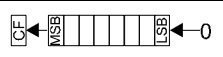


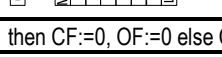

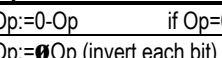
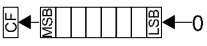
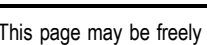


TRANSFER				Flags								
Name	Comment	Code	Operation	O	D	I	T	S	Z	A	P	C
MOV	Move (copy)	MOV Dest,Source	Dest:=Source									
XCHG	Exchange	XCHG Op1,Op2	Op1:=Op2 , Op2:=Op1									
STC	Set Carry	STC	CF:=1									1
CLC	Clear Carry	CLC	CF:=0									0
CMC	Complement Carry	CMC	CF:= $\bar{C}F$									±
STD	Set Direction	STD	DF:=1 (string op's downwards)		1							
CLD	Clear Direction	CLD	DF:=0 (string op's upwards)		0							
STI	Set Interrupt	STI	IF:=1			1						
CLI	Clear Interrupt	CLI	IF:=0			0						
PUSH	Push onto stack	PUSH Source	DEC SP, [SP]:=Source									
PUSHF	Push flags	PUSHF	O, D, I, T, S, Z, A, P, C 286+: also NT, IOPL									
PUSHA	Push all general registers	PUSHA	AX, CX, DX, BX, SP, BP, SI, DI									
POP	Pop from stack	POP Dest	Dest:=[SP], INC SP									
POPF	Pop flags	POPF	O, D, I, T, S, Z, A, P, C 286+: also NT, IOPL	±	±	±	±	±	±	±	±	±
POPA	Pop all general registers	POPA	DI, SI, BP, SP, BX, DX, CX, AX									
CBW	Convert byte to word	CBW	AX:=AL (signed)									
CWD	Convert word to double	CWD	DX:AX:=AX (signed)	±					±	±	±	±
CWDE	Conv word extended double	CWDE 386	EAX:=AX (signed)									
IN <i>i</i>	Input	IN Dest, Port	AL/AX/EAX := byte/word/double of specified port									
OUT <i>i</i>	Output	OUT Port, Source	Byte/word/double of specified port := AL/AX/EAX									

i for more information see instruction specifications Flags: ±=affected by this instruction ?=undefined after this instruction

ARITHMETIC				Flags								
Name	Comment	Code	Operation	O	D	I	T	S	Z	A	P	C
ADD	Add	ADD Dest,Source	Dest:=Dest+Source	±					±	±	±	±
ADC	Add with Carry	ADC Dest,Source	Dest:=Dest+Source+CF	±					±	±	±	±
SUB	Subtract	SUB Dest,Source	Dest:=Dest-Source	±					±	±	±	±
SBB	Subtract with borrow	SBB Dest,Source	Dest:=Dest-(Source+CF)	±					±	±	±	±
DIV	Divide (unsigned)	DIV Op	Op=byte: AL:=AX / Op AH:=Rest	?				?	?	?	?	?
DIV	Divide (unsigned)	DIV Op	Op=word: AX:=DX:AX / Op DX:=Rest	?				?	?	?	?	?
DIV 386	Divide (unsigned)	DIV Op	Op=doublew.: EAX:=EDX:EAX / Op EDX:=Rest	?				?	?	?	?	?
IDIV	Signed Integer Divide	IDIV Op	Op=byte: AL:=AX / Op AH:=Rest	?				?	?	?	?	?
IDIV	Signed Integer Divide	IDIV Op	Op=word: AX:=DX:AX / Op DX:=Rest	?				?	?	?	?	?
IDIV 386	Signed Integer Divide	IDIV Op	Op=doublew.: EAX:=EDX:EAX / Op EDX:=Rest	?				?	?	?	?	?
MUL	Multiply (unsigned)	MUL Op	Op=byte: AX:=AL*Op if AH=0 ♦	±					?	?	?	±
MUL	Multiply (unsigned)	MUL Op	Op=word: DX:AX:=AX*Op if DX=0 ♦	±					?	?	?	±
MUL 386	Multiply (unsigned)	MUL Op	Op=double: EDX:EAX:=EAX*Op if EDX=0 ♦	±					?	?	?	±
IMUL <i>i</i>	Signed Integer Multiply	IMUL Op	Op=byte: AX:=AL*Op if AL sufficient ♦	±					?	?	?	±
IMUL	Signed Integer Multiply	IMUL Op	Op=word: DX:AX:=AX*Op if AX sufficient ♦	±					?	?	?	±
IMUL 386	Signed Integer Multiply	IMUL Op	Op=double: EDX:EAX:=EAX*Op if EAX sufficient ♦	±					?	?	?	±
INC	Increment	INC Op	Op:=Op+1 (Carry not affected !)	±					±	±	±	±
DEC	Decrement	DEC Op	Op:=Op-1 (Carry not affected !)	±					±	±	±	±
CMP	Compare	CMP Op1,Op2	Op1-Op2	±					±	±	±	±
SAL	Shift arithmetic left (≡ SHL)	SAL Op,Quantity		<i>i</i>					±	±	?	±
SAR	Shift arithmetic right	SAR Op,Quantity		<i>i</i>					±	±	?	±
RCL	Rotate left through Carry	RCL Op,Quantity		<i>i</i>								±
RCR	Rotate right through Carry	RCR Op,Quantity		<i>i</i>								±
ROL	Rotate left	ROL Op,Quantity		<i>i</i>								±
ROR	Rotate right	ROR Op,Quantity		<i>i</i>								±

