/data-low	data-high if w=1		
BOUND = Check array index against bounds*	0110 0010	mod reg r/m			4-19
CALL = Call procedure:					4-21
Direct within segment	1110 1000	disp-low	disp-high		
Register mem. indirect within seg.	1111 1111	mod 010 r/m			
Direct intersegment	1001 1010	disp-low	disp-high		
		seg-low	seg-high		
Indirect intersegment	1111 1111	mod 011 r/m	(mod ≠ 11)		
CBW = Convert byte integer to word	1001 1000				4-24
CLC = Clear carry flag	1111 1000				4-26
CLD = Clear direction flag	1111 1100				4-29
CLI = Clear interrupt-enable flag	1111 1010				4-31
CMC = Complement carry flag	1111 0101				4-33

Notes:

** Indicates instructions not available in 8086 or 8088 systems.*
***Indicates instructions that are not supported with the necessary pinout.*
****The external LOCK pin is only available on some members of the Am186 and Am188 family of microcontrollers. However, LOCK internal logic is still in effect on parts without the LOCK pin.*

Table A-2 Instruction Set Summary by Mnemonic

Instruction	Opcode				For More Info., See Page
CMP = Compare:					4-34
Reg/memory and register to either	0 0 1 1 1 0 d w	mod reg r/m			
Immediate with register/memory	1 0 0 0 0 0 s w (sw≠10)	mod 111 r/m	data-8/data-low	data-high if sw=01	
Immediate with accumulator	0 0 1 1 1 1 0 w	data-8/data-low	data-high if w=1		
CMPS/CMPSB/CMPSW = Compare string	1 0 1 0 0 1 1 w				4-36
CS = CS segment register override prefix	0 0 1 0 1 1 1 0				2-2
CWD = Convert word integer to doubleword	1 0 0 1 1 0 0 1				4-40
DAA = Decimal adjust AL after add	0 0 1 0 0 1 1 1				4-42
DAS = Decimal adjust AL after subtract	0 0 1 0 1 1 1 1				4-45
DEC = Decrement by 1:					4-48
Register/memory	1 1 1 1 1 1 1 w	mod 001 r/m			
Register	0 1 0 0 1 reg				
DIV = Divide unsigned numbers	1 1 1 1 0 1 1 w	mod 110 r/m			4-50
DS = DS segment register override prefix	0 0 1 1 1 1 1 0				2-2
ENTER = Enter high-level procedure*	1 1 0 0 1 0 0 0	data-low	data-high	data-8	4-53
ES = ES segment register override prefix	0 0 1 0 0 1 1 0				2-2
ESC = Processor extension escape**	1 1 0 1 1 X X X	mod YYY r/m	(XXX YYY are opcode to proc. ext.)		4-56
HLT = Halt	1 1 1 1 0 1 0 0				4-57
IDIV = Integer divide (signed)	1 1 1 1 0 1 1 w	mod 111 r/m			4-60
IMUL = Integer multiply (signed)	1 1 1 1 0 1 1 w	mod 101 r/m			4-63
IMUL = Integer immediate multiply (signed)*	0 1 1 0 1 0 s 1	mod reg r/m	data-8/data-low	data-high if s=0	4-63
IN = Input from:					4-67
Fixed port	1 1 1 0 0 1 0 w	data-8			
Variable port	1 1 1 0 1 1 0 w				
INC = Increment by 1:					4-69
Register/memory	1 1 1 1 1 1 1 w	mod 000 r/m			
Register	0 1 0 0 0 reg				
INS/INSB/INSW = Input string from DX port*	0 1 1 0 1 1 0 w				4-71
INT = Interrupt:					4-73
Type specified	1 1 0 0 1 1 0 1	data-8			
Type 3	1 1 0 0 1 1 0 0				

Notes:

** Indicates instructions not available in 8086 or 8088 systems.*
***Indicates instructions that are not supported with the necessary pinout.*
****The external LOCK pin is only available on some members of the Am186 and Am188 family of microcontrollers. However, LOCK internal logic is still in effect on parts without the LOCK pin.*

Table A-2 Instruction Set Summary by Mnemonic

Instruction	Opcode			For More Info., See Page
INTO = Interrupt on overflow	1100 1110			4-73
IRET = Interrupt return	1100 1111			4-76
JA/JNBE = Jump on: above/not below or equal	0111 0111	disp-8		4-78
JAE/JNB/JNC = Jump on: above or equal/not below/not carry	0111 0011	disp-8		4-80
JB/JC/JNAE = Jump on: below/ compare/not above or equal	0111 0010	disp-8		4-82
JBE/JNA = Jump on: below or equal/not above	0111 0110	disp-8		4-84
JCXZ = Jump on CX = zero	1110 0011	disp-8		4-87
JE/JZ = Jump on: equal/zero	0111 0100	disp-8		4-89
JG/JNLE = Jump on: greater/not less or equal	0111 1111	disp-8		4-91
JGE/JNL = Jump on: greater or equal/ not less	0111 1101	disp-8		4-93
JL/JNGE = Jump on: less/not greater or equal	0111 1100	disp-8		4-95
JLE/JNG = Jump on: less or equal/not greater	0111 1110	disp-8		4-97
JMP = Unconditional jump:				4-99
Short/long	1110 1011	disp-8		
Direct within segment	1110 1001	disp-low	disp-high	
Register/mem indirect within seg.	1111 1111	mod 100 r/m		
Direct intersegment	1110 1010	disp-low	disp-high	
		seg-low	seg-high	
Indirect intersegment	1111 1111	mod 101 r/m	(mod ≠ 11)	
JNE/JNZ = Jump on: not equal/not zero	0111 0101	disp-8		4-107
JNO = Jump on not overflow	0111 0001	disp-8		4-113
JNS = Jump on not sign	0111 1001	disp-8		4-116
JO = Jump on overflow	0111 0000	disp-8		4-119
JPE/JP = Jump on: parity even/parity	0111 1010	disp-8		4-122
JPO/JNP = Jump on: parity odd/not parity	0111 1011	disp-8		4-124
JS = Jump on sign	0111 1000	disp-8		4-126
LAHF = Load AH with flags	1001 1111			4-129
LDS = Load pointer to DS	1100 0101	mod reg r/m	(mod≠11)	4-131
LEA = Load EA to register	1000 1101	mod reg r/m		4-133

