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About This Manual

This manual describes the central processing unit (CPU) and the assembly language instructions of the TMS320C28x 32-bit fixed-point digital signal processors (DSPs). It also describes emulation features available on these DSPs. A summary of the chapters and appendixes follows:

Chapter 1 Architectural Overview
This chapter introduces the T320C2800 DSP core that is at the heart of each TMS320C28x DSP. The chapter includes a memory map and a high-level description of the memory interface that connects the core with memory and peripheral devices.

Chapter 2 Central Processing Unit
This chapter describes the architecture, registers, and primary functions of the CPU. The chapter includes detailed descriptions of the flag and control bits in the most important CPU registers, status registers ST0 and ST1.

Chapter 3 Interrupts and Reset
This chapter describes the interrupts and how they are handled by the CPU. The chapter also explains the effects of a reset on the CPU and includes discussion of the automatic context save performed by the CPU prior to servicing an interrupt.

Chapter 4 Pipeline
This chapter describes the phases and operation of the instruction pipeline. The chapter is primarily for readers interested in increasing the efficiency of their programs by preventing pipeline delays.

Chapter 5 Addressing Modes
This chapter explains the modes by which the assembly language instructions accept data and access register and memory locations. The chapter includes a description of how addressing-mode information is encoded in op-codes.

Chapter 6 Assembly Language Instructions
This chapter provides summaries of the instruction set and detailed descriptions (including examples) for the instructions. The chapter includes an explanation of how 32-bit accesses are aligned to even addresses.
Chapter 7 Emulation Features
This chapter describes the TMS320C28x emulation features that can be used with only a JTAG port and two additional emulation pins.

Appendix A Register Quick Reference
This appendix is a concise central resource for information about the status and control registers of the CPU. The chapter includes figures that summarize the bit fields of the registers.

Appendix B Submitting ROM Codes to TI
This appendix describes the procedures for getting code-customized ROM in a Texas Instruments (TI™) DSP.

Appendix C C2xLP and C28x Architectural Differences
This appendix describes the differences in the architecture of the C2xLP and the C28x.

Appendix D Migration From C2xLP
This appendix explains how to migrate code from the C2xLP to the C28x.

Appendix E C2xLP Instruction Set Compatibility
This appendix describes the instruction set compatibility with the C2xLP.

Appendix F Migration From C27x to C28x
This appendix explains how to migrate code from the C27x to the C28x.

Appendix G Glossary
This appendix explains abbreviations, acronyms, and special terminology used throughout this document.

Notational Conventions
This document uses the following conventions:

- The device number TMS320C28x is very often abbreviated as '28x.

- Program examples are shown in a special typeface. Here is a sample line of program code:
  
  PUSH IER

- Portions of an instruction syntax that are in bold should be entered as shown; portions of a syntax that are in italics are variables indicating information that should be entered. Here is an example of an instruction syntax:

  MOV ARx, *−SP[6bit]

  MOV is the instruction mnemonic. This instruction has two operands, indicated by ARx and *−SP[6bit]. Where the variable x appears, you type a
value from 0 to 5; where the \(6\text{bit}\) appears, you type a 6-bit constant. The rest of the instruction, including the square brackets, must be entered as shown.

- When braces or brackets enclose an operand, as in \{operand\}, the operand is optional. If you use an optional operand, you specify the information within the braces; you do not enter the braces themselves. In the following syntax, the operand \(<<\) is optional:

\[
\text{MOV ACC, } *-\text{SP}\{6\text{bit}\} \{<< \text{shift }\}
\]

\[
\text{MOV ACC, } *-\text{SP}\{6\text{bit}\} \{<< \text{shift }\}
\]

For example, you could use either of the following instructions:

\[
\text{MOV ACC, } *-\text{SP}[5]
\]

\[
\text{MOV ACC, } *-\text{SP}[5] << \text{SP} 4
\]

- In most cases, hexadecimal numbers are shown with a subscript of 16. For example, the hexadecimal number 40 would be shown as 40\(_{16}\). An exception to this rule is a hexadecimal number in a code example; these hexadecimal numbers have the suffix h. For example, the number 40 in the following code is a hexadecimal 40.

\[
\text{MOVB AR0, #40h}
\]

Similarly, binary numbers usually are shown with a subscript of 2. For example, the binary number 4 would be shown as 0100\(_{2}\). Binary numbers in example code have the suffix b. For example, the following code uses a binary 4.

\[
\text{MOVB AR0, #0100b}
\]

- Bus signals and bits are sometimes represented with the following notations:

<table>
<thead>
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<th>Notation</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
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<tr>
<td>Bus(n:m)</td>
<td>Signals n through m of bus</td>
<td>PRDB(31:0) represents the 32 signals of the program-read data bus (PRDB).</td>
</tr>
<tr>
<td>Register(n:m)</td>
<td>Bits n through m of register</td>
<td>T(3:0) represents the 4 least significant bits of the T register.</td>
</tr>
<tr>
<td>Register(n)</td>
<td>Bit n of register</td>
<td>IER(4) represents bit 4 of the interrupt enable register (IER).</td>
</tr>
</tbody>
</table>
Concatenated values are represented with the following notation:

<table>
<thead>
<tr>
<th>Notation</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>x:y</td>
<td>x concatenated with y</td>
<td>AR1:AR0 is the concatenation of the 16-bit registers AR1 and AR0. AR0 is the low word. AR1 is the high word.</td>
</tr>
</tbody>
</table>

If a signal is from an active-low pin, the name of the signal is qualified with an overbar (for example, INT1). If a signal is from an active-high pin or from hardware inside the DSP (in which case, the polarity is irrelevant), the name of the signal is left unqualified (for example, DLOGINT).

Related Documentation From Texas Instruments

The following books describe the TMS320C28x DSP and related support tools. To obtain a copy of any of these TI documents, call the Texas Instruments Literature Response Center at (800) 477–8924. When ordering, please identify the book by its title and literature number.

**T320C2xLP Customizable Digital Signal Processor (cDSP™) Core** (literature number SPRS046) data sheet contains the electrical and timing specifications for the T320C2xLP devices, as well as signal descriptions and pinouts for all of the available packages.

**T320C2xLP Customizable DSP (cDSP™) Modeling User’s Guide** (literature number SPRU192) provides information about the simulation models for the TMS320C2xLP and for cDSP RAM and ROM.

**TMS320C2xx User’s Guide** (literature number SPRU127) discusses the hardware aspects of the TMS320C2xx™ 16-bit fixed-point digital signal processors. It describes the architecture, the instruction set, and the on-chip peripherals.

**TMS320C28x Assembly Language Tools User’s Guide** (literature number SPRU513) describes the assembly language tools (assembler and other tools used to develop assembly language code), assembler directives, macros, common object file format, and symbolic debugging directives for the TMS320C28x™ device.

**TMS320C28x Optimizing C Compiler User’s Guide** (literature number SPRU514) describes the TMS320C28x™ C compiler. This C compiler accepts ANSI standard C source code and produces TMS320™ DSP assembly language source code for the TMS320C28x device.
TMS320F2810, TMS320F2812 Digital Signal Processor (literature number SPRS174) data sheet contains the pinout, signal descriptions, as well as electrical and timing specifications for the TMS320F2810 and TMS320F2812 devices.

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The TMS320C28x™ is one of several fixed-point generations of digital signal processors (DSPs) in the TMS320 family. The C28x™ is source-code and object-code compatible with the C27x™. In addition, much of the code written for the C2xLP CPU can be reassembled to run on a C28x device.

The C2xLP CPU is used in all TMS320F24xx and TMS320C20x DSPs and their derivatives. This document refers to C2xLP as a generic name for the DSP CPU used in these devices.

This chapter provides an overview of the architectural structure and components of the C28x.

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1.1 Introduction to the CPU

The CPU is a low-cost 32-bit fixed-point digital signal processor (DSP). This device draws from the best features of digital signal processing; reduced instruction set computing (RISC); and microcontroller architectures, firmware, and tool sets. The DSP features include a modified Harvard architecture and circular addressing. The RISC features are single-cycle instruction execution, register-to-register operations, and modified Harvard architecture (usable in Von Neumann mode). The microcontroller features include ease of use through an intuitive instruction set, byte packing and unpacking, and bit manipulation.

The modified Harvard architecture of the CPU enables instruction and data fetches to be performed in parallel. The CPU can read instructions and data while it writes data simultaneously to maintain the single-cycle instruction operation across the pipeline. The CPU does this over six separate address/data buses.

1.1.1 Compatibility With Other TMS320 CPUs

The C28x DSP features compatibility modes that minimize the migration effort from the C27x and C2xLP CPUs. The operating mode of the device is determined by a combination of the OBJMODE and AMODE bits in status register 1 (ST1) as shown in Table 1–1. The OBJMODE bit allows you to select between code compiled for a C28x (OBJMODE == 1) and code compiled for a C27x (OBJMODE == 0). The AMODE bit allows you to select between C28x/C27x instruction addressing modes (AMODE == 0) and C2xLP compatible instruction addressing modes (AMODE == 1).

Table 1–1. Compatibility Modes

<table>
<thead>
<tr>
<th>OBJMODE</th>
<th>AMODE</th>
</tr>
</thead>
<tbody>
<tr>
<td>C28x Mode</td>
<td>1 0</td>
</tr>
<tr>
<td>C2xLP Source-compatible Mode</td>
<td>1 1</td>
</tr>
<tr>
<td>C27x Object-compatible Mode†</td>
<td>0 0</td>
</tr>
</tbody>
</table>

† The C28x is in C27x-compatible mode at reset.

☐ C28x Mode: In C28x mode, you can take advantage of all the C28x native features, addressing modes, and instructions. To operate in C28x mode from reset, your code must first set the OBJMODE bit by using the "C28OBJ" (or "SETC OBJMODE") instruction. This book assumes you are operating in C28x mode unless stated otherwise.

☐ C2xLP Source-Compatible Mode: C2xLP source-compatible mode allows you to run C2xLP source code which has been reassigned using...
the C28x code-generation tools. For more information on operating in this mode and migration from a C2xLP CPU, see Appendices C, D, and E.

- C27x Object-Compatibility Mode: At reset, the C28x CPU operates in C27x object-compatible mode. In this mode, the C28x is 100% object-code and cycle-count compatible with the C27x CPU. For detailed information on operating in C27x object-compatible mode and migrating from the C27x, see Appendix F.

### 1.1.2 Switching to C28x Mode From Reset

At reset, the C28x CPU is in C27x Object-Compatible Mode (OBJMODE == 0, AMODE == 0) and is 100% compatible with the C27x CPU. To take advantage of the enhanced C28x instruction set, you must instead operate the device in C28x mode. To do this, after a reset your code must first set the OBJMODE bit in ST1 by using the "C28OBJ" (or "SETC OBJMODE") instruction.
1.2 Components of the CPU

As shown in Figure 1–1, the CPU contains:

- A CPU for generating data- and program-memory addresses; decoding and executing instructions; performing arithmetic, logical, and shift operations; and controlling data transfers among CPU registers, data memory, and program memory.
- Emulation logic for monitoring and controlling various parts and functionalities of the DSP and for testing device operation.
- Signals for interfacing with memory and peripherals, clocking and controlling the CPU and the emulation logic, showing the status of the CPU and the emulation logic, and using interrupts.

The CPU does not contain memory, a clock generator, or peripheral devices. For information about interfacing to these items, see the *C28x Peripheral User’s Guide* and the data sheet that corresponds to your DSP.

### Figure 1–1. High-Level Conceptual Diagram of the CPU

![Diagram](image)

1.2.1 Central Processing Unit (CPU)

The CPU is discussed in more detail in Chapter 2, but following is a list of its major features:

- Protected pipeline. The CPU implements an 8-phase pipeline that prevents a write to and a read from the same location from occurring out of order.
- Independent register space. The CPU contains registers that are not mapped to data space. These registers function as system-control.
Components of the CPU

registers, math registers, and data pointers. The system-control registers are accessed by special instructions. The other registers are accessed by special instructions or by a special addressing mode (register addressing mode).

- Arithmetic logic unit (ALU). The 32-bit ALU performs 2s-complement arithmetic and Boolean logic operations.
- Address register arithmetic unit (ARAU). The ARAU generates data-memory addresses and increments or decrements pointers in parallel with ALU operations.
- Barrel shifter. This shifter performs all left and right shifts of data. It can shift data to the left by up to 16 bits and to the right by up to 16 bits.
- Multiplier. The multiplier performs $32\times32$-bit 2s-complement multiplication with a 64-bit result. The multiplication can be performed with two signed numbers, two unsigned numbers, or one signed number and one unsigned number.

1.2.2 Emulation Logic

The emulation logic includes the following features. For more details about these features, see Chapter 7, Emulation Features.

- Debug-and-test direct memory access (DT-DMA). A debug host can gain direct access to the content of registers and memory by taking control of the memory interface during unused cycles of the instruction pipeline.
- Data logging. The emulation logic enables application-initiated transfers of memory contents between the C28x and a debug host.
- A counter for performance benchmarking
- Multiple debug events. Any of the following debug events can cause a break in program execution:
  - A breakpoint initiated by the ESTOP0 or ESTOP1 instruction
  - An access to a specified program-space or data-space location
  - A request from the debug host or other hardware
When a debug event causes the C28x to enter the debug-halt state, the event is called a break event.
- Real-time mode of operation. When the C28x is in this mode and a break event occurs, the main body of program code comes to a halt, but time-critical interrupts can still be serviced.
1.2.3 Signals

The CPU has four main types of signals:

- **Memory-interface signals.** These signals transfer data among the CPU, memory, and peripherals; indicate program-memory accesses and data-memory accesses; and differentiate between accesses of different sizes (16-bit or 32-bit).

- **Clock and control signals.** These provide clocking for the CPU and the emulation logic, and they are used to control and monitor the CPU.

- **Reset and interrupt signals.** These are used for generating a hardware reset and interrupts, and for monitoring the status of interrupts.

- **Emulation signals.** These signals are used for testing and debugging.
1.3 Memory Map

The CPU contains no memory, but can access memory elsewhere on the C28x DSP or outside the DSP.

The C28x uses 32-bit data addresses and 22-bit program addresses. This allows for a total address reach of 4G words (1 word = 16 bits) in data space and 4M words in program space. Memory blocks on all C28x designs are uniformly mapped to both program and data space. Figure 1–2 shows a high-level view of how addresses are allocated in program space and data space.

The memory map in Figure 1–2 has been divided into the following segments:
- On-chip program/data
- Reserved
- CPU interrupt vectors

For specific details about each of the map segments, see the data sheet for your DSP. See Appendix D for more information on the C2xLP compatible memory space.

1.3.1 On-Chip Program/Data

All C28x-based CPU devices contain two blocks of single access on-chip memory referred to as M0 and M1. Each of these blocks is 1K words in size. M0 is mapped at addresses 00 000016 – 00 03FF16 and M1 is mapped at addresses 00 040016 – 00 07FF16. Like all other memory blocks on the C28x devices, M0 and M1 are mapped to both program and data space. Therefore, you can use M0 and M1 to execute code or for data variables. At reset, the stack pointer is set to the top of block M1.

Depending on the device, it may also have additional random-access memory (RAM), read-only memory (ROM), or flash memory.

1.3.2 Reserved

Addresses 0000 0800–0000 09FF in data space are reserved for CPU Emulation Registers on all C28x designs.

1.3.3 CPU Interrupt Vectors

Sixty-four addresses in program space are set aside for a table of 32 CPU interrupt vectors. The CPU vectors can be mapped to the top or bottom of program space by way of the VMAP bit. For more information about the CPU vectors, see Section 3.2, Interrupt Vectors and Priorities on page 3-4.
Figure 1–2. TMS320C28x High-Level Memory Map

See the datasheet for your specific device for details of the exact memory map.
1.4 Memory Interface

The C28x memory map is accessible outside the CPU by the memory interface, which connects the CPU logic to memories, peripherals, or other interfaces. The memory interface includes separate buses for program space and data space. This means an instruction can be fetched from program memory while data memory is being accessed.

The interface also includes signals that indicate the type of read or write being requested by the CPU. These signals can select a specified memory block or peripheral for a given bus transaction. In addition to 16-bit and 32-bit accesses, the C28x supports special byte-access instructions which can access the least significant byte (LSByte) or most significant byte (MSByte) of an addressed word. Strobe signals indicate when such an access is occurring on a data bus.

1.4.1 Address and Data Buses

The memory interface has three address buses:

- **PAB** 
  *Program address bus.* The PAB carries addresses for reads and writes from program space. PAB is a 22-bit bus.

- **DRAB** 
  *Data-read address bus.* The 32-bit DRAB carries addresses for reads from data space.

- **DWAB** 
  *Data-write address bus.* The 32-bit DWAB carries addresses for writes to data space.

The memory interface also has three data buses:

- **PRDB** 
  *Program-read data bus.* The PRDB carries instructions or data during reads from program space. PRDB is a 32-bit bus.

- **DRDB** 
  *Data-read data bus.* The DRDB carries data during reads from data space. PRDB is a 32-bit bus.

- **DWDB** 
  *Data-/Program-write data bus.* The 32-bit DWDB carries data during writes to data space or program space.
Table 1–2 summarizes how these buses are used during accesses.

**Table 1–2. Summary of Bus Use During Data-Space and Program-Space Accesses**

<table>
<thead>
<tr>
<th>Access Type</th>
<th>Address Bus</th>
<th>Data Bus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Read from program space</td>
<td>PAB</td>
<td>PRDB</td>
</tr>
<tr>
<td>Read from data space</td>
<td>DRAB</td>
<td>DRDB</td>
</tr>
<tr>
<td>Write to program space</td>
<td>PAB</td>
<td>DWDB</td>
</tr>
<tr>
<td>Write to data space</td>
<td>DWAB</td>
<td>DWDB</td>
</tr>
</tbody>
</table>

A program-space read and a program-space write cannot happen simultaneously because both use the PAB. Similarly, a program-space write and a data-space write cannot happen simultaneously because both use the DWDB. Transactions that use different buses can happen simultaneously. For example, the CPU can read from program space (using PAB and PRDB), read from data space (using DRAB and DRDB), and write to data space (using DWAB and DWDB) at the same time.

**1.4.2 Special Bus Operations**

Typically, PAB and PRDB are used only for reading instructions from program space, and DWDB is used only for writing data to data space. However, the instructions in Table 1–3 are exceptions to this behavior. For more details about using these instructions, see Chapter 6, *Assembly Language Instructions*. 
Table 1–3. Special Bus Operations

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Special Bus Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>PREAD</td>
<td>This instruction reads a data value rather than an instruction from program space. It then transfers that value to data space or a register. For the read from program space, the CPU places the source address on the program address bus (PAB), sets the appropriate program-space select signals, and reads the data value from the program-read data bus (PRDB).</td>
</tr>
<tr>
<td>PWRITE</td>
<td>This instruction writes a data value to program space. The value is read from from data space or a register. For the write to program space, the CPU places the destination address on the program address bus (PAB), sets the appropriate program-space select signals, and writes the data value to the data-/program-write data bus (DWDB).</td>
</tr>
<tr>
<td>MAC</td>
<td>As part of their operation, these instructions multiply two data values, one of which is read from program space.</td>
</tr>
<tr>
<td>DMAC</td>
<td>For the read from program space, the CPU places the program-space source address on the program address bus (PAB), sets the appropriate program-space select signals, and reads the program data value from the program read data bus (PRDB).</td>
</tr>
<tr>
<td>QMACL</td>
<td></td>
</tr>
<tr>
<td>IMACL</td>
<td></td>
</tr>
<tr>
<td>XMAC</td>
<td></td>
</tr>
<tr>
<td>XMACD</td>
<td></td>
</tr>
</tbody>
</table>

1.4.3 Alignment of 32-Bit Accesses to Even Addresses

The C28x CPU expects memory wrappers or peripheral-interface logic to align any 32-bit read or write to an even address. If the address-generation logic generates an odd address, the CPU must begin reading or writing at the previous even address. This alignment does not affect the address values generated by the address-generation logic.

Most instruction fetches from program space are performed as 32-bit read operations and are aligned accordingly. However, alignment of instruction fetches are effectively invisible to a programmer. When instructions are stored to program space, they do not have to be aligned to even addresses. Instruction boundaries are decoded within the CPU.

You need to be concerned with alignment when using instructions that perform 32-bit reads from or writes to data space.
The central processing unit (CPU) is responsible for controlling the flow of a program and the processing of instructions. It performs arithmetic, Boolean-logic, multiply, and shift operations. When performing signed math, the CPU uses 2s-complement notation. This chapter describes the architecture, registers, and primary functions of the CPU.

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2.1 CPU Architecture

All T320C2800 devices contain a central processing unit (CPU), emulation logic, and signals for interfacing with memory and peripherals. Included with these signals are three address buses and three data buses. Figure 2-1 shows the major blocks and data paths of the C28x CPU. It does not reflect the actual silicon implementation. The shaded buses are memory-interface buses that are external to the CPU. The operand bus supplies the values for multiplier, shifter, and ALU operations, and the result bus carries the results to registers and memory. The main blocks of the CPU are:

- **Program and data control logic.** This logic stores a queue of instructions that have been fetched from program memory.

- **Real-Time emulation and visibility**

- **Address register arithmetic unit (ARAU).** The ARAU generates addresses for values that must be fetched from data memory. For a data read, it places the address on the data-read address bus (DRAB); for a data write, it loads the data-write address bus (DWAB). The ARAU also increments or decrements the stack pointer (SP) and the auxiliary registers (XAR0, XAR1, XAR2, XAR3, XAR4, XAR5, XAR6, and XAR7).

- **Atomic arithmetic logic unit (ALU).** The 32-bit ALU performs 2s-complement arithmetic and Boolean logic operations. Before doing its calculations, the ALU accepts data from registers, from data memory, or from the program control logic. The ALU saves results to a register or to data memory.

- **Prefetch queue and instruction decode**

- **Address generators for program and data**

- **Fixed-point MPY/ALU.** The multiplier performs 32-bit × 32-bit 2s-complement multiplication with a 64-bit result. In conjunction with the multiplier, the '28xx uses the 32-bit multiplicand register (XT), the 32-bit product register (P), and the 32-bit accumulator (ACC). The XT register supplies one of the values to be multiplied. The result of the multiplication can be sent to the P register or to ACC.

- **Interrupt processing**
Figure 2−1. Conceptual Block Diagram of the CPU

- Program-read data bus, PRDB(0:31)
- Program address bus, PAB(0:21)
- Data-read address bus, DRAB(0:31)
- Data-read data bus, DRDB(0:31)
- Data-write buffer register
- Immediate address
- Address from stack
- MUX
- MUX
- Registers
  - XAR0
  - XAR1
  - XAR2
  - XAR3
  - XAR4
  - XAR5
  - XAR6
  - XAR7
  - DP
  - SP
  - ST1
  - AH:AL
  - PH:PL
  - T:TL
  - IER
  - DBGIER
  - IFR
  - ST0
  - PC
  - RPC
- Multiplier, barrel shifter, and ALU
- Result bus
- Data-write buffer register
- Data-/program-write data bus, DWDB(0:31)
- Data-write address bus, DWAB(0:31)

Central Processing Unit
2.2 CPU Registers

Table 2-1 lists the main CPU registers and their values after reset. Sections 2.2.1 through 2.2.10 describe the registers in more detail. Figure 2-2 shows the registers.

**Table 2-1. CPU Register Summary**

<table>
<thead>
<tr>
<th>Register</th>
<th>Size</th>
<th>Description</th>
<th>Value After Reset</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACC</td>
<td>32 bits</td>
<td>Accumulator</td>
<td>0x00000000</td>
</tr>
<tr>
<td>AH</td>
<td>16 bits</td>
<td>High half of ACC</td>
<td>0x0000</td>
</tr>
<tr>
<td>AL</td>
<td>16 bits</td>
<td>Low half of ACC</td>
<td>0x0000</td>
</tr>
<tr>
<td>XAR0</td>
<td>16 bits</td>
<td>Auxiliary register 0</td>
<td>0x00000000</td>
</tr>
<tr>
<td>XAR1</td>
<td>32 bits</td>
<td>Auxiliary register 1</td>
<td>0x00000000</td>
</tr>
<tr>
<td>XAR2</td>
<td>32 bits</td>
<td>Auxiliary register 2</td>
<td>0x00000000</td>
</tr>
<tr>
<td>XAR3</td>
<td>32 bits</td>
<td>Auxiliary register 3</td>
<td>0x00000000</td>
</tr>
<tr>
<td>XAR4</td>
<td>32 bits</td>
<td>Auxiliary register 4</td>
<td>0x00000000</td>
</tr>
<tr>
<td>XAR5</td>
<td>32 bits</td>
<td>Auxiliary register 5</td>
<td>0x00000000</td>
</tr>
<tr>
<td>XAR6</td>
<td>32 bits</td>
<td>Auxiliary register 6</td>
<td>0x00000000</td>
</tr>
<tr>
<td>XAR7</td>
<td>32 bits</td>
<td>Auxiliary register 7</td>
<td>0x00000000</td>
</tr>
<tr>
<td>AR0</td>
<td>16 bits</td>
<td>Low half of XAR0</td>
<td>0x0000</td>
</tr>
<tr>
<td>AR1</td>
<td>16 bits</td>
<td>Low half of XAR1</td>
<td>0x0000</td>
</tr>
<tr>
<td>AR2</td>
<td>16 bits</td>
<td>Low half of XAR2</td>
<td>0x0000</td>
</tr>
<tr>
<td>AR3</td>
<td>16 bits</td>
<td>Low half of XAR3</td>
<td>0x0000</td>
</tr>
<tr>
<td>AR4</td>
<td>16 bits</td>
<td>Low half of XAR4</td>
<td>0x0000</td>
</tr>
<tr>
<td>AR5</td>
<td>16 bits</td>
<td>Low half of XAR5</td>
<td>0x0000</td>
</tr>
<tr>
<td>AR6</td>
<td>16 bits</td>
<td>Low half of XAR6</td>
<td>0x0000</td>
</tr>
<tr>
<td>AR7</td>
<td>16 bits</td>
<td>Low half of XAR7</td>
<td>0x0000</td>
</tr>
</tbody>
</table>
### Table 2–1. CPU Register Summary (Continued)

<table>
<thead>
<tr>
<th>Register</th>
<th>Size</th>
<th>Description</th>
<th>Value After Reset</th>
</tr>
</thead>
<tbody>
<tr>
<td>DP</td>
<td>16 bits</td>
<td>Data-page pointer</td>
<td>0x0000</td>
</tr>
<tr>
<td>IFR</td>
<td>16 bits</td>
<td>Interrupt flag register</td>
<td>0x0000</td>
</tr>
<tr>
<td>IER</td>
<td>16 bits</td>
<td>Interrupt enable register</td>
<td>0x0000 (INT1 to INT14, DLOGINT, RTOSINT disabled)</td>
</tr>
<tr>
<td>DBGIER</td>
<td>16 bits</td>
<td>Debug interrupt enable register</td>
<td>0x0000 (INT1 to INT14, DLOGINT, RTOSINT disabled)</td>
</tr>
<tr>
<td>P</td>
<td>32 bits</td>
<td>Product register</td>
<td>0x00000000</td>
</tr>
<tr>
<td>PH</td>
<td>16 bits</td>
<td>High half of P</td>
<td>0x0000</td>
</tr>
<tr>
<td>PL</td>
<td>16 bits</td>
<td>Low half of P</td>
<td>0x0000</td>
</tr>
<tr>
<td>PC</td>
<td>22 bits</td>
<td>Program counter</td>
<td>0x3F FFC0</td>
</tr>
<tr>
<td>RPC</td>
<td>22 bits</td>
<td>Return program counter</td>
<td>0x00000000</td>
</tr>
<tr>
<td>SP</td>
<td>16 bits</td>
<td>Stack pointer</td>
<td>0x0400</td>
</tr>
<tr>
<td>ST0</td>
<td>16 bits</td>
<td>Status register 0</td>
<td>0x0000</td>
</tr>
<tr>
<td>ST1</td>
<td>16 bits</td>
<td>Status register 1</td>
<td>0x080B</td>
</tr>
<tr>
<td>XT</td>
<td>32 bits</td>
<td>Multiplicand register</td>
<td>0x00000000</td>
</tr>
<tr>
<td>T</td>
<td>16 bits</td>
<td>High half of XT</td>
<td>0x0000</td>
</tr>
<tr>
<td>TL</td>
<td>16 bits</td>
<td>Low half of XT</td>
<td>0x0000</td>
</tr>
</tbody>
</table>
### Figure 2-2. C28x Registers

|---------|-------------|--------|

<table>
<thead>
<tr>
<th>SP[16]</th>
<th>DP[16]</th>
</tr>
</thead>
<tbody>
<tr>
<td>AR0H[16]</td>
<td>AR0[16]</td>
</tr>
<tr>
<td>AR1H[16]</td>
<td>AR1[16]</td>
</tr>
<tr>
<td>AR2H[16]</td>
<td>AR2[16]</td>
</tr>
<tr>
<td>AR3H[16]</td>
<td>AR3[16]</td>
</tr>
<tr>
<td>AR4H[16]</td>
<td>AR4[16]</td>
</tr>
<tr>
<td>AR5H[16]</td>
<td>AR5[16]</td>
</tr>
<tr>
<td>AR6H[16]</td>
<td>AR6[16]</td>
</tr>
<tr>
<td>AR7H[16]</td>
<td>AR7[16]</td>
</tr>
<tr>
<td>XAR0[32]</td>
<td></td>
</tr>
<tr>
<td>XAR1[32]</td>
<td></td>
</tr>
<tr>
<td>XAR2[32]</td>
<td></td>
</tr>
<tr>
<td>XAR3[32]</td>
<td></td>
</tr>
<tr>
<td>XAR4[32]</td>
<td></td>
</tr>
<tr>
<td>XAR5[32]</td>
<td></td>
</tr>
<tr>
<td>XAR6[32]</td>
<td></td>
</tr>
<tr>
<td>XAR7[32]</td>
<td></td>
</tr>
</tbody>
</table>

† A 6-bit offset is used when operating in C28x mode or C27x object-compatible mode. A 7-bit offset is used when operating in C2xLP source-compatible mode. The least significant bit of the DP is ignored when operating in this mode.

#### 2.2.1 Accumulator (ACC, AH, AL)

The accumulator (ACC) is the main working register for the device. It is the destination for all ALU operations except those which operate directly on memory or registers. ACC supports single-cycle move, add, subtract, and
CPU Registers

compare operations from 32-bit-wide data memory. It can also accept the 32-bit result of a multiplication operation.

The halves and quarters of the ACC can also be accessed (see Figure 2–3). ACC can be treated as two independent 16-bit registers: AH (high 16 bits) and AL (low 16 bits). The bytes within AH and AL can also be accessed independently. Special byte-move instructions load and store the most significant byte or least significant byte of AH or AL. This enables efficient byte packing and unpacking.

Figure 2–3. Individually Accessible Portions of the Accumulator

\[
\begin{array}{c|c}
\text{AH} & \text{AL} \\
\hline
\text{ACC} & \\
\hline
\text{AH.MSB} & \text{AH.LSB} \\
\hline
\text{AL.MSB} & \text{AL.LSB} \\
\end{array}
\]

AH = ACC (31:16)  AL = ACC (15:0)
AH.MSB = ACC (31:24)  AL.MSB = ACC (15:8)
AH.LSB = ACC (23:16)  AL.LSB = ACC (7:0)

The accumulator has the following associated status bits. For the details on these bits, see section 2.3, Status Register ST0.

- Overflow mode bit (OVM)
- Sign-extension mode bit (SXM)
- Test/control flag bit (TC)
- Carry bit (C)
- Zero flag bit (Z)
- Negative flag bit (N)
- Latched overflow flag bit (V)
- Overflow counter bits (OVC)

Table 2–2 shows the ways to shift the content of AH, AL, or ACC.
Table 2–2. Available Operations for Shifting Values in the Accumulator

<table>
<thead>
<tr>
<th>Register</th>
<th>Shift Direction</th>
<th>Shift Type</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACC</td>
<td>Left</td>
<td>Logical</td>
<td>LSL or LSLL</td>
</tr>
<tr>
<td></td>
<td>Rotation</td>
<td></td>
<td>ROL</td>
</tr>
<tr>
<td></td>
<td>Right</td>
<td>Arithmetic</td>
<td>SFR with SXM = 1 or ASRL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Logical</td>
<td>SFR with SXM = 0 or LSRL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rotation</td>
<td>ROR</td>
</tr>
<tr>
<td>AH or AL</td>
<td>Left</td>
<td>Logical</td>
<td>LSL</td>
</tr>
<tr>
<td></td>
<td>Right</td>
<td>Arithmetic</td>
<td>ASR</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Logical</td>
<td>LSR</td>
</tr>
</tbody>
</table>

2.2.2 Multiplicand Register (XT)

The multiplicand register (XT register) is used primarily to store a 32-bit signed integer value prior to a 32-bit multiply operation.

The lower 16-bit portion of the XT register is referred to as the TL register. This register can be loaded with a signed 16-bit value that is automatically sign-extended to fill the 32-bit XT register.

The upper 16-bit portion of the XT register is referred to as the T register. The T register is mainly used to store a 16-bit integer value prior to a 16-bit multiply operation.

The T register is also used to specify the shift value for some shift operations. In this case, only a portion of the T register is used, depending on the instruction.

For example:

\[
\text{ASR AX, T} \quad \text{performs an arithmetic shift right based on the four least significant bits of T: } T(3:0) = 0...15
\]

\[
\text{ASRL ACC, T} \quad \text{performs an arithmetic shift right by the five least significant bits of T: } T(4:0) 0...31
\]

For these operations, the most significant bits of T are ignored.
2.2.3 Product Register (P, PH, PL)

The product register (P register) is typically used to hold the 32-bit result of a multiplication. It can also be loaded directly from a 16- or 32-bit data-memory location, a 16-bit constant, the 32-bit ACC, or a 16-bit or a 32-bit addressable CPU register. The P register can be treated as a 32-bit register or as two independent 16-bit registers: PH (high 16 bits) and PL (low 16 bits); see Figure 2–5.

When some instructions access P, PH, or PL, all 32-bits are copied to the ALU-shifter block, where the barrel shifter may perform a left shift, a right shift, or no shift. The action of the shifter for these instructions is determined by the product shift mode (PM) bits in status register ST0. Table 2–3 shows the possible PM values and the corresponding product shift modes. When the barrel shifter performs a left shift, the low order bits are filled with zeros. When the shifter performs a right shift, the P register value is sign extended. Instructions that use PH or PL as operands ignore the product shift mode.

For a complete list of instructions affected by PM bits, see Table 2–5 on page 2-20.
Table 2-3. Product Shift Modes

<table>
<thead>
<tr>
<th>PM Value</th>
<th>Product Shift Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>000₂</td>
<td>Left shift by 1</td>
</tr>
<tr>
<td>001₂</td>
<td>No shift</td>
</tr>
<tr>
<td>010₂</td>
<td>Right shift by 1</td>
</tr>
<tr>
<td>011₂</td>
<td>Right shift by 2</td>
</tr>
<tr>
<td>100₂</td>
<td>Right shift by 3</td>
</tr>
<tr>
<td>101₂</td>
<td>Right shift by 4</td>
</tr>
<tr>
<td></td>
<td>(if AMODE = 1, left 4)</td>
</tr>
<tr>
<td>110₂</td>
<td>Right shift by 5</td>
</tr>
<tr>
<td>111₂</td>
<td>Right shift by 6</td>
</tr>
</tbody>
</table>

2.2.4 Data Page Pointer (DP)

In the direct addressing modes, data memory is addressed in blocks of 64 words called data pages. The lower 4M words of data memory consists of 65536 data pages labeled 0 through 65535, as shown in Figure 2–6. In DP direct addressing mode, the 16-bit data page pointer (DP) holds the current data page number. You change the data page by loading the DP with a new number. For information about the direct addressing modes, see section 5.4 on page 5-3.
Data memory above 4M words is not accessible using the DP.

When operating in C2xLP source-compatible mode, a 7-bit offset is used and the least significant bit of the DP register is ignored. See Appendix C for more details.

### 2.2.5 Stack Pointer (SP)

The stack pointer (SP) enables the use of a software stack in data memory. The stack pointer has only 16 bits and can only address the low 64K of data space (see Figure 2–7). When the SP is used, the upper six bits of the 32-bit address are forced to 0. (For information about addressing modes that use the SP, see section 5.5 on page 5-10.). After reset, SP points to address 0000 040016.
The operation of the stack is as follows:

- The stack grows from low memory to high memory.
- The SP always points to the next empty location in the stack.
- At reset, the SP is initialized, so that it points to address 0000 0400\(_{16}\).
- When 32-bit values are saved to the stack, the least significant 16 bits are saved first, and the most significant 16 bits are saved to the next higher address (little endian format).
- When 32-bit operations read or write a 32-bit value, the C28x CPU expects the memory wrapper or peripheral-interface logic to align that read or write to an even address. For example, if the SP contains the odd address 0000 0083\(_{16}\), a 32-bit read operation reads from addresses 0000 0082\(_{16}\) and 0000 0083\(_{16}\).
- The SP overflows if its value is increased beyond FFFF\(_{16}\) or decreased below 0000\(_{16}\). When the SP increases past FFFF\(_{16}\), it counts forward from 0000\(_{16}\). For example, if SP = FFE\(_{16}\) and an instruction adds 3 to the SP, the result is 0001\(_{16}\). When the SP decreases past 0000\(_{16}\), it counts backward from FFFF\(_{16}\). For example, if SP = 0002\(_{16}\) and an instruction subtracts 4 from SP, the result is FFFE\(_{16}\).
- When values are being saved to the stack, the SP is not forced to align with even or odd addresses. Alignment is forced by the memory wrapper or peripheral-interface logic.

### 2.2.6 Auxiliary Registers (XAR0–XAR7, AR0–AR7)

The CPU provides eight 32-bit registers that can be used as pointers to memory or as general-purpose registers (see Section 5.6, Indirect Addressing)
The auxiliary registers are: XAR0, XAR1, XAR2, XAR3, XAR4, XAR5, XAR6, and XAR7. Many instructions allow you to access the 16 LSBs of XAR0–XAR7. As shown in Figure 2–8, the 16 LSBs of the auxiliary registers are referred to as AR0–AR7. AR0–AR7 can be used as general purpose registers for loop control and for efficient 16-bit comparisons.

When accessing AR0–AR7, the upper 16 bits of the register (known as AR0H–AR7H) may or may not be modified, depending on the instruction used (see Chapter 6 for information on the behavior of particular instructions). AR0H–AR7H are accessed only as part of XAR0–XAR7 and are not individually accessible.

For ACC operations, all 32 bits are valid (@XARn). For 16-bit operations, the lower 16 bits are used and upper 16 bits are ignored (@ARn).

XAR0 – XAR7 can also be used by some instructions to point to any value in program memory; see Section 5.6, Indirect Addressing Modes.

Many instructions allow you to access the 16 least significant bits (LSBs) of XAR0–XAR7. As shown in Figure 2–9, 16 LSBs of XAR0–XAR7 are known as one auxiliary register of AR0–AR7.
2.2.7 Program Counter (PC)

When the pipeline is full, the 22-bit program counter (PC) always points to the instruction that is currently being processed — the instruction that has just reached the decode 2 phase of the pipeline. Once an instruction reaches this phase of the pipeline, it cannot be flushed from the pipeline by an interrupt. It is executed before the interrupt is taken. The pipeline is discussed in Chapter 4.

2.2.8 Return Program Counter (RPC)

When a call operation is performed using the LCR instruction, the return address is saved in the RPC register and the old value in the RPC is saved on the stack (in two 16-bit operations). When a return operation is performed using the LRETR instruction, the return address is read from the RPC register and the value on the stack is written into the RPC register (in two 16-bit operations). Other call instructions do not use the RPC register. For more information, see the instructions in Chapter 3.

2.2.9 Status Registers (ST0, ST1)

The C28x has two status registers, ST0 and ST1, which contain various flag bits and control bits. These registers can be stored into and loaded from data memory, enabling the status of the machine to be saved and restored for subroutines.

