

DataCodeOne Order Code

	<u>Mnemonic</u>	<u>Order</u>	<u>Registers maybe Used</u>	<u>Index Registers Used</u>
ARITH. + LOGIC.	SET	Fetch (N) to register	ARST	PRST
	STR	Store (register) to N	ARST	PRST
	ADD	Add (N) to (register)	ARST	PRST
	CMP	Compare (register) with (N)	ARST	PRST
	SUB	Subtract (N) from (register)	AR )	PRST
	AND	Collate (N) with (register)	AR )ST if )literal	PRST
	NEQ	Not equivalent (N) with (register)	AR )	PRST
MLT.	IOR	Inclusive or (N) with (register)	AR	PRST
	MLT	Multiply (Register A) by (N)	-	PRST
<u>Conditions</u>				
SHIFT.	SHL	Shift (register) left N places	ARST )	A (if N = 1,...,15) L (if N = 1,...,15)
	SHR	Shift (register) right N places	ARST )	LC(if N = 1)
JUMP ON REG.	JEZ	Jump to N if (register) = $\emptyset$	ARS	P only. *See Note
	JNZ	Jump to N if (register) $\neq \emptyset$	ARS	"
	JPZ	Jump to N if (register) $\geq \emptyset$	ARS	"
	JNG	Jump to N if (register) $< \emptyset$	ARS	"
JUMP ON CGER	JVS	Jump to N if V trigger is set	-	"
	JVN	Jump to N if V trigger is not set	-	"
	JCS	Jump to N if C trigger is set	-	"
	JCN	Jump to N if C trigger is not set	-	"
JUMP ON COMPARISON	JLT	Jump if (register) $< (N)$ in comparison -	-	"
	JGE	Jump if (register) $\geq (N)$ in comparison -	-	"
	JEQ	Jump if (register) $= (N)$ in comparison -	-	"
	JNE	Jump if (register) $\neq (N)$ in comparison -	-	"
JUMP	J	Jump to location N	-	P,R,S,T *See Note
	JS	Jump to N and store return address in S register	-	"
MISC.	SETL	Set operating Level	-	-
	SETK	Set prohibitions	-	-
	CLRK	Clear prohibitions	-	-
	NUL	Do nothing	-	-

JEZA  
JNZA  
JPZA  
JNGA

\* Note

Jumps may be direct or indirect. When the index is P, the symbols ,P are always omitted. Thus the address required is specified by itself for direct jumps. For indirect jumps write address, I if the implied index is P and write displacement, index I for index R,S,T.