Notes:

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***Indicates instructions that are not supported with the necessary pinout.*
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Table A-2 Instruction Set Summary by Mnemonic

Instruction	Opcode				For More Info., See Page
LEAVE = Leave procedure*	1 1 0 0 1 0 0 1				4-135
LES = Load pointer to ES	1 1 0 0 0 1 0 0	mod reg r/m	(mod ≠ 11)		4-138
LOCK = Bus lock prefix***	1 1 1 1 0 0 0 0				4-140
LODS/LODSB/LODSW = Load string to AL/AX	1 0 1 0 1 1 0 w				4-141
LOOP = Loop CX Times	1 1 1 0 0 0 1 0	disp-8			4-146
LOOPE/LOOPZ = Loop while: equal/ zero	1 1 1 0 0 0 0 1	disp-8			4-148
LOOPNE/LOOPNZ = Loop while: not equal/not zero	1 1 1 0 0 0 0 0	disp-8			4-150
MOV = Move:					4-153
Register to register/memory	1 0 0 0 1 0 0 w	mod reg r/m			
Register/memory to register	1 0 0 0 1 0 1 w	mod reg r/m			
Immediate to register/memory	1 1 0 0 0 1 1 w	mod 000 r/m	data-8/data-low	data-high if w=1	
Immediate to register	1 0 1 1 w reg	data-8/data-low	data-high if w=1		
Memory to accumulator	1 0 1 0 0 0 0 w	disp-low	disp-high		
Accumulator to memory	1 0 1 0 0 0 1 w	disp-low	disp-high		
Register/mem. to segment register	1 0 0 0 1 1 1 0	mod 0 sreg r/m			
Segment reg. to register/memory	1 0 0 0 1 1 0 0	mod 0 sreg r/m			
MOVS/MOVSB/MOVSW = Move string to byte/word	1 0 1 0 0 1 0 w				4-156
MUL = Multiply (unsigned)	1 1 1 1 0 1 1 w	mod 100 r/m			4-160
NEG = Change sign reg./memory	1 1 1 1 0 1 1 w	mod 011 r/m			4-163
NOP = No Operation	1 0 0 1 0 0 0 0				4-165
NOT = Invert register/memory	1 1 1 1 0 1 1 w	mod 010 r/m			4-167
OR = Or:					4-169
Reg/memory and register to either	0 0 0 0 1 0 d w	mod reg r/m			
Immediate to register/memory	1 0 0 0 0 0 s w (sw≠10)	mod 001 r/m	data-8/data-low	data-high if sw=01	
Immediate to accumulator	0 0 0 0 1 1 0 w	data-8/data-low	data-high if w=1		
OUT = Output to:					4-171
Fixed port	1 1 1 0 0 1 1 w	data-8			
Variable port	1 1 1 0 1 1 1 w				
OUTS/OUTSB/OUTSW = Output string to DX port*	0 1 1 0 1 1 1 w				4-173

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Table A-2 Instruction Set Summary by Mnemonic

Instruction	Opcode			For More Info., See Page
POP = Pop:				4-175
Memory	1 0 0 0 1 1 1 1	mod 000 r/m		
Register	0 1 0 1 1 reg			
Segment register	0 0 0 sreg 1 1 1	(sreg ≠01)		
POPA = Pop All*	0 1 1 0 0 0 0 1			4-178
POPF = Pop flags	1 0 0 1 1 1 0 1			4-180
PUSH = Push:				4-181
Memory	1 1 1 1 1 1 1 1	mod 110 r/m		
Register	0 1 0 1 0 reg			
Segment register	0 0 0 sreg 1 1 0			
Immediate*	0 1 1 0 1 0 s 0	data-8/data-low	data-high if s=0	
PUSHA = Push All*	0 1 1 0 0 0 0 0			4-184
PUSHF = Push flags	1 0 0 1 1 1 0 0			4-186
RCL = Rotate through carry left				4-187
Register/Memory by 1	1 1 0 1 0 0 0 w	mod 010 r/m		
Register/Memory by CL	1 1 0 1 0 0 1 w	mod 010 r/m		
Register/Memory by Count*	1 1 0 0 0 0 0 w	mod 010 r/m	data-8	
RCR = Rotate through carry right				4-189
Register/Memory by 1	1 1 0 1 0 0 0 w	mod 011 r/m		
Register/Memory by CL	1 1 0 1 0 0 1 w	mod 011 r/m		
Register/Memory by Count*	1 1 0 0 0 0 0 w	mod 011 r/m	data-8	
REP (repeat by count in CX)				4-191
INS = Input string from DX port*	1 1 1 1 0 0 1 1	0 1 1 0 1 1 0 w		
LODS = Load string	1 1 1 1 0 0 1 1	1 0 1 0 1 1 0 w		
MOVS = Move string	1 1 1 1 0 0 1 1	1 0 1 0 0 1 0 w		
OUTS = Output string*	1 1 1 1 0 0 1 1	0 1 1 0 1 1 1 w		
STOS = Store string	1 1 1 1 0 0 1 1	1 0 1 0 1 0 1 w		
REPE/REPZ (repeat by count in CX while equal/while zero)				4-193
CMPS = Compare string	1 1 1 1 0 0 1 1	1 0 1 0 0 1 1 w		
SCAS = Scan string	1 1 1 1 0 0 1 1	1 0 1 0 1 1 1 w		
REPNE/REPNZ (repeat by count in CX while not equal/while not zero)				4-197
CMPS = Compare string	1 1 1 1 0 0 1 0	1 0 1 0 0 1 1 w		
SCAS = Scan string	1 1 1 1 0 0 1 0	1 0 1 0 1 1 1 w		

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Table A-2 Instruction Set Summary by Mnemonic