The status bits have been organized according to when the bit values are modified in the pipeline. Bits in ST0 are modified in the execute phase of the pipeline; bits in ST1 are modified in the decode 2 phase. (For details about the pipeline, see Chapter 4.) The status bits are described in detail in sections 2.3 (ST0) and 2.4 (ST1). Also, ST0 and ST1 are included in Appendix A, Register Quick Reference.

2.2.10 Interrupt-Control Registers (IFR, IER, DBGIER)

The C28x has three registers dedicated to the control of interrupts:

- Interrupt flag register (IFR)
- Interrupt enable register (IER)
- Debug interrupt enable register (DBGIER)

The IFR contains flag bits for maskable interrupts (those that can be enabled and disabled with software). When one of these flags is set, by hardware or software, the corresponding interrupt will be serviced if it is enabled. You enable or disable a maskable interrupt with its corresponding bit in the IER. The
DBGIER indicates the time-critical interrupts that will be serviced (if enabled) while the DSP is in real-time emulation mode and the CPU is halted.

The C28x interrupts and the interrupt-control registers are described in detail in Chapter 6, Interrupts. Also, the IFR, IER, and DBGIER are included in Appendix A, Register Quick Reference.
2.3 Status Register (ST0)

The following figure shows the bit fields of status register (ST0). All of these bit fields are modified in the execute phase of the pipeline. Detailed descriptions of these bits follow the figure.

Figure 2–10. Bit Fields of Status Register (ST0)

<table>
<thead>
<tr>
<th>15</th>
<th>10</th>
<th>9</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>OVC/OVCU</td>
<td>PM</td>
<td>V</td>
<td>N</td>
<td>Z</td>
<td>C</td>
<td>TC</td>
<td>OVM</td>
<td>SXM</td>
<td></td>
<td></td>
</tr>
<tr>
<td>R/W-00 0000</td>
<td>R/W-0</td>
<td>RW-0</td>
<td>RW-0</td>
<td>RW-0</td>
<td>RW-0</td>
<td>RW-0</td>
<td>RW-0</td>
<td>RW-0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note:  
R = Read access; W = Write access; value following dash (−) is value after reset.

OVC/OVCU  
Overflow counter. The overflow counter behaves differently for signed and unsigned operations.

For signed operations, the overflow counter is a 6-bit signed counter with a range of −32 to 31. When overflow mode is off (OVM = 0), ACC overflows normally, and OVC keeps track of overflows. When overflow mode is on (OVM = 1) and an overflow occurs in ACC, the OVC is not affected. Instead, the CPU automatically fills ACC with a positive or negative saturation value (see the description for OVM on page 2-32).

When ACC overflows in the positive direction (from 7FFF FFFF16 to 8000 000016), the OVC is incremented by 1. When ACC overflows in the negative direction (from 8000 000016 to 7FFF FFFF16) the OVC is decremented by 1. The increment or decrement is performed as the overflow affects the V flag.

For unsigned operations (OVCU), the counter increments for ADD when a Carry is generated and decrements for a SUB when a Borrow is generated (similar to a carry counter).

If OVC increments past its most positive value, 31, the counter wraps around to −32. If OVC decrements past its most negative value, −32, the counter wraps around to 31. At reset, OVC is cleared.

OVC is not affected by overflows in registers other than ACC and is not affected by compare instructions (CMP and CMPL). The table that follows explains how OVC may be affected by the saturate accumulator (SAT ACC) instruction.

Table 2–4 lists the instructions affecting OVC/OVCU. See the instruction set in Chapter 6 for a complete description of each instruction.
### Table 2–4. Instructions That Affect OVC/OVCU

<table>
<thead>
<tr>
<th>Signed Addition Instructions</th>
<th>Effect on OVC/OVCU</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD ACC,loc16 &lt;&lt; shift</td>
<td>if(OVM == 0) Inc OVC on +ve signed overflow</td>
</tr>
<tr>
<td>ADD ACC,#16bit &lt;&lt; shift</td>
<td></td>
</tr>
<tr>
<td>ADD ACC,loc16 &lt;&lt; T</td>
<td></td>
</tr>
<tr>
<td>ADD loc16,#16bitSigned</td>
<td></td>
</tr>
<tr>
<td>ADDB ACC,#8bit</td>
<td></td>
</tr>
<tr>
<td>ADDCL ACC,loc32</td>
<td></td>
</tr>
<tr>
<td>ADDCU ACC,loc16</td>
<td></td>
</tr>
<tr>
<td>ADDL ACC,loc32</td>
<td></td>
</tr>
<tr>
<td>ADDL loc32,ACC</td>
<td></td>
</tr>
<tr>
<td>ADDU ACC,loc16</td>
<td></td>
</tr>
<tr>
<td>DMAC ACC:P,loc32,*XAR7/++</td>
<td></td>
</tr>
<tr>
<td>INC loc16</td>
<td></td>
</tr>
<tr>
<td>MAC P,loc16,*XAR7/++</td>
<td></td>
</tr>
<tr>
<td>MAC P,loc16,0:pma</td>
<td></td>
</tr>
<tr>
<td>MOVA T,loc16</td>
<td></td>
</tr>
<tr>
<td>MOVAD T,loc16</td>
<td></td>
</tr>
<tr>
<td>MPYA P,loc16,#16bit</td>
<td></td>
</tr>
<tr>
<td>MPYA P,T,loc16</td>
<td></td>
</tr>
<tr>
<td>QMACL P,loc32,*XAR7/++</td>
<td></td>
</tr>
<tr>
<td>QMPYAL P,XT,loc32</td>
<td></td>
</tr>
<tr>
<td>SQRA loc16</td>
<td></td>
</tr>
<tr>
<td>XMAC P,loc16,* (pma)</td>
<td></td>
</tr>
<tr>
<td>XMACD P,loc16,* (pma)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Signed Subtraction Instructions</th>
<th>Effect on OVC/OVCU</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEC loc16</td>
<td>if(OVM == 0) Dec OVC on –ve signed overflow</td>
</tr>
<tr>
<td>MOVS T,loc16</td>
<td></td>
</tr>
</tbody>
</table>
Table 2–4. Instructions That Affect OVC/OVCU (Continued)

<table>
<thead>
<tr>
<th>Signed Addition Instructions</th>
<th>Effect on OVC/OVCU</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYS P,T,loc16</td>
<td></td>
</tr>
<tr>
<td>QMPYSL P,XT,loc32</td>
<td></td>
</tr>
<tr>
<td>SBBU ACC,loc16</td>
<td></td>
</tr>
<tr>
<td>SQRS loc16</td>
<td></td>
</tr>
<tr>
<td>SUB ACC,#16bit &lt;&lt; shift</td>
<td></td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; shift</td>
<td></td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; T</td>
<td></td>
</tr>
<tr>
<td>SUBB ACC,#8bit</td>
<td></td>
</tr>
<tr>
<td>SUBBL ACC,loc32</td>
<td></td>
</tr>
<tr>
<td>SUBL ACC,loc32</td>
<td></td>
</tr>
<tr>
<td>SUBL loc32,ACC</td>
<td></td>
</tr>
<tr>
<td>SUBRL loc32,ACC</td>
<td></td>
</tr>
<tr>
<td>SUBU ACC,loc16</td>
<td></td>
</tr>
<tr>
<td>SUBUL ACC,loc32</td>
<td></td>
</tr>
<tr>
<td>SUBUL P,loc32</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Unsigned Instructions</th>
<th>Effect on OVC/OVCU</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDUL ACC,loc32</td>
<td>Inc OVC/OVCU on unsigned carry</td>
</tr>
<tr>
<td>ADDUL P,loc32</td>
<td></td>
</tr>
<tr>
<td>IMPYAL P,XT,loc32</td>
<td></td>
</tr>
<tr>
<td>IMACL P,loc32,*XAR7/++</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Misc Instructions</th>
<th>Effect on OVC/OVCU</th>
</tr>
</thead>
<tbody>
<tr>
<td>SAT ACC</td>
<td>if(OVC &gt; 0) Saturate +ve</td>
</tr>
<tr>
<td></td>
<td>if(OVC &lt; 0) Saturate –ve</td>
</tr>
<tr>
<td></td>
<td>OVC = 0</td>
</tr>
<tr>
<td>SAT64 ACC:P</td>
<td></td>
</tr>
<tr>
<td>ZAPA</td>
<td>OVC = 0</td>
</tr>
<tr>
<td>ZAP OVC</td>
<td></td>
</tr>
<tr>
<td>MOV OVC,loc16</td>
<td>OVC = [loc16(15:10)]</td>
</tr>
</tbody>
</table>
Table 2–4. Instructions That Affect OVC/OVCU (Continued)

<table>
<thead>
<tr>
<th>Signed Addition Instructions</th>
<th>Effect on OVC/OVCU</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVU OVC,loc16</td>
<td>OVC = [loc16(5:0)]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Condition</th>
<th>Operation Performed by SAT ACC Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>OVC = 0</td>
<td>Leave ACC and OVC unchanged.</td>
</tr>
<tr>
<td>OVC &gt; 0</td>
<td>Saturate ACC in the positive direction (fill ACC with 7FFF FFFF_{16}), and clear OVC.</td>
</tr>
<tr>
<td>OVC &lt; 0</td>
<td>Saturate ACC in the negative direction (fill ACC with 8000 0000_{16}), and clear OVC.</td>
</tr>
</tbody>
</table>

PM Bits 9–7

Product shift mode bits. This 3-bit value determines the shift mode for any output operation from the product (P) register. The shift modes are shown in the following table. The output can be to the ALU or to memory. All instructions that are affected by the product shift mode will sign extend the P register value during a right shift operation. At reset, PM is cleared (left shift by 1 bit is the default).

PM is summarized as follows:

- **000** Left shift by 1. During the shift, the low-order bit is zero filled. At reset, this mode is selected.
- **001** No shift
- **010** Right shift by 1. During the shift, the lower bits are lost, and the shifted value is sign extended.
- **011** Right shift by 2. During the shift, the lower bits are lost, and the shifted value is sign extended.
- **100** Right shift by 3. During the shift, the lower bits are lost, and the shifted value is sign extended.
- **101** Right shift by 4. During the shift, the lower bits are lost, and the shifted value is sign extended.
  - Note: if AMODE = 1, then 101 is a left shift by 4.
- **110** Right shift by 5. During the shift, the lower bits are lost, and the shifted value is sign extended.
- **111** Right shift by 6. During the shift, the lower bits are lost, and the shifted value is sign extended.

Note: For performing unsigned arithmetic, you must use a product shift of 0 (PM = 001) to avoid sign extension and generation of incorrect results.

Table 2–5 lists instructions that are affected by the PM bits. See the instruction set in chapter 6 for a complete description of each instruction.
**Table 2–5. Instructions Affected by the PM Bits**

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Effect of PM</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPL ACC,P &lt;&lt; PM</td>
<td>flags set on(ACC − P &lt;&lt; PM)</td>
</tr>
</tbody>
</table>
| DMAC ACC:P,loc32,*XAR7/++ | ACC = ACC + MSW*MSW << PM  
                           | P = P + LSW*LSW << PM                                                      |
| IMACL P,loc32,*XAR7/++ | P = ([loc32] * Prog[*XAR7/++]) << PM                                     |
| IMPYAL P,XT,loc32    | P = (XT * [loc32]) << PM                                                   |
| IMPYL P,XT,loc32     | P = (XT *[loc32]) << PM                                                    |
| IMPYSL P,XT,loc32    | ACC = ACC − P unsigned  
                           | P = (XT * [loc32]) << PM                                                  |
| IMPYXUL P,XT,loc32   | P = (XT sign * [loc32][uns]) << PM                                        |
| MAC P,loc16,*XAR7/++ | ACC = ACC + P << PM                                                       |
| MAC P,loc16,0:pma    | ACC = ACC + P << PM                                                       |
| MOV loc16,P          | [loc16] = low(P << PM)                                                    |
| MOVA T,loc16         | ACC = ACC + P << PM                                                       |
| MOVAD T,loc16        | ACC = ACC + P << PM                                                       |
| MOVH loc16,P         | [loc16] = high(P << PM)                                                   |
| MOV T,loc16          | ACC = ACC − P << PM                                                       |
| MOVS T,loc16         | ACC = ACC − P << PM                                                       |
| MPYA P,loc16,#16bit  | ACC = ACC + P << PM                                                       |
| MPYA P,T,loc16       | ACC = ACC + P << PM                                                       |
| MPYS P,T,loc16       | ACC = ACC − P << PM                                                       |
| QMACL P,loc32,*XAR7   | ACC = ACC + P << PM                                                      |
| QMACL P,loc32,*XAR7++ | ACC = ACC + P << PM                                                      |
| QMPYAL P,XT,loc32    | ACC = ACC + P << PM                                                       |
| QMPYSL P,XT,loc32    | ACC = ACC − P << PM                                                       |
| SQRA loc16           | ACC = ACC + P << PM                                                       |
| SQRS loc16           | ACC = ACC − P << PM                                                       |
| XMAC P,loc16,(pma)   | ACC = ACC + P << PM                                                       |
| XMACD P,loc16,(pma)  | ACC = ACC + P << PM                                                       |
**V**

**Overflow flag.** If the result of an operation causes an overflow in the register holding the result, V is set and latched. If no overflow occurs, V is not modified. Once V is latched, it remains set until it is cleared by reset or by a conditional branch instruction that tests V. Such a conditional branch clears V regardless of whether the tested condition (V = 0 or V = 1) is true.

An overflow occurs in ACC (and V is set) if the result of an addition or subtraction does not fit within the signed numerical range \(-2^{31}\) to \(+2^{31} - 1\), or \(8000\_0000\_{16}\) to \(7FFF\_FFFF\_{16}\).

An overflow occurs in AH, AL, or another 16-bit register or data-memory location if the result of an addition or subtraction does not fit within the signed numerical range \(-2^{15}\) to \(+2^{15} - 1\), or \(8000_{16}\) to \(7FFF_{16}\).

The instructions CMP, CMPB and CMPL do not affect the state of the V flag. Table 2–6 lists the instructions that are affected by V flag. See Chapter 6 for more details on instructions.

V can be summarized as follows:

<table>
<thead>
<tr>
<th>V</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>V has been cleared.</td>
</tr>
<tr>
<td>1</td>
<td>An overflow has been detected, or V has been set.</td>
</tr>
</tbody>
</table>

**Table 2–6. Instructions Affected by V flag**

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS ACC</td>
<td>if(ACC == 0x8000 0000) V = 1</td>
</tr>
<tr>
<td>ABSTC ACC</td>
<td>if(ACC == 0x8000 0000) V = 1</td>
</tr>
<tr>
<td>ADD ACC, #16bit &lt;&lt; shift</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADD ACC, loc16 &lt;&lt; shift</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADD ACC, loc16 &lt;&lt; T</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADD AX, loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADD loc16, #16bitSigned</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADD loc16, AX</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADDB ACC, #8bit</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADDB AX, #8bitSigned</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADDCL ACC, loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADDCU ACC, loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADDL ACC, loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADDL loc32, ACC</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADDU ACC, loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>ADDUL ACC, loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
</tbody>
</table>
### Table 2–6. Instructions Affected by V flag (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDUL P,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>B 16bitOff,COND</td>
<td>V = 0 if tested</td>
</tr>
<tr>
<td>BF 16bitOff,COND</td>
<td>V = 0 if tested</td>
</tr>
<tr>
<td>DEC loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>DMAC ACC:P,loc32,*XAR7/++</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>IMACL P,loc32,*XAR7/++</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>IMPYAL P,XT,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>IMPYSL P,XT,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>INC loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>MAC P,loc16,*XAR7/++</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>MAC P,loc16,0:pma</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>MAX AX,loc16</td>
<td>if((AX - [loc16]) &gt; 0) V = 1</td>
</tr>
<tr>
<td>MAXL ACC,loc32</td>
<td>if((ACC - [loc32]) &gt; 0) V = 1</td>
</tr>
<tr>
<td>MIN AX,loc16</td>
<td>if((AX - [loc16]) &lt; 0) V = 1</td>
</tr>
<tr>
<td>MINL ACC,loc32</td>
<td>if((ACC - [loc32]) &lt; 0) V = 1</td>
</tr>
<tr>
<td>MOV loc16,AX,COND</td>
<td>V = 0 if tested</td>
</tr>
<tr>
<td>MOVA T,loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>MOVAD T,loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>MOVB loc16,#8bit,COND</td>
<td>V = 0 if tested</td>
</tr>
<tr>
<td>MOVL loc32,ACC,COND</td>
<td>V = 0 if tested</td>
</tr>
<tr>
<td>MOVS T,loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>MPYA P,loc16,#16bit</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>MPYA P,T,loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>MPYS P,T,loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>NEG ACC</td>
<td>if(ACC == 0x8000 0000) V = 1</td>
</tr>
<tr>
<td>NEG AX</td>
<td>if(AX == 0x8000) V = 1</td>
</tr>
<tr>
<td>NEG64 ACC:P</td>
<td>if(ACC:P == 0x80....00) V = 1</td>
</tr>
</tbody>
</table>
Table 2-6. Instructions Affected by V flag  (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEGTC ACC</td>
<td>if(TC == 1) if(ACC == 0x8000 0000) V = 1</td>
</tr>
<tr>
<td>QMACL P,loc32,*XAR7/++</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>QMPYAL P,XT,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>QMPYSL P,XT,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SAT ACC</td>
<td>if(OVC == 0) V = 0 else V = 1</td>
</tr>
<tr>
<td>SAT64 ACC:P</td>
<td>if(OVC == 0) V = 0 else V = 1</td>
</tr>
<tr>
<td>SB 8bitOff,COND</td>
<td>V = 0 if tested</td>
</tr>
<tr>
<td>SBBU ACC,loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SQRA loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SORS loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUB ACC,#16bit &lt;&lt; shift</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; shift</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; T</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUB AX,loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUB loc16,AX</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBB ACC,#8bit</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBBL ACC,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBL ACC,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBL loc32,ACC</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBR loc16,AX</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBRL loc32,ACC</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBU ACC,loc16</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBUL ACC,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>SUBUL P,loc32</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>XB pma,COND</td>
<td>V = 0 if tested</td>
</tr>
<tr>
<td>XCALL pma,COND</td>
<td>V = 0 if tested</td>
</tr>
<tr>
<td>XMAC P,loc16,*(pma)</td>
<td>V = 1 on signed overflow</td>
</tr>
</tbody>
</table>
### Table 2–6. Instructions Affected by V flag (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>XMACDP,loc16,*pma</td>
<td>V = 1 on signed overflow</td>
</tr>
<tr>
<td>XRETC COND</td>
<td>V = 0 if tested</td>
</tr>
</tbody>
</table>

**N**  
**Bit 5**

**Negative flag.** During certain operations, N is set if the result of the operation is a negative number or cleared if the result is a positive number. At reset, N is cleared.

Results in ACC are tested for the negative condition. Bit 31 of ACC is the sign bit. If bit 31 is a 0, ACC is positive; if bit 31 is a 1, ACC is negative. N is set if a result in ACC is negative or cleared if a result is positive.

Results in AH, AL, and other 16-bit registers or data-memory locations are also tested for the negative condition. In these cases bit 15 of the value is the sign bit (1 indicates negative, 0 indicates positive). N is set if the value is negative or cleared if the value is positive.

The TEST ACC instruction sets N if the value in ACC is negative. Otherwise the instruction clears N.

As shown in Table 2–7, under overflow conditions, the way the N flag is set for compare operations is different from the way it is set for addition or subtraction operations. For addition or subtraction operations, the N flag is set to match the most significant bit of the truncated result. For compare operations, the N flag assumes infinite precision. This applies to operations whose result is loaded to ACC, AH, AL, another register, or a data-memory location.

### Table 2–7. Negative Flag Under Overflow Conditions

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>(A - B)</th>
<th>Subtraction</th>
<th>Compare†</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Neg</td>
<td>(due to overflow in positive direction)</td>
<td>N = 1</td>
<td>N = 0</td>
</tr>
<tr>
<td>Neg</td>
<td>Pos</td>
<td>(due to overflow in negative direction)</td>
<td>N = 0</td>
<td>N = 1</td>
</tr>
</tbody>
</table>

† For 32-bit data:  
Pos = Positive number from 0000 0000₁₆ to 7FFF FFFF₁₆  
Neg = Negative number from 8000 0000₁₆ to FFFF FFFF₁₆  

† For 16-bit data:  
Pos = Positive number from 0000₁₆ to 7FFF₁₆  
Neg = Negative number from 8000₁₆ to FFFF₁₆  

† The compare instructions are CMP, CMPB, CMPL, MIN, MAX, MINL, and MAXL.

N can be summarized as follows:

0  The tested number is positive, or N has been cleared.
1  The tested number is negative, or N has been set.
**Z**

**Zero flag.** Z is set if the result of certain operations is 0 or is cleared if the result is nonzero. This applies to results that are loaded into ACC, AH, AL, another register, or a data-memory location. At reset, Z is cleared.

The TEST ACC instruction sets Z if the value in ACC is 0. Otherwise, it clears Z.

Z can be summarized as follows:

0 The tested number is nonzero, or Z has been cleared.
1 The tested number is 0, or Z has been set.

---

**C**

**Carry bit.** This bit indicates when an addition or increment generates a carry or when a subtraction, compare, or decrement generates a borrow. It is also affected by rotate operations on ACC and barrel shifts on ACC, AH, and AL.

During additions/increments, C is set if the addition generates a carry; otherwise C is cleared. There is one exception: If you are using the ADD instruction with a shift of 16, the ADD instruction can set C but cannot clear C.

During subtractions/decrements/comparisons, C is cleared if the subtraction generates a carry; otherwise C is set. There is one exception: if you are using the SUB instruction with a shift of 16, the SUB instruction can clear C but cannot set C.

This bit can be individually set and cleared by the SETC C instruction and CLRC C instruction, respectively. At reset, C is cleared.

C can be summarized as follows:

0 A subtraction generated a borrow, an addition did not generate a carry, or C has been cleared. *Exception:* An ADD instruction with a shift of 16 cannot clear C.
1 An addition generated a carry, a subtraction did not generate a borrow, or C has been set. *Exception:* A SUB instruction with a shift of 16 cannot set C.

Table 2–8 lists the bits that are affected by the C bit. For more information on instructions, see Chapter 6.

---

**Table 2–8. Bits Affected by the C Bit**

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Affect of or Affect on C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS ACC</td>
<td>C = 0</td>
</tr>
<tr>
<td>ABSTC ACC</td>
<td>C = 0</td>
</tr>
<tr>
<td>ADD ACC,#16bit &lt;&lt; shift</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADD ACC,loc16 &lt;&lt; shift</td>
<td>if(shift == 16)</td>
</tr>
<tr>
<td></td>
<td>C = 1 on carry</td>
</tr>
<tr>
<td></td>
<td>if(shift != 16)</td>
</tr>
<tr>
<td></td>
<td>C = 1 on carry else C = 0</td>
</tr>
</tbody>
</table>
### Table 2–8. Bits Affected by the C Bit (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Affect of or Affect on C</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD ACC,loc16 &lt;&lt; T</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADD AX,loc16</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADD loc16,#16bitSigned</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADD loc16,AX</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDB ACC,#8bit</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDB AX,#8bitSigned</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDCL ACC,loc32</td>
<td>ACC = ACC + [loc32] + C C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDCU ACC,loc16</td>
<td>ACC = ACC + [loc16] + C C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDL ACC,loc32</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDL loc32,ACC</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDU ACC,loc16</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDUL ACC,loc32</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ADDUL P,loc32</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>ASR AX,1..16</td>
<td>C = AX(bit(shift−1))</td>
</tr>
<tr>
<td>ASR AX,T</td>
<td>if(T == 0) C = 0 else C = AX(bit(T−1))</td>
</tr>
<tr>
<td>ASR64 ACC:P,1..16</td>
<td>C = P(bit(shift−1))</td>
</tr>
<tr>
<td>ASR64 ACC:P,T</td>
<td>if(T == 0) C = 0 else C = P(bit(T−1))</td>
</tr>
<tr>
<td>ASRL ACC,T</td>
<td>if(T == 0) C = 0 else C = ACC(bit(T−1))</td>
</tr>
<tr>
<td>B 16bitOff,COND</td>
<td>C bit used as test condition</td>
</tr>
<tr>
<td>BF 16bitOff,COND</td>
<td>C bit used as test condition</td>
</tr>
<tr>
<td>CLRC C</td>
<td>C = 0</td>
</tr>
<tr>
<td>CMP AX,loc16</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
</tbody>
</table>
### Table 2–8. Bits Affected by the C Bit (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Affect of or Affect on C</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMP loc16,#16bitSigned</td>
<td>for([loc16] – 16bitSigned) C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>CMPB AX,#8bit</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>CMPL ACC,loc32</td>
<td>for(ACC – [loc32]) C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>CMPL ACC,P &lt;&lt; PM</td>
<td>for(ACC – P &lt;&lt; PM) C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>DEC loc16+</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>DMAC ACC:P,loc32,*XAR7/++</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>IMACL P,loc32,*XAR7/++</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>IMPYAL P,XT,loc32</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>IMPYSL P,XT,loc32</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>INC loc16</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>LSL ACC,1..16</td>
<td>C = ACC(bit(32–shift))</td>
</tr>
<tr>
<td>LSL ACC,T</td>
<td>if(T == 0) C = 0 else C = ACC(bit(32–T))</td>
</tr>
<tr>
<td>LSL AX,1..16</td>
<td>C = AX(bit(16–shift))</td>
</tr>
<tr>
<td>LSL AX,T</td>
<td>if(T == 0) C = 0 else C = AX(bit(16–T))</td>
</tr>
<tr>
<td>LSL64 ACC:P,1..16</td>
<td>C = ACC(bit(32–shift))</td>
</tr>
<tr>
<td>LSL64 ACC:P,T</td>
<td>if(T == 0) C = 0 else C = ACC(bit(32–T))</td>
</tr>
<tr>
<td>LSLL ACC,T</td>
<td>if(T == 0) C = 0 else C = ACC(bit(32–T))</td>
</tr>
<tr>
<td>LSR AX,1..16</td>
<td>C = AX(bit(shift–1))</td>
</tr>
<tr>
<td>LSR AX,T</td>
<td>if(T == 0) C = 0 else C = AX(bit(T–1))</td>
</tr>
<tr>
<td>LSR64 ACC:P,1..16</td>
<td>C = P(bit(shift–1))</td>
</tr>
</tbody>
</table>
### Table 2-8. Bits Affected by the C Bit (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Affect of or Affect on C</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSR64 ACC:P,T</td>
<td>if(T == 0) C = 0 else C = P(bit(T−1))</td>
</tr>
<tr>
<td>LSRL ACC,T</td>
<td>if(T == 0) C = 0 else C = ACC(bit(T−1))</td>
</tr>
<tr>
<td>MAC P,loc16,*XAR7/++</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>MAC P,loc16,0:pma</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>MAX AX,loc16</td>
<td>for(AX − [loc16]) C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>MAXL ACC,loc32</td>
<td>for(ACC − [loc32]) C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>MIN AX,loc16</td>
<td>for(AX − [loc16]) C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>MINL ACC,loc32</td>
<td>for(ACC − [loc32]) C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>MOV loc16,AX,COND</td>
<td>C bit used as test condition</td>
</tr>
<tr>
<td>MOVA T,loc16</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>MOVAD T,loc16</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>MOVB loc16,#8bit,COND</td>
<td>C bit used as test condition</td>
</tr>
<tr>
<td>MOVL loc32,ACC,COND</td>
<td>C bit used as test condition</td>
</tr>
<tr>
<td>MOVS T,loc16</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>MPYA P,loc16,#16bit</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>MPYA P,loc16</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>MPYS P,loc16</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>NEG ACC</td>
<td>if( ACC == 0) C = 1 else C = 0</td>
</tr>
<tr>
<td>NEG AX</td>
<td>if(AX == 0) C = 1 else C = 0</td>
</tr>
<tr>
<td>NEG64 ACC:P</td>
<td>if( ACC:P == 0) C = 1 else C = 0</td>
</tr>
</tbody>
</table>
Table 2–8. Bits Affected by the C Bit  (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Affect of or Affect on C</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEGTC ACC</td>
<td>if(TC == 1)</td>
</tr>
<tr>
<td></td>
<td>if( ACC == 0) C = 1</td>
</tr>
<tr>
<td></td>
<td>else C = 0</td>
</tr>
<tr>
<td>QMACL P,loc32,*XAR7/++</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>QMPSAL P,XT,loc32</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>QMPYSL P,XT,loc32</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>ROL ACC</td>
<td>C &lt;- (ACC &lt;&lt; 1) &lt;- C(before)</td>
</tr>
<tr>
<td>ROR ACC</td>
<td>C(before) -&gt; (ACC &gt;&gt; 1) -&gt; C</td>
</tr>
<tr>
<td>SAT ACC</td>
<td>C = 0</td>
</tr>
<tr>
<td>SAT64 ACC:P</td>
<td>C = 0</td>
</tr>
<tr>
<td>SB 8bitOff,COND</td>
<td>C bit used as test condition</td>
</tr>
<tr>
<td>SBBU ACC,loc16</td>
<td>ACC = ACC - ([loc16] + ~C)</td>
</tr>
<tr>
<td></td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>SETC C</td>
<td>C = 1</td>
</tr>
<tr>
<td>SFR ACC,1..16</td>
<td>C = ACC(bit(shift−1))</td>
</tr>
<tr>
<td>SFR ACC,T</td>
<td>if(T == 0) C = 0</td>
</tr>
<tr>
<td></td>
<td>else C = ACC(bit(T−1))</td>
</tr>
<tr>
<td>SQRA loc16</td>
<td>C = 1 on carry else C = 0</td>
</tr>
<tr>
<td>SQRS loc16</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>SUB ACC,#16bit &lt;&lt; shift</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; shift</td>
<td>if(shift == 16)</td>
</tr>
<tr>
<td></td>
<td>C = 0 on borrow</td>
</tr>
<tr>
<td></td>
<td>if(shift != 16)</td>
</tr>
<tr>
<td></td>
<td>C = 0 on borrow</td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; T</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>SUB AX,loc16</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>SUB loc16,AX</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
<tr>
<td>SUBB ACC,#8bit</td>
<td>C = 0 on borrow else C = 1</td>
</tr>
</tbody>
</table>
Table 2-8. Bits Affected by the C Bit (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Affect of or Affect on C</th>
</tr>
</thead>
</table>
| SUBBL ACC,loc32 | ACC = ACC - ([loc32] + ~C)  
|                 | C = 0 on borrow else C = 1 |
| SUBCU ACC,loc16 | for(ACC - [loc16]<<15)  
|                 | C = 0 on borrow else C = 1 |
| SUBCUL ACC,loc32| for(ACC<<1 + P(31) - [loc32])  
|                 | C = 0 on borrow else C = 1 |
| SUBL ACC,loc32  | C = 0 on borrow else C = 1 |
| SUBL loc32,ACC  | C = 0 on borrow else C = 1 |
| SUBR loc16,AX   | C = 0 on borrow else C = 1 |
| SUBRL loc32,ACC | C = 0 on borrow else C = 1 |
| SUBU ACC,loc16  | C = 0 on borrow else C = 1 |
| SUBUL ACC,loc32 | C = 0 on borrow else C = 1 |
| SUBUL P,loc32   | C = 0 on borrow else C = 1 |
| XB pma,COND     | C bit used as test condition |
| XCALL pma,COND  | C bit used as test condition |
| XMAC P,loc16,*(pma) | C = 1 on carry else C = 0 |
| XMACD P,loc16,*(pma) | C = 1 on carry else C = 0 |
| XRETC COND      | C bit used as test condition |

**TC**

**Bit 2**

**Test/control flag.** This bit shows the result of a test performed by either the TBIT (test bit) instruction or the NORM (normalize) instruction.

The TBIT instruction tests a specified bit. When TBIT is executed, the TC bit is set if the tested bit is 1 or cleared if the tested bit is 0.

When a NORM instruction is executed, TC is modified as follows: If ACC holds 0, TC is set. If ACC does not hold 0, the CPU calculates the exclusive-OR of ACC bits 31 and 30, and then loads TC with the result.

This bit can be individually set and cleared by the SETC TC instruction and CLRC TC instruction, respectively. At reset, TC is cleared.

Table 2–9 lists the instructions that affect the TC bit. See the instruction set in Chapter 6 for a complete description of each instruction.
Table 2–9. *Instructions That Affect the TC Bit*

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Affect on the TC bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABSTC ACC</td>
<td>if (ACC &lt; 0) TC = TC ^ 1</td>
</tr>
<tr>
<td>B 16bitOff,COND</td>
<td>TC bit used as test condition</td>
</tr>
<tr>
<td>BF 16bitOff,COND</td>
<td>TC bit used as test condition</td>
</tr>
<tr>
<td>CLRC TC</td>
<td>TC = 0</td>
</tr>
</tbody>
</table>
| CMPR 0/1/2/3 | TC = 0  
0: if(AR(ARP) == AR0) TC = 1  
1: if(AR(ARP) < AR0) TC = 1  
2: if(AR(ARP) > AR0) TC = 1  
3: if(AR(ARP) != AR0) TC = 1 |
| CSB ACC     | TC = N flag |
| MOV loc16,AX,COND | TC bit used as test condition |
| MOVB loc16,#8bit,COND | TC bit used as test condition |
| MOVL loc32,ACC,COND | TC bit used as test condition |
| NEGTC ACC   | TC bit used as test condition |
| NORM ACC,XARn+/- | if(ACC |= 0) 
TC = ACC(31) ^ ACC(30)  
else  
TC = 1 |
| SB 8bitOff,COND | TC bit used as test condition |
| SBF 8bitOff,TC/NTC | TC bit used as test condition |
| SETC TC     | TC = 1 |
| TBIT loc16,#bit | TC = [loc16(bit)] |
| TBIT loc16,T  | TC = [loc16(15−T)] |
| TCLR loc16,#bit | TC = [loc16(bit)] |
| TSET loc16,#bit | TC = [loc16(bit)] |
| XB pma,COND | TC bit used as test condition |
| XCALL pma,COND | TC bit used as test condition |
| XRETC COND  | TC bit used as test condition |
**Status Register (ST0)**

**OVM**  
**Overflow mode bit.** When ACC accepts the result of an addition or subtraction and the result causes an overflow, OVM determines how the CPU handles the overflow as follows:

- **0** Results overflow normally in ACC. The OVC reflects the overflow (see the description for the OVC on page 2-16).
- **1** ACC is filled with either its most positive or most negative value as follows:
  - If ACC overflows in the positive direction (from 7FFF FFFF₁₆ to 8000 0000₁₆), ACC is then filled with 7FFF FFFF₁₆.
  - If ACC overflows in the negative direction (from 8000 0000₁₆ to 7FFF FFFF₁₆), ACC is then filled with 8000 0000₁₆.

This bit can be individually set and cleared by the SETC OVM instruction and CLRC OVM instruction, respectively. At reset, OVM is cleared.

**SXM**  
**Sign-extension mode bit.** SXM affects the MOV, ADD, and SUB instructions that use a 16-bit value in an operation on the 32-bit accumulator. When the 16-bit value is loaded into (MOV), added to (ADD), or subtracted from (SUB) the accumulator, SXM determines whether the value is sign extended during the operation as follows:

- **0** Sign extension is suppressed. (The value is treated as unsigned.)
- **1** Sign extension is enabled. (The value is treated as signed.)

SXM also determines whether the accumulator is sign extended when it is shifted right by the SFR instruction. SXM does not affect instructions that shift the product register value; all right shifts of the product register value use sign extension.

This bit can be individually set and cleared by the SETC SXM instruction and CLRC SXM instruction, respectively. At reset, SXM is cleared. Table 2-10 lists the instructions that are affected by SXM. See Chapter 6 for more details on instructions.
### Status Register (ST0)

### Table 2–10. Instructions Affected by SXM

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD ACC,#16bit &lt;&lt; shift</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>ADD ACC,loc16 &lt;&lt; shift</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>ADD ACC,loc16 &lt;&lt; T</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>CLRC SXM</td>
<td>SXM = 0</td>
</tr>
<tr>
<td>MOV ACC,#16bit &lt;&lt; shift</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>MOV ACC,loc16 &lt;&lt; shift</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>MOV ACC,loc16 &lt;&lt; T</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>SETC SXM</td>
<td>SXM = 1</td>
</tr>
<tr>
<td>SFR ACC,1..16</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>SFR ACC,T</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>SUB ACC,#16bit &lt;&lt; shift</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; shift</td>
<td>Affected By SXM</td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; T</td>
<td>Affected By SXM</td>
</tr>
</tbody>
</table>
2.4 Status Register ST1

The following figure shows the bit fields of status register ST1. All of these bit fields are modified in the decode 2 phase of the pipeline. Detailed descriptions of these bits follow the figure.

**Figure 2–11. Bit Fields of Status Register 1 (ST1)**

<table>
<thead>
<tr>
<th>15</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARP</td>
<td>XF</td>
<td>M0M1MAP</td>
<td>Reserved</td>
<td>OBJMODE</td>
<td>AMODE</td>
<td></td>
</tr>
<tr>
<td>R/W-000</td>
<td>R/W-0</td>
<td>R-1</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>IDLESTAT</td>
<td>EALLOW</td>
<td>LOOP</td>
<td>SPA</td>
<td>VMAP</td>
<td>PAGE0</td>
<td>DBGM</td>
</tr>
<tr>
<td>R-0</td>
<td>R/W-0</td>
<td>R-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
</tr>
</tbody>
</table>

**ARP**

**Auxiliary register pointer.** This 3-bit field points to the current auxiliary register. This is one of the 32-bit auxiliary registers (XAR0–XAR7). The mapping of ARP values to auxiliary registers is as follows:

<table>
<thead>
<tr>
<th>ARP</th>
<th>Selected Auxiliary Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>XAR0 (selected at reset)</td>
</tr>
<tr>
<td>001</td>
<td>XAR1</td>
</tr>
<tr>
<td>010</td>
<td>XAR2</td>
</tr>
<tr>
<td>011</td>
<td>XAR3</td>
</tr>
<tr>
<td>100</td>
<td>XAR4</td>
</tr>
<tr>
<td>101</td>
<td>XAR5</td>
</tr>
<tr>
<td>110</td>
<td>XAR6</td>
</tr>
<tr>
<td>111</td>
<td>XAR7</td>
</tr>
</tbody>
</table>

**XF**

**XF status bit.** This bit reflects the current state of the XFS output signal, which is compatible to the C2XLP CPU. This bit is set by the “SETC XF” instruction. This bit is cleared by the “CLRC XF” instruction. The pipeline is not flushed when setting or clearing this bit using the given instructions. This bit can be saved and restored by interrupts and when restoring the ST1 register. This bit is set to 0 on reset.

**M0M1MAP**

**M0 and M1 mapping mode bit.** The M0M1MAP bit should always remain set to 1 in the C28x object mode. This is the default value at reset. The M0M1MAP bit may be set low when operating in C27x-compatible mode. The effect of this bit, when low, is to swap the location of blocks M0 and M1 only in program space and to set the stack pointer default reset value to 0x000. C28x mode users should never set this bit to 0.
Status Register ST1

Reserved
Bit 10

Reserved. This bit is reserved. Writes to this bit have no effect.

OBJMODE
Bit 9

Object compatibility mode bit. This mode is used to select between C27x object mode (OBJMODE == 0) and C28x object mode (OBJMODE == 1) compatibility. This bit is set by the “C28OBJ” (or “SETC OBJMODE”) instructions. This bit is cleared by the “C27OBJ” (or “CLRC OBJMODE”) instructions. The pipeline is flushed when setting or clearing this bit using the given instructions. This bit can be saved and restored by interrupts and when restoring the ST1 register. This bit is set to 0 on reset.

AMODE
Bit 8

Address mode bit. This mode, in conjunction with the PAGE0 mode bit, is used to select the appropriate addressing mode decodes. This bit is set by the “LPADDR” (“SETC AMODE”) instructions. This bit is cleared by the “C28ADDR” (or “CLRC AMODE”) instructions. The pipeline is not flushed when setting or clearing this bit using the given instructions. This bit can be saved and restored by interrupts and when restoring the ST1 register. This bit is set to 0 on reset.

Note: Setting PAGE0 = AMODE = 1 will generate an illegal instruction trap ONLY for instructions that decode a memory or register addressing mode field (loc16 or loc32).