i for more information see instruction specifications ♦ then CF:=0, OF:=0 else CF:=1, OF:=1

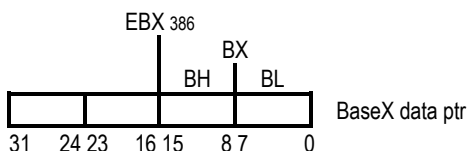
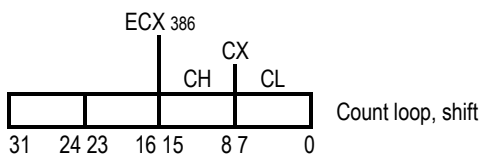
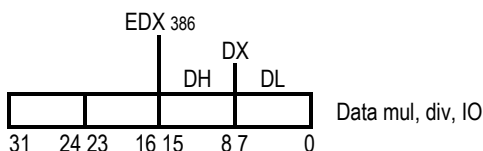
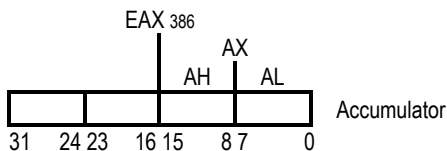
LOGIC				Flags								
Name	Comment	Code	Operation	O	D	I	T	S	Z	A	P	C
NEG	Negate (two-complement)	NEG Op	Op:=0-Op if Op=0 then CF:=0 else CF:=1	±					±	±	±	±
NOT	Invert each bit	NOT Op	Op:= $\bar{O}p$ (invert each bit)									
AND	Logical and	AND Dest,Source	Dest:=Dest∩Source	0					±	±	?	0
OR	Logical or	OR Dest,Source	Dest:=Dest∪Source	0					±	±	?	0
XOR	Logical exclusive or	XOR Dest,Source	Dest:=Dest (exor) Source	0					±	±	?	0
SHL	Shift logical left (≡ SAL)	SHL Op,Quantity		<i>i</i>					±	±	?	±
SHR	Shift logical right	SHR Op,Quantity		<i>i</i>					±	±	?	±

MISC				Flags								
Name	Comment	Code	Operation	O	D	I	T	S	Z	A	P	C
NOP	No operation	NOP	No operation									
LEA	Load effective address	LEA Dest,Source	Dest := address of Source									
INT	Interrupt	INT Nr	interrupts current program, runs spec. int-program			0	0					