Instruction	Opcode				For More Info., See Page
RET = Return from CALL:					4-202
Within segment	1100 0011				
Within seg adding immed. to SP	1100 0010	data-low	data-high		
Intersegment	1100 1011				
Intersegment adding immed. to SP	1100 1010	data-low	data-high		
ROL = Rotate left					4-205
Register/Memory by 1	1101 000w	mod 000 r/m			
Register/Memory by CL	1101 001w	mod 000 r/m			
Register/Memory by Count*	1100 000w	mod 000 r/m	data-8		
ROR = Rotate right					4-207
Register/Memory by 1	1101 000w	mod 001 r/m			
Register/Memory by CL	1101 001w	mod 001 r/m			
Register/Memory by Count*	1100 000w	mod 001 r/m	data-8		
SAHF = Store AH in flags	1001 1110				4-209
SAL/SHL = Shift arithmetic left/shift left					4-211
Register/Memory by 1	1101 000w	mod 100 r/m			
Register/Memory by CL	1101 001w	mod 100 r/m			
Register/Memory by Count*	1100 000w	mod 100 r/m	data-8		
SAR = Shift arithmetic right					4-214
Register/Memory by 1	1101 000w	mod 111 r/m			
Register/Memory by CL	1101 001w	mod 111 r/m			
Register/Memory by Count*	1100 000w	mod 111 r/m	data-8		
SBB = Subtract with borrow:					4-216
Reg/memory and register to either	0001 10dw	mod reg r/m			
Immediate from register/memory	1000 00sw (sw≠10)	mod 011 r/m	data-8/data-low	data-high if sw=01	
Immediate from accumulator	0001 110w	data-8/data-low	data-high if w=1		
SCAS/SCASB/SCASW = Scan string for byte/word	1010 111w				4-219
SHR = Shift right					4-225
Register/Memory by 1	1101 000w	mod 101r/m			
Register/Memory by CL	1101 001w	mod 101 r/m			
Register/Memory by Count*	1100 000w	mod 101 r/m	data-8		
SS = SS segment register override prefix	0011 0110				2-2
STC = Set carry flag	1111 1001				4-228

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Table A-2 Instruction Set Summary by Mnemonic

Instruction	Opcode				For More Info., See Page
STD = Set direction flag	1 1 1 1 1 1 0 1				4-231
STI = Set interrupt-enable flag	1 1 1 1 1 0 1 1				4-235
STOS/STOSB/STOSW = Store string	1 0 1 0 1 0 1 w				4-237
SUB = Subtract:					4-240
Reg/memory and register to either	0 0 1 0 1 0 d w	mod reg r/m			
Immediate from register/memory	1 0 0 0 0 0 s w	mod 101 r/m	data-8/data-low	data-high if sw=01	
	(sw≠10)				
Immediate from accumulator	0 0 1 0 1 1 0 w	data-8/data-low	data-high if w=1		
TEST = AND function to flags, no result:					4-243
Register/memory and register	1 0 0 0 0 1 0 w	mod reg r/m			
Immediate data and register/mem.	1 1 1 1 0 1 1 w	mod 000 r/m	data-8/data-low	data-high if w=1	
Immediate data and accumulator	1 0 1 0 1 0 0 w	data-8/data-low	data-high if w=1		
WAIT = Wait**	1 0 0 1 1 0 1 1				4-245
XCHG = Exchange:					4-246
Register/memory with register	1 0 0 0 0 1 1 w	mod reg r/m			
Register with accumulator	1 0 0 1 0 reg				
XLAT/XLATB = Translate byte to AL	1 1 0 1 0 1 1 1				4-248
XOR = Logical exclusive OR:					4-251
Reg/memory and register to either	0 0 1 1 0 0 d w	mod reg r/m			
Immediate to register/memory	1 0 0 0 0 0 s w	mod 110 r/m	data-8/data-low	data-high if sw=01	
	(sw≠10)				
Immediate to accumulator	0 0 1 1 0 1 0 w	data-8/data-low	data-high if w=1		

Notes:

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Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Byte 1 Binary	Byte 2	Bytes 3–6	
00	0000 0000	mod reg r/m	(disp-low),(disp-high)	ADD r/m8,r8
01	0000 0001	mod reg r/m	(disp-low),(disp-high)	ADD r/m16,r16
02	0000 0010	mod reg r/m	(disp-low),(disp-high)	ADD r8,r/m8
03	0000 0011	mod reg r/m	(disp-low),(disp-high)	ADD r16,r/m16
04	0000 0100	data-8		ADD AL,imm8
05	0000 0101	data-low	data-high	ADD AX,imm16
06	0000 0110			PUSH ES
07	0000 0111			POP ES
08	0000 1000	mod reg r/m	(disp-low),(disp-high)	OR r/m8,r8
09	0000 1001	mod reg r/m	(disp-low),(disp-high)	OR r/m16,r16
0A	0000 1010	mod reg r/m	(disp-low),(disp-high)	OR r8,r/m8
0B	0000 1011	mod reg r/m	(disp-low),(disp-high)	OR r16,r/m16
0C	0000 1100	data-8		OR AL,imm8
0D	0000 1101	data-low	data-high	OR AX,imm16
0E	0000 1110			PUSH CS
0F	0000 1111			*reserved*
10	0001 0000	mod reg r/m	(disp-low),(disp-high)	ADC r/m8,r8
11	0001 0001	mod reg r/m	(disp-low),(disp-high)	ADC r/m16,r16
12	0001 0010	mod reg r/m	(disp-low),(disp-high)	ADC r8,r/m8
13	0001 0011	mod reg r/m	(disp-low),(disp-high)	ADC r16,r/m16
14	0001 0100	data-8		ADC AL,imm8
15	0001 0101	data-low	data-high	ADC AX,imm16
16	0001 0110			PUSH SS
17	0001 0111			POP SS
18	0001 1000	mod reg r/m	(disp-low),(disp-high)	SBB r/m8,r8
19	0001 1001	mod reg r/m	(disp-low),(disp-high)	SBB r/m16,r16
1A	0001 1010	mod reg r/m	(disp-low),(disp-high)	SBB r8,r/m8
1B	0001 1011	mod reg r/m	(disp-low),(disp-high)	SBB r16,r/m16
1C	0001 1100	data-8		SBB AL,imm8
1D	0001 1101	data-low	data-high	SBB AX,imm16
1E	0001 1110			PUSH DS
1F	0001 1111			POP DS
20	0010 0000	mod reg r/m	(disp-low),(disp-high)	AND r/m8,r8
21	0010 0001	mod reg r/m	(disp-low),(disp-high)	AND r/m16,r16
22	0010 0010	mod reg r/m	(disp-low),(disp-high)	AND r8,r/m8
23	0010 0011	mod reg r/m	(disp-low),(disp-high)	AND r16,r/m16
24	0010 0100	data-8		AND AL,imm8
25	0010 0101	data-low	data-high	AND AX,imm16
26	0010 0110			(ES segment register override prefix)
27	0010 0111			DAA
28	0010 1000	mod reg r/m	(disp-low),(disp-high)	SUB r/m8,r8
29	0010 1001	mod reg r/m	(disp-low),(disp-high)	SUB r/m16,r16