IDLESTAT
Bit 7

IDLE status bit. This ready-only bit is set when the IDLE instruction is executed. It is cleared by any one of the following events:

- An interrupt is serviced.
- An interrupt is not serviced but takes the CPU out of the IDLE state.
- A valid instruction enters the instruction register (the register that holds the instruction currently being decoded).
- A device reset occurs.

When the CPU services an interrupt, the current value of IDLESTAT is saved on the stack (when ST1 is saved on the stack), and then IDLESTAT is cleared. Upon return from the interrupt, IDLESTAT is not restored from the stack.

EALLOW
Bit 6

Emulation access enable bit. This bit, when set, enables access to emulation and other protected registers. EALLOW is set by the EALLOW instruction and cleared by the EDIS instruction. You can write to EALLOW by using the POP ST1 instruction or the POP DP:ST1 instruction. See the data sheet for a particular device to determine the registers that are protected.

When the CPU services an interrupt, the current value of EALLOW is saved on the stack (when ST1 is saved on the stack), and then EALLOW is cleared. Therefore, at the start of an interrupt service routine (ISR), access to emulation registers is disabled. If the ISR must access emulation registers, it must include an EALLOW instruction. At the end of the ISR, EALLOW can be restored by the IRET instruction.

LOOP
Bit 5

Loop instruction status bit. LOOP is set when a loop instruction (LOOPNZ or LOOPZ) reaches the decode 2 phase of the pipeline. The loop instruction does not end until a specified condition is met. When the condition is met, LOOP is cleared. LOOP is a read-only bit; it is not affected by any instruction except a loop instruction.
When the CPU services an interrupt, the current value of LOOP is saved on the stack (when ST1 is saved on the stack), and then LOOP is cleared. Upon return from the interrupt, LOOP is not restored from the stack.

**SPA**

*Stack pointer alignment bit.* SPA indicates whether the CPU has previously aligned the stack pointer to an even address by the ASP instruction:

0  The stack pointer has not been aligned to an even address.
1  The stack pointer has been aligned to an even address.

When the ASP (align stack pointer) instruction is executed, if the stack pointer (SP) points to an odd address, SP is incremented by 1 so that it points to an even address, and SPA is set. If SP already points to an even address, SP is not changed, but SPA is cleared. When the NASP (unalign stack pointer) instruction is executed, if SPA is 1, SP is decremented by 1 and SPA is cleared. If SPA is 0, SP is not changed.

At reset, SPA is cleared.

**VMAP**

*Vector map bit.* VMAP determines whether the CPU interrupt vectors (including the reset vector) are mapped to the lowest or highest addresses in program memory:

0  CPU interrupt vectors are mapped to the bottom of program memory, addresses 00 0000₁₆–00 003F₁₆.
1  CPU interrupt vectors are mapped to the top of program memory, addresses 3F FFC0₁₆–3F FFFF₁₆.

On C28x designs, the VMAP bit is set on a reset.

This bit can be individually set and cleared by the SETC VMAP instruction and CLRC VMAP instruction, respectively.

**PAGE0**

*PAGE0 addressing mode configuration bit.* PAGE0 selects between two mutually-exclusive addressing modes: PAGE0 direct addressing mode and PAGE0 stack addressing mode. Selection of the modes is as follows:

0  PAGE0 stack addressing mode
1  PAGE0 direct addressing mode

**Note: Illegal Instruction Trap**

Setting PAGE0 = AMODE = 1 will generate an illegal instruction trap.

PAGE0 = 1 is included for compatibility with the C27x. the recommended operating mode for C28x is PAGE0 = 0.
This bit can be individually set and cleared by the SETC PAGE0 instruction and CLRC PAGE0 instruction, respectively. At reset, the PAGE0 bit is cleared (PAGE0 stack addressing mode is selected).

For details about the above addressing modes, see Chapter 5, Addressing Modes.

**DBGM**

**Bit 1**

**Debug enable mask bit.** When DBGM is set, the emulator cannot access memory or registers in real time. The debugger cannot update its windows. In the real-time emulation mode, if DBGM = 1, the CPU ignores halt requests or hardware breakpoints until DBGM is cleared. DBGM does not prevent the CPU from halting at a software breakpoint. One effect of this may be seen in real-time emulation mode. If you single-step an instruction in real time emulation mode and that instruction sets DBGM, the CPU continues to execute instructions until DBGM is cleared.

When you give the TI debugger the REALTIME command (to enter real-time mode), DBGM is forced to 0. Having DBGM = 0 ensures that DT-DMA's are allowed; memory and register values can be passed to the host processor for updating debugger windows.

Before the CPU executes an interrupt service routine (ISR), it sets DBGM. When DBGM = 1, halt requests from the host processor and hardware breakpoints are ignored. If you want to single-step through or set breakpoints in a non-time-critical ISR, you must add a CLRC DBGM instruction at the beginning of the ISR.

DBGM is primarily used in emulation to block debug events in time-critical portions of program code. DBGM enables or disables debug events as follows:

- 0 Debug events are enabled.
- 1 Debug events are disabled.

When the CPU services an interrupt, the current value of DBGM is saved on the stack (when ST1 is saved on the stack), and then DBGM is set. Upon return from the interrupt, DBGM is restored from the stack.

This bit can be individually set and cleared by the SETC DBGM instruction and CLRC DBGM instruction, respectively. DBGM is also set automatically during interrupt operations. At reset, DBGM is set. Executing the ABORTI (abort interrupt) instruction also sets DBGM.

**INTM**

**Bit 0**

**Interrupt global mask bit.** This bit globally enables or disables all maskable CPU interrupts (those that can be blocked by software):

- 0 Maskable interrupts are globally enabled. To be acknowledged by the CPU, a maskable interrupt must also be locally enabled by the interrupt enable register (IER).
- 1 Maskable interrupts are globally disabled. Even if a maskable interrupt is locally enabled by the IER, it is not acknowledged by the CPU.

INTM has no effect on the nonmaskable interrupts, including a hardware reset or the hardware interrupt NMI. In addition, when the CPU is halted in real-time emulation mode, an interrupt enabled by the IER and the DBGIER will be serviced even if INTM is set to disable maskable interrupts.
When the CPU services an interrupt, the current value of INTM is saved on the stack (when ST1 is saved on the stack), and then INTM is set. Upon return from the interrupt, INTM is restored from the stack.

This bit can be individually set and cleared by the SETC INTM instruction and CLRC INTM instruction, respectively. At reset, INTM is set. The value in INTM does not cause modification to the interrupt flag register (IFR), the interrupt enable register (IER), or the debug interrupt enable register (DBGIER).
2.5 Program Flow

The program control logic and program-address generation logic work together to provide proper program flow. Normally, the flow of a program is sequential: the CPU executes instructions at consecutive program-memory addresses. At times, a discontinuity is required; that is, a program must branch to a nonsequential address and then execute instructions sequentially at that new location. For this purpose, the '28x supports interrupts, branches, calls, returns, and repeats.

Proper program flow also requires smooth flow at the instruction level. To meet this need, the '28x has a protected pipeline and an instruction-fetch mechanism that attempts to keep the pipeline full.

2.5.1 Interrupts

Interrupts are hardware- or software-driven events that cause the CPU to suspend its current program sequence and execute a subroutine called an interrupt service routine. Interrupts are described in detail in Chapter 3.

2.5.2 Branches, Calls, and Returns

Branches, calls, and returns break the sequential flow of instructions by transferring control to another location in program memory. A branch only transfers control to the new location. A call also saves the return address (the address of the instruction following the call). Called subroutines or interrupt service routines are each concluded with a return instruction, which takes the return address from the stack or from XAR7 or RPC and places it into the program counter (PC).

The following branch instructions are conditional: B, BANZ, BAR, BF, SB, SBF, XBANZ, XCALL, and XRETC. They are executed only if a certain specified or predefined condition is met. For detailed descriptions of these instructions, see Chapter 5, Assembly Language Instructions.

2.5.3 Repeating a Single Instruction

The repeat (RPT) instruction allows the execution of a single instruction \((N + 1)\) times, where \(N\) is specified as an operand of the RPT instruction. The instruction is executed once and then repeated \(N\) times. When RPT is executed, the repeat counter (RPTC) is loaded with \(N\). RPTC is then decremented every time the repeated instruction is executed, until RPTC equals 0. For a description of RPT and a list of repeatable instructions, see Chapter 5, Assembly Language Instructions.
2.5.4 Instruction Pipeline

Each instruction passes through eight independent phases that form an instruction pipeline. At any given time, up to eight instructions may be active, each in a different phase of completion. Not all reads and writes happen in the same phases, but a pipeline-protection mechanism stalls instructions as needed to ensure that reads and writes to the same location happen in the order in which they are programmed.

To maximize pipeline efficiency, an instruction-fetch mechanism attempts to keep the pipeline full. Its role is to fill an instruction-fetch queue, which holds instructions in preparation for decoding and execution. The instruction-fetch mechanism fetches 32-bits at a time from program memory; it fetches one 32-bit instruction or two 16-bit instructions.

The instruction-fetch mechanism uses three program-address counters: the program counter (PC), the instruction counter (IC), and the fetch counter (FC). When the pipeline is full the PC will always point to the instruction in its decode 2 pipeline phase. The IC points to the next instruction to be processed. When the PC points to a 1-word instruction, IC = (PC+1); when the PC points to a 2-word instruction, IC = (PC+2). The value in the FC is the address from which the next fetch is to be made.

The pipeline and the instruction-fetch mechanism are described in more detail in Chapter 4, Pipeline.
2.6 Multiply Operations

The C28x features a hardware multiplier that can perform 16-bit X 16-bit or 32-bit X 32-bit fixed-point multiplication. This functionality is enhanced by 16-bit X 16-bit multiply and accumulate (MAC), 32 X 32 MAC, and 16-bit X 16-bit dual MAC (DMAC) instructions. This section describes the components involved in each type of multiplication.

2.6.1 16-bit X 16-bit Multiplication

The C28x multiplier can perform a 16-bit X 16-bit multiplication to produce a signed or unsigned 32-bit product. Figure 2–12 shows the CPU components involved in this multiplication.

The multiplier accepts two 16-bit inputs:

- One input is from the upper 16 bits of the multiplicand register (T). Most 16 X 16 multiplication instructions require that you load T from a data-memory location or a register before you execute the instruction. However, the MAC and some versions of the MPY and MPYA instructions load T for you before the multiplication.

- The other input is from one of the following:
  - A data-memory location or a register (depending on which you specify in the multiply instruction).
  - An instruction opcode. Some C28x multiply instructions allow you to include a constant as an operation.

After the value has been multiplied by the second value, the 32-bit result is stored in one of two places, depending on the particular multiply instruction: the 32-bit product register (P) or the 32-bit accumulator (ACC).

One special 16-bit X 16-bit multiplication instruction takes two 32-bit input values as its operands. This instruction is the 16 X 16 DMAC instruction, which performs dual 16 X 16 MAC operations in one instruction. In this case, the ACC contains the result of multiplying and adding the upper word of the 32-bit operands. The P register contains the result of multiplying and adding the results of the lower word of the 32-bit operands.
2.6.2 32-Bit X 32-Bit Multiplication

The C28x multiplier can also perform 32-bit by 32-bit multiplication. Figure 2–13 shows the CPU components involved in this multiplication. In this case, the multiplier accepts two 32-bit inputs:

- The first input is from one of the following:
  - A program memory location. Some C28x 32 X 32 multiply MAC-type instructions such as IMACL and QMACL take one data value directly from memory using the program-address bus.
  - The 32-bit multiplicand register (XT). Most 32 X 32-bit multiplication instructions require that you load XT from data memory or a register before you execute the instruction.

- A data-memory location or a register (depending on which you specify in the multiply instruction).

After the two values have been multiplied, 32 bits of the 64-bit result are stored in the product register (P). You can control which half is stored (upper 32 bits or lower 32 Bits) and whether the multiplication is signed or unsigned by the instruction used.
If you need support for larger data values, the 32 X 32 multiplication instructions can be combined to implement 32 X 32 = 64-bit or 64 X 64 = 128-bit math.

*Figure 2-13. Conceptual Diagram of Components Involved in 32 X 32-Bit Multiplication*
### 2.7 Shift Operations

The shifter holds 64 bits and accepts either a 16-bit, 32-bit, or 64-bit input value. When the input value has 16 bits, the value is loaded into the 16 least significant bits (LSBs) of the shifter. When the input value has 32 bits, the value is loaded into the 32 LSBs of the shifter. Depending on the instruction that uses the shifter, the output of the shifter may be all of its 64 bits or just its 16 LSBs.

When a value is shifted right by an amount N, the N LSBs of the value are lost and the bits to the left of the value are filled with all 0s or all 1s. If sign extension is specified, the bits to the left are filled with copies of the sign bit. If sign extension is not specified, the bits to the left are filled with 0s, or zero filled.

When a value is shifted left by an amount N, the bits to the right of the shifted value are zero filled. If the value has 16 bits and sign extension is specified, the bits to the left are filled with copies of the sign bit. If the value has 16 bits and sign extension is not specified, the bits to the left are zero filled. If the value has 32 bits, the N MSBs of the value are lost, and sign extension is irrelevant.

Table 2–11 lists the instructions that use the shifter and provides an illustration of the corresponding shifter operation. The table uses the following graphical symbols:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Shift left" /></td>
<td>This symbol represents the 32-bit shifter. The text inside the box indicates the direction of the shift.</td>
</tr>
<tr>
<td><img src="image" alt="0" /></td>
<td>This symbol indicates zero filling.</td>
</tr>
<tr>
<td><img src="image" alt="Sign" /></td>
<td>This symbol indicates sign extending.</td>
</tr>
<tr>
<td><img src="image" alt="SXM" /></td>
<td>This symbol indicates that the MSBs of the shifter depend on the sign-extension mode bit (SXM). If SXM = 0, the MSBs are zero filled after the shift. If SXM = 1, the MSBs are filled with the sign of the shifted value.</td>
</tr>
<tr>
<td><img src="image" alt="0/Sign" /></td>
<td>This symbol indicates the carry bit (C).</td>
</tr>
</tbody>
</table>

For explanations of the instruction syntaxes listed in Table 2–11, see Chapter 6, *Assembly Language Instructions*. 
### Shift Operations

**Table 2–11. Shift Operations**

<table>
<thead>
<tr>
<th>Operation Type</th>
<th>Illustration</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Left shift of 16-bit value for ACC operation.</strong> Syntaxes:</td>
<td><img src="" alt="Diagram" /></td>
</tr>
<tr>
<td>ADD ACC, loc16 &lt;&lt;0...16</td>
<td></td>
</tr>
<tr>
<td>ADD ACC, #16Bit &lt;&lt;0...15</td>
<td></td>
</tr>
<tr>
<td>ADD ACC, loc16 &lt;&lt;T</td>
<td></td>
</tr>
<tr>
<td>SUB ACC, loc16 &lt;&lt;0...16</td>
<td></td>
</tr>
<tr>
<td>SUB ACC, #16Bit &lt;&lt;0...15</td>
<td></td>
</tr>
<tr>
<td>SUB ACC, loc16 &lt;&lt;T</td>
<td></td>
</tr>
<tr>
<td>MOV ACC, loc16 &lt;&lt;0...16</td>
<td></td>
</tr>
<tr>
<td>MOV ACC, #16Bit &lt;&lt;0...15</td>
<td></td>
</tr>
<tr>
<td>MOV ACC, loc16, &lt;&lt;T</td>
<td></td>
</tr>
</tbody>
</table>

**Store 16 LSBs of left-shifted ACC.** Syntax:  
MOV loc16, ACC <<1...8

**Store 16 MSBs of left-shifted ACC.** Syntax:  
MOVH loc16, ACC <<1...8  
Note: This instruction performs a single right shift by (16–shift1), where shift1 is a value from 0 to 8.

**Logical left shift of ACC.** The last bit to be shifted out fills the carry bit (C). Syntaxes:  
LSL ACC, 1...16  
LSL ACC, T (shift = T(3:0))  
LSL ACC, T (shift = T(4:0))  
Note: If T(3:0) = 0 or T(4:0) = 0, indicating a shift of 0, C is cleared.
### Shift Operations

<table>
<thead>
<tr>
<th>Operation Type</th>
<th>Illustration</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Logical left shift of AH or AL.</strong> The last bit to be shifted out fills the carry bit (C). Syntaxes:</td>
<td></td>
</tr>
<tr>
<td><strong>LSL AX, 1…16</strong></td>
<td></td>
</tr>
<tr>
<td><strong>LSL AX, T (shift = T(3:0))</strong> Note: If T(3:0) = 0, indicating a shift of 0, C is cleared.</td>
<td></td>
</tr>
</tbody>
</table>

| **Right shift of ACC.** If SXM = 0, a logical shift is performed. If SXM = 1, an arithmetic shift is performed. The last bit to be shifted out fills the carry bit (C). Syntaxes: |
| **SFR ACC, 1…16** |
| **SFR ACC, T** Note: If T(3:0) = 0, indicating a shift of 0, C is cleared. |

| **Logical right shift of AH or AL.** The last bit to be shifted out fills the carry bit (C). Syntaxes: |
| **LSR AX, shift** |
| **LSR AX, T (shift = T(3:0))** |
| **ARLACC, T (shift = T(4:0))** Note: If T(4:0) = 0, indicating a shift of 0, C is cleared. |

| **Arithmetic right shift of AH or AL.** The last bit to be shifted out fills the carry bit (C). Syntaxes: |
| **ASR AX, shift** |
| **ASR AX, T** Note: If T(4:0) = 0, indicating a shift of 0, C is cleared. |

| **Rotate ACC left by 1 bit.** Bit 31 of ACC fills the carry bit (C). C fills bit 0 of ACC. Syntax: |
| **ROL ACC** |

---

2-46
### Shift Operations (Continued)

<table>
<thead>
<tr>
<th>Operation Type</th>
<th>Illustration</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rotate ACC right by 1 bit.</strong> Bit 0 of ACC fills the carry bit (C). C fills bit 31 of ACC.</td>
<td><img src="image" alt="Rotate right" /></td>
</tr>
<tr>
<td>Syntax: ROR ACC</td>
<td>32 bits to ACC</td>
</tr>
</tbody>
</table>

| **Logical right shift of ACC:P.** | ![Shift right](image) |
| Syntaxes: LSR64 ACC:P, 1...16, LSR64, ACC:P, T shift = T(5:0) | 64 bits to ACC:P |

| **Logical left shift of ACC:P.** | ![Shift left](image) |
| Syntaxes: LSL64 ACC:P, 1...16, LSL64, ACC:P, T shift = T(5:0) | 64 bits to ACC:P |

| **Arithmetic right shift of ACC:P.** | ![Shift right](image) |
| Syntaxes: ASR64 ACC:P, 1...16, ASR64, ACC:P, T shift = T(5:0) | 64 bits to ACC:P |

| **Conditional shift of ACC by 1 bit.** | ![Shift left](image) |
| Syntaxes: NORM ACC, aux++, NORM ACC, aux-- SUBCU ACC, loc | 32 bits to ACC |
**Table 2–11. Shift Operations (Continued)**

<table>
<thead>
<tr>
<th>Operation Type</th>
<th>Illustration</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Shift of P as per PM bits.</strong> Syntaxes:</td>
<td>For PM = 0:</td>
</tr>
<tr>
<td>ADD ACC, P</td>
<td><img src="chart1" alt="Diagram for PM = 0" /></td>
</tr>
<tr>
<td>SUB ACC, P</td>
<td>32 bits to ALU</td>
</tr>
<tr>
<td>CMP ACC, P</td>
<td></td>
</tr>
<tr>
<td>MAC P, loc, 0;pmem</td>
<td></td>
</tr>
<tr>
<td>MOV ACC, P</td>
<td></td>
</tr>
<tr>
<td>MOVA T, loc</td>
<td></td>
</tr>
<tr>
<td>MOV P, T, loc</td>
<td></td>
</tr>
<tr>
<td>MOVSP T, loc</td>
<td></td>
</tr>
<tr>
<td>MPYA P, loc, #16BitSigned</td>
<td></td>
</tr>
<tr>
<td>MPYA P, T, loc</td>
<td></td>
</tr>
<tr>
<td>MPYS P, T, loc</td>
<td></td>
</tr>
</tbody>
</table>

For PM = 1: No shift

For PM from 2–7:

![Diagram for PM from 2–7](chart2)

32 bits to ALU
### Table 2-11. Shift Operations (Continued)

<table>
<thead>
<tr>
<th>Operation Type</th>
<th>Illustration</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Store 16 LSBs of shifted P.</strong> P is shifted as per the PM bits. The 16 LSBs of shifter are stored. Syntax:</td>
<td>![Illustration of Store 16 LSBs of shifted P]</td>
</tr>
<tr>
<td>MOV loc16, P</td>
<td>For PM = 0:</td>
</tr>
<tr>
<td></td>
<td>Discard</td>
</tr>
<tr>
<td></td>
<td>16 LSBs to ALU</td>
</tr>
<tr>
<td>For PM = 1: No shift</td>
<td></td>
</tr>
<tr>
<td>For PM from 2–7:</td>
<td>P</td>
</tr>
<tr>
<td></td>
<td>16 LSBs to ALU</td>
</tr>
<tr>
<td><strong>Store 16 MSBs of shifted P.</strong> P is shifted as per the PM bits. The result is shifted right by 16 so that its 16 MSBs are in the 16 LSBs of the shifter. 16 LSBs of shifter are stored. Syntax: MOVH loc16, P</td>
<td>![Illustration of Store 16 MSBs of shifted P]</td>
</tr>
<tr>
<td>For PM = 0:</td>
<td>P</td>
</tr>
<tr>
<td></td>
<td>2) Shift right by 16</td>
</tr>
<tr>
<td></td>
<td>16 LSBs to ALU</td>
</tr>
<tr>
<td>For PM = 1: No shift</td>
<td></td>
</tr>
<tr>
<td>For PM from 2–7:</td>
<td>P</td>
</tr>
<tr>
<td></td>
<td>2) Shift right by 16</td>
</tr>
<tr>
<td></td>
<td>16 LSBs to ALU</td>
</tr>
</tbody>
</table>
This chapter describes the available CPU interrupts and how they are handled by the CPU. It also explains how to control those interrupts that can be controlled through software. Finally, it describes how a hardware reset affects the CPU.

**Chapter 3**

CPU Interrupts and Reset

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<tr>
<td>3.2 CPU Interrupt Vectors and Priorities</td>
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<td>3.4 Standard Operation for Maskable Interrupts</td>
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<td>3.5 Nonmaskable Interrupts</td>
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</tr>
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<td>3.6 Illegal-Instruction Trap</td>
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<tr>
<td>3.7 Hardware Reset (RS)</td>
<td>3-23</td>
</tr>
</tbody>
</table>
3.1 CPU Interrupts Overview

Interrupts are hardware- or software-driven signals that cause the C28x to suspend its current program sequence and execute a subroutine. Typically, interrupts are generated by peripherals or hardware devices that need to give data to or take data from the C28x (for example, A/D and D/A converters and other processors). Interrupts can also signal that a particular event has taken place (for example, a timer has finished counting).

On the C28x, interrupts can be triggered by software (the INTR, OR IFR, or TRAP instruction) or by hardware (a pin, an external peripheral, or on-chip peripheral/logic). If hardware interrupts are triggered at the same time, the C28x services them according to a set priority ranking. Each of the C28x interrupts, whether hardware or software, can be placed in one of the following two categories:

- **Maskable interrupts.** These are interrupts that can be blocked (masked) or enabled (unmasked) through software.

- **Nonmaskable interrupts.** These interrupts cannot be blocked. The C28x will immediately approve this type of interrupt and branch to the corresponding subroutine. All software-initiated interrupts are in this category.

The C28x handles interrupts in four main phases:

1) **Receive the interrupt request.** Suspension of the current program sequence must be requested by a software interrupt (from program code) or a hardware interrupt (from a pin or an on-chip device).

2) **Approve the interrupt.** The C28x must approve the interrupt request. If the interrupt is maskable, certain conditions must be met in order for the C28x to approve it. For nonmaskable hardware interrupts and for software interrupts, approval is immediate.

3) **Prepare for the interrupt service routine and save register values.** The main tasks performed in this phase are:

   - Complete execution of the current instruction and flush from the pipeline any instructions that have not reached the decode 2 phase.

   - Automatically save most of the current program context by saving the following registers to the stack: ST0, T, AL, AH, PL, PH, AR0, AR1, DP, ST1, DBGSTAT, PC, and IER.

   - Fetch the interrupt vector and load it into the program counter (PC).

4) **Execute the interrupt service routine.** The C28x branches to its corresponding subroutine called an interrupt service routine (ISR). The C28x
branches to the address (vector) you store at a predetermined vector location and executes the ISR you have written.
3.2 CPU Interrupt Vectors and Priorities

The C28x supports 32 CPU interrupt vectors, including the reset vector. Each vector is a 22-bit address that is the start address for the corresponding interrupt service routine (ISR). Each vector is stored in 32 bits at two consecutive addresses. The location at the lower address holds the 16 least significant bits (LSBs) of the vector. The location at the higher address holds the 6 most significant bits (MSBs) right-justified. When an interrupt is approved, the 22-bit vector is fetched, and the 10 MSBs at the higher address are ignored.

Table 3–1 lists the available interrupt vectors and their locations. The addresses are shown in hexadecimal form. The table also shows the priority of each of the hardware interrupts.

Table 3–1. Interrupt Vectors and Priorities

<table>
<thead>
<tr>
<th>Vector</th>
<th>Absolute Address (hexadecimal)</th>
<th>Hardware Priority</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>VMAP = 0</td>
<td>VMAP = 1</td>
<td></td>
</tr>
<tr>
<td>RESET</td>
<td>00 0000</td>
<td>3F FFC0</td>
<td>1 (highest)</td>
</tr>
<tr>
<td>INT1</td>
<td>00 0002</td>
<td>3F FFC2</td>
<td>5</td>
</tr>
<tr>
<td>INT2</td>
<td>00 0004</td>
<td>3F FFC4</td>
<td>6</td>
</tr>
<tr>
<td>INT3</td>
<td>00 0006</td>
<td>3F FFC6</td>
<td>7</td>
</tr>
<tr>
<td>INT4</td>
<td>00 0008</td>
<td>3F FFC8</td>
<td>8</td>
</tr>
<tr>
<td>INT5</td>
<td>00 000A</td>
<td>3F FFCA</td>
<td>9</td>
</tr>
<tr>
<td>INT6</td>
<td>00 000C</td>
<td>3F FFCC</td>
<td>10</td>
</tr>
<tr>
<td>INT7</td>
<td>00 000E</td>
<td>3F FFCE</td>
<td>11</td>
</tr>
<tr>
<td>INT8</td>
<td>00 0010</td>
<td>3F FFD0</td>
<td>12</td>
</tr>
<tr>
<td>INT9</td>
<td>00 0012</td>
<td>3F FFD2</td>
<td>13</td>
</tr>
<tr>
<td>INT10</td>
<td>00 0014</td>
<td>3F FFD4</td>
<td>14</td>
</tr>
<tr>
<td>INT11</td>
<td>00 0016</td>
<td>3F FFD6</td>
<td>15</td>
</tr>
<tr>
<td>INT12</td>
<td>00 0018</td>
<td>3F FFD8</td>
<td>16</td>
</tr>
<tr>
<td>INT13</td>
<td>00 001A</td>
<td>3F FFDA</td>
<td>17</td>
</tr>
<tr>
<td>INT14</td>
<td>00 001C</td>
<td>3F FFDC</td>
<td>18</td>
</tr>
<tr>
<td>DLOGINT†</td>
<td>00 001E</td>
<td>3F FFDE</td>
<td>19 (lowest)</td>
</tr>
</tbody>
</table>

† Interrupts DLOGINT and RTOSINT are generated by the emulation logic internal to the CPU.
Table 3–1. Interrupt Vectors and Priorities (Continued)

<table>
<thead>
<tr>
<th>Vector</th>
<th>Absolute Address (hexadecimal)</th>
<th>VMAP = 0</th>
<th>VMAP = 1</th>
<th>Hardware Priority</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RTOSINT†</td>
<td>00 0020</td>
<td>3F FFE0</td>
<td></td>
<td>4</td>
<td>Maskable real-time operating system interrupt</td>
</tr>
<tr>
<td>Reserved</td>
<td>00 0022</td>
<td>3F FFE2</td>
<td></td>
<td>2</td>
<td>Reserved</td>
</tr>
<tr>
<td>NMI</td>
<td>00 0024</td>
<td>3F FFE4</td>
<td></td>
<td>3</td>
<td>Nonmaskable interrupt</td>
</tr>
<tr>
<td>ILLEGAL</td>
<td>00 0026</td>
<td>3F FFE6</td>
<td></td>
<td>–</td>
<td>Illegal-instruction trap</td>
</tr>
<tr>
<td>USER1</td>
<td>00 0028</td>
<td>3F FFE8</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER2</td>
<td>00 002A</td>
<td>3F FFEA</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER3</td>
<td>00 002C</td>
<td>3F FFEC</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER4</td>
<td>00 002E</td>
<td>3F FFEE</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER5</td>
<td>00 0030</td>
<td>3F FFF0</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER6</td>
<td>00 0032</td>
<td>3F FFF2</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER7</td>
<td>00 0034</td>
<td>3F FFF4</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER8</td>
<td>00 0036</td>
<td>3F FFF6</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER9</td>
<td>00 0038</td>
<td>3F FFF8</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER10</td>
<td>00 003A</td>
<td>3F FFFA</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER11</td>
<td>00 003C</td>
<td>3F FFFC</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
<tr>
<td>USER12</td>
<td>00 003E</td>
<td>3F FFFE</td>
<td></td>
<td>–</td>
<td>User-defined software interrupt</td>
</tr>
</tbody>
</table>

† Interrupts DLOGINT and RTOSINT are generated by the emulation logic internal to the CPU.

The vector table can be mapped to the top or bottom of program space, depending on the value of the vector map bit (VMAP) in status register ST1. (ST1 is described in section 2.4 on page 2-34.) If the VMAP bit is 0, the vectors are mapped beginning at address 00 000016. If the VMAP bit is 1, the vectors are mapped beginning at address 3F FFC016. Table 3–1 lists the absolute addresses for VMAP = 0 and VMAP = 1.

The VMAP bit can be set by the SETC VMAP instruction and cleared by the CLRC VMAP instruction. The reset value of VMAP is 1.
3.3 Maskable Interrupts: INT1–INT14, DLOGINT, and RTOSINT

INT1–INT14 are 14 general-purpose interrupts. DLOGINT (the data log interrupt) and RTOSINT (the real-time operating system interrupt) are available for emulation purposes. These interrupts are supported by three dedicated registers: the interrupt flag register (IFR), the interrupt enable register (IER), and the debug interrupt enable register (DBGIER).

The 16-bit IFR contains flag bits that indicate which of the corresponding interrupts are pending (waiting for approval from the CPU). The external input lines INT1–INT14 are sampled at every CPU clock cycle. If an interrupt signal is recognized, the corresponding bit in the IFR is set and latched. For DLOGINT or RTOSINT, a signal sent by the CPU’s on-chip analysis logic causes the corresponding flag bit to be set and latched. You can set one or more of the IFR bits at the same time by using the OR IFR instruction. More details about the IFR are given in section 3.3.1. The on-chip analysis resources are introduced in Chapter 7.

The interrupt enable register (IER) and the debug interrupt enable register (DBGIER) each contain bits for individually enabling or disabling the maskable interrupts. To enable one of the interrupts in the IER, you set the corresponding bit in the IER; to enable the same interrupt in the DBGIER, you set the corresponding bit in the DBGIER. The DBGIER indicates which interrupts can be serviced when the CPU is in the real-time emulation mode. The IER and the DBGIER are discussed more in section 3.3.2. Real-time mode is discussed in section 7.4.2 on page 7-9.

The maskable interrupts also share bit 0 in status register ST1. This bit, the interrupt global mask bit (INTM), is used to globally enable or globally disable these interrupts. When INTM = 0, these interrupts are globally enabled. When INTM = 1, these interrupts are globally disabled. You can set and clear INTM with the SETC INTM and CLRc INTM instructions, respectively. ST1 is described in section 2.4 on page 2-34.

After a flag has been latched in the IFR, the corresponding interrupt is not serviced until it is appropriately enabled by two of the following: the IER, the DBGIER, and the INTM bit. As shown in Table 3–2, the requirements for enabling the maskable interrupts depend on the interrupt-handling process used. In the standard process, which occurs in most circumstances, the DBGIER is ignored. When the C28x is in real-time emulation mode and the CPU is halted, a different process is used. In this special case, the DBGIER is used and the INTM bit is ignored. (If the DSP is in real-time mode and the CPU is running, the standard interrupt-handling process applies.)
Once an interrupt has been requested and properly enabled, the CPU prepares for and then executes the corresponding interrupt service routine. For a detailed description of this process, see section 3.4.

Table 3–2. Requirements for Enabling a Maskable Interrupt

<table>
<thead>
<tr>
<th>Interrupt- Handling Process</th>
<th>Interrupt Enabled If …</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard</td>
<td>INTM = 0 and bit in IER is 1</td>
</tr>
<tr>
<td>DSP in real-time mode and CPU halted</td>
<td>Bit in IER is 1 and bit in DBGIER is 1</td>
</tr>
</tbody>
</table>

As an example of varying interrupt-enable requirements, suppose you want interrupt INT5 enabled. This corresponds to bit 4 in the IER and bit 4 in the DBGIER. Usually, INT5 is enabled if INTM = 0 and IER(4) = 1. In real-time emulation mode with the CPU halted, INT5 is enabled if IER(4) = 1 and DBGIER(4) = 1.

3.3.1 Interrupt Flag Register (IFR)

Figure 3–1 shows the IFR. If a maskable interrupt is pending (waiting for approval from the CPU), the corresponding IFR bit is 1; otherwise, the IFR bit is 0. To identify pending interrupts, use the PUSH IFR instruction and then test the value on the stack. Use the OR IFR instruction to set IFR bits, and use the AND IFR instruction to clear pending interrupts. When a hardware interrupt is serviced, or when an INTR instruction is executed, the corresponding IFR bit is cleared. All pending interrupts are cleared by the AND IFR, #0 instruction or by a hardware reset.

Notes:
When an interrupt is requested by the TRAP instruction, if the corresponding IFR bit is set, the CPU does not clear it automatically. If an application requires that the IFR bit be cleared, the bit must be cleared in the interrupt service routine.

Figure 3–1. Interrupt Flag Register (IFR)
Bits 15 and 14 of the IFR correspond to the interrupts RTOSINT and DLOGINT:

<table>
<thead>
<tr>
<th>RTOSINT</th>
<th>Real-time operating system interrupt flag</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 15</td>
<td>RTOSINT = 0 RTOSINT is not pending.</td>
</tr>
<tr>
<td>RTOSINT = 1 RTOSINT is pending.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DLOGINT</th>
<th>Data log interrupt flag</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 14</td>
<td>DLOGINT = 0 DLOGINT is not pending.</td>
</tr>
<tr>
<td>DLOGINT = 1 DLOGINT is pending.</td>
<td></td>
</tr>
</tbody>
</table>

For bits INT1–INT14, the following general description applies:

<table>
<thead>
<tr>
<th>INTx</th>
<th>Interrupt x flag (x = 1, 2, 3, ..., or 14)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit (x−1)</td>
<td>INTx = 0 INTx is not pending.</td>
</tr>
<tr>
<td>INTx = 1 INTx is pending.</td>
<td></td>
</tr>
</tbody>
</table>

### 3.3.2 Interrupt Enable Register (IER) and Debug Interrupt Enable Register (DBGIER)

Figure 3–2 shows the IER. To enable an interrupt, set its corresponding bit to 1. To disable an interrupt, clear its corresponding bit to 0. Two syntaxes of the MOV instruction allow you to read from the IER and write to the IER. In addition, the OR IER instruction enables you to set IER bits, and the AND IER instruction enables you to clear IER bits. When a hardware interrupt is serviced, or when an INTR instruction is executed, the corresponding IER bit is cleared. At reset, all the IER bits are cleared to 0, disabling all the corresponding interrupts.

**Note:**

When an interrupt is requested by the TRAP instruction, if the corresponding IER bit is set, the CPU does not clear it automatically. If an application requires that the IER bit be cleared, the bit must be cleared in the interrupt service routine.
### Interrupt Enable Register (IER)

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>RTOSINT</td>
<td>INT14</td>
<td>INT13</td>
<td>INT12</td>
<td>INT11</td>
<td>INT10</td>
<td>INT9</td>
<td>INT8</td>
</tr>
<tr>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
</tr>
<tr>
<td>INT7</td>
<td>INT6</td>
<td>INT5</td>
<td>INT4</td>
<td>INT3</td>
<td>INT2</td>
<td>INT1</td>
<td></td>
</tr>
<tr>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
</tr>
</tbody>
</table>

**Note:** R = Read access; W = Write access; value following dash (−) is value after reset.

---

When using the AND IER and OR IER instructions, make sure that they do not modify the state of bit 15 (RTOSINT) unless a real-time operating system is present.

Bits 15 and 14 of the IER enable or disable the interrupts RTOSINT and DLOGINT:

- **RTOSINT** Real-time operating system interrupt enable bit
  - Bit 15: RTOSINT = 0 RTOSINT is disabled.
  - RTOSINT = 1 RTOSINT is enabled.

- **DLOGINT** Data log interrupt enable bit
  - Bit 14: DLOGINT = 0 DLOGINT is disabled.
  - DLOGINT = 1 DLOGINT is enabled.

For bits INT1–INT14, the following general description applies:

- **INTx** Interrupt x enable bit (x = 1, 2, 3, ..., or 14)
  - Bit (x−1): INTx = 0 INTx is disabled.
  - INTx = 1 INTx is enabled.

Figure 3–3 shows the DBGIER, which is used only when the CPU is halted in real-time emulation mode. An interrupt enabled in the DBGIER is defined as a *time-critical interrupt*. When the CPU is halted in real-time mode, the only interrupts that are serviced are time-critical interrupts that are also enabled in the IER. If the CPU is running in real-time emulation mode, the standard interrupt-handling process is used and the DBGIER is ignored.
As with the IER, you can read the DBGIER to identify enabled or disabled interrupts and write to the DBGIER to enable or disable interrupts. To enable an interrupt, set its corresponding bit to 1. To disable an interrupt, set its corresponding bit to 0. Use the PUSH DBGIER instruction to read from the DBGIER and the POP DBGIER instruction to write to the DBGIER. At reset, all the DBGIER bits are set to 0.

**Figure 3–3. Debug Interrupt Enable Register (DBGIER)**

<table>
<thead>
<tr>
<th></th>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>RTOSINT</td>
<td>R/W-0</td>
<td>DLOGINT</td>
<td>R/W-0</td>
<td>INT14</td>
<td>R/W-0</td>
<td>INT13</td>
<td>R/W-0</td>
<td>INT12</td>
</tr>
<tr>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>INT8</td>
<td>INT7</td>
<td>INT6</td>
<td>INT5</td>
<td>INT4</td>
<td>INT3</td>
<td>INT2</td>
<td>INT1</td>
<td></td>
</tr>
<tr>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td>R/W-0</td>
<td></td>
</tr>
</tbody>
</table>

**Note:**  
R = Read access; W = Write access; value following dash (-) is value after reset.

Bits 15 and 14 of the DBGIER enable or disable the interrupts RTOSINT and DLOGINT:

**RTOSINT**  
Real-time operating system interrupt debug enable bit

- Bit 15  
  RTOSINT = 0  RTOSINT is disabled.
  RTOSINT = 1  RTOSINT is enabled.

**DLOGINT**  
Data log interrupt debug enable bit

- Bit 14  
  DLOGINT = 0  DLOGINT is disabled.
  DLOGINT = 1  DLOGINT is enabled.

For bits INT1–INT14, the following general description applies:

**INTx**  
Interrupt x debug enable bit (x = 1, 2, 3, ..., or 14)

- Bit (x–1)  
  INTx = 0  INTx is disabled.
  INTx = 1  INTx is enabled.
3.4 Standard Operation for Maskable Interrupts

The flow chart in Figure 3–4 shows the standard process for handling interrupts. Section 7.4.2 on page 7-9 contains information on handling interrupts when the DSP is in real-time mode and the CPU is halted. When more than one interrupt is requested at the same time, the C28x services them one after another according to their set priority ranking. See the priorities in Table 3–1 on page 3-4.