JUMPS (flags remain unchanged)				Name	Comment	Code	Operation
CALL	Call subroutine	CALL Proc		RET	Return from subroutine	RET	
JMP	Jump	JMP Dest					
JE	Jump if Equal	JE Dest (≡ JZ)		JNE	Jump if not Equal	JNE Dest (≡ JNZ)	
JZ	Jump if Zero	JZ Dest (≡ JE)		JNZ	Jump if not Zero	JNZ Dest (≡ JNE)	
JCXZ	Jump if CX Zero	JCXZ Dest		JECXZ	Jump if ECX Zero	JECXZ Dest	386
JP	Jump if Parity (Parity Even)	JP Dest (≡ JPE)		JNP	Jump if no Parity (Parity Odd)	JNP Dest (≡ JPO)	
JPE	Jump if Parity Even	JPE Dest (≡ JP)		JPO	Jump if Parity Odd	JPO Dest (≡ JNP)	

JUMPS Unsigned (Cardinal)				JUMPS Signed (Integer)			
JA	Jump if Above	JA Dest (≡ JNBE)		JG	Jump if Greater	JG Dest (≡ JNLE)	
JAE	Jump if Above or Equal	JAE Dest (≡ JNB ≡ JNC)		JGE	Jump if Greater or Equal	JGE Dest (≡ JNL)	
JB	Jump if Below	JB Dest (≡ JNAE ≡ JC)		JL	Jump if Less	JL Dest (≡ JNGE)	
JBE	Jump if Below or Equal	JBE Dest (≡ JNA)		JLE	Jump if Less or Equal	JLE Dest (≡ JNG)	
JNA	Jump if not Above	JNA Dest (≡ JBE)		JNG	Jump if not Greater	JNG Dest (≡ JLE)	
JNAE	Jump if not Above or Equal	JNAE Dest (≡ JB ≡ JC)		JNGE	Jump if not Greater or Equal	JNGE Dest (≡ JL)	
JNB	Jump if not Below	JNB Dest (≡ JAE ≡ JNC)		JNL	Jump if not Less	JNL Dest (≡ JGE)	
JNBE	Jump if not Below or Equal	JNBE Dest (≡ JA)		JNLE	Jump if not Less or Equal	JNLE Dest (≡ JG)	
JC	Jump if Carry	JC Dest		JO	Jump if Overflow	JO Dest	
JNC	Jump if no Carry	JNC Dest		JNO	Jump if no Overflow	JNO Dest	
				JS	Jump if Sign (= negative)	JS Dest	
				JNS	Jump if no Sign (= positive)	JNS Dest	

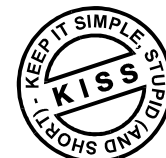
General Registers:



Example:

```

.DOSSEG           ; Demo program
.MODEL SMALL
.STACK 1024
Two EQU 2         ; Const
.DATA
VarB DB ?        ; define Byte, any value
VarW DW 1010b    ; define Word, binary
VarW2 DW 257     ; define Word, decimal
VarD DD 0AFFFFh ; define Doubleword, hex
S DB "Hello !",0 ; define String
.CODE
main: MOV AX,DGROUP ; resolved by linker
      MOV DS,AX     ; init datasegment reg
      MOV [VarB],42 ; init VarB
      MOV [VarD],-7 ; set VarD
      MOV BX,Offset[S] ; addr of "H" of "Hello !"
      MOV AX,[VarW]  ; get value into accumulator
      ADD AX,[VarW2] ; add VarW2 to AX
      MOV [VarW2],AX ; store AX in VarW2
      MOV AX,4C00h  ; back to system
      INT 21h
      END main
    
```



Flags:

Control Flags (how instructions are carried out):

- D: Direction 1 = string op's process down from high to low address
- I: Interrupt whether interrupts can occur. 1 = enabled
- T: Trap single step for debugging

Status Flags (result of operations):

- C: Carry result of unsigned op. is too large or below zero. 1 = carry/borrow
- O: Overflow result of signed op. is too large or small. 1 = overflow/underflow
- S: Sign sign of result. Reasonable for Integer only. 1 = neg. / 0 = pos.
- Z: Zero result of operation is zero. 1 = zero
- A: Aux. carry similar to Carry but restricted to the low nibble only
- P: Parity 1 = result has even number of set bits