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Binary	Byte 2	Bytes 3–6	
2A	0010 1010	mod reg r/m	(disp-low),(disp-high)	SUB r8,r/m8
2B	0010 1011	mod reg r/m	(disp-low),(disp-high)	SUB r16,r/m16
2C	0010 1100	data-8		SUB AL,imm8
2D	0010 1101	data-low	data-high	SUB AX,imm16
2E	0010 1110			(CS segment register override prefix)
2F	0010 1111			DAS
30	0011 0000	mod reg r/m	(disp-low),(disp-high)	XOR r/m8,r8
31	0011 0001	mod reg r/m	(disp-low),(disp-high)	XOR r/m16,r16
32	0011 0010	mod reg r/m	(disp-low),(disp-high)	XOR r8,r/m8
33	0011 0011	mod reg r/m	(disp-low),(disp-high)	XOR r16,r/m16
34	0011 0100	data-8		XOR AL,imm8
35	0011 0101	data-low	data-high	XOR AX,imm16
36	0011 0110			(SS segment register override prefix)
37	0011 0111			AAA
38	0011 1000	mod reg r/m	(disp-low),(disp-high)	CMP r/m8,r8
39	0011 1001	mod reg r/m	(disp-low),(disp-high)	CMP r/m16,r16
3A	0011 1010	mod reg r/m	(disp-low),(disp-high)	CMP r8,r/m8
3B	0011 1011	mod reg r/m	(disp-low),(disp-high)	CMP r16,r/m16
3C	0011 1100	data-8		CMP AL,imm8
3D	0011 1101	data-low	data-high	CMP AX,imm16
3E	0011 1110			(DS segment register override prefix)
3F	0011 1111			AAS
40	0100 0000			INC AX
41	0100 0001			INC CX
42	0100 0010			INC DX
43	0100 0011			INC BX
44	0100 0100			INC SP
45	0100 0101			INC BP
46	0100 0110			INC SI
47	0100 0111			INC DI
48	0100 1000			DEC AX
49	0100 1001			DEC CX
4A	0100 1010			DEC DX
4B	0100 1011			DEC BX
4C	0100 1100			DEC SP
4D	0100 1101			DEC BP
4E	0100 1110			DEC SI
4F	0100 1111			DEC DI
50	0101 0000			PUSH AX
51	0101 0001			PUSH CX
52	0101 0010			PUSH DX

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Binary	Byte 2	Bytes 3–6	
53	0101 0011			PUSH BX
54	0101 0100			PUSH SP
55	0101 0101			PUSH BP
56	0101 0110			PUSH SI
57	0101 0111			PUSH DI
58	0101 1000			POP AX
59	0101 1001			POP CX
5A	0101 1010			POP DX
5B	0101 1011			POP BX
5C	0101 1100			POP SP
5D	0101 1101			POP BP
5E	0101 1110			POP SI
5F	0101 1111			POP DI
60	0110 0000			PUSHA
61	0110 0001			POPA
62	0110 0010	mod reg r/m	(disp-low),(disp-high)	BOUND r16,m16&16
63	0110 0011			*reserved*
64	0110 0100			*reserved*
65	0110 0101			*reserved*
66	0110 0110			*reserved*
67	0110 0111			*reserved*
68	0110 1000	data-low	data-high	PUSH imm16
69	0110 1001	mod reg r/m	(disp-low),(disp-high),data-low, data-high	IMUL r16,r/m16,imm16 IMUL r16,imm16
6A	0110 1010	data-8		PUSH imm8
6B	0110 1011	mod reg r/m	(disp-low),(disp-high),data-8	IMUL r16,r/m16,imm8 IMUL r16,imm8
6C	0110 1100			INS m8,DX INSB
6D	0110 1101			INS m16,DX INSW
6E	0110 1110			OUTS DX,r/m8 OUTSB
6F	0110 1111			OUTS DX,r/m16 OUTSW
70	0111 0000	disp-8		JO rel8
71	0111 0001	disp-8		JNO rel8
72	0111 0010	disp-8		JB rel8 JC rel8 JNAE rel8
73	0111 0011	disp-8		JAE rel8 JNB rel8 JNC rel8
74	0111 0100	disp-8		JE rel8 JZ rel8