Figure 3–4 is not meant to be an exact representation of how an interrupt is handled. It is a conceptual model of the important events.
Figure 3–4. Standard Operation for CPU Maskable Interrupts

1. Interrupt request sent to CPU
2. Set corresponding IFR flag bit.
3. Interrupt enabled by INTM bit?
   - Yes: Clear corresponding IFR bit.
   - No: Interrupt enabled in IER?
     - Yes: Clear corresponding IFR bit.
     - No: Increment and temporarily store PC.
4. Fetch interrupt vector.
5. Increment SP by 1.
6. Perform automatic context save.
7. Clear corresponding IER bit.
8. Set INTM and DBGM. Clear LOOP, EALLOW, and IDLESTAT.
9. Load PC with fetched vector.
10. Execute interrupt service routine.
11. Program continues

This sequence protected from interrupts
What following list explains the steps shown in Figure 3–4:

1) **Interrupt request sent to CPU.** One of the following events occurs:
   - One of the pins INT1–INT14 is driven low.
   - The CPU emulation logic sends to the CPU a signal for DLOGINT or RTOSINT.
   - One of the interrupts INT1–INT14, DLOGINT, and RTOSINT is initiated by way of the OR IFR instruction.

2) **Set corresponding IFR flag bit.** When the CPU detects a valid interrupt in step 1, it sets and latches the corresponding flag in the interrupt flag register (IFR). This flag stays latched even if the interrupt is not approved by the CPU in step 3. The IFR is explained in detail in section 3.3.1.

3) **Interrupt enabled in IER? Interrupt enabled by INTM bit?** The CPU approves the interrupt only if the following conditions are true:
   - The corresponding bit in the IER is 1.
   - The INTM bit in ST1 is 0.
   Once an interrupt has been enabled and then approved by the CPU, no other interrupts can be serviced until the CPU has begun executing the interrupt service routine for the approved interrupt (step 13). The IER is described in section 3.3.2. ST1 is described in section 2.4 on page 2-34.

4) **Clear corresponding IFR bit.** Immediately after the interrupt is approved, its IFR bit is cleared. If the interrupt signal is kept low, the IFR register bit will be set again. However, the interrupt is not immediately serviced again. The CPU blocks new hardware interrupts until the interrupt service routine (ISR) begins. In addition, the IER bit is cleared (in step 10) before the ISR begins; therefore, an interrupt from the same source cannot disturb the ISR until the IER bit is set again by the ISR.

5) **Empty the pipeline.** The CPU completes any instructions that have reached or passed their decode 2 phase in the instruction pipeline. Any instructions that have not reached this phase are flushed from the pipeline.

6) **Increment and temporarily store PC.** The PC is incremented by 1 or 2, depending on the size of the current instruction. The result is the return address, which is temporarily saved in an internal hold register. During the automatic context save (step 9), the return address is pushed onto the stack.

7) **Fetch interrupt vector.** The PC is filled with the address of the appropriate interrupt vector, and the vector is fetched from that location. (To determine which vector address has been assigned to each of the interrupts, see section 3.2, *Interrupt Vectors*, on page 3-4.)
8) **Increment SP by 1.** The stack pointer (SP) is incremented by 1 in preparation for the automatic context save (step 9). During the automatic context save, the CPU performs 32-bit accesses, and the CPU expects 32-bit accesses to be aligned to even addresses by the memory wrapper. Incrementing SP by 1 ensures that the first 32-bit access does not overwrite the previous stack value.

9) **Perform automatic context save.** A number of register values are saved automatically to the stack. These registers are saved in pairs; each pair is saved in a single 32-bit operation. At the end of each 32-bit save operation, the SP is incremented by 2. Table 3–3 shows the register pairs and the order in which they are saved. The CPU expects all 32-bit saves to be even-word aligned by the memory wrapper. As shown in the table, the SP is not affected by this alignment.

<table>
<thead>
<tr>
<th>Save Operation†</th>
<th>Register Pairs</th>
<th>Bit 0 of Storage Address</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>SP Starts at Odd Address</td>
</tr>
<tr>
<td>1st</td>
<td>ST0 0</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>T 1</td>
<td>0</td>
</tr>
<tr>
<td>2nd</td>
<td>AL 0</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>AH 1</td>
<td>0</td>
</tr>
<tr>
<td>3rd</td>
<td>PL† 0</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>PH 1</td>
<td>0</td>
</tr>
<tr>
<td>4th</td>
<td>AR0 0</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>AR1 1</td>
<td>0</td>
</tr>
<tr>
<td>5th</td>
<td>ST1 0</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>DP 1</td>
<td></td>
</tr>
</tbody>
</table>
Table 3–3. Register Pairs Saved and SP Positions for Context Saves (Continued)

<table>
<thead>
<tr>
<th>Save Operation†</th>
<th>Register Pairs</th>
<th>Bit 0 of Storage Address</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>SP Starts at Odd Address</td>
</tr>
<tr>
<td>6th</td>
<td>IER</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>DBGSTAT§</td>
<td>1</td>
</tr>
<tr>
<td>7th</td>
<td>Return address (low half)</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>Return address (high half)</td>
<td>1</td>
</tr>
</tbody>
</table>

0 ← SP position after save 0
1 ← SP position after save

† All registers are saved as pairs, as shown.
‡ The P register is saved with 0 shift (CPU ignores current state of the product shift mode bits, PM, in status register 0).
§ The DBGSTAT register contains special emulation information.

10) **Clear corresponding IER bit.** After the IER register is saved on the stack in step 9, the CPU clears the IER bit that corresponds to the interrupt being handled. This prevents reentry into the same interrupt. If you want to nest occurrences of the interrupt, have the ISR set that IER bit again.

11) **Set INTM and DBGM. Clear LOOP, EALLOW, and IDLESTAT.** All these bits are in status register ST1. By setting INTM to 1, the CPU prevents maskable interrupts from disturbing the ISR. If you wish to nest interrupts, have the ISR clear the INTM bit. By setting DBGM to 1, the CPU prevents debug events from disturbing time-critical code in the ISR. If you do not want debug events blocked, have the ISR clear DBGM.

The CPU clears LOOP, EALLOW, and IDLESTAT so that the ISR operates within a new context.

12) **Load PC with fetched vector.** The PC is loaded with the interrupt vector that was fetched in step 7. The vector forces program control to the ISR.

13) **Execute interrupt service routine.** Here is where the CPU executes the program code you have prepared to handle the interrupt. A typical ISR is shown in Example 3–1.

Although a number of register values are saved automatically in step 10, if the ISR uses other registers, you may need to save the contents of these registers at the beginning of the ISR. These values must then be restored before the return from the ISR. The ISR in Example 3–1 saves and restores auxiliary registers AR1H:AR0H, XAR2–XAR7, and the temporary register XT.
If you want the ISR to inform a peripheral that the interrupt is being serviced, you can use the IACK instruction to send an interrupt acknowledge signal. The IACK instruction accepts a 16-bit constant as an operand. For a detailed description of the IACK instruction, see Chapter 6, *C28x Assembly Language Instructions*.

14) **Program continues.** If the interrupt is not approved by the CPU, the interrupt is ignored, and the program continues uninterrupted. If the interrupt is approved, its interrupt service routine is executed and the program continues where it left off (at the return address).

*Example 3–1. Typical ISR*

```assembly
C28x Full Context Save/Rest

INTX:  ; 8 cycles
  PUSH   AR1H:AR0H   ; 32-bit
  PUSH   XAR2        ; 32-bit
  PUSH   XAR3        ; 32-bit
  PUSH   XAR4        ; 32-bit
  PUSH   XAR5        ; 32-bit
  PUSH   XAR6        ; 32-bit
  PUSH   XAR7        ; 32-bit
  PUSH   XT          ; 32-bit
  ; +8 = 16 cycles
  ...
  ...
  POP    XT
  POP    XAR7
  POP    XAR6
  POP    XAR5
  POP    XAR4
  POP    XAR3
  POP    XAR2
  POP    XAR1H:AR0H
  IRET
  ; 16 cycles
```
3.5 Nonmaskable Interrupts

Nonmaskable interrupts cannot be blocked by any of the enable bits (the INTM bit, the DBGM bit, and enable bits in the IFR, IER, or DBGIER). The C28x immediately approves this type of interrupt and branches to the corresponding interrupt service routine. There is one exception to this rule: When the CPU is halted in stop mode (an emulation mode), no interrupts are serviced. Stop mode is described in section 7.4.1 on page 7-7.

The C28x nonmaskable interrupts include:

- Software interrupts (the INTR and TRAP instructions).
- Hardware interrupt NMI
- Illegal-instruction trap
- Hardware reset interrupt (RS)

The software interrupt instructions and NMI are described in this section. The illegal-instruction trap and reset are described in sections 3.6 and 3.7, respectively.

3.5.1 INTR Instruction

You can use the INTR instruction to initiate one of the following interrupts by name: INT1−INT14, DLOGINT, RTOSINT and NMI. For example, you can execute the interrupt service routine for INT1 by using the following instruction:

\[
\text{INTR INT1}
\]

Once an interrupt is initiated by the INTR instruction, how it is handled depends on which interrupt is specified:

- \text{INT1−INT14, DLOGINT, and RTOSINT}. These maskable interrupts have corresponding flag bits in the IFR. When a request for one of these interrupts is received at an external pin, the corresponding IFR bit is set and the interrupt must be enabled to be serviced. In contrast, when one of these interrupts is initiated by the INTR instruction, the IFR flag is not set, and the interrupt is serviced regardless of the value of any enable bits. However, in other respects, the INTR instruction and the hardware request are the same. For example, both clear the IFR bit that corresponds to the requested interrupt. For more details, see section 3.4 on page 3-11.

- \text{NMI}. Because this interrupt is nonmaskable, a hardware request at a pin and a software request with the INTR instruction lead to the same events. These events are identical to those that take place during a TRAP instruction (see section 3.5.2).

Chapter 6, \textit{C28x Assembly Language Instructions}, contains a detailed description of the INTR instruction.
3.5.2 TRAP Instruction

You can use the TRAP instruction to initiate any interrupt, including one of the user-defined software interrupts (see USER1–USER12 in Table 3–1 on page 3–4). The TRAP instruction refers to one of the 32 interrupts by a number from 0 to 31. For example, you can execute the interrupt service routine for INTT by using the following instruction:

```
TRAP #1
```

Regardless of whether the interrupt has bits set in the IFR and IER, neither the IFR nor the IER is affected by this instruction. Figure 3–5 shows a functional flow chart for an interrupt initiated by the TRAP instruction. For more details about the TRAP instruction, see Chapter 6, *C28x Assembly Language Instructions*.

**Note:**

The TRAP #0 instruction does not initiate a full reset. It only forces execution of the interrupt service routine that corresponds to the RESET interrupt vector.

---

**Figure 3–5. Functional Flow Chart for an Interrupt Initiated by the TRAP Instruction**

- **TRAP instruction fetched**
  - Empty the pipeline.
  - Increment and temporarily store PC.
  - Fetch interrupt vector.
  - Increment SP by 1.
  - Perform automatic context save.
  - Set INTM and DBGM, Clear LOOP, EALLOW, and IDLESTAT.
  - Load PC with fetched vector.
  - Execute interrupt service routine.
  - Program continues

This sequence is protected from interrupts.

INTM bit, IFR, IER, and DBGIER ignored and not affected.
The following lists explains the steps shown in Figure 3–5:

1) **TRAP instruction fetched.** The CPU fetches the TRAP instruction from program memory. The desired interrupt vector has been specified as an operand and is now encoded in the instruction word. At this stage, no other interrupts can be serviced until the CPU begins executing the interrupt service routine (step 9).

2) **Empty the pipeline.** The CPU completes any instructions that have reached or passed the decode 2 phase of the pipeline. Any instructions that have not reached this phase are flushed from the pipeline.

3) **Increment and temporarily store PC.** The PC is incremented by 1. This value is the *return address*, which is temporarily saved in an internal hold register. During the automatic context save (step 6), the return address is pushed onto the stack.

4) **Fetch interrupt vector.** The PC is set to point to the appropriate vector location (based on the VMAP bit and the interrupt), and the vector located at the PC address is loaded into the PC. (To determine which vector address has been assigned to each of the interrupts, see section 3.2, *Interrupt Vectors*, on page 3-4.)

5) **Increment SP by 1.** The stack pointer (SP) is incremented by 1 in preparation for the automatic context save (step 6). During the automatic context save, the CPU performs 32-bit accesses, which are aligned to even addresses. Incrementing SP by 1 ensures that the first 32-bit access will not overwrite the previous stack value.

6) **Perform automatic context save.** A number of register values are saved automatically to the stack. These registers are saved in pairs; each pair is saved in a single 32-bit operation. At the end of each 32-bit operation, the SP is incremented by 2. Table 3–3 shows the register pairs and the order in which they are saved. All 32-bit saves are even-word aligned. As shown in the table, the SP is not affected by this alignment.
Table 3–4. Register Pairs Saved and SP Positions for Context Saves

<table>
<thead>
<tr>
<th>Save Operation†</th>
<th>Register Pairs</th>
<th>Bit 0 of Storage Address</th>
<th>SP Starts at Odd Address</th>
<th>SP Starts at Even Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>ST0</td>
<td>0</td>
<td>0</td>
<td>0 ← SP position before step 5</td>
</tr>
<tr>
<td></td>
<td>T</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2nd</td>
<td>AL</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>AH</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>3rd</td>
<td>PL‡</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>PH</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>AR0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>AR1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>5th</td>
<td>ST1</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>DP</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>IER</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>DBGSTAT§</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>7th</td>
<td>Return address (low half)</td>
<td>0</td>
<td>0</td>
<td>0 ← SP position after save</td>
</tr>
<tr>
<td></td>
<td>Return address (high half)</td>
<td>1</td>
<td>1</td>
<td>1 ← SP position after save</td>
</tr>
</tbody>
</table>

† All registers are saved as pairs, as shown.
‡ The P register is saved with 0 shift (CPU ignores current state of the product shift mode bits, PM, in status register 0).
§ The DBGSTAT register contains special emulation information.

7) **Set INTM and DBGM. Clear LOOP, EALLOW, and IDLESTAT.** All these bits are in status register ST1 (described in section 2.4 on page 2-34). By setting INTM to 1, the CPU prevents maskable interrupts from disturbing the ISR. If you wish to nest interrupts, have the ISR clear the INTM bit. By setting DBGM to 1, the CPU prevents debug events from disturbing time-critical code in the ISR. If you do not want debug events blocked, have the ISR clear DBGM.
The CPU clears LOOP, EALLOW, and IDLESTAT so that the ISR operates within a new context.

8) **Load PC with fetched vector.** The PC is loaded with the interrupt vector that was fetched in step 4. The vector forces program control to the ISR.

9) **Execute interrupt service routine.** The CPU executes the program code you have prepared to handle the interrupt. You may wish to have the interrupt service routine (ISR) save register values in addition to those saved in step 6. A typical ISR is shown in Example 3–1 on page 3-16.

If you want the ISR to inform external hardware that the interrupt is being serviced, you can use the IACK instruction to send an interrupt acknowledge signal. The IACK instruction accepts a 16-bit constant as an operand and drives this 16-bit value on the 16 least significant lines of the data-write bus, DWDB(15:0). For a detailed description of the IACK instruction, see Chapter 6, *C28x Assembly Language Instructions*.

10) **Program continues.** After the interrupt service routine is completed, the program continues where it left off (at the return address).

### 3.5.3 Hardware Interrupt NMI

An interrupt can be requested by way the NMI input pin, which must be driven low to initiate the interrupt. Although NMI cannot be masked, there are some debug execution states in which NMI is not serviced (see section 7.4, *Execution Control Modes*, on page 7-7). For more details on real-time mode, see section 7.4.2 on page 7-9. Once a valid request is detected on the NMI pin, the CPU handles the interrupt in the same manner as shown for the TRAP instruction (see section 3.5.2).
3.6 Illegal-Instruction Trap

Any one of the following three events causes an illegal-instruction trap:

- An invalid instruction is decoded (this includes invalid addressing modes).
- The opcode value 0000\textsubscript{16} is decoded. This opcode corresponds to the ITRAP0 instruction.
- The opcode value FFFF\textsubscript{16} is decoded. This opcode corresponds to the ITRAP1 instruction.

An illegal-instruction trap cannot be blocked, not even during emulation. Once initiated, an illegal-instruction trap operates the same as a TRAP #19 instruction. The handling of an interrupt initiated by the TRAP instruction is described in section 3.5.2. As part of its operation, the illegal-instruction trap saves the return address on the stack. Thus, you can detect the offending address by examining this saved value. For more information about the TRAP instruction, see Chapter 6, *C28x Assembly Language Instructions*. 
3.7 Hardware Reset (RS)

When asserted, the reset input signal (RS) places the CPU into a known state. As part of a hardware reset, all current operations are aborted, the pipeline is flushed, and the CPU registers are reset as shown in Table 3–5. Then the RESET interrupt vector is fetched and the corresponding interrupt service routine is executed. For the reset condition of signals, see the data sheet for your particular C28x DSP. Also see the your data sheet for specific information on the process for resetting your DSP. Although RS cannot be masked, there are some debug execution states in which RS is not serviced (see section 7.4, Execution Control Modes, on page 7-7).

Table 3–5. Registers After Reset

<table>
<thead>
<tr>
<th>Register</th>
<th>Bit(s)</th>
<th>Value After Reset</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACC</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>XAR0</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>XAR1</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>XAR2</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>XAR3</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>XAR4</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>XAR5</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>XAR6</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>XAR7</td>
<td>all</td>
<td>0000 0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td></td>
</tr>
<tr>
<td>DP</td>
<td>all</td>
<td>0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td>DP points to data page 0.</td>
</tr>
<tr>
<td>IFR</td>
<td>16 bits</td>
<td>0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td>There are no pending interrupts. All interrupts pending at the time of reset have been cleared.</td>
</tr>
<tr>
<td>IER</td>
<td>16 bits</td>
<td>0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td>Maskable interrupts are disabled in the IER.</td>
</tr>
<tr>
<td>DBGIER</td>
<td>all</td>
<td>0000&lt;sub&gt;16&lt;/sub&gt;</td>
<td>Maskable interrupts are disabled in the DBGIER.</td>
</tr>
</tbody>
</table>

Note: The registers listed in this table are introduced in section 2.2, CPU Registers, on page 2-4.
Table 3–5. Registers After Reset (Continued)

<table>
<thead>
<tr>
<th>Register</th>
<th>Bit(s)</th>
<th>Value After Reset</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>P</td>
<td>all</td>
<td>0000 0000(^{16})</td>
<td>PC is loaded with the reset interrupt vector at program-space address 00 0000(^{16}) or 3F FFC0(^{16}).</td>
</tr>
<tr>
<td>PC</td>
<td>all</td>
<td>3F FFC0(^{16})</td>
<td></td>
</tr>
<tr>
<td>RPC</td>
<td>all</td>
<td>0000(^{16})</td>
<td></td>
</tr>
<tr>
<td>SP</td>
<td>all</td>
<td>SP = 0x400</td>
<td>SP points to address 0400.</td>
</tr>
<tr>
<td>ST0 0: SXM</td>
<td>0</td>
<td>0</td>
<td>Sign extension is suppressed.</td>
</tr>
<tr>
<td>ST0 1: OVM</td>
<td>0</td>
<td>0</td>
<td>Overflow mode is off.</td>
</tr>
<tr>
<td>ST0 2: TC</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>ST0 3: C</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>ST0 4: Z</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>ST0 5: N</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>ST0 6: V</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>ST0 7–9: PM</td>
<td>000(^{2})</td>
<td></td>
<td>The product shift mode is set to left-shift-by-1.</td>
</tr>
<tr>
<td>ST0 10–15: OVC</td>
<td>000000(^{2})</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: The registers listed in this table are introduced in section 2.2, CPU Registers, on page 2-4.
Table 3–5. Registers After Reset (Continued)

<table>
<thead>
<tr>
<th>Register</th>
<th>Bit(s)</th>
<th>Value After Reset</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST1‡</td>
<td>0: INTM</td>
<td>1</td>
<td>Maskable interrupts are globally disabled. They cannot be serviced unless the C28x is in real-time mode with the CPU halted.</td>
</tr>
<tr>
<td></td>
<td>1: DBGM</td>
<td>1</td>
<td>Emulation accesses and events are disabled.</td>
</tr>
<tr>
<td></td>
<td>2: PAGE0</td>
<td>0</td>
<td>PAGE0 stack addressing mode is enabled. PAGE0 direct addressing mode is disabled.</td>
</tr>
<tr>
<td></td>
<td>3: VMAP</td>
<td>1</td>
<td>The interrupt vectors are mapped to program-memory addresses 3F FFC0₁₆−3F FFFF₁₆.</td>
</tr>
<tr>
<td></td>
<td>4: SPA</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5: LOOP</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>6: EALLOW</td>
<td>0</td>
<td>Access to emulation registers is disabled.</td>
</tr>
<tr>
<td></td>
<td>7: IDLESTAT</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>8: AMODE</td>
<td>0</td>
<td>C27x/C28x addressing mode</td>
</tr>
<tr>
<td></td>
<td>9: OBJMODE</td>
<td>0</td>
<td>C27x object mode</td>
</tr>
<tr>
<td></td>
<td>10: Reserved</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>11: M0M1MAP</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Note: The registers listed in this table are introduced in section 2.2, CPU Registers, on page 2-4.
Table 3–5. Registers After Reset (Continued)

<table>
<thead>
<tr>
<th>Register</th>
<th>Bit(s)</th>
<th>Value After Reset</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>12: XF</td>
<td>0</td>
<td>0</td>
<td>XFS output signal is low</td>
</tr>
<tr>
<td>13–15: ARP</td>
<td>000₂</td>
<td></td>
<td>ARP points to AR0.</td>
</tr>
<tr>
<td>XT</td>
<td>all</td>
<td>0000 0000₁₀</td>
<td></td>
</tr>
</tbody>
</table>

**Note:** The registers listed in this table are introduced in section 2.2, CPU Registers, on page 2-4.
This chapter explains the operation of the C28x instruction pipeline. The pipeline contains hardware that prevents reads and writes at the same register or data-memory location from happening out of order. However, you can increase the efficiency of your programs if you take into account the operation of the pipeline. In addition, you should be aware of two types of pipeline conflicts the pipeline does not protect against and how you can avoid them (see section 4.5).

For more information about the instructions shown in examples throughout this chapter, see Chapter 6, *C28x Assembly Language Instructions*.
4.1 Pipelining of Instructions

When executing a program, the C28x CPU performs these basic operations:

- Fetches instructions from program memory
- Decodes instructions
- Reads data values from memory or from CPU registers
- Executes instructions
- Writes results to memory or to CPU registers

For efficiency, the C28x performs these operations in eight independent phases. Reads from memory are designed to be pipelined in two stages, which correspond to the two pipeline phases used by the CPU for each memory-read operation. At any time, there can be up to eight instructions being carried out, each in a different phase of completion. Following are descriptions of the eight phases in the order they occur. The address and data buses mentioned in these descriptions are introduced in section 1.4.1 on page 1-9.

**Fetch 1**

In the fetch 1 (F1) phase, the CPU drives a program-memory address on the 22-bit program address bus, PAB(21:0).

**Fetch 2**

In the fetch 2 (F2) phase, the CPU reads from program memory by way of the program-read data bus, PRDB (31:0), and loads the instruction(s) into an instruction-fetch queue.

**Decode 1**

The C28x supports both 32-bit and 16-bit instructions and an instruction can be aligned to an even or odd address. The decode 1 (D1) hardware identifies instruction boundaries in the instruction-fetch queue and determines the size of the next instruction to be executed. It also determines whether the instruction is a legal instruction.
### Decode 2 (D2)

The decode 2 (D2) hardware requests an instruction from the instruction-fetch queue. The requested instruction is loaded into the instruction register, where decoding is completed. Once an instruction reaches the D2 phase, it runs to completion. In this pipeline phase, the following tasks are performed:

- If data is to be read from memory, the CPU generates the source address or addresses.
- If data is to be written to memory, the CPU generates the destination address.
- The address register arithmetic unit (ARAU) performs any required modifications to the stack pointer (SP) or to an auxiliary register and/or the auxiliary register pointer (ARP).
- If a program-flow discontinuity (such as a branch or an illegal-instruction trap) is required, it is taken.

### Read 1 (R1)

If data is to be read from memory, the read 1 (R1) hardware drives the address(es) on the appropriate address bus(es).

### Read 2 (R2)

If data was addressed in the R1 phase, the read 2 (R2) hardware fetches that data by way of the appropriate data bus(es).

### Execute (E)

In the execute (E) phase, the CPU performs all multiplier, shifter, and ALU operations. This includes all the prime arithmetic and logic operations involving the accumulator and product register. For operations that involve reading a value, modifying it, and writing it back to the original location, the modification (typically an arithmetic or a logical operation) is performed during the E phase of the pipeline. Any CPU register values used by the multiplier, shifter, and ALU are read from the registers at the beginning of the E phase. A result that is to be written to a CPU register is written to the register at the end of the E phase.

### Write (W)

If a transferred value or result is to be written to memory, the write occurs in the write (W) phase. The CPU drives the destination address, the appropriate write strobes, and the data to be written. The actual storing, which takes at least one more clock cycle, is handled by memory wrappers or peripheral interface logic and is not visible as a part of the CPU pipeline.
Although every instruction passes through the eight phases, not every phase is active for a given instruction. Some instructions complete their operations in the decode 2 phase, others in the execute phase, and still others in the write phase. For example, instructions that do not read from memory perform no operations in the read phases, and instructions that do not write to memory perform no operation in the write phase.

Because different instructions perform modifications to memory and registers during different phases of their completion, an unprotected pipeline could lead to reads and writes at the same location happening out of the intended order. The CPU automatically adds inactive cycles to ensure that these reads and writes happen as intended. For more details about pipeline protection, see section 4.4 on page 4-12.

### 4.1.1 Decoupled Pipeline Segments

The fetch 1 through decode 1 (F1−D1) hardware acts independently of the decode 2 through write (D2−W) hardware. This allows the CPU to continue fetching instructions when the D2−W phases are halted. It also allows fetched instructions to continue through their D2−W phases when fetching of new instructions is delayed. Events that cause portions of the pipeline to halt are described in section 4.3.

Instructions in their fetch 1, fetch 2, and decode 1 phases are discarded if an interrupt or other program-flow discontinuity occurs. An instruction that reaches its decode 2 phase always runs to completion before any program-flow discontinuity is taken.

### 4.1.2 Instruction-Fetch Mechanism

Certain branch instructions perform prefetching. The first few instructions of the branch destination will be fetched but not allowed to reach DZ until it is known whether the discontinuity will be taken. The instruction-fetch mechanism is the hardware for the F1 and F2 pipeline phases. During the F1 phase, the mechanism drives an address on the program address bus (PAB). During the F2 phase, it reads from the program-read data bus (PRDB). While an instruction is read from program memory in the F2 phase, the address for the next fetch is placed on the program address bus (during the next F1 phase).

The instruction-fetch mechanism contains an instruction-fetch queue of four 32-bit registers. During the F2 phase, the fetched instruction is added to the queue, which behaves like a first-in, first-out (FIFO) buffer. The first instruction in the queue is the first to be executed. The instruction-fetch mechanism performs 32-bit fetches until the queue is full. When a program-flow discontinuity
Pipelining of Instructions

(such as a branch or an interrupt) occurs, the queue is emptied. When the
instruction at the bottom of the queue reaches its D2 phase, that instruction
is passed to the instruction register for further decoding.

4.1.3 Address Counters FC, IC, and PC

Three program-address counters are involved in the fetching and execution
of instructions:

- **Fetch counter (FC).** The fetch counter contains the address that is driven
  on the program address bus (PAB) in the F1 pipeline phase. The CPU conti-
  nuously increments the FC until the queue is full or the queue is emptied
  by a program-flow discontinuity. Generally, the FC holds an even address
  and is incremented by 2, to accommodate 32-bit fetches. The only excep-
  tion to this is when the code after a discontinuity begins at an odd address.
  In this case, the FC holds the odd address. After performing a 16-bit fetch
  at the odd address, the CPU increments the FC by 1 and resumes 32-bit
  fetching at even addresses.

- **Instruction counter (IC).** After the D1 hardware determines the instruc-
  tion size (16-bit or 32-bit), it fills the instruction counter (IC) with the ad-
  dress of the next instruction to undergo D2 decoding. On an interrupt or
call operation, the IC value represents the return address, which is saved
to the stack, to auxiliary register XAR7, or to RPC.

- **Program counter (PC).** When a new address is loaded into the IC, the
  previous IC value is loaded into the PC. The program counter (PC) always
  contains the address of the instruction that has reached its D2 phase.

Example 4–1 shows the relationship between the pipeline and the address
counters. Instruction 1 has reached its D2 phase (it has been passed to the
instruction register). The PC points to the address from which instruction 1
was taken (00 0050_{16}). Instruction 2 has reached its D1 phase and will be
executed next (assuming no program-flow discontinuity flushes the instruc-
tion-fetch queue). The IC points to the address from which instruction 2 was
taken (00 0051_{16}). Instruction 3 is in its F2 phase. It has been transferred to
the instruction-fetch queue but has not been decoded. Instructions 4 and 5 are
each in their F1 phase. The FC address (00 0054_{16}) is being driven on the
PAB. During the next 32-bit fetch, Instructions 4 and 5 will be transferred from
addresses 00 0054_{16} and 00 0055_{16} to the queue.
Example 4–1. Relationship Between Pipeline and Address Counters FC, IC, and PC

The remainder of this document refers almost exclusively to the PC. The FC and the IC are visible in only limited ways. For example, when a call is executed or an interrupt is initiated, the IC value is saved to the stack or to auxiliary register XAR7.
### 4.2 Visualizing Pipeline Activity

Consider Example 4–2, which lists eight instructions, I1–I8, and shows a diagram of the pipeline activity for those instructions. The F1 column shows addresses and the F2 column shows the instruction opcodes read at those addresses. During an instruction fetch, 32 bits are read, 16 bits from the specified address and 16 bits from the following address. The D1 column shows instructions being isolated in the instruction-fetch queue, and the D2 column indicates address generation and modification of address registers. The Instruction column shows the instructions that have reached the D2 phase. The R1 column shows addresses, and the R2 column shows the data values being read from those addresses. In the E column, the diagram shows results being written to the low half of the accumulator (AL). In the W column, address and a data values are driven simultaneously on the appropriate memory buses. For example, in the last active W phase of the diagram, the address $00\,0205_{16}$ is driven on the data-write address bus (DWAB), and the data value $1234_{16}$ is driven on the data-write data bus (DWDB).

The highlighted blocks in Example 4–2 indicate the path taken by the instruction ADD AL,*AR0++. That path can be summarized as follows:

<table>
<thead>
<tr>
<th>Phase</th>
<th>Activity Shown</th>
</tr>
</thead>
<tbody>
<tr>
<td>F1</td>
<td>Drive address $00,0042_{16}$ on the program address bus (PAB).</td>
</tr>
<tr>
<td>F2</td>
<td>Read the opcodes F347 and F348 from addresses $00,0042_{16}$ and $00,0043_{16}$, respectively.</td>
</tr>
<tr>
<td>D1</td>
<td>Isolate F348 in the instruction-fetch queue.</td>
</tr>
<tr>
<td>D2</td>
<td>Use XAR0 = $0066_{16}$ to generate source address $0000,0066_{16}$ and then increment XAR0 to $0067_{16}$.</td>
</tr>
<tr>
<td>R1</td>
<td>Drive address $00,0066_{16}$ on the data-read data bus (DRDB).</td>
</tr>
<tr>
<td>R2</td>
<td>Read the data value 1 from address $0000,0066_{16}$.</td>
</tr>
<tr>
<td>E</td>
<td>Add 1 to content of AL ($1230_{16}$) and store result ($1231_{16}$) to AL.</td>
</tr>
<tr>
<td>W</td>
<td>No activity</td>
</tr>
</tbody>
</table>
### Example 4–2. Diagramming Pipeline Activity

<table>
<thead>
<tr>
<th>Address</th>
<th>Opcode</th>
<th>Instruction</th>
<th>Initial Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 0040</td>
<td>F345</td>
<td><code>I1: MOV DP,#VarA</code></td>
<td>VarA address = 00 0203</td>
</tr>
<tr>
<td>00 0041</td>
<td>F346</td>
<td><code>I2: MOV AL,@VarA</code></td>
<td>VarA = 1230</td>
</tr>
<tr>
<td>00 0042</td>
<td>F347</td>
<td><code>I3: MOVB AR0,#VarB</code></td>
<td>VarB address = 00 0066</td>
</tr>
<tr>
<td>00 0043</td>
<td>F348</td>
<td><code>I4: ADD AL,*XAR0++</code></td>
<td>VarB = 0001</td>
</tr>
<tr>
<td>00 0044</td>
<td>F349</td>
<td><code>I5: MOV @VarC,AL</code></td>
<td>(VarB + 1) = 0003</td>
</tr>
<tr>
<td>00 0045</td>
<td>F34A</td>
<td><code>I6: ADD AL,*XAR0++</code></td>
<td>(VarB + 2) = 0005</td>
</tr>
<tr>
<td>00 0046</td>
<td>F34B</td>
<td><code>I7: MOV @VarD,AL</code></td>
<td>VarC address = 00 0204</td>
</tr>
<tr>
<td>00 0047</td>
<td>F34C</td>
<td><code>I8: ADD AL,*XAR0</code></td>
<td>VarD address = 00 0205</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>F1</th>
<th>F2</th>
<th>D1</th>
<th>Instruction</th>
<th>D2</th>
<th>R1</th>
<th>R2</th>
<th>E</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 0040</td>
<td></td>
<td>F345</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00 0042</td>
<td></td>
<td>F346</td>
<td>I1: MOV DP,#VarA</td>
<td>F345</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00 0044</td>
<td></td>
<td>F347</td>
<td>I2: MOV AL,@VarA</td>
<td>Generate VarA address</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00 0046</td>
<td></td>
<td>F348</td>
<td>I3: MOVB XAR0,#VarB</td>
<td>XAR0 = 66</td>
<td>00 0203</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00 0048</td>
<td></td>
<td>F349</td>
<td>I4: ADD AL,*XAR0+</td>
<td>XAR0 = 67</td>
<td></td>
<td>1230</td>
<td></td>
<td></td>
</tr>
<tr>
<td>00 0048</td>
<td></td>
<td>F34A</td>
<td>I5: MOV @VarC,AL</td>
<td>Generate VarC address</td>
<td>00 0066</td>
<td></td>
<td>AL=1230</td>
<td></td>
</tr>
<tr>
<td>00 0048</td>
<td></td>
<td>F34B</td>
<td>I6: ADD AL,*XAR0+</td>
<td>XAR0 = 68</td>
<td></td>
<td>0001</td>
<td></td>
<td></td>
</tr>
<tr>
<td>00 0048</td>
<td></td>
<td>F34C</td>
<td>I7: MOV @VarD,AL</td>
<td>Generate VarD address</td>
<td>00 0067</td>
<td></td>
<td>AL=1231</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>I8: ADD AL,*XAR0</td>
<td>XAR0 = 68</td>
<td></td>
<td>0003</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

4-8
The pipeline activity in Example 4–2 can also be represented by the simplified diagram in Example 4–3. This type of diagram is useful if your focus is on the path of each instruction rather than on specific pipeline events. In cycle 8, the pipeline is full: there is an instruction in every pipeline phase. Also, the effective execution time for each of these instructions is one cycle. Some instructions finish their activity at the D2 phase, some at the E phase, and some at the W phase. However, if you choose one phase as a reference, you can see that each instruction is in that phase for one cycle.

**Example 4–3. Simplified Diagram of Pipeline Activity**

<table>
<thead>
<tr>
<th>F1</th>
<th>F2</th>
<th>D1</th>
<th>D2</th>
<th>R1</th>
<th>R2</th>
<th>E</th>
<th>W</th>
<th>Cycle</th>
</tr>
</thead>
<tbody>
<tr>
<td>I1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>I2</td>
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<td></td>
<td></td>
<td></td>
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<td>2</td>
</tr>
<tr>
<td>I3</td>
<td>I2</td>
<td>I1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>I4</td>
<td>I3</td>
<td>I2</td>
<td>I1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>I5</td>
<td>I4</td>
<td>I3</td>
<td>I2</td>
<td>I1</td>
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<td></td>
<td></td>
<td>5</td>
</tr>
<tr>
<td>I6</td>
<td>I5</td>
<td>I4</td>
<td>I3</td>
<td>I2</td>
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<td></td>
<td>6</td>
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<tr>
<td>I7</td>
<td>I6</td>
<td>I5</td>
<td>I4</td>
<td>I3</td>
<td>I2</td>
<td>I1</td>
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<td>7</td>
</tr>
<tr>
<td>I8</td>
<td>I7</td>
<td>I6</td>
<td>I5</td>
<td>I4</td>
<td>I3</td>
<td>I2</td>
<td>I1</td>
<td>8</td>
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<tr>
<td>I9</td>
<td>I8</td>
<td>I7</td>
<td>I6</td>
<td>I5</td>
<td>I4</td>
<td>I3</td>
<td>I2</td>
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<tr>
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<td>I7</td>
<td>I6</td>
<td>I5</td>
<td>I4</td>
<td>I3</td>
<td>I2</td>
<td>10</td>
</tr>
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<td>I8</td>
<td>I7</td>
<td>I6</td>
<td>I5</td>
<td>I4</td>
<td>I3</td>
<td>11</td>
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<tr>
<td></td>
<td>I8</td>
<td>I7</td>
<td>I6</td>
<td>I5</td>
<td>I4</td>
<td>12</td>
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<td>I8</td>
<td>I7</td>
<td>I6</td>
<td>I5</td>
<td>13</td>
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<td>I8</td>
<td>I7</td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>I8</td>
<td>15</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
4.3 Freezes in Pipeline Activity

This section describes the two causes for freezes in pipeline activity:

- Wait states
- An instruction-not-available condition

4.3.1 Wait States

When the CPU requests a read from or write to a memory device or peripheral device, that device may take more time to finish the data transfer than the CPU allots by default. Each device must use one of the CPU’s ready signals to insert wait states into the data transfer when it needs more time. The CPU has three independent sets of ready signals: one set for reads from and writes to program space, a second set for reads from data space, and a third set for writes to data space. Wait-state requests freeze a portion of the pipeline if they are received during the F1, R1, or W phase of an instruction:

- **Wait states in the F1 phase.** The instruction-fetch mechanism halts until the wait states are completed. This halt effectively freezes activity for instructions in their F1, F2, and D1 phases. However, because the F1–D1 hardware and the D2–W hardware are decoupled, instructions that are in their D2–W phases continue to execute.

- **Wait states in the R1 phase.** All D2–W activities of the pipeline freeze. This is necessary because subsequent instructions can depend on the data-read taking place. Instruction fetching continues until the instruction-fetch queue is full or a wait-state request is received during an F1 phase.

- **Wait states in the W phase.** All D2–W activity in the pipeline freezes. This is necessary because subsequent instructions may depend on the write operation happening first. Instruction fetching continues until the instruction-fetch queue is full or a wait-state request is received during an F1 phase.

4.3.2 Instruction-Not-Available Condition

The D2 hardware requests an instruction from the instruction-fetch queue. If a new instruction has been fetched and has completed its D1 phase, the instruction is loaded into the instruction register for more decoding. However, if a new instruction is not waiting in the queue, an instruction-not-available condition exists. Activity in the F1–D1 hardware continues. However, the activity in the D2–W hardware ceases until a new instruction is available.
One time that an instruction-not-available condition will occur is when the first instruction after a discontinuity is at an odd address and has 32 bits. A discontinuity is a break in sequential program flow, generally caused by a branch, a call, a return, or an interrupt. When a discontinuity occurs, the instruction-fetch queue is emptied, and the CPU branches to a specified address. If the specified address is an odd address, a 16-bit fetch is performed at the odd address, followed by 32-bit fetches at subsequent even addresses. Thus, if the first instruction after a discontinuity is at an odd address and has 32 bits, two fetches are required to get the entire instruction. The D2–W hardware ceases until the instruction is ready to enter the D2 phase.