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Byte 1 Binary	Byte 2	Bytes 3–6	
75	0111 0101	disp-8		JNE rel8 JNZ rel8
76	0111 0110	disp-8		JBE rel8 JNA rel8
77	0111 0111	disp-8		JA rel8 JNBE rel8
78	0111 1000	disp-8		JS rel8
79	0111 1001	disp-8		JNS rel8
7A	0111 1010	disp-8		JPE rel8 JP rel8
7B	0111 1011	disp-8		JPO rel8 JNP rel8
7C	0111 1100	disp-8		JL rel8 JNGE rel8
7D	0111 1101	disp-8		JGE rel8 JNL rel8
7E	0111 1110	disp-8		JLE rel8 JNG rel8
7F	0111 1111	disp-8		JG rel8 JNLE rel8
80	1000 0000	mod 000 r/m	(disp-low),(disp-high),data-8	ADD r/m8,imm8
		mod 001 r/m	(disp-low),(disp-high),data-8	OR r/m8,imm8
		mod 010 r/m	(disp-low),(disp-high),data-8	ADC r/m8,imm8
		mod 011 r/m	(disp-low),(disp-high),data-8	SBB r/m8,imm8
		mod 100 r/m	(disp-low),(disp-high),data-8	AND r/m8,imm8
		mod 101 r/m	(disp-low),(disp-high),data-8	SUB r/m8,imm8
		mod 110 r/m	(disp-low),(disp-high),data-8	XOR r/m8,imm8
		mod 111 r/m	(disp-low),(disp-high),data-8	CMP r/m8,imm8
81	1000 0001	mod 000 r/m	(disp-low),(disp-high),data-low, data-high	ADD r/m16,imm16
		mod 001 r/m	(disp-low),(disp-high),data-low, data-high	OR r/m16,imm16
		mod 010 r/m	(disp-low),(disp-high),data-low, data-high	ADC r/m16,imm16
		mod 011 r/m	(disp-low),(disp-high),data-low, data-high	SBB r/m16,imm16
		mod 100 r/m	(disp-low),(disp-high),data-low, data-high	AND r/m16,imm16
		mod 101 r/m	(disp-low),(disp-high),data-low, data-high	SUB r/m16,imm16
		mod 110 r/m	(disp-low),(disp-high),data-low, data-high	XOR r/m16,imm16
		mod 111 r/m	(disp-low),(disp-high),data-low, data-high	CMP r/m16,imm16
82	1000 0010			*reserved*
83	1000 0011	mod 000 r/m	(disp-low),(disp-high),data-SX	ADD r/m16,imm8
		mod 001 r/m	(disp-low),(disp-high),data-SX	OR r/m16,imm8
		mod 010 r/m	(disp-low),(disp-high),data-SX	ADC r/m16,imm8
		mod 011 r/m	(disp-low),(disp-high),data-SX	SBB r/m16,imm8
		mod 100 r/m	(disp-low),(disp-high),data-SX	AND r/m16,imm8
		mod 101 r/m	(disp-low),(disp-high),data-SX	SUB r/m16,imm8
		mod 110 r/m	(disp-low),(disp-high),data-SX	XOR r/m16,imm8
		mod 111 r/m	(disp-low),(disp-high),data-SX	CMP r/m16,imm8

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Binary	Byte 2	Bytes 3–6	
84	1000 0100	mod reg r/m	(disp-low),(disp-high)	TEST r/m8,r8
85	1000 0101	mod reg r/m	(disp-low),(disp-high)	TEST r/m16,r16
86	1000 0110	mod reg r/m	(disp-low),(disp-high)	XCHG r/m8,r8 XCHG r8,r/m8
87	1000 0111	mod reg r/m	(disp-low),(disp-high)	XCHG r/m16,r16 XCHG r16,r/m16
88	1000 1000	mod reg r/m	(disp-low),(disp-high)	MOV r/m8,r8
89	1000 1001	mod reg r/m	(disp-low),(disp-high)	MOV r/m16,r16
8A	1000 1010	mod reg r/m	(disp-low),(disp-high)	MOV r8,r/m8
8B	1000 1011	mod reg r/m	(disp-low),(disp-high)	MOV r16,r/m16
8C	1000 1100	mod 0 sreg r/m	(disp-low),(disp-high)	MOV r/m16,sreg
8D	1000 1101	mod reg r/m	(disp-low),(disp-high)	LEA r16,m16
8E	1000 1110	mod 0 sreg r/m	(disp-low),(disp-high)	MOV sreg,r/m16
8F	1000 1111	mod 000 r/m	(disp-low),(disp-high)	POP m16
90	1001 0000			NOP XCHG AX,AX
91	1001 0001			XCHG AX,CX XCHG CX,AX
92	1001 0010			XCHG AX,DX XCHG DX,AX
93	1001 0011			XCHG AX,BX XCHG BX,AX
94	1001 0100			XCHG AX,SP XCHG SP,AX
95	1001 0101			XCHG AX,BP XCHG BP,AX
96	1001 0110			XCHG AX,SI XCHG SI,AX
97	1001 0111			XCHG AX,DI XCHG DI,AX
98	1001 1000			CBW
99	1001 1001			CWD
9A	1001 1010	disp-low	disp-high,seg-low,seg-high	CALL ptr16:16
9B	1001 1011			WAIT
9C	1001 1100			PUSHF
9D	1001 1101			POPF
9E	1001 1110			SAHF
9F	1001 1111			LAHF
A0	1010 0000	disp-low	disp-high	MOV AL,moffs8
A1	1010 0001	disp-low	disp-high	MOV AX,moffs16
A2	1010 0010	disp-low	disp-high	MOV moffs8,AL
A3	1010 0011	disp-low	disp-high	MOV moffs16,AX
A4	1010 0100			MOVS m8,m8 MOVSB

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Byte 1 Binary	Byte 2	Bytes 3–6	
A5	1010 0101			MOVS m16,m16 MOVSW
A6	1010 0110			CMPS m8,m8 CMPSB
A7	1010 0111			CMPS m16,m16 CMPSW
A8	1010 1000	data-8		TEST AL,imm8
A9	1010 1001	data-low	data-high	TEST AX,imm16
AA	1010 1010			STOS m8 STOSB
AB	1010 1011			STOS m16 STOSW
AC	1010 1100			LODS m8 LODSB
AD	1010 1101			LODS m16 LODSW
AE	1010 1110			SCAS m8 SCASB
AF	1010 1111			SCAS m16 SCASW
B0	1011 0000	data-8		MOV AL,imm8
B1	1011 0001	data-8		MOV CL,imm8
B2	1011 0010	data-8		MOV DL,imm8
B3	1011 0011	data-8		MOV BL,imm8
B4	1011 0100	data-8		MOV AH,imm8
B5	1011 0101	data-8		MOV CH, imm8
B6	1011 0110	data-8		MOV DH,imm8
B7	1011 0111	data-8		MOV BH,imm8
B8	1011 1000	data-low	data-high	MOV AX,imm16
B9	1011 1001	data-low	data-high	MOV CX,imm16
BA	1011 1010	data-low	data-high	MOV DX,imm16
BB	1011 1011	data-low	data-high	MOV BX,imm16
BC	1011 1100	data-low	data-high	MOV SP,imm16
BD	1011 1101	data-low	data-high	MOV BP,imm16
BE	1011 1110	data-low	data-high	MOV SI,imm16
BF	1011 1111	data-low	data-high	MOV DI,imm16
C0	1100 0000	mod 000 r/m	(disp-low),(disp-high),data-8	ROL r/m8,imm8
		mod 001 r/m	(disp-low),(disp-high),data-8	ROR r/m8,imm8
		mod 010 r/m	(disp-low),(disp-high),data-8	RCL r/m8,imm8
		mod 011 r/m	(disp-low),(disp-high),data-8	RCR r/m8,imm8
		mod 100 r/m	(disp-low),(disp-high),data-8	SAL r/m8,imm8 SHL r/m8,imm8
		mod 101 r/m	(disp-low),(disp-high),data-8	SHR r/m8,imm8
		mod 110 r/m		*reserved*
		mod 111 r/m	(disp-low),(disp-high),data-8	SAR r/m8,imm8