To avoid the delay where possible, you can begin each block of code with one or two (preferably two) 16-bit instructions:

```
FunctionA:
  16-bit instruction ; First instruction
  16-bit instruction ; Second instruction
  32-bit instruction ; 32-bit instructions can start here
  .
  .
  .
```

If you choose to use a 32-bit instruction as the first instruction of a function or subroutine, you can prevent a pipeline delay only by making sure the instruction begins at an even address.
4.4 Pipeline Protection

Instructions are being executed in parallel in the pipeline, and different instructions perform modifications to memory and registers during different phases of completion. In an unprotected pipeline, this could lead to pipeline conflicts—reads and writes at the same location happening out of the intended order. However, the C28x pipeline has a mechanism that automatically protects against pipeline conflicts. There are two types of pipeline conflicts that can occur on the C28x:

- Conflicts during reads and writes to the same data-space location
- Register conflicts

The pipeline prevents these conflicts by adding inactive cycles between instructions that would cause the conflicts. Sections 4.4.1 and 4.4.2 explain the circumstances under which these pipeline-protection cycles are added and tells how to avoid them, so that you can reduce the number of inactive cycles in your programs.

4.4.1 Protection During Reads and Writes to the Same Data-Space Location

Consider two instructions, A and B. Instruction A writes a value to a memory location during its W phase. Instruction B must read that value from the same location during its R1 and R2 phases. Because the instructions are being executed in parallel, it is possible that the R1 phase of instruction B could occur before the W phase of instruction A. Without pipeline protection, instruction B could read too early and fetch the wrong value. The C28x pipeline prevents that read by holding instruction B in its D2 phase until instruction A is finished writing.

Example 4–4 shows a conflict between two instructions that are accessing the same data-memory location. The pipeline activity shown is for an unprotected pipeline. For convenience, the F1–D1 phases are not shown. I1 writes to VarA during cycle 5. Data memory completes the store in cycle 6. I2 should not read the data-memory location any sooner than cycle 7. However, I2 performs the read during cycle 4 (three cycles too early). To prevent this kind of conflict, the pipeline-protection mechanism would hold I2 in the D2 phase for 3 cycles. During these pipeline-protection cycles, no new operations occur.
Example 4–4. Conflict Between a Read From and a Write to Same Memory Location

I1: MOV @VarA, AL; Write AL to data-memory location
I2: MOV AH, @VarA; Read same location, store value in AH

<table>
<thead>
<tr>
<th>Cycle</th>
<th>DZ</th>
<th>K1</th>
<th>RZ</th>
<th>E</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>I1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>I2</td>
<td>I1</td>
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<td></td>
</tr>
<tr>
<td>3</td>
<td>I2</td>
<td></td>
<td>I1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>I2</td>
<td></td>
<td></td>
<td>I1</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>I2</td>
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<td></td>
<td></td>
<td>I1</td>
</tr>
<tr>
<td>6</td>
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</tr>
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<td>7</td>
<td>I2</td>
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</tr>
<tr>
<td>8</td>
<td>I2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

You can reduce or eliminate these types of pipeline-protection cycles if you can take other instructions in your program and insert them between the instructions that conflict. Of course, the inserted instructions must not cause conflicts of their own or cause improper execution of the instructions that follow them. For example, the code in Example 4–4 could be improved by moving a CLRC instruction to the position between the MOV instructions (assume that the instructions following CLRC SXM operate correctly with SXM = 0):

I1: MOV @VarA, AL; Write AL to data-memory location
    CLRC SXM; SXM = 0 (sign extension off)
I2: MOV AH, @VarA; Read same location, store value in AH

Inserting the CLRC instruction between I1 and I2 reduces the number of pipeline-protection cycles to two. Inserting two more instructions would remove the need for pipeline protection. As a general rule, if a read operation occurs within three instructions from a write operation to the same memory location, the pipeline protection mechanism adds at least one inactive cycle.

4.4.2 Protection Against Register Conflicts

All reads from and writes to CPU registers occur in either the D2 phase or the E phase of an instruction. A register conflict arises when an instruction attempts to read and/or modify the content of a register (in the D2 phase) before a previous instruction has written to that register (in the E phase).

The pipeline-protection mechanism resolves register conflicts by holding the later instruction in its D2 phase for as many cycles as needed (one to three). You do not have to consider register conflicts unless you wish to achieve maximum pipeline efficiency. If you choose to reduce the number of pipeline-protection cycles, you can identify the pipeline phases in which registers are accessed and try to move conflicting instructions away from each other.
Generally, a register conflict involves one of the address registers:

- 16-bit auxiliary registers AR0–AR7
- 32-bit auxiliary registers XAR0–XAR7
- 16-bit data page pointer (DP)
- 16-bit stack pointer (SP)

Example 4–5 shows a register conflict involving auxiliary register XAR0. The pipeline activity shown is for an unprotected pipeline, and for convenience, the F1–D1 phases are not shown. I1 writes to XAR0 at the end of cycle 4. I2 should not attempt to read XAR0 until cycle 5. However, I2 reads XAR0 (to generate an address) during cycle 2. To prevent this conflict, the pipeline-protection mechanism would hold I2 in the D2 phase for three cycles. During these cycles, no new operations occur.

**Example 4–5. Register Conflict**

<table>
<thead>
<tr>
<th>D2</th>
<th>R1</th>
<th>R2</th>
<th>E</th>
<th>W</th>
<th>Cycle</th>
</tr>
</thead>
<tbody>
<tr>
<td>I1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>I2</td>
<td>I1</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>I2</td>
<td>I1</td>
<td>I1</td>
<td></td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>I2</td>
<td>I1</td>
<td>I1</td>
<td></td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>I2</td>
<td></td>
<td>I1</td>
<td></td>
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<td>5</td>
</tr>
<tr>
<td>I2</td>
<td>I1</td>
<td></td>
<td></td>
<td></td>
<td>6</td>
</tr>
<tr>
<td>I2</td>
<td>I2</td>
<td></td>
<td></td>
<td></td>
<td>7</td>
</tr>
</tbody>
</table>

You can reduce or eliminate pipeline-protection cycles due to a register conflict by inserting other instructions between the instructions that cause the conflict. For example, the code in Example 4–5 could be improved by moving two other instructions from elsewhere in the program (assume that the instructions following SETC SXM operate correctly with PM = 1 and SXM = 1):

I1: MOV B AR0,@7 ; Load AR0 with the value addressed by
; the operand @7 and clear the upper
; half of XAR0.
SPM 0 ; PM = 1 (no product shift)
SETC SXM ; SXM = 1 (sign extension on)
I2: MOV AH,*XAR0 ; Load AH with the value pointed to by
; XAR0.

Inserting the SPM and SETC instructions reduces the number of pipeline-protection cycles to one. Inserting one more instruction would remove the
need for pipeline protection. As a general rule, if a read operation occurs within three instructions from a write operation to the same register, the pipeline-protection mechanism adds at least one inactive cycle.
4.5 Avoiding Unprotected Operations

This section describes pipeline conflicts that the pipeline-protection mechanism does not protect against. These conflicts are avoidable, and this section offers suggestions for avoiding them.

4.5.1 Unprotected Program-Space Reads and Writes

The pipeline protects only register and data-space reads and writes. It does not protect the program-space reads done by the PREAD and MAC instructions or the program-space write done by the PWRITE instruction. Be careful with these instructions when using them to access a memory block that is shared by data space and program space.

As an example, suppose a memory location can be accessed at address 000D50 in program space and address 00000D50 in data space. Consider the following lines of code:

```
; XAR7 = 000D50 in program space
; Data1 = 000D50 in data space
ADD  @Data1, AH    ; Store AH to data-memory location
                ; Data1.
PREAD @AR1, *XAR7  ; Load AR1 from program-memory
                ; location given by XAR7.
```

The operands @Data1 and *XAR7 are referencing the same location, but the pipeline cannot interpret this fact. The PREAD instruction reads from the memory location (in the R2 phase) before the ADD writes to the memory location (in the W phase).

However, the PREAD is not necessary in this program. Because the location can be accessed by an instruction that reads from data space, you can use another instruction, such as a MOV instruction:

```
ADD  @Data1, AH    ; Store AH to memory location Data1.
MOV  AR1, *XAR7    ; Load AR1 from memory location
                ; given by XAR7.
```

4.5.2 An Access to One Location That Affects Another Location

If an access to one location affects another location, you may need to correct your program to prevent a pipeline conflict. You only need to be concerned about this kind of pipeline conflict if you are addressing a location outside of a protected address range. (See section 4.5.3.) Consider the following example:

```
MOV  @DataA, #4    ; This write to DataA causes a
                ; peripheral to clear bit 15 of DataB.
$10:  TBIT @DataB, #15 ; Test bit 15 of DataB.
       SB  $10, NTC  ; Loop until bit 15 is set.
```
Avoiding Unprotected Operations

This program causes a misread. The TBIT instruction reads bit 15 (in the R2 phase) before the MOV instruction writes to bit 15 (in the W phase). If the TBIT instruction reads a 1, the code prematurely ends the loop. Because DataA and DataB reference different data-memory locations, the pipeline does not identify this conflict.

However, you can correct this type of error by inserting two or more NOP (no operation) instructions to allow for the delay between the write to DataA and the change to bit 15 of DataB. For example, if a 2-cycle delay is sufficient, you can fix the previous code as follows:

```asm
MOV @DataA,#4 ; This write to DataA causes a peripheral to clear bit 15 of DataB.
NOP ; Delay by 1 cycle.
NOP ; Delay by 1 cycle.
$10: TBIT@DataB,#15 ; Test bit 15 of DataB.
SB $10,NTC ; Loop until bit 15 is set.
```

4.5.3 Write Followed By Read Protection Mode

The CPU contains a write followed by read protection mode to ensure that any read operation that follows a write operation within a protected address range is executed as written by delaying the read operation until the write is initiated.

The PROTSTART(15:0) and PROTRANGE(15:0) input signals set the protection range. The PROTRANGE(15:0) value is a binary multiple with the smallest block size being 64 words, and the largest being 4M words (64 words, 128 words, 256 words ... 1M words, 2M words, 4M words). The PROTSTART address must always be a multiple of the chosen range. For example, if a 4K block size is selected, then the start address must be a multiple of 4K.

The ENPROT signal enables this feature (when set high), it disables this feature (when set low)

All of the above signals are latched on every cycle. The above signals are connected to registers and can be changed within the application program.

The above mechanism only works for reads that follow writes to the protected area. Reads and write sequences to unprotected areas are not affected, as shown in the following examples.
Avoiding Unprotected Operations

Example 1: write protected_area
   write protected_area
   write protected_area
   <- pipe protection
      (3 cycles)
   read protected_area

Example 2: write protected_area
   write protected_area
   write protected_area
   <- no pipe protection
      invoked
   read non_protected_area
   <- pipe protection
      (2 cycles)
   read protected_area
   read protected_area

Example 3: write non_protected_area
   write non_protected_area
   write non_protected_area
   <- no pipe protection
      invoked
   read protected_area
This chapter describes the addressing modes of the C28x and provides examples.

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.1 Types of Addressing Modes</td>
<td>5-2</td>
</tr>
<tr>
<td>5.2 Addressing Modes Select Bit (AMODE)</td>
<td>5-4</td>
</tr>
<tr>
<td>5.3 Assembler/Compiler Tracking of AMODE Bit</td>
<td>5-7</td>
</tr>
<tr>
<td>5.4 Direct Addressing Modes (DP)</td>
<td>5-9</td>
</tr>
<tr>
<td>5.5 Stack Addressing Modes (SP)</td>
<td>5-10</td>
</tr>
<tr>
<td>5.6 Indirect Addressing Modes</td>
<td>5-11</td>
</tr>
<tr>
<td>5.7 Register Addressing Modes</td>
<td>5-24</td>
</tr>
<tr>
<td>5.8 Data/Program/IO space Immediate Addressing Modes</td>
<td>5-27</td>
</tr>
<tr>
<td>5.9 Program Space Indirect Addressing Modes</td>
<td>5-29</td>
</tr>
<tr>
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<td>5-30</td>
</tr>
<tr>
<td>5.11 Alignment of 32-Bit Operations</td>
<td>5-32</td>
</tr>
</tbody>
</table>
5.1 Types of Addressing Modes

The C28x CPU supports four basic types of addressing modes:

- **Direct Addressing Mode**
  
  DP (data page pointer): In this mode, the 16-bit DP register behaves like a fixed page pointer. The instruction supplies a 6-bit or 7-bit offset field, which is concatenated with the value in the DP register. This type of addressing is useful for accessing fixed address data structures, such as peripheral registers and global or static variables in C/C++.

- **Stack Addressing Mode**
  
  SP (stack pointer): In this mode, the 16-bit SP pointer is used to access information on the software stack. The software stack grows from low to high memory on the C28x and the stack pointer always points to the next empty location. The instruction supplies a 6-bit offset field that is subtracted from the current stack pointer value for accessing data on the stack or the stack pointer can be post-incremented or pre-decremented when pushing and popping data from the stack, respectively.

- **Indirect Addressing Mode**
  
  XAR0 to XAR7 (auxiliary register pointers): In this mode, the 32-bit XARn registers behave as generic data pointers. The instruction can direct to post-increment, pre/post-decrement, or index from the current register contents with either a 3-bit immediate offset field or with the contents of another 16-bit register.

- **Register Addressing Mode**
  
  In this mode, another register can be the source or destination operand of an access. This enables register-to-register operations in the C28x architecture.

On most C28x instructions, an 8-bit field in the instruction op-code selects the addressing mode to use and what modification to make to that mode. In the C28x instruction set, this field is referred to as:

- **loc16**
  
  Selects Direct/Stack/Indirect/Register addressing mode for 16-bit data access.

- **loc32**
  
  Selects Direct/Stack/Indirect/Register addressing mode for 32-bit data access.
An example C28x instruction description, which uses the above, would be:

- **ADD AL,loc16**  
  Take the 16-bit contents of AL register, add the contents of 16-bit location specified by the "loc16" field and store the contents in AL register.

- **ADDL loc32,ACC**  
  Take the 32-bit contents of the location pointed to by the "loc32" field, add the contents of the 32-bit ACC register, and store the result back into the location specified by the "loc32" field.

Other types of addressing modes supported are:

- **Data/Program/IO Space Immediate Addressing Modes:**
  In this mode, the address of the memory operand is embedded in the instruction.

- **Program Space Indirect Addressing Modes:**
  Some instructions can access a memory operand located in program space using an indirect pointer. Since memory is unified on the C28x CPU, this enables the reading of two operands in a single cycle.

Only a small number of instructions use the above modes and typically they are in combination with the "loc16/loc32" modes.

The following sections contain detailed descriptions of the addressing modes with example instructions. For more information about the instructions shown in examples throughout this chapter, see Chapter 6, Assembly Language Instructions.
5.2 Addressing Modes Select Bit (AMODE)

To accommodate various types of addressing modes, an addressing mode bit (AMODE) selects the decoding of the 8-bit field (loc16/loc32). This bit is found in Status Register 1 (ST1). The addressing modes have been broadly classified as follows:

- **AMODE = 0**

  This is the default mode on reset and is the mode used by the C28x C/C++ compiler. This mode is not fully compatible to the C2XLP CPU addressing modes. The data page pointer offset is 6-bits (it is 7-bits on the C2XLP) and not all of the indirect addressing modes are supported.

- **AMODE = 1**

  This mode contains addressing modes that are fully compatible to the C2XLP device. The data page pointer offset is increased to 7-bits and all of the indirect addressing modes available on the C2XLP are supported.

The available addressing modes, for the "loc16" or "loc32" field, are summarized in Table 5–1.

Table 5–1. Addressing Modes for “loc16” or “loc32”

<table>
<thead>
<tr>
<th>AMODE = 0</th>
<th>AMODE = 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>8-Bit Decode</strong></td>
<td><strong>&quot;loc16/loc32&quot; Syntax</strong></td>
</tr>
<tr>
<td>Direct Addressing Modes (DP):</td>
<td></td>
</tr>
<tr>
<td>0 0 III III</td>
<td>@6bit</td>
</tr>
<tr>
<td>Stack Addressing Modes (SP):</td>
<td></td>
</tr>
<tr>
<td>0 1 III III</td>
<td>*−SP[6bit]</td>
</tr>
<tr>
<td>1 0 111 110</td>
<td>*−SP</td>
</tr>
<tr>
<td>C28x Indirect Addressing Modes (XAR0 to XAR7):</td>
<td></td>
</tr>
<tr>
<td>1 0 000 AAA</td>
<td>*XARn++</td>
</tr>
<tr>
<td>1 0 001 AAA</td>
<td>*−−XARn</td>
</tr>
<tr>
<td>1 0 010 AAA</td>
<td>*+XARn[AR0]</td>
</tr>
<tr>
<td>1 0 011 AAA</td>
<td>*+XARn[AR1]</td>
</tr>
<tr>
<td>1 1 III AAA</td>
<td>*+XARn[3bit]</td>
</tr>
</tbody>
</table>
Table 5-1. Addressing Modes for “loc16” or “loc32”

<table>
<thead>
<tr>
<th>AMODE = 0</th>
<th>AMODE = 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-Bit Decode</td>
<td>&quot;loc16/loc32&quot; Syntax</td>
</tr>
<tr>
<td>C2XLP Indirect Addressing Modes (ARP, XAR0 to XAR7):</td>
<td></td>
</tr>
<tr>
<td>1 0 111 000</td>
<td>*</td>
</tr>
<tr>
<td>1 0 111 001</td>
<td>*++</td>
</tr>
<tr>
<td>1 0 111 010</td>
<td>*--</td>
</tr>
<tr>
<td>1 0 111 011</td>
<td>*0++</td>
</tr>
<tr>
<td>1 0 111 100</td>
<td>*0--</td>
</tr>
<tr>
<td>1 0 101 110</td>
<td>*BR0++</td>
</tr>
<tr>
<td>1 0 101 111</td>
<td>*BR0--</td>
</tr>
<tr>
<td>1 0 110 RRR</td>
<td>*,ARPn</td>
</tr>
<tr>
<td></td>
<td>1 1 000 RRR</td>
</tr>
<tr>
<td></td>
<td>1 1 001 RRR</td>
</tr>
<tr>
<td></td>
<td>1 1 010 RRR</td>
</tr>
<tr>
<td></td>
<td>1 1 011 RRR</td>
</tr>
<tr>
<td></td>
<td>1 1 100 RRR</td>
</tr>
<tr>
<td></td>
<td>1 1 101 RRR</td>
</tr>
<tr>
<td>Circular Indirect Addressing Modes (XAR6, XAR1):</td>
<td></td>
</tr>
<tr>
<td>1 0 111 111</td>
<td>*XAR6%++</td>
</tr>
<tr>
<td>32-Bit Register Addressing Modes (XAR0 to XAR7, ACC, P, XT):</td>
<td></td>
</tr>
<tr>
<td>1 0 100 AAA</td>
<td>@XARN</td>
</tr>
<tr>
<td>1 0 101 001</td>
<td>@ACC</td>
</tr>
<tr>
<td>1 0 101 011</td>
<td>@P</td>
</tr>
<tr>
<td>1 0 101 100</td>
<td>@XT</td>
</tr>
</tbody>
</table>

C28x Addressing Modes 5-5
Table 5–1. Addressing Modes for “loc16” or “loc32”

<table>
<thead>
<tr>
<th>AMODE = 0</th>
<th>AMODE = 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-Bit Decode</td>
<td>“loc16/loc32” Syntax</td>
</tr>
<tr>
<td>16-Bit Register Addressing Modes (AR0 to AR7, AH, AL, PH, PL, TH, SP):</td>
<td></td>
</tr>
<tr>
<td>1 0 100 AAA</td>
<td>@ARn</td>
</tr>
<tr>
<td>1 0 101 000</td>
<td>@AH</td>
</tr>
<tr>
<td>1 0 101 001</td>
<td>@AL</td>
</tr>
<tr>
<td>1 0 101 010</td>
<td>@PH</td>
</tr>
<tr>
<td>1 0 101 011</td>
<td>@PL</td>
</tr>
<tr>
<td>1 0 101 100</td>
<td>@TH</td>
</tr>
<tr>
<td>1 0 101 101</td>
<td>@SP</td>
</tr>
</tbody>
</table>

In the "C28x Indirect" addressing modes, the auxiliary register pointer used in the addressing mode is implicitly specified. In the "C2XLP Indirect" addressing modes, a 3-bit pointer called the auxiliary register pointer (ARP) is used to select which of the auxiliary registers is currently used and which pointer is used in the next operation.

The examples below illustrate the differences between the "C28x Indirect" and "C2XLP Indirect" addressing modes:

- `ADD AL,*XAR4++`
  Read the contents of 16-bit memory location pointed to by register XAR4, add the contents to AL register. Post-increment the contents of XAR4 by 1.

- `ADD AL,*++`
  Assume ARP pointer in ST1 contains the value 4. Read the contents of 16-bit memory location pointed to by register XAR4, add the contents to AL register. Post-increment the contents of XAR4 by 1.

- `ADD AL,*++,ARP5`
  Assume ARP pointer in ST1 contains the value 4. Read the contents of 16-bit memory location pointed to by register XAR4, add the contents to AL register. Post-increment the contents of XAR4 by 1. Set the ARP pointer to 5. Now it points to XAR5.

On the C28x instruction syntax, the destination operand is always on the left and the source operand(s) are always on the left.
5.3 Assembler/Compiler Tracking of AMODE Bit

The compiler will always assume the addressing mode is set to AMODE = 0 and therefore will only use addressing modes that are valid for AMODE = 0. The assembler can be instructed, via the command line options, to default to either AMODE = 0 or AMODE = 1. The command line options are:

- `v28` Assumes AMODE = 0 (C28x addressing modes).
- `v28 -m20` Assumes AMODE = 1 (full C2XLP compatible addressing modes).

Additionally, the assembler allows directives to be embedded within a file to instruct the assembler to override the default mode and change syntax checking to the new address mode setting:

- `.c28_amode` Tells assembler that any code that follows assumes AMODE = 0 (C28x addressing modes).
- `.lp_amode` Tells assembler that any code that follows assumes AMODE = 1 (full C2XLP compatible addressing modes)

The above directives cannot be nested. The above directives can be used as follows within an assembly program:

```assembly
; File assembled using "-v28" option (assume AMODE = 0):

; This section of code can only use AMODE = 0
; addressing modes

SETC AMODE ; Change to AMODE = 1
.lp_amode ; Tell assembler to check for AMODE = 1 syntax

; This section of code can only use AMODE = 1
; addressing modes

CLRC AMODE ; Revert back to AMODE = 0
.c28_amode ; Tell assembler to check for AMODE = 0 syntax

; This section of code can only use AMODE = 0
; addressing modes
```
; End of file.
## 5.4 Direct Addressing Modes (DP)

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| 0     | @6bit                | 32bitDataAddr(31:22) = 0  
32bitDataAddr(21:6) = DP(15:0)  
32bitDataAddr(5:0) = 6bit  
**Note:** The 6-bit offset value is concatenated with the 16-bit DP register. The offset value enables 0 to 63 words to be addressed relative to the current DP register value. |
| 1     | @@7bit              | 32bitDataAddr(31:22) = 0  
32bitDataAddr(21:7) = DP(15:1)  
32bitDataAddr(6:0) = 7bit  
**Note:** The 7-bit offset value is concatenated with the upper 15-bits of the DP register. Bit 0 of DP register is ignored and is not affected by the operation. The offset value enables 0 to 127 words to be addressed relative to the current DP register value. |

**Example(s):**

```
MOVW DP,#VarA ; Load DP pointer with page value containing VarA
ADD AL,@VarA ; Add memory location VarA to register AL
MOV @VarB,AL ; Store AL into memory location VarB
    ; VarB is located in the same 64-word page as VarA
MOVW DP,#VarC ; Load DP pointer with page value containing VarC
SUB AL,@VarC ; Subtract memory location VarC from register AL
MOV @VarD,AL ; Store AL into memory location VarD
    ; VarC is located in the same 64-word page as VarD
    ; VarC & D are in different pages than VarA & B
```

```
SETC AMODE ; Make sure AMODE = 1
.lp_amode ; Tell assembler that AMODE = 1
MOVW DP,#VarA ; Load DP pointer with page value containing VarA
ADD AL,@VarA ; Add memory location VarA to register AL
MOV @@VarB,AL ; Store AL into memory location VarB
    ; VarB is located in the same 128-word page as VarA
MOVW DP,#VarC ; Load DP pointer with page value containing VarC
SUB AL,@VarC ; Subtract memory location VarC from register AL
MOV @@VarD,AL ; Store AL into memory location VarD
    ; VarC is located in the same 128-word page as VarD
    ; VarC & D are in different pages than VarA & B
```

**Note:** The direct addressing mode can access only the lower 4M of data address space on the C28x device.
### Stack Addressing Modes (SP)

#### 5.5 Stack Addressing Modes (SP)

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| 0     | *−SP[6bit]           | 32bitDataAddr(31:16) = 0x0000  
|       |                      | 32bitDataAddr(15:0) = SP - 6bit  
|       |                      | Note: The 6-bit offset value is subtracted from the current 16-bit SP register value. The offset value enables 0 to 63 words to be addressed relative to the current SP register value. |

**Example(s):**

ADD  AL,*−SP[5]  ; Add 16-bit contents from stack location  
            ; -5 words from top of stack to AL register  
MOV  *−SP[8],AL  ; Store 16-bit AL register to stack location  
            ; -8 words from top of stack  
ADDL ACC,*−SP[12] ; Add 32-bit contents from stack location  
            ; -12 words from top of stack to ACC register.  
MOVL *−SP[34],ACC ; Store 32-bit ACC register to stack location  
            ; -34 words from top of stack  

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| X     | *SP++                | 32bitDataAddr(31:16) = 0x0000  
|       |                      | 32bitDataAddr(15:0) = SP  
|       |                      | if(loc16), SP = SP + 1  
|       |                      | if(loc32), SP = SP + 2 |

**Example(s):**

MOV  *SP++,AL  ; Push contents of 16-bit AL register onto top  
            ; of stack  
MOVL *SP++,P  ; Push contents of 32-bit P register onto top  
            ; of stack  

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| X     | *−−SP                | if(loc16), SP = SP - 1  
|       |                      | if(loc32), SP = SP - 2  
|       |                      | 32bitDataAddr(31:16) = 0x0000  
|       |                      | 32bitDataAddr(15:0) = SP |

**Example(s):**

ADD  AL,*−−SP  ; Pop contents from top of stack and add to 16-bit  
            ; AL register  
MOVL  ACC,*−−SP ; Pop contents from top of stack and store in  
            ; 32-bit ACC register  

**Note:** This addressing mode can only access the lower 64K of data address space on the C28x device.
5.6 Indirect Addressing Modes

This section includes indirect addressing modes for the 28x and 2xLP devices. It also includes circular indirect addressing modes.

5.6.1 C28x Indirect Addressing Modes (XAR0 to XAR7)

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*XARn++</td>
<td>ARP = n</td>
</tr>
<tr>
<td></td>
<td></td>
<td>32bitDataAddr(31:0) = XARn</td>
</tr>
<tr>
<td></td>
<td></td>
<td>if(loc16), XARn = XARn + 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>if(loc32), XARn = XARn + 2</td>
</tr>
</tbody>
</table>

Example(s):

```asm
MOVL XAR2,#Array1     ; Load XAR2 with start address of Array1
MOVL XAR3,#Array2     ; Load XAR3 with start address of Array2
MOV @AR0,#N-1         ; Load AR0 with loop count N
Loop:
    MOVL ACC,*XAR2++    ; Load ACC with location pointed to by XAR2,
                        ; post-increment XAR2
    MOVL *XAR3++,ACC    ; Store ACC into location pointed to by XAR3,
                        ; post-increment XAR3
    BANZ Loop,AR0--     ; Loop until AR0 == 0, post-decrement AR0
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*--XARn</td>
<td>ARP = n</td>
</tr>
<tr>
<td></td>
<td></td>
<td>if(loc16), XARn = XARn - 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>if(loc32), XARn = XARn - 2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>32bitDataAddr(31:0) = XARn</td>
</tr>
</tbody>
</table>

Example(s):

```asm
MOVL XAR2,#Array1+N*2 ; Load XAR2 with end address of Array1
MOVL XAR3,#Array2+N*2 ; Load XAR3 with end address of Array2
MOV @AR0,#N-1         ; Load AR0 with loop count N
Loop:
    MOVL ACC,*--XAR2    ; Pre-decrement XAR2,
                        ; load ACC with location pointed to by XAR2
    MOVL *--XAR3,ACC    ; Pre-decrement XAR3,
                        ; store ACC into location pointed to by XAR3,
    BANZ Loop,AR0--     ; Loop until AR0 == 0, post-decrement AR0
```
# Indirect Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*+XARn[AR0]</td>
<td>ARP = n</td>
</tr>
<tr>
<td></td>
<td>32bitDataAddr(31:0) = XARn + AR0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Note: The lower 16-bits of XAR0 are added to the selected 32-bit register. Upper 16-bits of XAR0 are ignored. AR0 is treated as an unsigned 16-bit value. Overflow into the upper 16-bits of XARn can occur.</td>
<td></td>
</tr>
</tbody>
</table>

**Example(s):**

```
MOVW DP,#Array1Ptr ; Point to Array1 Pointer location
MOVL XAR2,@Array1Ptr ; Load XAR2 with pointer to Array1
MOVB XAR0,#16 ; AR0 = 16, AR0H = 0
MOVB XAR1,#68 ; AR1 = 68, AR1H = 0
MOVL ACC,*+XAR2[AR0] ;; Swap contents of location Array1[16]
MOVL P,*+XAR2[AR1] ;; with the contents of location Array1[68]
MOVL *+XAR2[AR1],ACC ;;
MOVL *+XAR2[AR0],P ;;
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*+XARn[AR1]</td>
<td>ARP = n</td>
</tr>
<tr>
<td></td>
<td>32bitDataAddr(31:0) = XARn + AR1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Note: The lower 16-bits of XAR0 are added to the selected 32-bit register. Upper 16-bits of XAR0 are ignored. AR0 is treated as an unsigned 16-bit value. Overflow into the upper 16-bits of XARn can occur.</td>
<td></td>
</tr>
</tbody>
</table>

**Example(s):**

```
MOVW DP,#Array1Ptr ; Point to Array1 Pointer location
MOVL XAR2,@Array1Ptr ; Load XAR2 with pointer to Array1
MOVB XAR0,#16 ; AR0 = 16, AR0H = 0
MOVB XAR1,#68 ; AR1 = 68, AR1H = 0
MOVL ACC,*+XAR2[AR0] ;; Swap contents of location Array1[16]
MOVL P,*+XAR2[AR1] ;; with the contents of location Array1[68]
MOVL *+XAR2[AR1],ACC ;;
MOVL *+XAR2[AR0],P ;;
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*+XARn[3bit]</td>
<td>ARP = n</td>
</tr>
<tr>
<td></td>
<td>32bitDataAddr(31:0) = XARn + 3bit</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Note: The immediate value is treated as an unsigned 3-bit value.</td>
<td></td>
</tr>
</tbody>
</table>

**Example(s):**

```
MOVW DP,#Array1Ptr ; Point to Array1 Pointer location
MOVL XAR2,@Array1Ptr ; Load XAR2 with pointer to Array1
MOVL P,*+XAR2[5] ;; with the contents of location Array1[5]
MOVL *+XAR2[5],ACC ;;
MOVL *+XAR2[2],P ;;
```

**Note:** The assembler also accepts "XARn" as an addressing mode. This is the same encoding as the "*+XARn[0]" mode.
### 5.6.2 C2XLP Indirect Addressing Modes (ARP, XAR0 to XAR7)

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*</td>
<td>32bitDataAddr(31:0) = XAR(ARP)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Note: The XARn register used is the register pointed to by the current value in the ARP pointer. ARP = 0, points to XAR0, ARP = 1, points to XAR1 and so on.</td>
</tr>
</tbody>
</table>

Example(s):
- MOVZ DP,#RegAPtr ; Load DP with page address containing RegAPtr
- MOVZ AR2,@RegAPtr ; Load AR2 with contents of RegAPtr, AR2H = 0
- MOVZ AR3, @RegBPtr ; Load AR3 with contents of RegBPtr, AR3H = 0
- NOP *,ARP2 ; Set ARP pointer to point to XAR2
- MOV *,#0x0404 ; Store 0x0404 into location pointed by XAR2
- NOP *,ARP3 ; Set ARP pointer to point to XAR3
- MOV *,#0x8000 ; Store 0x8000 into location pointed by XAR3

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*,ARPn</td>
<td>32bitDataAddr(31:0) = XAR(ARP)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ARP = n</td>
</tr>
</tbody>
</table>

Example(s):
- MOVZ DP,#RegAPtr ; Load DP with page address containing RegAPtr
- MOVZ AR2,@RegAPtr ; Load AR2 with contents of RegAPtr, AR2H = 0
- MOVZ AR3, @RegBPtr ; Load AR3 with contents of RegBPtr, AR3H = 0
- NOP *,ARP2 ; Set ARP pointer to point to XAR2
- MOV *,#0x0404,ARP3 ; Store 0x0404 into location pointed by XAR2, Set ARP pointer to point to XAR3
- MOV *,#0x8000 ; Store 0x8000 into location pointed by XAR3
## Indirect Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| X     | *++                 | 32bitDataAddr(31:0) = XAR(ARP)  
if(loc16), XAR(ARP) = XAR(ARP) + 1  
if(loc32), XAR(ARP) = XAR(ARP) + 2 |

Example(s):

```assembly
MOVL XAR2,#Array1      ; Load XAR2 with start address of Array1
MOVL XAR3,#Array2      ; Load XAR3 with start address of Array2
MOV @AR0,#N-1          ; Load AR0 with loop count N
Loop:
   NOP *,ARP2           ; Set ARP pointer to point to XAR2
   MOVL ACC,***+        ; Load ACC with location pointed to by XAR2,  
                        ; post-increment XAR2
   NOP *,ARP3           ; Set ARP pointer to point to XAR3
   MOVL ***+,ACC         ; Store ACC into location pointed to by XAR3,  
                        ; post-increment XAR3
   NOP *,ARP0           ; Set ARP pointer to point to XAR0
   BANZ Loop,*--        ; Loop until AR0 == 0, post-decrement AR0

AMODE | "loc16/loc32" Syntax | Description |
-------|----------------------|-------------|
X     | *++,ARPn             | 32bitDataAddr(31:0) = XAR(ARP)  
if(loc16), XAR(ARP) = XAR(ARP) + 1  
if(loc32), XAR(ARP) = XAR(ARP) + 2 |

Example(s):

```assembly
MOVL XAR2,#Array1      ; Load XAR2 with start address of Array1
MOVL XAR3,#Array2      ; Load XAR3 with start address of Array2
MOV @AR0,#N-1          ; Load AR0 with loop count N
NOP *,ARP2             ; Set ARP pointer to point to XAR2
SETC AMODE             ; Make sure AMODE = 1
.lp_amode              ; Tell assembler that AMODE = 1
Loop:
   MOVL ACC,***+,ARP3   ; Load ACC with location pointed to by XAR2,  
                        ; post-increment XAR2, set ARP to point to XAR3
   MOVL ***+,ACC,ARP0   ; Store ACC into location pointed to by XAR3,  
                        ; post-increment XAR3, set ARP to point to XAR0
   XBANZ Loop,*--+,ARP2  ; Loop until AR0 == 0, post-decrement AR0,  
                        ; set ARP pointer to point to XAR2
```
### Indirect Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| X     | *−−                  | 32bitDataAddr(31:0) = XAR(ARP)  
       |                      | if(loc16), XAR(ARP) = XAR(ARP) + 1  
       |                      | if(loc32), XAR(ARP) = XAR(ARP) + 2 |

Example(s):

```plaintext
MOVL XAR2,#Array1+(N−1)*2 ; Load XAR2 with end address of Array1
MOVL XAR3,#Array2+(N−1)*2 ; Load XAR3 with end address of Array2
MOV @AR0,#N-1           ; Load AR0 with loop count N
Loop:
  NOP *,ARP2             ; Set ARP pointer to point to XAR2
  MOVL ACC,*−−           ; Load ACC with location pointed to by XAR2,  
                          ; post-decrement XAR2
  NOP *,ARP3             ; Set ARP pointer to point to XAR3
  MOVL *−−,ACC           ; Store ACC into location pointed to by XAR3,  
                          ; post-decrement XAR3
  NOP *,ARP0             ; Set ARP pointer to point to XAR0
  BANZ Loop,*−−         ; Loop until AR0 == 0, post-decrement AR0
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| 1     | *−−,ARPn             | 32bitDataAddr(31:0) = XAR(ARP)  
       |                      | if(loc16), XAR(ARP) = XAR(ARP) + 1  
       |                      | if(loc32), XAR(ARP) = XAR(ARP) + 2 |

```plaintext
MOV @AR0,#N-1           ; Load AR0 with loop count N
NOP *,ARP2             ; Set ARP pointer to point to XAR2
SETC AMODE             ; Make sure AMODE = 1
.lp_amode               ; Tell assembler that AMODE = 1
Loop:
  MOVL ACC,*−−,ARP3      ; Load ACC with location pointed to by XAR2,  
                          ; post-increment XAR2, set ARP to point  
                          ; to XAR3
  MOVL *−−,ACC,ARP0      ; Store ACC into location pointed to by XAR3,  
                          ; post-increment XAR3, set ARP to point  
                          ; to XAR0
  BANZ Loop,*−−,ARP2     ; Loop until AR0 == 0, post-decrement AR0,  
                          ; set ARP pointer to point to XAR2
```
## Indirect Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*0++</td>
<td>32bitDataAddr(31:0) = XAR(ARP) &lt;br&gt; XAR(ARP) = XAR(ARP) + AR0 &lt;br&gt; Note: The lower 16-bits of XAR0 are added to the selected 32-bit register. Upper 16-bits of XAR0 ignored. AR0 is treated as an unsigned 16-bit value. Overflow into the upper 16-bits of XAR(ARP) can occur.</td>
</tr>
</tbody>
</table>

### Example(s):

```assembly
MOVL XAR2,#Array1    ; Load XAR2 with start address of Array1
MOVL XAR3,#Array2    ; Load XAR3 with start address of Array2
MOV @AR0,#4          ; Set AR0 to copy every fourth value from Array1 to Array2
MOV @AR1,#N−1        ; Load AR1 with loop count N
Loop:
  NOP   *,ARP2         ; Set ARP pointer to point to XAR2
  MOV   @AR0,#4         ; Set AR0 to copy every fourth value from Array1 to Array2
  MOV   @AR1,#N−1       ; Load AR1 with loop count N
  BANZ  Loop,*−−        ; Loop until AR1 == 0, post-decrement AR1
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>*0++,ARPn</td>
<td>32bitDataAddr(31:0) = XAR(ARP) &lt;br&gt; XAR(ARP) = XAR(ARP) + AR0 &lt;br&gt; ARP = n &lt;br&gt; Note: The lower 16-bits of XAR0 are added to the selected 32-bit register. Upper 16-bits of XAR0 ignored. AR0 is treated as an unsigned 16-bit value. Overflow into the upper 16-bits of XAR(ARP) can occur.</td>
</tr>
</tbody>
</table>

### Example(s):

```assembly
MOVL XAR2,#Array1    ; Load XAR2 with start address of Array1
MOVL XAR3,#Array2    ; Load XAR3 with start address of Array2
MOV @AR0,#4          ; Set AR0 to copy every fourth value from Array1 to Array2
MOV @AR1,#N−1        ; Load AR1 with loop count N
NOP   *,ARP2         ; Set ARP pointer to point to XAR2
SETC AMODE           ; Make sure AMODE = 1
.lp_amode             ; Tell assembler that AMODE = 1
Loop:
  MOV   ACC,*0++,ARP3  ; Load ACC with location pointed to by XAR2, post-increment XAR2 by AR0, set ARP pointer to point to XAR3
  MOV   *++,ACC,ARP1  ; Store ACC into location pointed to by XAR3, post-increment XAR3, set ARP pointer to point to XAR1
  BANZ  Loop,*−−,ARP2  ; Loop until AR1 == 0, post-decrement AR1, set ARP to point to XAR2
```
### Indirect Addressing Modes