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Binary	Byte 2	Bytes 3–6	
C1	1100 0001	mod 000 r/m	(disp-low),(disp-high),data-8	ROL r/m16,imm8
		mod 001 r/m	(disp-low),(disp-high),data-8	ROR r/m16,imm8
		mod 010 r/m	(disp-low),(disp-high),data-8	RCL r/m16,imm8
		mod 011 r/m	(disp-low),(disp-high),data-8	RCR r/m16,imm8
		mod 100 r/m	(disp-low),(disp-high),data-8	SAL r/m16,imm8 SHL r/m16,imm8
		mod 101 r/m	(disp-low),(disp-high),data-8	SHR r/m16,imm8
		mod 110 r/m		*reserved*
		mod 111 r/m	(disp-low),(disp-high),data-8	SAR r/m16,imm8
C2	1100 0010	data-low	data-high	RET imm16
C3	1100 0011			RET
C4	1100 0100	mod reg r/m	(disp-low),(disp-high)	LES r16,m16:16
C5	1100 0101	mod reg r/m	(disp-low),(disp-high)	LDS r16,m16:16
C6	1100 0110	mod 000 r/m	(disp-low),(disp-high),data-8	MOV r/m8,imm8
C7	1100 0111	mod 000 r/m	(disp-low),(disp-high),data-low, data-high	MOV r/m16,imm16
C8	1100 1000	data-low	data-high, data-8	ENTER imm16,imm8
C9	1100 1001			LEAVE
CA	1100 1010	data-low	data-high	RET imm16
CB	1100 1011			RET
CC	1100 1100			INT 3
CD	1100 1101	data-8		INT imm8
CE	1100 1110			INTO
CF	1100 1111			IRET
D0	1101 0000	mod 000 r/m	(disp-low),(disp-high)	ROL r/m8,1
		mod 001 r/m	(disp-low),(disp-high)	ROR r/m8,1
		mod 010 r/m	(disp-low),(disp-high)	RCL r/m8,1
		mod 011 r/m	(disp-low),(disp-high)	RCR r/m8,1
		mod 100 r/m	(disp-low),(disp-high)	SAL r/m8,1 SHL r/m8,1
		mod 101 r/m	(disp-low),(disp-high)	SHR r/m8,1
		mod 110 r/m		*reserved*
		mod 111 r/m	(disp-low),(disp-high)	SAR r/m8,1
D1	1101 0001	mod 000 r/m	(disp-low),(disp-high)	ROL r/m16,1
		mod 001 r/m	(disp-low),(disp-high)	ROR r/m16,1
		mod 010 r/m	(disp-low),(disp-high)	RCL r/m16,1
		mod 011 r/m	(disp-low),(disp-high)	RCR r/m16,1
		mod 100 r/m	(disp-low),(disp-high)	SAL r/m16,1 SHL r/m16,1
		mod 101 r/m	(disp-low),(disp-high)	SHR r/m16,1
		mod 110 r/m		*reserved*
		mod 111 r/m	(disp-low),(disp-high)	SAR r/m16,1

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Binary	Byte 2	Bytes 3–6	
D2	1101 0010	mod 000 r/m	(disp-low),(disp-high)	ROL r/m8,CL
		mod 001 r/m	(disp-low),(disp-high)	ROR r/m8,CL
		mod 010 r/m	(disp-low),(disp-high)	RCL r/m8,CL
		mod 011 r/m	(disp-low),(disp-high)	RCR r/m8,CL
		mod 100 r/m	(disp-low),(disp-high)	SAL r/m8,CL SHL r/m8,CL
		mod 101 r/m	(disp-low),(disp-high)	SHR r/m8,CL
		mod 110 r/m		*reserved*
		mod 111 r/m	(disp-low),(disp-high)	SAR r/m8,CL
D3	1101 0011	mod 000 r/m	(disp-low),(disp-high)	ROL r/m16,CL
		mod 001 r/m	(disp-low),(disp-high)	ROR r/m16,CL
		mod 010 r/m	(disp-low),(disp-high)	RCL r/m16,CL
		mod 011 r/m	(disp-low),(disp-high)	RCR r/m16,CL
		mod 100 r/m	(disp-low),(disp-high)	SAL r/m16,CL SHL r/m16,CL
		mod 101 r/m	(disp-low),(disp-high)	SHR r/m16,CL
		mod 110 r/m		*reserved*
		mod 111 r/m	(disp-low),(disp-high)	SAR r/m16,CL
D4	1101 0100	0000 1010		AAM
D5	1101 0101	0000 1010		AAD
D6	1101 0110			*reserved*
D7	1101 0111			XLAT m8 XLATB
D8	1101 1000	mod 000 r/m	(disp-low),(disp-high)	ESC m
D9	1101 1001	mod 001 r/m	(disp-low),(disp-high)	ESC m
DA	1101 1010	mod 010 r/m	(disp-low),(disp-high)	ESC m
DB	1101 1011	mod 011 r/m	(disp-low),(disp-high)	ESC m
DC	1101 1100	mod 100 r/m	(disp-low),(disp-high)	ESC m
DD	1101 1101	mod 101 r/m	(disp-low),(disp-high)	ESC m
DE	1101 1110	mod 110 r/m	(disp-low),(disp-high)	ESC m
DF	1101 1111	mod 111 r/m	(disp-low),(disp-high)	ESC m
E0	1110 0000	disp-8		LOOPNE rel8 LOOPNZ rel8
E1	1110 0001	disp-8		LOOPE rel8 LOOPZ rel8
E2	1110 0010	disp-8		LOOP rel8
E3	1110 0011	disp-8		JCXZ rel8
E4	1110 0100	data-8		IN AL,imm8
E5	1110 0101	data-8		IN AX,imm8
E6	1110 0110	data-8		OUT imm8,AL
E7	1110 0111	data-8		OUT imm8,AX
E8	1110 1000	disp-low	disp-high	CALL rel16
E9	1110 1001	disp-low	disp-high	JMP rel16
EA	1110 1010	disp-low	disp-high,seg-low,seg-high	JMP ptr16:16