#### AMODE "loc16/loc32" Syntax

<table>
<thead>
<tr>
<th>AMODE</th>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*0--</td>
<td>32bitDataAddr(31:0) = XAR(ARP)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XAR(ARP) = XAR(ARP) − AR0</td>
</tr>
<tr>
<td>Note:</td>
<td></td>
<td>The lower 16-bits of XAR0 are subtracted from the selected 32-bit register.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Upper 16-bits of XAR0 ignored. AR0 is treated as an unsigned 16-bit value.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Underflow into the upper 16-bits of XAR(ARP) can occur.</td>
</tr>
</tbody>
</table>

**Example(s):**

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV L XAR2,#Array1+(N-1)*8</td>
<td>Load XAR2 with end address of Array1</td>
</tr>
<tr>
<td>MOV L XAR3,#Array2+(N-1)*2</td>
<td>Load XAR3 with end address of Array2</td>
</tr>
<tr>
<td>MOV @AR0,#4</td>
<td>Set AR0 to copy every fourth value from Array1 to Array2</td>
</tr>
<tr>
<td>MOV @AR1,#N-1</td>
<td>Load AR1 with loop count N</td>
</tr>
</tbody>
</table>

**Loop:**

- NOP *,ARP2 | Set ARP pointer to point to XAR2 |
- MOV L ACC,*0-- | Load ACC with location pointed to by XAR2, post-decrement XAR2 by AR0 |
- NOP *,ARP3 | Set ARP pointer to point to XAR3 |
- MOV *--,ACC | Store ACC into location pointed to by XAR3, post-decrement XAR3 |
- NOP *,AR1  | Set ARP pointer to point to XAR1 |
- BANZ Loop,*-- | Loop until AR1 == 0, post-decrement AR1 |

#### AMODE "loc16/loc32" Syntax

<table>
<thead>
<tr>
<th>AMODE</th>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>*0--,ARPn</td>
<td>32bitDataAddr(31:0) = XAR(ARP)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XAR(ARP) = XAR(ARP) − AR0</td>
</tr>
<tr>
<td>Note:</td>
<td></td>
<td>The lower 16-bits of XAR0 are subtracted from the selected 32-bit register.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Upper 16-bits of XAR0 ignored. AR0 is treated as an unsigned 16-bit value.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Underflow into the upper 16-bits of XAR(ARP) can occur.</td>
</tr>
</tbody>
</table>

**Example(s):**

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV L XAR2,#Array1+(N-1)*8</td>
<td>Load XAR2 with end address of Array1</td>
</tr>
<tr>
<td>MOV L XAR3,#Array2+(N-1)*2</td>
<td>Load XAR3 with end address of Array2</td>
</tr>
<tr>
<td>MOV @AR0,#4</td>
<td>Set AR0 to copy every fourth value from Array1 to Array2</td>
</tr>
<tr>
<td>MOV @AR1,#N-1</td>
<td>Load AR1 with loop count N</td>
</tr>
<tr>
<td>SETC AMODE</td>
<td>Make sure AMODE = 1</td>
</tr>
<tr>
<td>.lp_amode</td>
<td>Tell assembler that AMODE = 1</td>
</tr>
</tbody>
</table>

**Loop:**

- MOV L ACC,*0--.ARP3 | Load ACC with location pointed to by XAR2, post-decrement XAR2 by AR0, set ARP pointer to point to XAR3 |
- MOV *--.ACC,ARP1     | Store ACC into location pointed to by XAR3, post-decrement XAR3, set ARP pointer to point to XAR1 |
- BANZ Loop,*--.ARP2   | Loop until AR1 == 0, post-decrement AR1, set ARP to point to XAR2 |

---

**C28x Addressing Modes** 5-17
### Indirect Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| X     | *BR0++               | 32bitDataAddr(31:0) = XAR(ARP)  
XAR(ARP)(15:0) = AR(ARP) rcadd AR0  
XAR(ARP)(31:16) = unchanged  
**Note:** The lower 16-bits of XAR0 are reverse carry added (rcadd) to the lower 16-bits of the selected register. Upper 16-bits of XAR0 ignored. Upper 16-bits of the selected register unchanged by the operation. |

#### Example(s):

; Transfer contents of Array1 to Array2 in bit reverse order:

```assembly
MOVL XAR2,#Array1    ; Load XAR2 with start address of Array1
MOVL XAR3,#Array2    ; Load XAR3 with start address of Array2
MOV @AR0,#N         ; Load AR0 with size of array,
; N must be a multiple of 2 (2,4,8,16,...)
MOV @AR1,#N-1       ; Load AR1 with loop count N
Loop:
    NOP   *,ARP2          ; Set ARP pointer to point to XAR2
    MOVL  ACC,*++         ; Load ACC with location pointed to by XAR2,  
    ; post-increment XAR2
    NOP   *,ARP3          ; Set ARP pointer to point to XAR3
    MOVL  *BR0++,ACC      ; Store ACC into location pointed to by XAR3,  
    ; post-increment XAR3 with AR0 reverse carry add
    NOP   *,ARP1          ; Set ARP pointer to point to XAR1
    BANZ  Loop,*--        ; Loop until AR1 == 0, post-decrement AR1
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| 1     | *BR0++,ARPn          | 32bitDataAddr(31:0) = XAR(ARP)  
XAR(ARP)(15:0) = AR(ARP) rcadd AR0  
XAR(ARP)(31:16) = unchanged  
**Note:** The lower 16-bits of XAR0 are reverse carry added (rcadd) to the lower 16-bits of the selected register. Upper 16-bits of XAR0 ignored. Upper 16-bits of the selected register unchanged by the operation. |

#### Example(s):

; Transfer contents of Array1 to Array2 in bit reverse order:

```assembly
MOVL XAR2,#Array1    ; Load XAR2 with start address of Array1
MOVL XAR3,#Array2    ; Load XAR3 with start address of Array2
MOV @AR0,#N         ; Load AR0 with size of array,  
; N must be a multiple of 2 (2,4,8,16,...)
MOV @AR1,#N-1       ; Load AR1 with loop count N
Loop:
    SETC  AMODE           ; Make sure AMODE = 1  
    .lp_amode             ; Tell assembler that AMODE = 1
    MOVL  ACC,*++,ARP2    ; Load ACC with location pointed to by XAR2,  
    ; post-increment XAR2, set ARP pointer to point  
    ; to XAR3
```
Indirect Addressing Modes

MOVL  *BR0++,ACC,ARP1 ; Store ACC into location pointed to by XAR3,
               ; post-increment XAR3 with AR0 reverse carry
               ; add, set ARP pointer to point to XAR1
BANZ  Loop,*--,ARP2 ; Loop until AR1 == 0, post-decrement AR1,
               ; set ARP to point to XAR2

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>*BR0--</td>
<td>Address Generation:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>32bitDataAddr(31:0) = XAR(ARP)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XAR(ARP)(15:0) = AR(ARP) rbsub AR0 {see note [1]}</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XAR(ARP)(31:16) = unchanged</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Note: The lower 16-bits of XAR0 are reverse borrow subtracted (rbsub) from the lower 16-bits of the selected register. Upper 16-bits of XAR0 ignored. Upper 16-bits of the selected register unchanged by the operation.</td>
</tr>
</tbody>
</table>

Example(s):
; Transfer contents of Array1 to Array2 in bit reverse order:
    MOVL  XAR2,#Array1+(N-1)*2 ; Load XAR2 with end address of Array1
    MOVL  XAR3,#Array2+(N-1)*2 ; Load XAR3 with end address of Array2
    MOV   @AR0,#N               ; Load AR0 with size of array,
           ; N must be a multiple of 2 (2,4,8,16,...)
    MOV   @AR1,#N−1             ; Load AR1 with loop count N
Loop:
    NOP   *,ARP2                ; Set ARP pointer to point to XAR2
    MOVL  ACC,*--               ; Load ACC with location pointed to by
           ; XAR2, post-decrement XAR2
    NOP   *,ARP3                ; Set ARP pointer to point to XAR3
    MOVL  *BR0--,ACC            ; Store ACC into location pointed to by
           ; XAR3, post-decrement XAR3 with AR0
           ; reverse borrow subtract
    NOP   *,ARP1                ; Set ARP pointer to point to XAR1
    BANZ  Loop,*--              ; Loop until AR1 == 0, post-decrement AR1
### Indirect Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc6/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>*BR0--,ARPn</td>
<td>32bitDataAddr(31:0) = XAR(ARP)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XAR(ARP)(15:0) = AR(ARP) rbsub AR0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XAR(ARP)(31:16) = unchanged</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ARP = n</td>
</tr>
<tr>
<td></td>
<td><strong>Note:</strong> The lower 16-bits of XAR0 are reverse borrow subtracted (rbsub) from the lower 16-bits of the selected register. Upper 16-bits of XAR0 ignored. Upper 16-bits of the selected register unchanged by the operation.</td>
<td></td>
</tr>
</tbody>
</table>

Example(s):

; Transfer contents of Array1 to Array2 in bit reverse order:

MOVL XAR2,#Array1+(N-1)*2 ; Load XAR2 with end address of Array1
MOVL XAR3,#Array2+(N-1)*2 ; Load XAR3 with end address of Array2
MOV @AR0,#N ; Load AR0 with size of array,
             ; N must be a multiple of 2 (2,4,8,16,...)
MOV @AR1,#N-1 ; Load AR1 with loop count N
NOP *,ARP2 ; Set ARP pointer to point to XAR2
SETC AMODE ; Make sure AMODE = 1
.lp_amode ; Tell assembler that AMODE = 1
Loop:

MOVL ACC,*--ARP3 ; Load ACC with location pointed to by
                 ; XAR2, post-decrement XAR2, set ARP
                 ; pointer to point to XAR3
MOVL *BR0--,ACC,ARP1 ; Store ACC into location pointed to by
                     ; XAR3, post-decrement XAR3 with AR0
                     ; reverse borrow subtract, set ARP pointer
                     ; to point to XAR1
XBANZ Loop,*--ARP2 ; Loop until AR1 == 0, post-decrement AR1,
                     ; set ARP pointer to point to XAR2
Reverse carry addition or reverse carry subtraction is used to implement bit-reversed addressing as used in the re-ordering of data elements in FFT algorithms. Typically, AR0 is initialized with the (FFT size) /2. The value of AR0 is then added or subtracted, with reverse carry addition or subtraction, to generate the bit reversed address:

Reverse Carry Addition Example Is Shown Below (FFT size = 16):

\[
\begin{align*}
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 0000 \\
+ \ AR0 &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1000 \\
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1100 \\
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 0010 \\
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1010 \\
\end{align*}
\]

Reverse Borrow Subtraction Example Is Shown Below (FFT size = 16):

\[
\begin{align*}
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 0000 \\
- \ AR0 &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1111 \\
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 0111 \\
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1011 \\
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 0011 \\
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1000 \\
\hline
\text{XAR(ARP)(15:0)} &= 0000 0000 0000 1101 \\
\end{align*}
\]

On the C28x, the bit reversed addressing is restricted to block size < 64K. This is OK since most FFT implementations are much less than this.
5.6.3 Circular Indirect Addressing Modes (XAR6, XAR1)

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| 0     | *AR6%++              | 32bitDataAddr(31:0) = XAR6 if(XAR6(7:0) == XAR1(7:0))
|       |                      | { XAR6(7:0) = 0x00 XAR6(15:8) = unchanged
|       |                      | } else
|       |                      | { if(16-bit data), XAR6(15:0) += 1
|       |                      | if(32-bit data), XAR6(15:0) += 2
|       |                      | }
|       |                      | XAR6(31:16) = unchanged
|       |                      | ARP = 6

**Note:** With this addressing mode, the circular buffer must not cross a 64-word page boundary and is restricted to low 64K of data memory space.

Example(s):

; Calculate FIR filter (X[N] = data array, C[N] = coefficient array):
    MOVW DP,#Xpointer          ; Load DP with page address of Xpointer
    MOVL XAR6,@Xpointer        ; Load XAR6 with current X pointer
    MOVL XAR7,#C               ; Load XAR7 with start address of C array
    MOV @AR1,#N                ; Load AR1 with size of data array N,
    SPM −4                     ; Set product shift mode to ">> 4"
    ZAPA                       ; Zero ACC, P, OVC
    RPT #N−1                   ; Repeat next instruction N times
    ||QMACL P,*AR6%++,*XAR7++    ; ACC = ACC + P >> 4,
    | ADDL ACC,P << PM           ; Final accumulate
    MOVL @Xpointer,XAR6        ; Store XAR6 into current X pointer
    MOVL @Sum,ACC              ; Store result into sum
### Indirect Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16/loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| 1     | XAR6[AR1%++]          | 32bitDataAddr(31:0) = XAR6 + AR1  
if(XAR1(15:0) == XAR1(31:16))  
{  
 XAR1(15:0) = 0x0000  
}  
else  
{  
if(16-bit data), XAR1(15:0) += 1  
if(32-bit data), XAR1(15:0) += 2  
}  
XAR1(31:16) = unchanged  
ARP = 6  
Note: With this addressing mode, there is no circular buffer alignment requirements. |

### Example(s):

; Calculate FIR filter (X[N] = data array, C[N] = coefficient array):

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVW DP,#Xindex</td>
<td>Load DP with page address of Xindex</td>
</tr>
<tr>
<td>MOVL XAR6,#X</td>
<td>Load XAR6 with start address of X array</td>
</tr>
<tr>
<td>MOV @AH,#N</td>
<td>Load AH with size of array X (N)</td>
</tr>
<tr>
<td>MOV AL,#Xindex</td>
<td>Load AL with current circular index</td>
</tr>
<tr>
<td>MOVL XAR1,@ACC</td>
<td>Load parameters into XAR1</td>
</tr>
<tr>
<td>MOVL XAR7,#C</td>
<td>Load XAR7 with start address of C array</td>
</tr>
<tr>
<td>SPM -4</td>
<td>Set product shift mode to &quot;&gt;&gt; 4&quot;</td>
</tr>
<tr>
<td>ZAPA</td>
<td>Zero ACC, P, OVC</td>
</tr>
<tr>
<td>RPT #N-1</td>
<td>Repeat next instruction N times</td>
</tr>
</tbody>
</table>
| QMACL P,*XAR6[AR1%++],*XAR7++ | ACC = ACC + P >> 4,  
P = (*AR6%++ * *XAR7++) >> 32  
| ADDL ACC,P << PM            | Final accumulate                                 |
| MOV @Xindex,AR1              | Store AR1 into current X index                    |
| MOVL @Sum,ACC                | Store result into sum                             |

---

**C28x Addressing Modes**  
5-23
5.7 Register Addressing Modes

This section includes register addressing modes for 32-bit and 16-bit registers.

5.7.1 32-Bit Register Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@ACC</td>
<td>Access contents of 32-bit ACC register. When the &quot;@ACC&quot; register is the destination operand, this may affect the Z,N,V,C,OVC flags.</td>
</tr>
</tbody>
</table>

Example(s):
- MOVL XAR6,@ACC ; Load XAR6 with contents of ACC
- MOVL @ACC,XT ; Load ACC with contents of XT register
- ADDL ACC,@ACC ; ACC = ACC + ACC

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@P</td>
<td>Access contents of 32-bit P register.</td>
</tr>
</tbody>
</table>

Example(s):
- MOVL XAR6,@P ; Load XAR6 with contents of P
- MOVL @P,XT ; Load P with contents of XT register
- ADDL ACC,@P ; ACC = ACC + P

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@XT</td>
<td>Access contents of 32-bit XT register.</td>
</tr>
</tbody>
</table>

Example(s):
- MOVL XAR6,@XT ; Load XAR6 with contents of XT
- MOVL P,@XT ; Load P with contents of XT register
- ADDL ACC,@XT ; ACC = ACC + XT

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc32&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@XARn</td>
<td>Access contents of 32-bit XARn registers.</td>
</tr>
</tbody>
</table>

Example(s):
- MOVL XAR6,@XAR2 ; Load XAR6 with contents of XAR2
- MOVL P,@XAR2 ; Load P with contents of XAR2 register
- ADDL ACC,@XAR2 ; ACC = ACC + XAR2

Note: The "@" symbol in front of the register is optional. For example: "MOVL ACC,@P" or "MOVL ACC,P".
### 16-Bit Register Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@AL</td>
<td>Access contents of 16-bit AL register. AH register contents are un-affected. When the &quot;@AL&quot; register is the destination operand, this may affect the Z,N,V,C,OVC flags.</td>
</tr>
</tbody>
</table>

Example(s):
- MOV PH,@AL ; Load PH with contents of AL
- ADD AH,@AL ; AH = AH + AL
- MOV T,@AL ; Load T with contents of AL

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@AH</td>
<td>Access contents of 16-bit AH register. AL register contents are un-affected. When the &quot;@AH&quot; register is the destination operand, this may affect the Z,N,V,C,OVC flags.</td>
</tr>
</tbody>
</table>

Example(s):
- MOV PH,@AH ; Load PH with contents of AH
- ADD AL,@AH ; AL = AL + AH
- MOV T,@AH ; Load T with contents of AH

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@PL</td>
<td>Access contents of 16-bit PL register. PH register contents are un-affected.</td>
</tr>
</tbody>
</table>

Example(s):
- MOV PH,@PL ; Load PH with contents of PL
- ADD AL,@PL ; AL = AL + PL
- MOV T,@PL ; Load T with contents of PL
## Register Addressing Modes

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@PH</td>
<td>Access contents of 16-bit PH register. PL register contents are unaffected.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Example(s):**

```
MOV PL,@PH ; Load PL with contents of PH
ADD AL,@PH ; AL = AL + PH
MOV T,@PH ; Load T with contents of PH
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@TH</td>
<td>Access contents of 16-bit TH register. TL register contents are unaffected.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Example(s):**

```
MOV PL,@T ; Load PL with contents of T
ADD AL,@T ; AL = AL + T
MOVZ AR4,@T ; Load AR4 with contents of T, AR4H = 0
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@SP</td>
<td>Access contents of 16-bit SP register.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Example(s):**

```
MOVZ AR4,@SP ; Load AR4 with contents of SP, AR4H = 0
MOV AL,@SP ; Load AL with contents of SP
MOV @SP,AH ; Load SP with contents of AH
```

<table>
<thead>
<tr>
<th>AMODE</th>
<th>&quot;loc16&quot; Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>@ARn</td>
<td>Access contents of 16-bit AR0 to AR7 registers. AR0H to AR7H register contents are unaffected.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Example(s):**

```
MOVZ AR4,@AR2 ; Load AR4 with contents of AR2, AR4H = 0
MOV AL,@AR3 ; Load AL with contents of AR3
MOV @AR5,AH ; Load AR5 with contents of AH, AR5H = unchanged
```
### 5.8 Data/Program/IO Space Immediate Addressing Modes

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*(0:16bit)</td>
<td>32BitDataAddr(31:16) = 0&lt;br&gt;32BitDataAddr(15:0) = 16-bit immediate value</td>
</tr>
<tr>
<td></td>
<td>Note: If instruction is repeated, the address is post–incremented on each iteration. This addressing mode can only access the low 64K of data space.</td>
</tr>
</tbody>
</table>

Instructions that use this addressing mode:
MOV   loc16,*(0:16bit) ; [loc16] = [0:16bit]
MOV   *(0:16bit),loc16 ; [loc16] = [0:16bit]

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*(PA)</td>
<td>32BitDataAddr(31:16) = 0&lt;br&gt;32BitDataAddr(15:0) = PA 16-bit immediate value</td>
</tr>
<tr>
<td></td>
<td>Note: If instruction is repeated, the address is post–incremented on each iteration. The I/O strobe signal is toggled when accessing I/O space with this addressing mode. The data space address lines are used for accessing I/O space.</td>
</tr>
</tbody>
</table>

Instructions that use this addressing mode:
OUT   *(PA),loc16        ; IOspace[0:PA] = [loc16]
UOUT  *(PA),loc16        ; IOspace[0:PA] = [loc16] (unprotected)
IN    loc16,*(PA)        ; [loc16] = IOspace[0:PA]

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0:pma</td>
<td>22BitProgAddr(21:16) = 0&lt;br&gt;22BitProgAddr(15:0) = pma 16-bit immediate value</td>
</tr>
<tr>
<td></td>
<td>Note: If instruction is repeated, the address is post–incremented on each iteration. This addressing mode can only access the low 64K of program space.</td>
</tr>
</tbody>
</table>

Instructions that use this addressing mode:
MAC   P,loc16,0:pma      ; ACC = ACC + P << PM,<br>; P = [loc16] * ProgSpace[0:pma]
### Data/Program/IO Space Immediate Addressing Modes

**Syntax**

*(pma)*

**Description**

- 22BitProgAddr(21:16) = 0x3F
- 22BitProgAddr(15:0) = pma 16-bit immediate value

**Note:** If instruction is repeated, the address is post-incremented on each iteration. This addressing mode can only access the upper 64K of program space.

Instructions that use this addressing mode:

- **XPREAD loc16,*(pma)**
  
  ; [loc16] = ProgSpace[0x3F:pma]

- **XMAC P,loc16,*(pma)**
  
  ; ACC = ACC + P << PM,
  ; P = [loc16] * ProgSpace[0x3F:pma]

- **XMACD P,loc16,*(pma)**
  
  ; ACC = ACC + P << PM,
  ; P = [loc16] * ProgSpace[0x3F:pma],
  ; [loc16+1] = [loc16]
## 5.9 Program Space Indirect Addressing Modes

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| *AL    | 22BitProgAddr(21:16) = 0x3F  
        | 22BitProgAddr(15:0) = AL  
        | **Note:** If instruction is repeated, the address in AL is copied to a shadow register and the value post-incremented on each iteration. The AL register is not modified. This addressing mode can only access the upper 64K of program space. |

Instructions that use this addressing mode:
- **XPREAD** loc16,*AL ; [loc16] = ProgSpace[0x3F:AL]
- **XPWRITE** *AL,loc16 ; ProgSpace[0x3F:AL] = [loc16]

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| *XAR7  | 22BitProgAddr(21:0) = XAR7  
        | **Note:** If instruction is repeated, only in the XPREAD and XPWRITE instructions, is the address contained in XAR7 copied to a shadow register and the value post-incremented on each iteration. The XAR7 register is not modified. For all other instructions, the address is not incremented even when repeated. |

Instructions that use this addressing mode:
- **MAC** P,loc16,*XAR7 ; ACC = ACC + P << PM,  
  ; P = [loc16] * ProgSpace[*XAR7]
- **DMAC** ACC:P,loc32,*XAR7 ; ACC = ([loc32].MSW * ProgSpace[*XAR7].MSW) >> PM,  
  ; P = ([loc32].LSW * ProgSpace[*XAR7].LSW) >> PM
- **QMACL** P,loc32,*XAR7 ; ACC = ACC + P >> PM,  
  ; P = ([loc32] * ProgSpace[*XAR7]) >> 32
- **IMACL** P,loc32,*XAR7 ; ACC = ACC + P,  
  ; P = ([loc32] * ProgSpace[*XAR7]) << PM
- **PREAD** loc16,*XAR7 ; [loc16] = ProgSpace[*XAR7]
- **PWRITE** *XAR7,loc16 ; ProgSpace[*XAR7] = [loc16]

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
</table>
| *XAR7++| 22BitProgAddr(21:0) = XAR7,  
        | if(16-bit operation) XAR7 = XAR7 + 1,  
        | if(32-bit operation) XAR7 = XAR7 + 2  
        | **Note:** If instruction is repeated, the address is post-incremented as normal. |

Instructions that use this addressing mode:
- **MAC** P,loc16,*XAR7++ ; ACC = ACC + P << PM,  
  ; P = [loc16] * ProgSpace[*XAR7++]
- **DMAC** ACC:P,loc32,*XAR7++ ; ACC=([loc32].MSW * ProgSpace[*XAR7++].MSW) >>PM,  
  ; P=([loc32].LSW * ProgSpace[*XAR7++].LSW) >>PM
- **QMACL** P,loc32,*XAR7++ ; ACC = ACC + P >> PM,  
  ; P = ([loc32] * ProgSpace[*XAR7++]) >> 32
- **IMACL** P,loc32,*XAR7++ ; ACC = ACC + P,  
  ; P = ([loc32] * ProgSpace[*XAR7++]) << PM
5.10 Byte Addressing Modes

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*+XARn[AR0]</td>
<td>32BitDataAddr(31:0) = XARn + Offset (Offset = AR0/AR1/3bit)</td>
</tr>
</tbody>
</table>
| *+XARn[AR1]     | if( Offset == Even Value )
|                 |   Access LSByte Of 16-bit Memory Location; Leave MSByte untouched; |
| *+XARn[3bit]    | if( Offset == Odd Value )
|                 |   Access MSByte Of 16-bit Memory Location; Leave LSByte untouched; |

Note: For all other addressing modes, only the LSByte of the addressed location is accessed, the MSByte is left untouched.
Instructions that use this addressing mode:

MOVB AX.LSB,loc16 ; if( address mode == *+XARn[AR0/AR1/3bit] )
    ; if( offset == even )
    ;   AX.LSB = [loc16].LSB;
    ;   AX.MSB = 0x00;
    ; if( offset == odd )
    ;   AX.LSB = [loc16].MSB;
    ;   AX.MSB = 0x00;
    else
    ;   AX.LSB = [loc16].LSB;
    ;   AX.MSB = 0x00;

MOVB AX.MSB,loc16 ; if( address mode == *+XARn[AR0/AR1/3bit] )
    ; if( offset == even )
    ;   AX.LSB = untouched;
    ;   AX.MSB = [loc16].LSB;
    ; if( offset == odd )
    ;   AX.LSB = untouched;
    ;   AX.MSB = [loc16].MSB;
    else
    ;   AX.LSB = untouched;
    ;   AX.MSB = [loc16].LSB;

MOVB loc16,AX.LSB ; if( address mode == *+XARn[AR0/AR1/3bit] )
    ; if( offset == even )
    ;   [loc16].LSB = AX.LSB
    ;   [loc16].MSB = untouched;
    ; if( offset == odd )
    ;   [loc16].LSB = untouched;
    ;   [loc16].MSB = AX.LSB;
    else
    ;   [loc16].LSB = AX.LSB;
    ;   [loc16].MSB = untouched;

MOVB loc16,AX.MSB ; if( address mode == *+XARn[AR0/AR1/3bit] )
    ; if( offset == even )
    ;   [loc16].LSB = AX.MSB
    ;   [loc16].MSB = untouched;
    ; if( offset == odd )
    ;   [loc16].LSB = untouched;
    ;   [loc16].MSB = AX.MSB;
    else
    ;   [loc16].LSB = AX.MSB;
    ;   [loc16].MSB = untouched;
5.11 Alignment of 32-Bit Operations

All 32-bit reads and writes to memory are aligned at the memory interface to an even address boundary with the least significant word of the 32-bit data aligned to the even address. The output of the address generation unit does not force alignment, hence pointer values retain their values. For example:

```assembly
MOVB AR0,#5 ; AR0 = 5
MOVL *AR0,ACC ; AL -> address 0x000004
             ; AH -> address 0x000005
             ; AR0 = 5
```

The programmer must take the above into account when generating addresses that are not aligned to an even boundary.

32-bit operands are stored in the following order; low order bits, 0 to 15, followed by the high order bits, 16 to 31, on the next highest 16-bit address increment (little-endian format).
C28x Assembly Language Instructions

This chapter presents summaries of the instruction set, defines special symbols and notations used, and describes each instruction in detail in alphabetical order.

<table>
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<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
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<td>6.1 Instruction Set Summary (Organized by Function)</td>
<td>6-2</td>
</tr>
<tr>
<td>6.2 Register Operations</td>
<td>6-4</td>
</tr>
</tbody>
</table>
6.1 Instruction Set Summary (Organized by Function)

Note: The examples in this chapter assume that the device is already operating in C28x Mode (OBJMODE == 1, AMODE == 0). To put the device into C28x mode following a reset, you must first set the OBJMODE bit in ST1 by executing the "C28OBJ" (or "SETC OBJMODE") instruction.

Table 6-1. Instruction Set Summary (Organized by Function)

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>XARn</td>
<td>XAR0 to XAR7 registers</td>
</tr>
<tr>
<td>ARn, ARm</td>
<td>Lower 16-bits of XAR0 to XAR7 registers</td>
</tr>
<tr>
<td>ARnH</td>
<td>Upper 16-bits of XAR0 to XAR7 registers</td>
</tr>
<tr>
<td>ARPn</td>
<td>3-bit auxiliary register pointer, ARP0 to ARP7</td>
</tr>
<tr>
<td></td>
<td>ARP0 points to XAR0 and ARP7 points to XAR7</td>
</tr>
<tr>
<td>AR(ARP)</td>
<td>Lower 16-bits of auxiliary register pointed to by ARP</td>
</tr>
<tr>
<td>XAR(ARP)</td>
<td>Auxiliary registers pointed to by ARP</td>
</tr>
<tr>
<td>AX</td>
<td>Accumulator high (AH) and low (AL) registers</td>
</tr>
<tr>
<td>#</td>
<td>Immediate operand</td>
</tr>
<tr>
<td>PM</td>
<td>Product shift mode (+4,1,0,−1,−2,−3,−4,−5,−6)</td>
</tr>
<tr>
<td>PC</td>
<td>Program counter</td>
</tr>
<tr>
<td>~</td>
<td>Bitwise compliment</td>
</tr>
<tr>
<td>[loc16]</td>
<td>Contents of 16-bit location</td>
</tr>
<tr>
<td>0:[loc16]</td>
<td>Contents of 16-bit location, zero extended</td>
</tr>
<tr>
<td>S:[loc16]</td>
<td>Contents of 16-bit location, sign extended</td>
</tr>
<tr>
<td>[loc32]</td>
<td>Contents of 32-bit location</td>
</tr>
<tr>
<td>0:[loc32]</td>
<td>Contents of 32-bit location, zero extended</td>
</tr>
<tr>
<td>S:[loc32]</td>
<td>Contents of 32-bit location, sign extended</td>
</tr>
<tr>
<td>7bit</td>
<td>7-bit immediate value</td>
</tr>
<tr>
<td>0:7bit</td>
<td>7-bit immediate value, zero extended</td>
</tr>
<tr>
<td>S:7bit</td>
<td>7-bit immediate value, sign extended</td>
</tr>
<tr>
<td>8bit</td>
<td>8-bit immediate value</td>
</tr>
<tr>
<td>0:8bit</td>
<td>8-bit immediate value, zero extended</td>
</tr>
</tbody>
</table>
### Table 6-1. Instruction Set Summary (Organized by Function) (Continued)

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>S:8bit</td>
<td>8-bit immediate value, sign extended</td>
</tr>
<tr>
<td>10bit</td>
<td>10-bit immediate value</td>
</tr>
<tr>
<td>0:10bit</td>
<td>10-bit immediate value, zero extended</td>
</tr>
<tr>
<td>16bit</td>
<td>16-bit immediate value</td>
</tr>
<tr>
<td>0:16bit</td>
<td>16-bit immediate value, zero extended</td>
</tr>
<tr>
<td>S:16bit</td>
<td>16-bit immediate value, sign extended</td>
</tr>
<tr>
<td>22bit</td>
<td>22-bit immediate value</td>
</tr>
<tr>
<td>0:22bit</td>
<td>22-bit immediate value, zero extended</td>
</tr>
<tr>
<td>LSB</td>
<td>Least Significant bit</td>
</tr>
<tr>
<td>LSB</td>
<td>Least Significant Byte</td>
</tr>
<tr>
<td>LSW</td>
<td>Least Significant Word</td>
</tr>
<tr>
<td>MSb</td>
<td>Most Significant bit</td>
</tr>
<tr>
<td>MSB</td>
<td>Most Significant Byte</td>
</tr>
<tr>
<td>MSW</td>
<td>Most Significant Word</td>
</tr>
<tr>
<td>OBJ</td>
<td>OBJMODE bit state for which instruction is valid</td>
</tr>
<tr>
<td>N</td>
<td>Repeat count ( N = 0,1,2,3,4,5,6,7,\ldots )</td>
</tr>
<tr>
<td>{}</td>
<td>Optional field</td>
</tr>
<tr>
<td>=</td>
<td>Assignment</td>
</tr>
<tr>
<td>==</td>
<td>Equivalent to</td>
</tr>
</tbody>
</table>
6.2 Register Operations

Note: The examples in this chapter assume that the device is already operating in C28x Mode (OBJMODE == 1, AMODE == 0). To put the device into C28x mode following a reset, you must first set the OBJMODE bit in ST1 by executing the "C28OBJ" (or "SETC OBJMODE") instruction.

Table 6–2. Register Operations

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDB</td>
<td>XARn,#7bit</td>
<td>Add 7-bit constant to auxiliary register</td>
</tr>
<tr>
<td>ADRK</td>
<td>#8bit</td>
<td>Add 8-bit constant to current auxiliary register</td>
</tr>
<tr>
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Table 6–2. Register Operations (Continued)

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</table>
Abort interrupt. This instruction is available for emulation purposes. Generally, a program uses the IRET instruction to return from an interrupt. The IRET instruction restores all of the values that were saved to the stack during the automatic context save. In restoring status register ST1 and the debug status register (DBGSTAT), IRET restores the debug context that was present before the interrupt.

In some target applications, you might have interrupts that must not be returned from by the IRET instruction. Not using IRET can cause a problem for the emulation logic, because the emulation logic assumes that the original debug context will be restored. The abort interrupt (ABORTI) instruction is provided as a means to indicate that the debug context will not be restored and the debug logic needs to be reset to its default state. As part of its operation, the ABORTI instruction:

- Sets the DBGM bit in ST1. This disables debug events.
- Modifies select bits in the DBGSTAT register. This effect is a resetting of the debug context. If the CPU was in the debug-halt state before the interrupt occurred, the CPU does not halt when the interrupt is aborted.

The ABORTI instruction does not modify the DBGIER, the IER, the INTM bit or any analysis registers (for example, registers used for breakpoints, watch points, and data logging).

Flags and Modes  
DBGM  
The DBGM bit is set.

Repeat  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
ABS ACC

ABS ACC

ABS ACC

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>_OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS ACC</td>
<td>1111 1111 0101 0110</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**: ACC

- **ACC**: Accumulator register

**Description**: The content of the ACC register is replaced with its absolute value:

```plaintext
if (ACC = 0x8000 0000)
    V = 1;
    if (OVM = 1)
        ACC = 0x7FFF FFFF;
    else
        ACC = 0x8000 0000;
else
    if (ACC < 0)
        ACC = −ACC;
```

**Flags and Modes**

- **N**: After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **Z**: After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **C**: C is cleared by this operation.
- **V**: If (ACC = 0x8000 0000) at the start of the operation, this is considered an overflow value and V is set. Otherwise, V is not affected.
- **OVM**: If (ACC = 0x8000 0000) at the start of the operation, this is considered an overflow value, and the ACC value after the operation depends on the state of OVM: If OVM is cleared, ACC will be filled with 0x8000 0000. If OVM is set ACC will be saturated to 0x7FFF FFFF.

**Repeat**: This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**: Take absolute value of VarA, make sure value is saturated:

```plaintext
; Load ACC with contents of VarA
MOVL ACC, @VarA
; Turn overflow mode on
SETC OVM
; Absolute of ACC and saturate
ABS ACC
; Store result into VarA
MOVL @VarA, ACC
```

6-19
ABSTC ACC

Absolute Value of Accumulator and Load TC

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABSTC ACC</td>
<td>0101 0110 0101 1111</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

**ACC**  
Accumulator register

Description

Replace the content of the ACC register with its absolute value and load the test control (TC) bit with the sign bit XORed with the previous value of the test control bit:

```plaintext
if (ACC = 0x8000 0000)
{
    If (OVM = 1)
        ACC = 0x7FFF FFFF;
    else
        ACC = 0x8000 0000;
    V = 1;
    TC = TC XOR 1;
}{
    else
    {
        if (ACC < 0)
            ACC = −ACC;
        TC = TC XOR 1;
    }
C = 0;
```

Flags and Modes

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>N</strong></td>
<td>After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.</td>
</tr>
<tr>
<td><strong>Z</strong></td>
<td>After the operation, the Z flag is set if the ACC is zero, else Z is cleared.</td>
</tr>
<tr>
<td><strong>C</strong></td>
<td>The C flag bit is cleared.</td>
</tr>
<tr>
<td><strong>V</strong></td>
<td>If (ACC = 0x8000 0000) at the start of the operation, this is considered an overflow value and V is set; otherwise, V is not affected.</td>
</tr>
<tr>
<td><strong>TC</strong></td>
<td>If (ACC &lt; 0) at the start of the operation, then TC = TC XOR 1; otherwise, TC is not affected.</td>
</tr>
<tr>
<td><strong>OVM</strong></td>
<td>If at the start of the operation, ACC = 0x8000 0000, then this is considered an overflow value and the ACC value after the operation depends on OVM. If OVM is cleared and TC == 1, ACC will be filled with 0x8000 0000. If OVM is set and TC = 1, ACC will be saturated to 0x7FFF FFFF.</td>
</tr>
</tbody>
</table>

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Calculate signed: Quot16 = Num16/Den16, Rem16 = Num16%Den16
CLRC TC ; Clear TC flag, used as sign flag
MOV ACC,@Den16 << 16 ; AH = Den16, AL = 0
ABSTC ACC ; Take abs value, TC = sign ^ TC
MOV T,@AH ; Temp save Den16 in T register
MOV ACC,@Num16 << 16 ; AH = Num16, AL = 0
ABSTC ACC ; Take abs value, TC = sign ^ TC
MOVU ACC,@AH ; AH = 0, AL = Num16
RPT #15 ; Repeat operation 16 times
||SUBCU @T ; Conditional subtract with Den16
MOV @Rem16,AH ; Store remainder in Rem16
MOV ACC,@AL << 16 ; AH = Quot16, AL = 0
NEGTC ACC ; Negate if TC = 1
MOV @Quot16,AH ; Store quotient in Quot16
ADD ACC,#16bit<<#0..15

Add Value to Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD ACC,#16bit&lt;&lt;#0..15</td>
<td>1111 1111 0001 SHFT</td>
<td>CCCC CCCC CCCC CCCC</td>
<td>X</td>
<td>-</td>
</tr>
</tbody>
</table>

**Operands**

- ACC: Accumulator register
- #16bit: 16-bit immediate constant value
- #0..15: Shift value (default is "<< #0" if no value specified)

**Description**

Add the left shifted 16-bit immediate constant value to the ACC register. The shifted value is sign extended if sign extension mode is turned on (SXM = 1) else the shifted value is zero extended (SXM = 0). The lower bits of the shifted value are zero filled:

```markdown
if(SXM = 1)  // sign extension mode enabled
    ACC = ACC + S:16bit << shift value;
else          // sign extension mode disabled
    ACC = ACC + 0:16bit << shift value;
```

**Flags and Modes**

- **Z**: After the addition, the Z flag is set if the ACC value is zero, else the flag is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else the flag is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.
- **SXM**: If sign extension mode bit is set; then the 16-bit immediate constant will be sign-extended before the addition. Else, the value will be zero extended.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```
; Calculate signed value: ACC = (VarB << 10) + (23 << 6);
SETC SXM ; Turn sign extension mode on
MOV  ACC,@VarB << #10 ; Load ACC with VarB left shifted by 10
ADD  ACC,#23 << #6 ; Add 23 left shifted by 6 to ACC
```
ADD ACC,loc16 << T

Add Value to Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD ACC,loc16&lt;&lt; T</td>
<td>0101 0110 0010 0011</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)
- **T**: Upper 16 bits of the multiplicand register, XT(31:16)

**Description**

Add to the ACC register the left-shifted contents of the 16-bit location pointed to by the "loc16" addressing mode. The shift value is specified by the four least significant bits of the T register, T(3:0) = shift value = 0..15. Higher order bits of T are ignored. The shifted value is sign extended if sign extension mode is turned on (SXM = 1) else the shifted value is zero extended (SXM = 0). The lower bits of the shifted value are zero filled:

```
if(SXM = 1)  // sign extension mode enabled
    ACC = ACC + S:\[loc16] << T(3:0);
else          // sign extension mode disabled
    ACC = ACC + 0:\[loc16] << T(3:0);
```

**Flags and Modes**

- **Z**: After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If OVM = 0, disabled and the operation generates a positive overflow, then the counter is incremented; if the operation generates a negative overflow, then the counter is decremented. If OVM = 1, enabled, then the counter is not affected by the operation.
- **SXM**: If sign extension mode bit is set; then the 16-bit operand, addressed by the "loc16" field, will be sign extended before the addition. Else, the value will be zero extended.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**Repeat**

If this operation is repeated, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled.

**Example**

; Calculate signed value: ACC = (VarA << SB) + (VarB << SB)
SETC SXM          ; Turn sign extension mode on
MOV  T,@SA        ; Load T with shift value in SA
MOV  ACC,@VarA << T ; Load in ACC shifted contents of VarA
MOV  T,@SB        ; Load T with shift value in SB
ADD  ACC,@VarB << T ; Add to ACC shifted contents of VarB
ADD ACC, loc16 << #0..16  \(\text{Add Value to Accumulator}\)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD ACC, loc16 &lt;&lt; #0</td>
<td>1000 0001 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td>ADD ACC, loc16 &lt;&lt; #1..15</td>
<td>0101 0110 0000 0100 0000 SHFT LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td>ADD ACC, loc16 &lt;&lt; #16</td>
<td>0000 0101 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td>ADD ACC, loc16 &lt;&lt; #0..15</td>
<td>1010 SHFT LLLL LLLL</td>
<td>0</td>
<td>−</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)
- **#0..16**: Shift value (default is "<< #0" if no value specified)

**Description**
Add the left shifted 16-bit location pointed to by the "loc16" addressing mode to the ACC register. The shifted value is sign extended if sign extension mode is turned on (SXM = 1) else the shifted value is zero extended (SXM = 0). The lower bits of the shifted value are zero filled:

\[
\text{if}(SXM = 1) \quad \text{// sign extension mode enabled} \\
\text{ACC} = \text{ACC} + S:\text{[loc16]} \ll \text{shift value}; \\
\text{else} \quad \text{// sign extension mode disabled} \\
\text{ACC} = \text{ACC} + 0:\text{[loc16]} \ll \text{shift value};
\]

**Flags and Modes**
- **Z**: After the addition, the Z flag is set if ACC is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.

*Exception*: If a shift of 16 is used, the ADD instruction can set C but not clear C.

- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If \((OVM = 0, \text{disabled})\) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If \((OVM = 1, \text{enabled})\) then the counter is not affected by the operation.

- **SXM**: If sign extension mode bit is set; then the 16-bit operand, addressed by the "loc16" field, will be sign extended before the addition. Else, the value will be zero extended.

- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**Repeat**
If the operation is repeatable, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled. If the operation is not repeatable, the instruction will execute only once.
Example

; Calculate signed value: ACC = VarA << 10 + VarB << 6;
SETC SXM ; Turn sign extension mode on
MOV ACC,@VarA << #10 ; Load ACC with VarA left shifted by 10
ADD ACC,@VarB << #6 ; Add VarB left shifted by 6 to ACC
ADD AX, loc16

Add Value to AX

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD AX, loc16</td>
<td>1001 010A LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  
- **AX**: Accumulator high (AH) or accumulator low (AL) register  
- **loc16**: Addressing mode (see Chapter 5)

Description: Add the contents of the location pointed to by the "loc16" addressing mode to the specified AX register (AH or AL) and store the result in the AX register:

\[
AX = AX + [\text{loc16}];
\]

Flags and Modes:
- **N**: After the addition, AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set, otherwise it is cleared.
- **Z**: After the addition, AX is tested for a zero condition. The zero flag bit is set if the operation results in AX = 0; otherwise it is cleared.
- **C**: If the addition generates a carry, C is set; otherwise, C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected. Signed positive overflow occurs if the result crosses the max positive value (0x7FFF) in the positive direction. Signed negative overflow occurs if the result crosses the max negative value (0x8000) in the negative direction.

Repeat: This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example:
```
; Add the contents of VarA with VarB and store in VarC
MOV AL,@VarA ; Load AL with contents of VarA
ADD AL,@VarB ; Add to AL contents of VarB
MOV @VarC,AL ; Store result in VarC
```
ADD loc16, AX

**Add AX to Specified Location**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>_OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD loc16, AX</td>
<td>0111 001A LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **loc16**: Addressing mode (see Chapter 5)
- **AX**: Accumulator high (AH) or accumulator low (AL) register

**Description**

Add the contents of the specified AX register (AH or AL) to the location pointed to by the “loc16” addressing mode and store the results in location pointed to by “loc16”:

\[
[\text{loc16}] = [\text{loc16}] + AX;
\]

This is a read-modify-write operation.

**Flags and Modes**

- **N**: After the addition, \([\text{loc16}]\) is tested for a negative condition. If bit 15 of \([\text{loc16}]\) is 1, then the negative flag bit is set, otherwise it is cleared.
- **Z**: After the addition, \([\text{loc16}]\) is tested for a zero condition. The zero flag bit is set if the operation generates \([\text{loc16}] = 0\); otherwise it is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected. Signed positive overflow occurs if the result crosses the max positive value (0x7FFF) in the positive direction. Signed negative overflow occurs if the result crosses the max negative value (0x8000) in the negative direction.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Add the contents of VarA to index register AR0:
MOV AL,@VarA ; Load AL with contents of VarA
ADD @AR0,AL ; AR0 = AR0 + AL

; Add the contents of VarB to VarC:
MOV AH,@VarB ; Load AH with contents of VarB
ADD @VarC,AH ; VarC = VarC + AH
### ADD loc16,#16bitSigned

Add Constant to Specified Location

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD loc16,#16bitSigned</td>
<td>0000 1000 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- loc16: Addressing mode (see Chapter 5)
- #16bit-Signed: 16-bit immediate signed constant value

**Description**
Add the specified signed 16-bit immediate constant to the signed 16-bit content of the location pointed to by the "loc16" addressing mode and store the 16-bit result in the location pointed to by "loc16":

\[
[\text{loc16}] = [\text{loc16}] + \text{16bitSigned};
\]

**Flags and Modes**
- **N**
  After the addition, if bit 15 of [loc16] is 1, then the N bit is set; else N cleared.
- **Z**
  After the addition, if [loc16] is zero, the Z is set, else Z is cleared.
- **C**
  If the addition generates a carry, C is set; otherwise, C is cleared.
- **V**
  If an overflow occurs, V is set; otherwise, V is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Calculate:
; VarA = VarA + 10
; VarB = VarB - 3
ADD @VarA,#10 ; VarA = VarA + 10
ADD @VarB,#-3 ; VarB = VarB - 3
### ADDB ACC,#8bit

**Add 8-bit Constant to Accumulator**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDB ACC,#8bit</td>
<td>0000 1001 CCCC CCCC</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **#8bit**: 8-bit immediate unsigned constant value

**Description**

Add an 8-bit, zero-extended constant to the ACC register:

\[
ACC = ACC + 0:8bit;
\]

**Flags and Modes**

- **Z**: After the addition, the Z flag is set if ACC is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If \( OVM = 0 \), disabled then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If \( OVM = 1 \), enabled then the counter is not affected by the operation.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Increment contents of 32-bit location VarA:

```
MOVL ACC,@VarA ; Load ACC with contents of VarA
ADDB ACC,#1 ; Add 1 to ACC
MOVL @VarA,ACC ; Store result back into VarA
```
## ADDB AX, #8bitSigned

**Add 8-bit Constant to AX**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDB AX, #8bitSigned</td>
<td>1001 110A CCCC CCCC</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **#8bit-Signed**: 8-bit immediate signed 2s complement constant value (-128 to 127)

### Description
Add the sign extended 8-bit constant to the specified AX register (AH or AL) and store the result in the AX register:

\[
AX = AX + S:8bit;
\]

### Flags and Modes
- **N**: After the addition, AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: After the addition, AX is tested for a zero condition. The zero flag bit is set if the operation results in AX = 0, otherwise it is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected. Signed positive overflow occurs if the result crosses the max positive value (0x7FFF) in the positive direction. Signed negative overflow occurs if the result crosses the max negative value (0x8000) in the negative direction.

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

```assembly
; Add 2 to VarA and subtract 3 from VarB:
MOV  AL,@VarA          ; Load AL with contents of VarA
ADDB  AL,#2            ; Add to AL the value 0x0002 (2)
MOV  @VarA,AL          ; Store result in VarA
MOV  AL,@VarB          ; Load AL with contents of VarB
ADDB  AL,#−3           ; Add to AL the value 0xFFFD (−3)
MOV  @VarB,AL          ; Store result in VarB
```
ADD SP, #7bit

Add 7-bit Constant to Stack Pointer

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD SP, #7bit</td>
<td>1111 1110 0CCC CCCC</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
- **SP**: Stack pointer
- **#7bit**: 7-bit immediate unsigned constant value

Description
Add a 7-bit unsigned constant to SP and store the result in SP:

\[ SP = SP + 0:7\text{bit}; \]

Flags and Modes
None

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
FuncA:

; Function with local variables on stack.
ADDB SP, #N
; Reserve N 16-bit words of space for local variables on stack:
...
...
SUBB SP, #N
; Deallocate reserved stack space.
LRETR
; Return from function.
ADD XARn, #7bit

**ADD XARn, #7bit**  
*Add 7-bit Constant to Auxiliary Register*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD XARn, #7bit</td>
<td>1101 lnnn 0CCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
XARn  
XAR0–XAR7, 32-bit auxiliary registers

**Description**  
Add a 7-bit unsigned constant to XARn and store the result in XARn:

\[
XARn = XARn + 0:7bit;
\]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
MOVL XAR1,#VarA  
; Initialize XAR1 pointer with address of VarA

MOVL XAR2,*XAR1  
; Load XAR2 with contents of VarA

ADDB XAR2,#10h  
; XAR2 = VarA + 0x10
ADDCL ACC,loc32

Add 32-bit Value Plus Carry to Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDCL ACC,loc32</td>
<td>0101 0110 0100 0000</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

- **ACC**: Accumulator register
- **loc32**: Addressing mode (see Chapter 5)

Description

Add to the ACC register the 32-bit content of the location pointed to by the "loc32" addressing mode:

\[
ACC = ACC + [\text{loc32}] + C;
\]

Flags and Modes

- **Z**: After the addition, the Z flag is set if the ACC is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: The state of the carry bit before execution is included in the addition. If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflows.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Add two 64-bit values (VarA and VarB) and store result in VarC:
MOVL ACC,@VarA+0  ; Load ACC with contents of the low 32 bits of VarA
ADDUL ACC,@VarB+0  ; Add to ACC the contents of the low 32 bits of VarB
MOVL @VarC+0,ACC   ; Store low 32-bit result into VarC
MOVL ACC,@VarA+2   ; Load ACC with contents of the high 32 bits of VarA
ADDCL ACC,@VarB+2  ; Add to ACC the contents of the high 32 bits of VarB with carry
MOVL @VarC+2,ACC   ; Store high 32-bit result into VarC

6-33
Add Unsigned Value Plus Carry to Accumulator

Syntax Options

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDCU ACC,loc16</td>
<td>0000 1100 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

**ACC**
Accumulator register

**loc16**
Addressing mode (see Chapter 5)

Description

Add the 16-bit contents of the location pointed to by the "loc16" addressing mode, zero extended, plus the content of the carry flag bit to the ACC register:

\[
\text{ACC} = \text{ACC} + 0: \text{loc16} + C;
\]

Flags and Modes

<table>
<thead>
<tr>
<th>Z</th>
<th>After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.</td>
</tr>
<tr>
<td>C</td>
<td>The state of the carry bit before execution is included in the addition. If the addition generates a carry, C is set; otherwise C is cleared.</td>
</tr>
<tr>
<td>V</td>
<td>If an overflow occurs, V is set; otherwise V is not affected.</td>
</tr>
<tr>
<td>OVC</td>
<td>If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.</td>
</tr>
<tr>
<td>OVM</td>
<td>If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.</td>
</tr>
</tbody>
</table>

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Add three 32-bit unsigned variables by 16-bit parts:
MOVU ACC,@VarAlow          ; AH = 0, AL = VarAlow
ADD  ACC,@VarAhigh         ; AH = VarAhigh, AL = VarAlow
ADDU ACC,@VarBlow          ; ACC = ACC + 0:VarBlow
ADD  ACC,@VarBhigh         ; ACC = ACC + VarBhigh "16
ADDCU ACC,@VarClow         ; ACC = ACC + VarClow + Carry
ADD  ACC,@VarChigh         ; ACC = ACC + VarChigh "16
ADDL ACC,loc32

Add 32-bit Value to Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDL ACC,loc32</td>
<td>0000 0111 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

Operands

<table>
<thead>
<tr>
<th>ACC</th>
<th>Accumulator register</th>
</tr>
</thead>
<tbody>
<tr>
<td>loc32</td>
<td>Addressing mode (see Chapter 5)</td>
</tr>
</tbody>
</table>

Description

Add to the ACC register the 32-bit content of the location pointed to by the "loc32" addressing mode:

\[
\text{ACC} = \text{ACC} + [\text{loc32}];
\]

Flags and Modes

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.</td>
</tr>
<tr>
<td>Z</td>
<td>After the addition, the Z flag is set if the ACC is zero, else Z is cleared.</td>
</tr>
<tr>
<td>C</td>
<td>If the addition generates a carry, C is set; otherwise C is cleared.</td>
</tr>
<tr>
<td>V</td>
<td>If an overflow occurs, V is set; otherwise V is not affected.</td>
</tr>
<tr>
<td>OVC</td>
<td>If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.</td>
</tr>
<tr>
<td>OVM</td>
<td>If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflows.</td>
</tr>
</tbody>
</table>

Repeat

If this operation is repeated, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled.

Example

; Calculate the 32-bit value: VarC = VarA + VarB
MOVL ACC,@VarA ; Load ACC with contents of VarA
ADDL ACC,@VarB ; Add to ACC the contents of VarB
MOVL @VarC,ACC ; Store result into VarC
**ADDL ACC,P \( \ll PM \)**

### Add Shifted P to Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDL ACC,P ( \ll PM )</td>
<td>0001 0000 1010 1100</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Note:** This instruction is an alias for the "MOVA T,loc16" operation with "loc16 = @T" addressing mode.

**Operands**
- **ACC**: Accumulator register
- **P**: Product register
- **\( \ll PM \)**: Product shift mode

**Description**
Add to the ACC register the contents of the P register, shifted as specified by the product shift mode (PM):

\[
\text{ACC} = \text{ACC} + \text{P} \ll \text{PM}
\]

**Flags and Modes**
- **Z**: After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**
If this operation is repeated, then the instruction will be executed \( N+1 \) times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows if overflow mode is disabled.

**Example**

; Calculate: \( Y = ((M\times X >> 4) + (B << 11)) >> 10 \)
; \( Y, M, X, B \) are Q15 values

```
SPM −4 ; Set product shift to >> 4
SETC SXM ; Enable sign extension mode
MOV T, @M ; T = M
MPY P, T, @X ; P = M * X
MOV ACC, @B << 11 ; ACC = S:B << 11
ADDL ACC, P \( \ll PM \) ; ACC = (M*X \( \gg 4 \)) + (S:B \( \ll 11 \))
MOVH @Y, ACC \( \ll 5 \) ; Store Q15 result into Y
```
ADDL loc32, ACC

ADDL loc32, ACC

SYNTAX OPTIONS |
OPCODE | OBJMODE | RPT | CYC |
--- | --- | --- | --- |
ADDL loc32, ACC | 0101 0110 0000 0001 | 0000 0000 LLLL LLLL | 1 | – | 1 |

Operands

loc32   Addressing mode (see Chapter 5)

ACC   Accumulator register

Description

Add to the ACC register the 32-bit content of the location pointed to by the “loc32” addressing mode:

\[ [\text{loc32}] = [\text{loc32}] + \text{ACC}; \]

This is a read-modify-write operation.

Flags and Modes

N   After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

Z   After the addition, the Z flag is set if the ACC is zero, else Z is cleared.

C   If the addition generates a carry, C is set; otherwise C is cleared.

V   If an overflow occurs, V is set; otherwise V is not affected.

OVC   If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.

OVM   If overflow mode bit is set, the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflows.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Increment the 32-bit value VarA:
MOV B ACC,#1 ; Load ACC with 0x00000001
ADDL @VarA,ACC ; VarA = VarA + ACC
### ADDU ACC,loc16

**Add Unsigned Value to Accumulator**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDU ACC,loc16</td>
<td>0000 1101 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)

**Description**

Add the 16-bit contents of the location pointed to by the “loc16” addressing mode to the ACC register. The addressed location is zero extended before the add:

\[
\text{ACC} = \text{ACC} + 0: [\text{loc16}];
\]

**Flags and Modes**

- **Z**: After the addition, the Z flag is set if ACC is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**Repeat**

If this operation is repeated, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled.

**Example**

; Add three 32-bit unsigned variables by 16-bit parts:

```assembly
MOVU ACC,@VarAlow ; AH = 0, AL = VarAlow
ADD  ACC,@VarAhighth << 16 ; AH = VarAhighth, AL = VarAlow
ADDDU ACC,@VarBlow  ; ACC = ACC + 0:VarBlow
ADD  ACC,@VarBhight << 16 ; ACC = ACC + VarBhight << 16
ADDCU ACC,@VarClow  ; ACC = ACC + VarClow + Carry
ADD  ACC,@VarChight << 16 ; ACC = ACC + VarChight << 16
```

6-38
# ADDUL P,loc32

## Add 32-bit Unsigned Value to P

### Syntax Options

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDUL P,loc32</td>
<td>0101 0110 0101 0111</td>
<td>0000</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands

- **P**: Product register
- **loc32**: Addressing mode (see Chapter 5)

### Description

Add to the P register the 32-bit content of the location pointed to by the "loc32" addressing mode. The addition is treated as an unsigned ADD operation:

\[ P = P + [\text{loc32}]; \quad // \text{unsigned add} \]

**Note:** The difference between a signed and unsigned 32-bit add is in the treatment of the overflow counter (OVC). For a signed ADD, the OVC counter monitors positive/negative overflow. For an unsigned ADD, the OVC unsigned (OVCU) counter monitors the carry.

### Flags and Modes

- **N**: After the addition, if bit 31 of the P register is 1, then set the N flag; otherwise clear N.
- **Z**: After the addition, if the value of the P register is 0, then set the Z flag; otherwise clear Z.
- **C**: If the addition generates a carry, set C; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVCU**: The overflow counter is incremented when the addition operation generates an unsigned carry. The OVM mode does not affect the OVCU counter.

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

; Add 64-bit VarA + VarB and store result in VarC:

```
MOVL P,@VarA+0       ; Load P with low 32 bits of VarA
MOVL ACC,@VarA+2     ; Load ACC with high 32 bits of VarA
ADDUL P,@VarB+0      ; Add to P unsigned low 32 bits of VarB
ADDCL ACC,@VarB+2    ; Add to ACC with carry high 32 bits of VarB
MOVL @VarC+0,P       ; Store low 32-bit result into VarC
MOVL @VarC+2,ACC     ; Store high 32-bit result into VarC
```
ADDUL ACC, loc32

Add 32-bit Unsigned Value to Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDUL ACC, loc32</td>
<td>0101 0110 0101 0011</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td></td>
<td>xxxx xxxx LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **loc32**: Addressing mode (see Chapter 5)

**Description**

Add to the ACC register the unsigned 32-bit content of the location pointed to by the “loc32” addressing mode:

\[
\text{ACC} = \text{ACC} + [\text{loc32}]; \quad // \text{unsigned add}
\]

**Note:** The difference between a signed and unsigned 32-bit add is in the treatment of the overflow counter (OVC). For a signed ADD, the OVC counter monitors positive/negative overflow. For an unsigned ADD, the OVC unsigned (OVCU) counter monitors the carry.

**Flags and Modes**

- **Z**: After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVCU**: The overflow counter is incremented when the addition operation generates an unsigned carry. The OVM mode does not affect the OVCU counter.

**Repeat**

If this operation is repeated, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVCU will count intermediate carries.

**Example**

; Add two 64-bit values (VarA and VarB) and store result in VarC:

```
MOVL  ACC,@VarA+0 ; Load ACC with contents of the low
               ; 32 bits of VarA
ADDUL ACC,@VarB+0 ; Add to ACC the contents of the low
               ; 32 bits of VarB
MOVL  @VarC+0,ACC ; Store low 32-bit result into VarC
MOVL  ACC,@VarA+2 ; Load ACC with contents of the high
               ; 32 bits of VarA
ADDCL ACC,@VarB+2 ; Add to ACC the contents of the high
               ; 32 bits of VarB with carry
MOVL  @VarC+2,ACC ; Store high 32-bit result into VarC
```
### ADRK #8bit

**Add to Current Auxiliary Register**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADRK #8bit</td>
<td>1111 1100 IIII IIII</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Operands

**#8bit**

8-bit immediate constant value

#### Description

Add the 8-bit unsigned constant to the XARn register pointed to by ARP:

\[ XAR(ARP) = XAR(ARP) + 0 \text{:8bit}; \]

#### Flags and Modes

**ARP**

The 3-bit ARP points to the current valid Auxiliary Register, XAR0 to XAR7. This pointer determines which Auxiliary register is modified by the operation.

#### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

#### Example

```assembly
TableA: .word 0x1111
       .word 0x2222
       .word 0x3333
       .word 0x4444

FuncA:

  MOVL XAR1,#TableA ; Initialize XAR1 pointer
  MOVZ AR2,*XAR1    ; Load AR2 with the 16-bit value
                   ; pointed to by XAR1 (0x1111)
                   ; Set ARP = 1
  ADRK #2           ; Increment XAR1 by 2
  MOVZ AR3,*XAR1    ; Load AR3 with the 16-bit value
                   ; pointed to by XAR1 (0x3333)
```
AND ACC, #16bit << #0..16

**Bitwise AND**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND ACC, #16bit &lt;&lt; #0..15</td>
<td>0011 1110 0000 SHFT</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AND ACC, #16bit &lt;&lt; #16</td>
<td>0101 0110 0000 1000</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**
- **ACC**: Accumulator register
- **#16bit**: 16-bit immediate constant value
- **#0..16**: Shift value (default is "<< #0" if no value specified)

**Description**
Perform a bitwise AND operation on the ACC register with the given 16-bit unsigned constant value left shifted as specified. The value is zero extended and lower order bits are zero filled before the AND operation. The result is stored in the ACC register:

ACC = ACC AND (0:16bit << shift value);

**Flags and Modes**
- **N**: The load to ACC is tested for a negative condition. If bit 31 of ACC is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to ACC is tested for a zero condition. The zero flag bit is set if the operation generates ACC = 0; otherwise it is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Calculate the 32-bit value: VarA = VarA AND 0xFFFFF000
MOV L ACC, @VarA ; Load ACC with contents of VarA
AND ACC, #0xFFFF << 12 ; AND ACC with 0xFFFFF000
MOV L @VarA, ACC ; Store result in VarA
AND ACC, loc16

**Syntax**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND ACC, loc16</td>
<td>1000 1001 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)

**Description**

Perform a bitwise AND operation on the ACC register with the zero-extended content of the location pointed to by the "loc16" address mode. The result is stored in the ACC register:

\[ \text{ACC} = \text{ACC} \land 0[:\text{loc16}] \]

**Flags and Modes**

- **N**: Clear flag.
- **Z**: The load to ACC is tested for a zero condition. The zero flag bit is set if the operation generates ACC = 0; otherwise it is cleared.

**Repeat**

This operation is repeatable. If the operation follows a RPT instruction, then the AND instruction will be executed N+1 times. The state of the Z and N flags will reflect the final result.

**Example**

```
; Calculate the 32-bit value: VarA = VarA AND 0:VarB
MOVL ACC,@VarA        ; Load ACC with contents of VarA
AND ACC,@VarB         ; AND ACC with contents of 0:VarB
MOVL @VarA,ACC        ; Store result in VarA
```
### AND AX, loc16, #16bit

**Bitwise AND**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND AX, loc16, #16bit</td>
<td>1100 110A LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **loc16**: Addressing mode (see Chapter 5)
- **#16bit**: 16-bit immediate constant value

**Description**
Perform a bitwise AND operation on the 16-bit contents of the location pointed to by the “loc16” addressing mode with the specified 16-bit immediate constant. The result is stored in the specified AX register:

\[
AX = \text{[loc16]} \text{ AND } 16\text{bit};
\]

**Flags and Modes**
- **N**: The load to AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to AX is tested for a zero condition. The zero flag bit is set if the operation generates \(AX = 0\); otherwise it is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
1. Branch if either of Bits 2 and 7 of VarA are non-zero:
   AND AL, @VarA, #0x0084; AL = VarA AND 0x0084
   SB Dest, NEQ ; Branch if result is non-zero
2. Merge Bits 0,1,2 of VarA with Bits 8,9,10 of VarB and store in VarC in bit locations 0,1,2,3,4,5:
   AND AL, @VarA, #0x0007; Keep bits 0,1,2 of VarA
   AND AH, @VarB, #0x0700; Keep bits 8,9,10 of VarB
   LSR AH, #5 ; Scale back bits 8,9,10 to bits 3,4,5
   OR AL, @AH ; Merge bits
   MOV @VarC, AL ; Store result in VarC
AND IER,#16bit

Bitwise AND to Disable Specified CPU Interrupts

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND IER,#16bit</td>
<td>0111 0110 0010 0110 CCCC CCCC CCCC CCCC</td>
<td>X</td>
<td>–</td>
<td>2</td>
</tr>
</tbody>
</table>

Operands

IER #16bit

Interrupt enable register
16-bit immediate constant value (0x0000 to 0xFFFF)

Description

Disable specific interrupts by performing a bitwise AND operation with the IER register and the 16-bit immediate value. The result is stored in the IER register:

IER = IER AND #16bit;

Flags and Modes

None

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Disable INT1 and INT6 only. Do not modify state of other interrupts enable:
AND IER,#0xFFBE ; Disable INT1 and INT6

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AND IFR,#16bit

**Bitwise AND to Clear Pending CPU Interrupts**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND IFR,#16bit</td>
<td>0111 0110 0010 1111</td>
<td>X</td>
<td>−</td>
<td>2</td>
</tr>
</tbody>
</table>

**Operands**
- IFR: Interrupt flag register
- #16bit: 16-bit immediate constant value (0x0000 to 0xFFFF)

**Description**
Clear specific pending interrupts by performing a bitwise AND operation with the IFR register and the 16-bit immediate value. The result of the AND operation is stored in the IFR register:

```
IFR = IFR AND #16bit;
```

**Note:** Interrupt hardware has priority over CPU instruction operation in cases where the interrupt flag is being simultaneously modified by the hardware and the instruction.

**Flags and Modes**
None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Clear the contents of the IFR register. Disables all pending interrupts:
AND IFR,#0x0000 ; Clear IFR register
AND loc16, AX

**Bitwise AND**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND loc16, AX</td>
<td>1100 000A LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **AX**: Accumulator high (AH) or accumulator low (AL) register

**Description**
Perform a bitwise AND operation on the contents of the location pointed to by the “loc16” addressing mode with the specified AX register. The result is stored in location pointed to by “loc16”:

\[ [\text{loc16}] = [\text{loc16}] \text{ AND } \text{AX}; \]

This is a read-modify-write operation.

**Flags and Modes**
- **N**: The load to [loc16] is tested for a negative condition. If bit 15 of [loc16] is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to [loc16] is tested for a zero condition. The zero flag bit is set if the operation generates ([loc16] = 0); otherwise it is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; AND the contents of VarA with VarB and store in VarB:
MOV AL,@VarA         ; Load AL with contents of VarA
AND @VarB,AL         ; VarB = VarB AND AL
AND AX, loc16

Bitwise AND

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>_OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND AX, loc16</td>
<td>1100 111A LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **loc16**: Addressing mode (see Chapter 5)

Description
Perform a bitwise AND operation on the contents of the specified AX register with the 16-bit contents of the location pointed to by the “loc16” addressing mode. The result is stored in the AX register:

\[ AX = AX \text{ AND } 16\text{bit}; \]

Flags and Modes
- **N**: The load to AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to AX is tested for a zero condition. The zero flag bit is set if the operation generates \( AX = 0 \); otherwise it is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; AND the contents of VarA and VarB and branch if non-zero:
MOV AL,@VarA  ; Load AL with contents of VarA
AND AL,@VarB  ; AND AL with contents of VarB
SB Dest,NEQ   ; Branch if result is non-zero
**AND loc16,#16bitSigned**

**SYNTAX OPTIONS**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>AND loc16,#16bitSigned</td>
<td>0001 1000 LLLL LLLL cccc cccc cccc cccc</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **loc16**: Addressing mode (see Chapter 5)
- **#16bitSigned**: 16-bit signed immediate constant value

**Description**

Perform a bitwise AND operation on the 16-bit content of the location pointed to by the “loc16” addressing mode and the specified 16-bit immediate constant. The result is stored in the location pointed to by “loc16”:

\[ \text{[loc16]} = \text{[loc16]} \text{ AND 16bit;} \]

**Flags and Modes**

- **N**: After the operation if bit 15 of \([\text{loc16}] \) is 1, set N; otherwise, clear N.
- **Z**: After the operation if \([\text{loc16}] \) is zero, set Z; otherwise, clear Z.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Clear Bits 3 and 11 of VarA:
; VarA = VarA AND #~(1 << 3 | 1 << 11)
AND @VarA,#~(1 << 3 | 1 << 11) ; Clear bits 3 and 11 of VarA
ANDB AX, #8bit

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
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<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>ANDB AX, #8bit</td>
<td>1001 000A CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **#8bit**: 8-bit immediate constant value

**Description**

Perform a bitwise AND operation with the content of the specified AX register (AH or AL) with the given 8-bit unsigned immediate constant zero extended. The result is stored in AX:

\[ AX = AX \text{ AND } 0:8\text{bit}; \]

**Flags and Modes**

- **N**: The load to AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to AX is tested for a zero condition. The zero flag bit is set if the operation generates \( AX = 0 \); otherwise it is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Add VarA to VarB, keep LSByte and store result in VarC:

MOV AL, @VarA ; Load AL with contents of VarA
ADD AL, @VarB ; Add to AL contents of VarB
ANDB AL, #0xFF ; AND contents of AL with 0x00FF
MOV @VarC, AL ; Store result in VarC
**ASP**

**Align Stack Pointer**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASP</td>
<td>0111 0110 0001 1011</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

None

**Description**

Ensure that the stack pointer (SP) is aligned to an even address. If the least significant bit of SP is 1, SP points to an odd address and must be moved by incrementing SP by 1. The SPA bit is set as a record of this alignment. If instead the ASP instruction finds that the SP already points to an even address, SP is left unchanged and the SPA bit is cleared to indicate that no alignment has taken place. In either case, the change to the SPA bit is made in the decode 2 phase of the pipeline.

\[
\text{if}(SP = \text{odd}) \\
\quad SP = SP + 1; \\
\quad SPA = 1; \\
\] else

\[
\quad SPA = 0; \\
\]

If you wish to undo a previous alignment by the ASP instruction, use the NASP instruction.

**Flags and Modes**

SPA

If SP holds an odd address before the operation, SPA is set; otherwise, SPA is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Alignment of stack pointer in interrupt service routine:
; Vector table:
INTx: .long INTxService ; INTx interrupt vector
.
.
INTxService:
ASP ; Align stack pointer
.
.
.
NASP ; Re-align stack pointer
IRET ; Return from interrupt.
### ASR AX,#1...16

**Arithmetic Shift Right**

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</tr>
</thead>
<tbody>
<tr>
<td>ASR AX,#1...16</td>
<td>1111 1111 101A SHFT</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **1...16**: Shift value

**Description**

Perform an arithmetic right shift on the content of the specified AX register (AH or AL) by the amount given in the “shift value” field. During the shift, the value is sign extended and the last bit to be shifted out of the AX register is stored in the carry status flag bit:

![Diagram of arithmetic shift right]

**Flags and Modes**

- **N**: After the shift, if bit 15 of AX is 1 then the negative flag bit is set; otherwise it is cleared.
- **Z**: After the shift, if AX is 0, then the Z bit is set; otherwise it is cleared.
- **C**: The last bit to be shifted out of AH or AL is stored in C.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```asm
; Calculate signed value: VarC = (VarA + VarB) >> 2
MOV AL,@VarA ; Load AL with contents of VarA
ADD AL,@VarB ; Add to AL contents of VarB
ASR AL,#2    ; Scale result by 2
MOV @VarC,AL ; Store result in VarC
```

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**ASR AX,T**  

*Arithmetic Shift Right*

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<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>ASR AX,T</td>
<td>1111 1111 0110 010A</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  

- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **T**: Upper 16 bits of the multiplicand (XT) register

**Description**  

Perform an arithmetic shift right on the content of the specified AX register as specified by the four least significant bits of the T register, T(3:0) = shift value = 0...15. The contents of higher order bits are ignored. During the shift, the value is sign extended. If the T(3:0) register bits specify a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of AX:

![Diagram of ASR AX,T](image)

**Flags and Modes**  

- **N**: After the shift, if bit 15 of AX is 1 then the negative flag bit is set; otherwise it is cleared. Even if the T(3:0) register bits specify a shift of 0, the value of AH or AL is still tested for the negative condition and N is affected.
- **Z**: After the shift, if AX is 0, then the Z bit is set, otherwise it is cleared. Even if the T(3:0) register bits specify a shift of 0, the value of AH or AL is still tested for the zero condition and Z is affected.
- **C**: If T(3:0) specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of AH or AL.

**Repeat**  

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  

; Calculate signed value: VarC = VarA >> VarB;
MOV T, @VarB       ; Load T with contents of VarB
MOV AL, @VarA      ; Load AL with contents of VarA
ASR AL, T          ; Scale AL by value in T bits 0 to 3
MOV @VarC, AL      ; Store result in VarC
ASR64 ACC:P,#1..16  
**Arithmetic Shift Right of 64-bit Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
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</tr>
</thead>
<tbody>
<tr>
<td>ASR64 ACC:P,#1..16</td>
<td>0101 0110 1000</td>
<td>SHFT</td>
<td>1</td>
<td>–</td>
</tr>
</tbody>
</table>

**Operands**  
ACC:P  Accumulator register (ACC) and product register (P)  
#1..16  Shift value

**Description**  
Arithmetic shift right the 64-bit combined value of the ACC:P registers by the amount specified in the shift value field. As the value is shifted, the most significant bits are sign extended and the last bit shifted out is stored in the carry bit flag:

![Diagram showing the arithmetic shift right operation]

**Flags and Modes**

- **N**  
  After the shift, if bit 31 of the ACC register is 1 then ACC:P is negative and the N bit is set; otherwise N is cleared.

- **Z**  
  After the shift, the Z flag is set if the combined 64-bit value of the ACC:P is zero; otherwise, Z is cleared.

- **C**  
  The last bit shifted out of the combined 64-bit value is loaded into the C bit.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Arithmetic shift right the 64-bit Var64 by 10:  
MOVL ACC,@Var64+2  ; Load ACC with high 32 bits of Var64  
MOVL P,@Var64+0  ; Load P with low 32 bits of Var64  
ASR64 ACC:P,#10  ; Arithmetic shift right ACC:P by 10  
MOVL @Var64+2,ACC  ; Store high 32-bit result into Var64  
MOVL @Var64+0,P  ; Store low 32-bit result into Var64
ASR64 ACC:P,T

Arithmetic Shift Right of 64-bit Value

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
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<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASR64 ACC:P,T</td>
<td>0101 0110 0010 1100</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

**ACC:**P  Accumulator register (ACC) and product register (P)

**T**  Upper 16 bits of the multiplicand register (XT)

Description

Arithmetic shift right the 64-bit combined value of the ACC:P registers by the amount specified in six least significant bits of the T register, T(5:0) = 0…63. Higher order bits are ignored. As the value is shifted, the most significant bits are sign extended. If T specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of the ACC:P registers:

Flags and Modes

**N**  After the shift, if bit 31 of the ACC register is 1 then ACC:P is negative and the N bit is set; otherwise N is cleared.

**Z**  After the shift, the Z flag is set if the combined 64-bit value of the ACC:P is zero; otherwise, Z is cleared.

**C**  If (T[5:0] = 0) clear C; otherwise, the last bit shifted out of the combined 64-bit value is loaded into the C bit.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Arithmetic shift right the 64-bit Var64 by contents of Var16:
MOVL ACC,@Var64+2 ; Load ACC with high 32 bits of Var64
/ MOVL P,@Var64+0 ; Load P with low 32 bits of Var64
MOV T,@Var16 ; Load T with shift value from Var16
ASR64 ACC:P,T ; Arithmetic shift right ACC:P by T(5:0)
MOVL @Var64+2,ACC ; Store high 32-bit result into Var64
MOVL @Var64+0,P ; Store low 32-bit result into Var64
**ASRL ACC,T**

**Syntax**

<table>
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<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASRL ACC,T</td>
<td>0101 0110 0001 0000</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **T**: Upper 16 bits of the multiplicand (XT) register

**Description**

Perform an arithmetic shift right on the content of the ACC register as specified by the five least significant bits of the T register, T(4:0) = 0...31. Higher order bits are ignored. During the shift, the value is sign extended. If T specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of the ACC register:

![Diagram of arithmetic shift right](attachment:shift_diagram.png)

**Flags and Modes**

- **Z**: After the shift, the Z flag is set if the ACC value is zero, else Z is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the zero condition and Z is affected.
- **N**: After the shift, the N flag is set if bit 31 of the ACC is 1, else N is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the negative condition and N is affected.
- **C**: If (T(4:0) = 0) then C is cleared; otherwise, the last bit shifted out is loaded into the C flag bit.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```assembly
; Arithmetic shift right contents of VarA by VarB:
MOVL  ACC,@VarA        ; ACC = VarA
MOV   T,@VarB          ; T = VarB (shift value)
ASRL  ACC,T            ; Arithmetic shift right ACC by T(4:0)
MOVL  @VarA,ACC        ; Store result into VarA
```
**B 16bitOffset,COND**

**Branch**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>B 16bitOffset,COND</td>
<td>1111 1111 1110 COND</td>
<td>X</td>
<td>-</td>
<td>7/4</td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**

16-bit signed immediate constant offset value (−32768 to +32767 range)

**Conditional codes:**

<table>
<thead>
<tr>
<th>COND</th>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>0001</td>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>0010</td>
<td>GT</td>
<td>Greater Then</td>
<td>Z = 0 AND N = 0</td>
</tr>
<tr>
<td>0011</td>
<td>GEQ</td>
<td>Greater Then Or Equal To</td>
<td>N = 0</td>
</tr>
<tr>
<td>0100</td>
<td>LT</td>
<td>Less Then</td>
<td>N = 1</td>
</tr>
<tr>
<td>0101</td>
<td>LEQ</td>
<td>Less Then Or Equal To</td>
<td>Z = 1 OR N = 1</td>
</tr>
<tr>
<td>0110</td>
<td>HI</td>
<td>Higher</td>
<td>C = 1 AND Z = 0</td>
</tr>
<tr>
<td>0111</td>
<td>HIS, C</td>
<td>Higher Or Same, Carry Set</td>
<td>C = 1</td>
</tr>
<tr>
<td>1000</td>
<td>LO, NC</td>
<td>Lower, Carry Clear</td>
<td>C = 0</td>
</tr>
<tr>
<td>1001</td>
<td>LOS</td>
<td>Lower Or Same</td>
<td>C = 0 OR Z = 1</td>
</tr>
<tr>
<td>1010</td>
<td>NOV</td>
<td>No Overflow</td>
<td>V = 0</td>
</tr>
<tr>
<td>1011</td>
<td>OV</td>
<td>Overflow</td>
<td>V = 1</td>
</tr>
<tr>
<td>1100</td>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>1101</td>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
<tr>
<td>1110</td>
<td>NBIO</td>
<td>BIO Input Equal To Zero</td>
<td>BIO = 0</td>
</tr>
<tr>
<td>1111</td>
<td>UNC</td>
<td>Unconditional</td>
<td>–</td>
</tr>
</tbody>
</table>

**Description**

Conditional branch. If the specified condition is true, then branch by adding the signed 16-bit constant value to the current PC value; otherwise continue execution without branching:

- If (COND = true) PC = PC + signed 16-bit offset;
- If (COND = false) PC = PC + 2;

Note: If (COND = true) then the instruction takes 7 cycles.
- If (COND = false) then the instruction takes 4 cycles.