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	Byte 1 Binary	Byte 2	Bytes 3–6	
EB	1110 1011	disp-8		JMP rel8
EC	1110 1100			IN AL,DX
ED	1110 1101			IN AX,DX
EE	1110 1110			OUT DX,AL
EF	1110 1111			OUT DX,AX
F0	1111 0000			LOCK (prefix)
F1	1111 0001			*reserved*
F2	1111 0010	1010 0110		REPNE CMPS m8,m8 REPNZ CMPS m8,m8
		1010 0111		REPNE CMPS m16,m16 REPNZ CMPS m16,m16
		1010 1110		REPNE SCAS m8 REPNZ SCAS m8
		1010 1111		REPNE SCAS m16 REPNZ SCAS m16
F3	1111 0011	0110 1100		REP INS r/m8,DX
		0110 1101		REP INS r/m16,DX
		0110 1110		REP OUTS DX,r/m8
		0110 1111		REP OUTS DX,r/m16
		1010 0100		REP MOVS m8,m8
		1010 0101		REP MOVS m16,m16
		1010 0110		REPE CMPS m8,m8 REPZ CMPS m8,m8
		1010 0111		REPE CMPS m16,m16 REPZ CMPS m16,m16
		1010 1010		REP STOS m8
		1010 1011		REP STOS m16
		1010 1100		REP LODS m8
		1010 1101		REP LODS m16
		1010 1110		REPE SCAS m8 REPZ SCAS m8
		1010 1111		REPE SCAS m16 REPZ SCAS m16
F4	1111 0100			HLT
F5	1111 0101			CMC
F6	1111 0110	mod 000 r/m	(disp-low),(disp-high),data-8	TEST r/m8,imm8
		mod 001 r/m		*reserved*
		mod 010 r/m	(disp-low),(disp-high)	NOT r/m8
		mod 011 r/m	(disp-low),(disp-high)	NEG r/m8
		mod 100 r/m	(disp-low),(disp-high)	MUL r/m8
		mod 101 r/m	(disp-low),(disp-high)	IMUL r/m8
		mod 110 r/m	(disp-low),(disp-high)	DIV r/m8
		mod 111 r/m	(disp-low),(disp-high)	IDIV r/m8

Table A-3 Instruction Set Summary by Opcode

Opcode				Instruction Format
Byte 1 Hex	**Byte 1 Binary**	**Byte 2**	**Bytes 3–6**	
F7	1111 0111	mod 000 r/m	(disp-low),(disp-high),data-low, data-high	TEST r/m16,imm16
		mod 001 r/m		*reserved*
		mod 010 r/m	(disp-low),(disp-high)	NOT r/m16
		mod 011 r/m	(disp-low),(disp-high)	NEG r/m16
		mod 100 r/m	(disp-low),(disp-high)	MUL r/m16
		mod 101 r/m	(disp-low),(disp-high)	IMUL r/m16
		mod 110 r/m	(disp-low),(disp-high)	DIV r/m16
		mod 111 r/m	(disp-low),(disp-high)	IDIV r/m16
F8	1111 1000			CLC
F9	1111 1001			STC
FA	1111 1010			CLI
FB	1111 1011			STI
FC	1111 1100			CLD
FD	1111 1101			STD
FE	1111 1110	mod 000 r/m	(disp-low),(disp-high)	INC r/m8
		mod 001 r/m	(disp-low),(disp-high)	DEC r/m8
		mod 010 r/m		*reserved*
		mod 011 r/m		*reserved*
		mod 100 r/m		*reserved*
		mod 101 r/m		*reserved*
		mod 110 r/m		*reserved*
		mod 111 r/m		*reserved*
FF	1111 1111	mod 000 r/m	(disp-low),(disp-high)	INC r/m16
		mod 001 r/m	(disp-low),(disp-high)	DEC r/m16
		mod 010 r/m	(disp-low),(disp-high)	CALL r/m16
		mod 011 r/m	(disp-low),(disp-high)	CALL m16:16
		mod 100 r/m	(disp-low),(disp-high)	JMP r/m16
		mod 101 r/m	(disp-low),(disp-high)	JMP m16:16
		mod 110 r/m	(disp-low),(disp-high)	PUSH m16
		mod 111 r/m		*reserved*

Table A-4 Instruction Set Summary by Partial Opcode

Opcode	x0	x1	x2	x3	x4	x5	x6	x7
0x	ADD r/m8,r8	ADD r/m16,r16	ADD r8,r/m8	ADD r16,r/m16	ADD AL,imm8	ADD AX,imm16	PUSH ES	POP ES
1x	ADC r/m8,r8	ADC r/m16,r16	ADC r8,r/m8	ADC r16,r/m16	ADC AL,imm8	ADC AX,imm16	PUSH SS	POP SS
2x	AND r/m8,r8	AND r/m16,r16	AND r8,r/m8	AND r16,r/m16	AND AL,imm8	AND AX,imm16	(ES seg. reg. override prefix)	DAA
3x	XOR r/m8,r8	XOR r/m16,r16	XOR r8,r/m8	XOR r16,r/m16	XOR AL,imm8	XOR AX,imm16	(SS seg. reg. override prefix)	AAA
4x	INC AX	INC CX	INC DX	INC BX	INC SP	INC BP	INC SI	INC DI
5x	PUSH AX	PUSH CX	PUSH DX	PUSH BX	PUSH SP	PUSH BP	PUSH SI	PUSH DI
6x	PUSHA	POPA	BOUND r16,m16&16	(reserved)	(reserved)	(reserved)	(reserved)	(reserved)
7x	JO rel8	JNO rel8	JB/JC/JNAE rel8	JAE/JNB/JNC rel8	JE/JZ rel8	JNE/JNZ rel8	JBE/JNA rel8	JA/JNBE rel8
8x	*Immed* r/m8,imm8	*Immed* r/m16,imm16	(reserved)	*Immed* r/m16,imm8	TEST r/m8,r8	TEST r/m16,r16	XCHG r/m8,r8 XCHG r8,r/m8	XCHG r/m16,r16 XCHG r16,r/m16
9x	NOP XCHG AX,AX	XCHG AX,CX XCHG CX,AX	XCHG AX,DX XCHG DX,AX	XCHG AX,BX XCHG BX,AX	XCHG AX,SP XCHG SP,AX	XCHG AX,BP XCHG BP,AX	XCHG AX,SI XCHG SI,AX	XCHG AX,DI' XCHG DI,AX
Ax	MOV AL,moffs8	MOV AX,moffs16	MOV moffs8,AL	MOV moffs16,AX	MOVS m8,m8 MOVSB	MOVS m16,m16 MOVSW	CMPS m8,m8 CMPSB	CMPS m16,m16 CMPSW
Bx	MOV AL,imm8	MOV CL,imm8	MOV DL,imm8	MOV BL,imm8	MOV AH,imm8	MOV CH, imm8	MOV DH,imm8	MOV BH,imm8
Cx	*Shift* r/m8,imm8	*Shift* r/m16,imm8	RET imm16	RET	LES r16,m16:16	LDS r16,m16:16	MOV r/m8,imm8	MOV r/m16,imm16
Dx	*Shift* r/m8,1	*Shift* r/m16,1	*Shift* r/m8,CL	*Shift* r/m16,CL	AAM	AAD	(reserved)	XLAT m8 XLATB
Ex	LOOPNE/ LOOPNZ rel8	LOOPE/ LOOPZ rel8	LOOP rel8	JCXZ rel8	IN AL,imm8	IN AX,imm8	OUT imm8,AL	OUT imm8,AX
Fx	LOCK (prefix)	(reserved)	REPNE/ REPNZ (prefix)	REP/REPE/ REPZ (prefix)	HLT	CMC	*Instr1* r/m8	*Instr1* r/m16

Table A-4 Instruction Set Summary by Partial Opcode (continued)

Opcode	x8	x9	xA	xB	xC	xD	xE	xF
0x	OR r/m8,r8	OR r/m16,r16	OR r8,r/m8	OR r16,r/m16	OR AL,imm8	OR AX,imm16	PUSH CS	(reserved)
1x	SBB r/m8,r8	SBB r/m16,r16	SBB r8,r/m8	SBB r16,r/m16	SBB AL,imm8	SBB AX,imm16	PUSH DS	POP DS
2x	SUB r/m8,r8	SUB r/m16,r16	SUB r8,r/m8	SUB r16,r/m16	SUB AL,imm8	SUB AX,imm16	(CS seg. reg. override prefix)	DAS
3x	CMP r/m8,r8	CMP r/m16,r16	CMP r8,r/m8	CMP r16,r/m16	CMP AL,imm8	CMP AX,imm16	(DS seg. reg. override prefix)	AAS
4x	DEC AX	DEC CX	DEC DX	DEC BX	DEC SP	DEC BP	DEC SI	DEC DI
5x	POP AX	POP CX	POP DX	POP BX	POP SP	POP BP	POP SI	POP DI
6x	PUSH imm16	IMUL r16,r/m16,imm16 IMUL r16,imm16	PUSH imm8	IMUL r16,r/m16,imm8 IMUL r16,imm8	INS m8,DX INSB	INS m16,DX INSW	OUTS DX,r/m8 OUTSB	OUTS DX,r/m16 OUTSW
7x	JS rel8	JNS rel8	JPE/JP rel8	JPO/JNP rel8	JL/JNGE rel8	JGE/JNL rel8	JLE/JNG rel8	JG/JNLE rel8
8x	MOV r/m8,r8	MOV r/m16,r16	MOV r8,r/m8	MOV r16,r/m16	MOV r/m16,sreg	LEA r16,m16	MOV sreg,r/m16	POP m16
9x	CBW	CWD	CALL ptr16:16	WAIT	PUSHF	POPF	SAHF	LAHF
Ax	TEST AL,imm8	TEST AX,imm16	STOS m8 STOSB	STOS m16 STOSW	LODS m8 LODSB	LODS m16 LODSW	SCAS m8 SCASB	SCAS m16 SCASW
Bx	MOV AX,imm16	MOV CX,imm16	MOV DX,imm16	MOV BX,imm16	MOV SP,imm16	MOV BP,imm16	MOV SI,imm16	MOV DI,imm16
Cx	ENTER imm16,imm8	LEAVE	RET imm16	RET	INT 3	INT imm8	INTO	IRET
Dx	ESC m	ESC m	ESC m	ESC m	ESC m	ESC m	ESC m	ESC m
Ex	CALL rel16	JMP rel16	JMP ptr16:16	JMP rel8	IN AL,DX	IN AX,DX	OUT DX,AL	OUT DX,AX
Fx	CLC	STC	CLI	STI	CLD	STD	*Instr2* r/m8	*Instr3*

Table A-5 Abbreviations for Table A-4

Instruction Group Byte 2	Immed	Shift	Instr1	Instr2	Instr3
mod 000 r/m	ADD	ROL	TEST	INC	INC r/m16
mod 001 r/m	OR	ROR	(reserved)	DEC	DEC r/m16
mod 010 r/m	ADC	RCL	NOT	(reserved)	CALL r/m16
mod 011 r/m	SBB	RCR	NEG	(reserved)	CALL m16:16
mod 100 r/m	AND	SAL/SHL	MUL	(reserved)	JMP r/m16
mod 101 r/m	SUB	SHR	IMUL	(reserved)	JMP m16:16
mod 110 r/m	XOR	(reserved)	DIV	(reserved)	PUSH m16
mod 111 r/m	CMP	SAR	IDIV	(reserved)	(reserved)

Note:

mod and r/m determine the Effective Address (EA) calculation. See Table A-1 for definitions.

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