**Flags and Modes**

If the V flag is tested by the condition, then V is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
BANZ 16bitOffset, ARn

Branch if Auxiliary Register Not Equal to Zero

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>BANZ 16bitOffset, ARn--</td>
<td>0000 0000 0000 1nnn</td>
<td>X</td>
<td>-</td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**

16-bit signed immediate constant value

Offset

Lower 16 bits of auxiliary registers XAR0 to XAR7

**Description**

If the 16-bit content of the specified auxiliary register is not equal to 0, then the 16-bit sign offset is added to the PC value. This forces program control to the new address (PC + 16bitOffset). The 16-bit offset is sign extended to 22 bits before the addition. Then, the content of the auxiliary register is decremented by 1. The upper 16 bits of the auxiliary register (ARnH) is not used in the comparison and is not affected by the post decrement:

```plaintext
if( ARn != 0 )
    PC = PC + signed 16-bit offset;
ARn = ARn - 1;
ARnH = unchanged;
```

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Copy the contents of Array1 to Array2:
; int32 Array1[N];
; int32 Array2[N];
; for(i=0; i < N; i++)
;    Array2[i] = Array1[i];

MOVL  XAR2,#Array1 ; XAR2 = pointer to Array1
MOVL  XAR3,#Array2 ; XAR3 = pointer to Array2
MOV  @AR0,#(N−1) ; Repeat loop N times

Loop:
MOVL  ACC,*XAR2++ ; ACC = Array1[i]
MOVL  *XAR3++,ACC ; Array2[i] = ACC
BANZ Loop,AR0-- ; Loop if AR0 != 0, AR0--
BAR 16bitOffset,ARn,ARm,EQ/NEQ

Branch on Auxiliary Register Comparison

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>BAR 16bitOffset,ARn,ARm,EQ</td>
<td>1000 1111 10nn nnnn</td>
<td>1</td>
<td>−</td>
<td>4/2</td>
</tr>
<tr>
<td>BAR 16bitOffset,ARn,ARm,NEQ</td>
<td>1000 1111 11nn nnnn</td>
<td>1</td>
<td>−</td>
<td>4/2</td>
</tr>
</tbody>
</table>

Operands

16-bit signed immediate constant offset value (−32768 to +32767 range)

ARn: Lower 16 bits of auxiliary registers XAR0 to XAR7

ARm: Lower 16 bits of auxiliary registers XAR0 to XAR7

Syntax Description

Not Equal To

Condition Tested

ARn ≠ ARm

Equal To

ARn = ARm

Description

Compare the 16-bit contents of the two auxiliary registers ARn and ARm registers and branch if the specified condition is true; otherwise continue execution without branching:

If (tested condition = true) PC = PC + signed 16-bit offset;

If (tested condition = false) PC = PC + 2;

Note: If (tested condition = true) then the instruction takes 4 cycles.

If (tested condition = false) then the instruction takes 2 cycles.

Flags and Modes

None

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; String compare:
MOVL XAR2,#StringA         ; XAR2 points to StringA
MOVL XAR3,#StringB         ; XAR3 points to StringB
MOV @AR4,#0                ; AR4 = 0
Loop:
    MOVZ AR0,*XAR2++         ; AR0 = StringA[i]
    MOVZ AR1,*XAR3++         ; AR1 = StringB[i], i++
    BAR Exit,AR0,AR4,EQ     ; Exit if StringA[i] = 0
    BAR Loop,AR0,AR1,EQ     ; Loop if StringA[i] = StringB[i]
NotEqual:
    ; StringA and B not the same
    .
Exit:                      ; StringA and B the same
BF 16bitOffset,COND

 BF 16bitOffset,COND

Branch Fast

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>BF 16bitOffset,COND</td>
<td>0101 0110 1100 COND</td>
<td>1</td>
<td>-</td>
<td>4/4</td>
</tr>
</tbody>
</table>

Operands 16-bit Offset

Conditional codes:

<table>
<thead>
<tr>
<th>COND</th>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>0001</td>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>0010</td>
<td>GT</td>
<td>Greater Than</td>
<td>Z = 0 AND N = 0</td>
</tr>
<tr>
<td>0011</td>
<td>GEQ</td>
<td>Greater Than Or Equal To</td>
<td>N = 0</td>
</tr>
<tr>
<td>0100</td>
<td>LT</td>
<td>Less Than</td>
<td>N = 1</td>
</tr>
<tr>
<td>0101</td>
<td>LEQ</td>
<td>Less Than Or Equal To</td>
<td>Z = 1 OR N = 1</td>
</tr>
<tr>
<td>0110</td>
<td>HI</td>
<td>Higher</td>
<td>C = 1</td>
</tr>
<tr>
<td>0111</td>
<td>HIS, C</td>
<td>Higher Or Same, Carry Set</td>
<td>C = 1</td>
</tr>
<tr>
<td>1000</td>
<td>LO, NC</td>
<td>Lower, Carry Clear</td>
<td>C = 0</td>
</tr>
<tr>
<td>1001</td>
<td>LOS</td>
<td>Lower Or Same</td>
<td>C = 0 OR Z = 1</td>
</tr>
<tr>
<td>1010</td>
<td>NOV</td>
<td>No Overflow</td>
<td>V = 0</td>
</tr>
<tr>
<td>1011</td>
<td>OV</td>
<td>Overflow</td>
<td>V = 1</td>
</tr>
<tr>
<td>1100</td>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>1101</td>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
<tr>
<td>1110</td>
<td>NBIO</td>
<td>BIO Input Equal To Zero</td>
<td>BIO = 0</td>
</tr>
<tr>
<td>1111</td>
<td>UNC</td>
<td>Unconditional</td>
<td>-</td>
</tr>
</tbody>
</table>

Description

Fast conditional branch. If the specified condition is true, then branch by adding the signed 16-bit constant value to the current PC value; otherwise continue execution without branching:

If (COND = true) PC = PC + signed 16-bit offset;
If (COND = false) PC = PC + 2;

Note: The branch fast (BF) instruction takes advantage of dual prefetch queue on the C28x core that reduces the cycles for a taken branch from 7 to 4:

If (COND = true) then the instruction takes 4 cycles.
If (COND = false) then the instruction takes 4 cycles.

Flags and Modes

V

If the V flag is tested by the condition, then V is cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
## C27MAP

**Set the M0M1MAP Bit**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>C27MAP</td>
<td>0101 0110 0011 1111</td>
<td>X</td>
<td>−</td>
<td>5</td>
</tr>
</tbody>
</table>

**Note:** This instruction is an alias for the “CLRC M0M1MAP” operation.

### Operands

None

### Description

Clear the M0M1MAP status bit, configuring the mapping of the M0 and M1 memory blocks for C27x object-compatible operation. The memory blocks are mapped as follows:

<table>
<thead>
<tr>
<th>M0M1MAP bit</th>
<th>Data Space</th>
<th>Program Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>M0: 0x000 to 0x3FF</td>
<td>M0: 0x400 to 0x7FF</td>
</tr>
<tr>
<td>(C27x)</td>
<td>M1: 0x400 to 0x7FF</td>
<td>M1: 0x000 to 0x3FF</td>
</tr>
<tr>
<td>1</td>
<td>M0: 0x000 to 0x3FF</td>
<td>M1: 0x400 to 0x7FF</td>
</tr>
</tbody>
</table>

**Note:** The pipeline is flushed when this instruction is executed.

### Flags and Modes

- **M0M1MAP** The M0M1MAP bit is cleared.

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

; Set the device mode from reset to C27x object-compatible mode:

Reset:
C27OBJ ; Enable C27x Object Mode
C28ADDR ; Enable C27x/C28x Address Mode
.c28_amode ; Tell assembler we are using C27x/C28x addressing
C27MAP ; Enable C27x Mapping Of M0 and M1 blocks

.
C27OBJ

Clear the OBJMODE Bit

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>C27OBJ</td>
<td>0101 0110 0011 0110</td>
<td>X</td>
<td>-</td>
<td>5</td>
</tr>
</tbody>
</table>

Note: This instruction is an alias for the “CLRC OBJMODE” operation.

Operands None

Description Clear the OBJMODE status bit in Status Register ST1, configuring the device to execute C27x object code. This is the default mode of the processor after reset.

Note: The pipeline is flushed when this instruction is executed.

Flags and Modes Clear the OBJMODE bit.

Repeat This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Set the device mode from reset to C27x:
Reset:
    C27OBJ    ; Enable C27x Object Mode
    C28ADDR   ; Enable C27x/C28x Address Mode
  .c28_amode ; Tell assembler we are in C27x/C28x addr mode
    C27MAP    ; Enable C27x Mapping Of M0 and M1 blocks
  .
  .
Clear the AMODE Status Bit

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>C28ADDR</td>
<td>0101</td>
<td>0110</td>
<td>0001</td>
<td>0110</td>
</tr>
</tbody>
</table>

**Note:** This instruction is an alias for the "CLRC AMODE" operation.

**Operands**
None

**Description**
Clear the AMODE status bit in Status Register ST1, putting the device in C27x/C28x addressing mode (see Chapter 5).

**Note:** This instruction does not flush the pipeline.

**Flags and Modes**

**AMODE**
The AMODE bit is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Execute the operation "VarC = VarA + VarB" written in 
; C2xLP syntax:
    LPADDR ; Full C2xLP address compatible mode
    .lp_amode ; Tell assembler we are in C2xLP mode
    LDP  #VarA ; Initialize DP (low 64K only)
    LACL VarA ; ACC = VarA (ACC high = 0)
    ADDS VarB ; ACC = ACC + VarB (unsigned)
    SACL VarC ; Store result into VarC
    C28ADDR ; Return to C28x address mode
    .c28_amode ; Tell assembler we are in C28x mode
### C28MAP

**Set the M0M1MAP Bit**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>C28MAP</td>
<td>0101 0110 0001 1010</td>
<td>X</td>
<td>-</td>
<td>5</td>
</tr>
</tbody>
</table>

**Note:** This instruction is an alias for the "SETC M0M1MAP" instruction.

**Operands** None

**Description**
Set the M0M1MAP status bit in Status register ST1, configuring the mapping of the M0 and M1 memory blocks for C28x operation. The memory blocks are mapped as follows:

<table>
<thead>
<tr>
<th>M0M1MAP</th>
<th>Data Space</th>
<th>Program Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>M0: 0x000 to 0x3FF</td>
<td>M0: 0x400 to 0x7FF</td>
</tr>
<tr>
<td></td>
<td>M1: 0x400 to 0x7FF</td>
<td>M1: 0x000 to 0x3FF</td>
</tr>
<tr>
<td>1</td>
<td>M0: 0x000 to 0x3FF</td>
<td>M1: 0x400 to 0x7FF</td>
</tr>
</tbody>
</table>

**Note:** The pipeline is flushed when this instruction is executed.

**Flags and Modes**
- **M0M1MAP** The M0M1MAP bit is set.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Set the device mode from reset to C28x mode:
Reset:
   C28OBJ    ; Enable C28x Object Mode
   C28ADDR   ; Enable C28x Address Mode
   .c28_amode ; Tell assembler we are in C28x address mode
   C28MAP    ; Enable C28x Mapping Of M0 and M1 blocks
   .
C28OBJ

**Set the OBJMODE Bit**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>C28OBJ</td>
<td>0101 0110 0001 1111</td>
<td>X</td>
<td>-</td>
<td>5</td>
</tr>
</tbody>
</table>

**Note:** This instruction is an alias for the “SETC OBJMODE” instruction.

**Operands:** None

**Description:** Set the OBJMODE status bit, putting the device in C28x object mode (supports C2xLP source):

**Flags and Modes:** OBJMODE

**Repeat:** This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example:**

```plaintext
; Set the device mode from reset to C28x:
Reset:
  C28OBJ ; Enable C28x Object Mode
  C28ADDR ; Enable C27x/C28x Address Mode
  .c28_amode ; Tell assembler we are in C27x/C28x address mode
  C28MAP ; Enable C28x Mapping Of M0 and M1 blocks
  ...
```

6-65
CLRC AMODE

Clear the AMODE Bit

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLRC AMODE</td>
<td>0101 0110 0001 0110</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

AMODE Status bit

Description

Clear the AMODE status bit in Status Register ST1, enabling C27x/C28x addressing (see Chapter 5).

Note: This instruction does not flush the pipeline.

Flags and Modes

AMODE The AMODE bit is cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Execute the operation "VarC = VarA + VarB" written in C2xLP
; syntax:
    SETC AMODE ; Full C2xLP address-compatible mode
    .lp_amode   ; Tell assembler we are in C2xLP mode
    LDP  #VarA ; Initialize DP (low 64K only)
    LACL VarA  ; ACC = VarA (ACC high = 0)
    ADDS VarB  ; ACC = ACC + VarB (unsigned)
    SACL VarC  ; Store result into VarC
    CLRC AMODE ; Return to C28x address mode
    .c28_amode ; Tell assembler we are in C28x mode
## CLRC M0M1MAP

### Clear the M0M1MAP Bit

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLRC M0M1MAP</td>
<td>0101 0110 0011 1111</td>
<td>X</td>
<td></td>
<td>5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Operands</th>
<th>M0M1MAP</th>
<th>Status bit</th>
</tr>
</thead>
</table>

**Description**
Clear the M0M1MAP status bit in Status Register ST1, configuring the mapping of the M0 and M1 memory blocks for C27x operation. The memory blocks are mapped as follows:

<table>
<thead>
<tr>
<th>M0M1MAP bit</th>
<th>Data Space</th>
<th>Program Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>M0: 0x000 to 0x3FF</td>
<td>M0: 0x400 to 0x7FF</td>
</tr>
<tr>
<td>(C27x)</td>
<td>M1: 0x400 to 0x7FF</td>
<td>M1: 0x000 to 0x3FF</td>
</tr>
<tr>
<td>1</td>
<td>M0: 0x000 to 0x3FF</td>
<td>M1: 0x400 to 0x7FF</td>
</tr>
<tr>
<td>(C28x/C2xLP)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Note:** The pipeline is flushed when this instruction is executed. This bit is provided for compatibility for users migrating from C27x. The M0M1MAP bit should always remain set to 1 for users operating in C28x mode and C2xLP source-compatible mode.

### Flags and Modes

<table>
<thead>
<tr>
<th>M0M1MAP</th>
<th>The M0M1MAP bit is cleared.</th>
</tr>
</thead>
</table>

**Example**
; Set the device mode from reset to C27x object-compatible mode:
Reset:
  CLRC OBJMODE ; Enable C27x Object Mode
  CLRC AMODE ; Enable C27x/C28x Address Mode
  .c28_amode ; Tell assembler we are in C27x/C28x addr mode
  CLRC M0M1MAP ; Enable C27x Mapping Of M0 and M1 blocks
  .
### CLRC OBJMODE

**Clear the OBJMODE Bit**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLRC OBJMODE</td>
<td>0101 0110 0011 0110</td>
<td>X</td>
<td>-</td>
<td>5</td>
</tr>
</tbody>
</table>

**Operands**  
OBJ-MODE  
Status bit

**Description**  
Clear the OBJMODE status bit, enabling the device to execute C27x object code.

*Note:* The pipeline is flushed when this instruction is executed.

**Flags and Modes**  
OBJ-MODE  
The OBJMODE bit is cleared.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Set the device mode from reset to C27x object-compatible mode:
Reset:
```assembly
CLRC OBJMODE ; Enable C27x Object Mode
CLRC AMODE   ; Enable C27x/C28x Address Mode
.c28_amode   ; Tell assembler we are in C27x/C28x addr mode
CLRC M0M1MAP ; Enable C27x Mapping Of M0 and M1 blocks
```


CLRC OVC

Clear Overflow Counter

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLRC OVC</td>
<td>0101 0110 0101 1100</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Note: This instruction is an alias for the “ZAP OVC” operation.

Operands

OVC  Overflow counter bits in Status Register 0 (ST0)

Description

Clear the overflow counter (OVC) bits in ST0.

Flags and Modes

OVC  The 6-bit overflow counter bits (OVC) are cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Calculate: VarD = sat(VarA + VarB + VarC)
CLRC OVC  ; Zero overflow counter
MOVL ACC,@VarA  ; ACC = VarA
ADDL ACC,@VarB  ; ACC = ACC + VarB
ADDL ACC,@VarC  ; ACC = ACC + VarC
SAT ACC  ; Saturate if OVC != 0
MOVL @VarD,ACC  ; Store saturated result into VarD
**CLRC XF**

**Operands**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLRC XF</td>
<td>0101 0110 0001 1011</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Description**

Clear the XF status bit and pull the corresponding output signal low.

**Flags and Modes**

| XF | The XF status bit is cleared. |

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Pulse XF signal high if branch not taken:
    MOV AL,@VarA ; Load AL with contents of VarA
    SB Dest,NEQ ; ACC = VarA
    SETC XF ; Set XF bit and signal high
    CLRC XF ; Clear XF bit and signal low
    .
    .
    Dest:
    .

**Clear XF Status Bit**
## Clear Status Bits

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLRC mode</td>
<td>0010 1001 CCCC CCCC</td>
<td>X</td>
<td>−</td>
<td>1, 2</td>
</tr>
<tr>
<td>CLRC SXM</td>
<td>0010 1001 0000 0001</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>CLRC OVM</td>
<td>0010 1001 0000 0010</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>CLRC TC</td>
<td>0010 1001 0000 0100</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>CLRC C</td>
<td>0010 1001 0000 1000</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>CLRC INTM</td>
<td>0010 1001 0001 0000</td>
<td>X</td>
<td>−</td>
<td>2</td>
</tr>
<tr>
<td>CLRC DBGM</td>
<td>0010 1001 0010 0000</td>
<td>X</td>
<td>−</td>
<td>2</td>
</tr>
<tr>
<td>CLRC PAGE0</td>
<td>0010 1001 0100 0000</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>CLRC VMAP</td>
<td>0010 1001 1000 0000</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

### Description

Clear the specified status bits. The "mode" operand is a mask value that relates to the status bits in this way:

<table>
<thead>
<tr>
<th>“Mode” bit</th>
<th>Status Register</th>
<th>Flag</th>
<th>Cycles</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>ST0</td>
<td>SXM</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>ST0</td>
<td>OVM</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>ST0</td>
<td>TC</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>ST0</td>
<td>C</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>ST1</td>
<td>INTM</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>ST1</td>
<td>DBGM</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>ST1</td>
<td>PAGE0</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>ST1</td>
<td>VMAP</td>
<td>1</td>
</tr>
</tbody>
</table>

**Note:** The assembler will accept any number of flag names in any order.

### Flags and Modes

- SXM
- OVM
- TC
- C
- INTM
- DBGM
- PAGE0
- VMAP

Any of the specified bits can be cleared by the instruction.

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Modify flag settings:
SETC  INTM, DBGM ; Set INTM and DBGM bits to 1
CLRC  TC, C, SXM, OVM ; Clear TC, C, SXM, OVM bits to 0
CLRC  #0xFF ; Clear all bits to 0
SETC  #0xFF ; Set all bits to 1
SETC  C, SXM, TC, OVM ; Set TC, C, SXM, OVM bits to 1
CLRC  DBGM, INTM ; Clear INTM and DBGM bits to 0
**CMP AX, loc16**

**Compare**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMP AX, loc16</td>
<td>0101 010A LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- AX: Accumulator high (AH) or accumulator low (AL) register
- loc16: Addressing mode (see Chapter 5)

**Description**
The content of the specified AX register (AH or AL) is compared with the 16-bit content of the location pointed to by the "loc16" addressing mode. The result of \((AX - [loc16])\) is evaluated and the status flag bits set accordingly. The AX register and content of the location pointed to by “loc16” are left unchanged:

```
Set Flags On (AX - [loc16]);
```

**Flags and Modes**
- **N**: If the result of the operation is negative, then N is set; otherwise it is cleared. The CMP instruction assumes infinite precision when it determines the sign of the result. For example, consider the subtraction 0x8000 − 0x0001. If the precision were limited to 16 bits, the result would cause an overflow to the positive number 0x7FFF and N would be cleared. However, because the CMP instruction assumes infinite precision, it would set N to indicate that 0x8000 − 0x0001 actually results in a negative number.
- **Z**: The comparison is tested for a zero condition. The zero flag bit is set if the operation \((AX - [loc16]) = 0\), otherwise it is cleared.
- **C**: If the subtraction generates a borrow, then C is cleared; otherwise C is set.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```
; Branch if VarA is higher then VarB:
MOV AL,@VarA        ; Load AL with contents of VarA
CMPB AL,@VarB       ; Set Flags On (AL − VarB)
SB Dest,HI           ; Branch if VarA higher then VarB
```
CMP loc16,#16bitSigned

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMP loc16,#16bitSigned</td>
<td>0001 1011 LLLL LLLL cccc cccc cccc cccc</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

- loc16
- #16bitSigned

Addressing mode (see Chapter[5])

16-bit immediate signed constant value

Description

Compare the 16-bit contents of the location pointed to by the “loc16” addressing mode to the signed 16-bit immediate constant value. To perform the comparison, the result of ([loc16] − #16bitSigned ) is evaluated and the status flag bits are set accordingly. The content of “loc16” is left unchanged:

Modify flags on ([loc16] − 16bitSigned);

Flags and Modes

- N

If the result of the operation is negative, then N is set; otherwise it is cleared. The CMP instruction assumes infinite precision when it determines the sign of the result. For example, consider the subtraction 0x8000 − 0x0001. If the precision were limited to 16 bits, the result would cause an overflow to the positive number 0x7FFF and N would be cleared. However, because the CMP instruction assumes infinite precision, it would set N to indicate that 0x8000 − 0x0001 actually results in a negative number.

- Z

The comparison is tested for a zero condition. The zero flag bit is set if the operation ([loc16] − 16bitSigned ) = 0, otherwise it is cleared.

- C

If the subtraction generates a borrow, then C is cleared; otherwise C is set.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Note:

The examples in this chapter assume that the device is already operating in C28x Mode (OBJMODE = 1, AMODE = 0). To put the device into C28x mode following a reset, you must first set the OBJMODE bit in ST1 by executing the “C28OBJ” (or “SETC OBJMODE”) instruction.

Example

```plaintext
; Calculate:
; if( VarA > 20 )
;   VarA = 0;
   CMP @VarA,#20 ; Set flags on (VarA - 20)
   MOV @VarA,#0,GT ; Zero VarA if greater then
```
CMP64 ACC:P

Compare 64-bit Value

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>_OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMP64 ACC:P</td>
<td>0101 0110 0101 1110</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**: ACC:P  Accumulator register (ACC) and product register (P)

**Description**: The 64-bit content of the combined ACC:P registers is compared against zero and the flags are set appropriately:

```c
if((V = 1) & (ACC(bit 31) = 1))
    N = 0;
else
    N = 1;
if((V = 1) & (ACC(bit 31) = 0))
    N = 1;
else
    N = 0;
if(ACC:P = 0x8000 0000 0000 0000)
    Z = 1;
else
    Z = 0;
V = 0;
```

**Note**: This operation should be used as follows:

CMP64 ACC:P ; Clear V flag
perform 64-bit operation
CMP64 ACC:P ; Set Z,N flags, V=0
conditionally branch

**Flags and Modes**

**N**  The content of the ACC register is tested to determine if the 64-bit ACC:P value is negative. The CMP64 instruction takes into account the state of the overflow flag (V) to increase precision when determining if ACC is negative. For example, consider the subtraction on ACC of 0x8000 0000 – 0x0000 0001. This results in an overflow to a positive number (0x7FFF FFFF) and V would be set. Because the CMP64 instruction takes into account the overflow, it would interpret the result as a negative number and not a positive number. If the value in ACC is found to be negative, then N is set; otherwise N is cleared.

**Z**  The zero flag bit is set if the combined 64 bits of ACC:P is zero, otherwise it is cleared.

**V**  The state of the V flag is used along with bit 31 of the ACC register to determine if the value in the ACC:P register is negative. V is cleared by the operation.

**Repeat**  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; If 64-bit VarA > 64-bit VarB, branch:
CMP64 ACC:P ; Clear V flag
MOVL P,@VarA+0 ; Load P with low 32 bits of VarA
MOVL ACC,@VarA+2 ; Load ACC with high 32 bits of VarA
SUBUL P,@VarB+0 ; Sub from P unsigned low 32 bits of VarB
SUBBL ACC,@VarB+2 ; Sub from ACC with borrow high 32 bits of VarB
CMP64 ACC:P ; Set Z,N flags appropriately for ACC:P
SB Dest,GT ; branch if VarA > VarB
**CMPB AX, #8bit**

*Compare 8-bit Value*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPB AX, #8bit</td>
<td>0101 001A CCCC CCCC</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

<table>
<thead>
<tr>
<th>AX</th>
<th>Accumulator high (AH) or accumulator low (AL) register</th>
</tr>
</thead>
<tbody>
<tr>
<td>#8bit</td>
<td>8-bit immediate constant value</td>
</tr>
</tbody>
</table>

**Description**

Compare the content of the specified AX register (AH or AL) with the zero-extended 8-bit unsigned immediate constant. The result of (AX - 0:8bit) is evaluated and the status flag bits are set accordingly. The content of the AX register is left unchanged:

Set Flags On (AX - 0:8bit);

**Flags and Modes**

| N | If the result of the operation is negative, then N is set; otherwise it is cleared. The CMPB instruction assumes infinite precision when it determines the sign of the result. For example, consider the subtraction 0x8000 - 0x0001. If the precision were limited to 16 bits, the result would cause an overflow to the positive number 0x7FFF and N would be cleared. However, because the CMPB instruction assumes infinite precision, it would set N to indicate that 0x8000 - 0x0001 actually results in a negative number. |
| Z | The comparison is tested for a zero condition. The zero flag bit is set if the operation (AX - [0:8bit]) = 0, otherwise it is cleared. |
| C | If the subtraction generates a borrow, then C is cleared; otherwise C is set. |

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Check if VarA is within range 0x80 <= VarA <= 0xF0:
MOV  AL,@VarA    ; Load AL with contents of VarA
CMPB AL,#0xF0    ; Set Flags On (AL - 0x00F0)
SB   OutOfRange,GT ; Branch if VarA greater then 0x00FF
CMPB AL,#0x80    ; Set Flags On (AL - 0x0080)
SB   OutOfRange,LT ; Branch if VarA less then 0x0080
CMPL ACC,loc32

**CMPL ACC,loc32**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPL ACC,loc32</td>
<td>0000 1111 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **loc32**: Addressing mode (see Chapter 5)

**Description**

The content of the ACC register is compared with the 32-bit location pointed to by the "loc32" addressing mode. The status flag bits are set according to the result of \( \text{ACC} - \text{[loc32]} \). The ACC register and the contents of the location pointed to by "loc32" are left unchanged:

- **Modify flags on** \( \text{ACC} - \text{[loc32]} \);

**Flags and Modes**

- **N**: If the result of the operation is negative, then N is set; otherwise it is cleared. The CMPL instruction assumes infinite precision when it determines the sign of the result. For example, consider the subtraction 0x8000 0000 − 0x0000 0001. If the precision were limited to 32 bits, the result would cause an overflow to the positive number 0xFFFF FFFF and N would be cleared. However, because the CMPL instruction assumes infinite precision, it would set N to indicate that 0x8000 0000 − 0x0000 0001 actually results in a negative number.
- **Z**: The comparison is tested for a zero condition. The zero flag bit is set if the operation \( \text{AX} - \text{[loc32]} \) = 0, otherwise it is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Swap the contents of 32-bit VarA and VarB if VarB is higher:
MOV L ACC,@VarB ; ACC = VarB
MOV L P,@VarA ; P = VarA
CMPL ACC,@P ; Set flags on (VarB - VarA)
MOV L @VarA,ACC,HI ; VarA = ACC if higher
MOV L @P,ACC,HI ; P = ACC if higher
MOV L @VarA,P ; VarA = P
CMPL ACC,P << PM

Compare 32-bit Value

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPL ACC,P &lt;&lt; PM</td>
<td>1111 1111 0101 1001</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- ACC: Accumulator register
- P: Product register
- <<PM: Product shift mode

**Description**

The content of the ACC register is compared with the content of the P register, shifted by the amount specified by the product shift mode (PM). The status flag bits are set according to the result of (ACC - [P << PM]). The content of the ACC register and the P register are left unchanged:

Modify flags on (ACC - [P << PM]);

**Flags and Modes**

- N: If the result of the operation is negative, then N is set; otherwise it is cleared. The CMPL instruction assumes infinite precision when it determines the sign of the result. For example, consider the subtraction 0x8000 0000 - 0x0000 0001. If the precision were limited to 32 bits, the result would cause an overflow to the positive number 0x7FFF FFFF and N would be cleared. However, because the CMPL instruction assumes infinite precision, it would set N to indicate that 0x8000 0000 - 0x0000 0001 actually results in a negative number.

- Z: The comparison is tested for a zero condition. The zero flag bit is set if the operation (AX - [P<<PM]) = 0, otherwise, it is cleared.

- C: If the subtraction generates a borrow, C is cleared; otherwise C is set.

- PM: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Compare the following (VarA - VarB >> 4):

```
MOVL ACC,@VarA    ; ACC = VarA
SPM -4             ; Set the product shift mode to ">> 4"
MOVL P,@VarB       ; P = VarB
CMPL ACC,P << PM   ; Compare (VarA - VarB >> 4)
```
## CMPR 0/1/2/3

### Compare Auxiliary Registers

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPR 0</td>
<td>0101 0110 0001 1101</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>CMPR 1</td>
<td>0101 0110 0001 1001</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>CMPR 2</td>
<td>0101 0110 0001 1000</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>CMPR 3</td>
<td>0101 0110 0001 1100</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands

None

### Description

Compare AR0 to the 16-bit auxiliary register pointed to by ARP. The comparison type is determined by the instruction.

CMPR 0: if(AR0 = AR[ARP]) TC = 1, else TC = 0
CMPR 1: if(AR0 > AR[ARP]) TC = 1, else TC = 0
CMPR 2: if(AR0 < AR[ARP]) TC = 1, else TC = 0
CMPR 3: if(AR0 != AR[ARP]) TC = 1, else TC = 0

### Flags and Modes

**ARP**
The 3-bit ARP points to the current valid Auxiliary Register, XAR0 to XAR7. This pointer determines which Auxiliary register is compared to AR0.

**TC**
If the test is true, TC is set, else TC is cleared.

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

```
TableA: .word 0x1111
        .word 0x2222

FuncA:  
    MOVL XAR1,#VarA ; Initialize XAR1 Pointer
    MOVZ AR0,*XAR1++; ; Load AR0 with 0x1111, clear AR0H,
                      ; ARP = 1
                      ; Load AR1 with 0x2222, clear AR1H
    CMPR 0          ; AR0 = AR1? No, clear TC
    B   Equal,TC    ; Don't branch
    CMPR 2          ; AR1 > AR2? Yes, set TC
    B   Less,TC     ; Branch to "Less"
```
 CSB ACC

 Count Sign Bits

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSB ACC</td>
<td>0101 0110 0011 0101</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

ACC
Accumulator register

Description
Count the sign bits in the ACC register by determining the number of leading 0s or 1s in the ACC register and storing the result, minus one, in the T register:

- \( T = 0 \), 1 sign bit
- \( T = 1 \), 2 sign bits
- \( \ldots \)
- \( T = 31, 32 \) sign bits

Note: The count sign bit operation is often used in normalization operations and is particularly useful for algorithms such as; calculating Square Root of a number, calculating the inverse of a number, searching for the first "1" bit in a word.

Flags and Modes

N
N is set if bit 31 of ACC is 1, else N is cleared.

Z
Z is set if ACC is 0, else Z is cleared.

TC
The TC bit will reflect the state of the sign bit after the operation (TC=1 for negative).

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Normalize the contents of VarA:
MOVL ACC,@VarA ; Load ACC with contents of VarA
CSB ACC ; Count sign bits
LSLL ACC,T ; Logical shift left ACC by T(4:0)
MOVL @VarA,ACC ; Store result into VarA
DEC loc16

**Description**
Subtract 1 from the signed content of the location pointed to by the "loc16" addressing mode:

**Flags and Modes**
- **N**: After the operation if bit 15 of [loc16] is 1, set N; otherwise, clear N.
- **Z**: After the operation if [loc16] is zero, set Z; otherwise, clear Z.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
```plaintext
; VarA = VarA - 1;
DEC @VarA ; Decrement contents of VarA
```
**DINT**

**Disable Maskable Interrupts (Set INTM Bit)**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>DINT</td>
<td>0011 1011 0001 0000</td>
<td>X</td>
<td>-</td>
<td>2</td>
</tr>
</tbody>
</table>

**Note:** This instruction is an alias for the “SETC mode” operation with the “mode” field = INTM.

**Operands**

None

**Description**

Disable all maskable CPU interrupts by setting the INTM status bit. DINT has no effect on the unmaskable reset or NMI interrupts.

**Flags and Modes**

**INTM**

The instruction sets this bit to disable interrupts.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Make the operation “VarC = VarA + VarB” atomic:

DINT                   ; Disable interrupts (INTM = 1)
MOVL  ACC,VarA         ; ACC = VarA
ADDL  ACC,VarB          ; ACC = ACC + VarB
MOVL  @VarC,ACC        ; Store result into VarC
EINT                   ; Enable interrupts (INTM = 0)
DMAC ACC:P,loc32,*XAR7/++

### 16-Bit Dual Multiply and Accumulate

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>DMAC ACC:P,loc32,*XAR7</td>
<td>0101 0110 0100 1011 1100 0111 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
<tr>
<td>DMAC ACC:P,loc32,*XAR7++</td>
<td>0101 0110 0100 1011 1000 0111 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
</tbody>
</table>

**Operands**

**ACC:** Accumulator register (ACC) and product register (P)

**loc32**

Addressing mode (see Chapter 5)

*Note:* The @ACC and @P register addressing modes cannot be used. No illegal instruction trap will be generated if used (assembler will flag an error).

**XAR7 /++**

Indirect program-memory addressing using auxiliary register XAR7, can access full 4M x 16 program space range (0x000000 to 0x3FFFFF)

**Description**

Dual 16-bit x 16-bit signed multiply and accumulate. The first multiplication takes place between the upper words of the 32-bit locations pointed to by the “loc32” and *XAR7/++ addressing modes and second multiplication takes place with the lower words.

![Diagram of dual multiply and accumulate](image)

After the operation the ACC contains the result of multiplying and adding the upper word of the addressed 32-bit operands. The P register contains the result of multiplying and adding the lower word of the addressed 32-bit operands.

\[
\begin{align*}
XT &= [loc32]; \\
Temp &= \text{Prog}[*\text{XAR7 or } *\text{XAR7++}]; \\
\text{ACC} &= \text{ACC} + (XT.\text{MSW} \times Temp.\text{MSW}) \ll PM; \\
\text{P} &= \text{P} + (XT.\text{LSW} \times Temp.\text{LSW}) \ll PM;
\end{align*}
\]

Z, N, V, C flags and OVC counter are affected by the operation on ACC only. The PM shift affects both the ACC and P operations.

On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "*XAR7/++" addressing mode can be used to access data space variables that fall within the program space address range.
With some addressing mode combinations, you can get conflicting references. In such cases, the C28x will give the “loc16/loc32” field priority on changes to XAR7. For example:

DMAC ACC:P,*--XAR7,*XAR7++ ; --XAR7 given priority
DMAC ACC:P,*XAR7++,*XAR7 ; *XAR7++ given priority
DMAC ACC:P,*XAR7,*XAR7++ ; *XAR7++ given priority

Flags and Modes

Z After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.

N After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

C If the addition generates a carry of the ACC register, C is set; otherwise C is cleared.

V If an overflow of the ACC register occurs, V is set; otherwise V is not affected.

OVC If overflow mode is disabled; and if the operation generates a positive overflow of the ACC register, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow of the ACC register, then the counter is decremented.

OVM If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed. Note that OVM only affects the ACC operation.

PM The value in the PM bits sets the shift mode for the output operation from the product register. The PM mode affects both the ACC and P register accumulates. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result in the ACC. The V flag will be set if an intermediate overflow occurs in the ACC.
Example

; Calculate sum of product using dual 16-bit multiply:
; int16 X[N] ; Data information
; int16 C[N] ; Coefficient information (located in low 4M)
; ; Data and Coeff must be aligned to even address
; ; N must be an even number
; sum = 0;
; for(i=0; i < N; i++)
; sum = sum + (X[i] * C[i]) >> 5;
MOVL XAR2,#X ; XAR2 = pointer to X
MOVL XAR7,#C ; XAR7 = pointer to C
SPM -5 ; Set product shift to “>> 5”
ZAPA ; Zero ACC, P, OVC
RPT #(N/2)-1 ; Repeat next instruction N/2 times
||DMAC P,*XAR2++,*XAR7++ ; ACC = ACC + (X[i+1] * C[i+1]) >> 5
; P = P + (X[i] * C[i]) >> 5 i++
ADDL ACC,@P ; Perform final accumulate
MOVL @sum,ACC ; Store final result into sum
DMOV loc16

**Data Move Contents of 16-bit Location**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>DMOV loc16</td>
<td>1010 0101 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands** loc16

Addressing mode (see Chapter 5)

**Note:** For this operation, register-addressing modes cannot be used. The modes are: @ARn, @AH, @AL, @PH, @PL, @SP, @T. An illegal instruction trap will be generated.

**Description**

Copy the contents pointed to by "loc16" into the next highest address:

\[ [\text{loc16} + 1] = [\text{loc16}] \]

**Flags and Modes**

None

**Repeat**

This instruction is repeatable. If the operation is follows a RPT instruction, then it will be executed N+1 times.

**Example**

; Calculate using 16-bit multiply:
; int16 X[3];
; int16 C[3];
; Y = (X[0]*C[0] >> 2) + (X[1]*C[1] >> 2) + (X[2]*C[2] >> 2);
; X[2] = X[1];
; X[1] = X[0];
SPM -2 ; Set product shift to >> 2
MOVF T,@X+2 ; T = X[2]
MPYS P,T,@C+2 ; P = T*C[2], ACC = 0
MOVA T,@X+1 ; T = X[1], ACC = X[2]*C[2] >> 2
MPY P,T,@C+1 ; P = T*C[1]
MOVA T,@X+0 ; T = X[0], ACC = ACC + X[1]*C[1] >> 2
MPY P,T,@C+0 ; P = T*C[0]
ADDL ACC,P << PM ; ACC = ACC + X[0]*C[0] >> 2
DMOV @X+1 ; X[2] = X[1]
DMOV @X+0 ; X[1] = X[0]
MOVL @Y,ACC ; Store result into Y

6-87
EALLOW

Enable Write Access to Protected Space

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>EALLOW</td>
<td>0111 0110 0010 0010</td>
<td>X</td>
<td></td>
<td>4</td>
</tr>
</tbody>
</table>

Operands

None

Description

Enable access to emulation space and other protected registers.

This instruction sets the EALLOW bit in status register ST1. When this bit is set, the C28x CPU allows write access to the memory-mapped registers as well as other protected registers. See the data sheet for your particular device to determine which registers the EALLOW bit protects.

To again protect against writes to the registers, use the EDIS instruction.

EALLOW only controls write access; reads are allowed even if EALLOW has not been executed.

On an interrupt or trap, the current state of the EALLOW bit is saved off onto the stack within ST1 and the EALLOW bit is automatically cleared. Therefore, at the start of an interrupt service routine access to the protected registers is disabled. The IRET instruction will restore the current state of the EALLOW bit saved on the stack.

The EALLOW bit is overridden via the JTAG port, allowing full control of register accesses during debug from Code Composer Studio.

Flags and Modes

EALLOW

The EALLOW flag is set.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Enable access to RegA and RegB which are EALLOW protected:
EALLOW ; Enable access to selected registers
AND @RegA,#0x4000 ; RegA = RegA AND 0x0400
MOV @RegB,#0 ; RegB = 0
EDIS ; Disable access to selected registers
Enable access to RegA and RegB which are EALLOW protected:

; EALLOW
; Enable access to selected registers
NOP ; Wait 2 cycles for enable to take
effect. The number of cycles is device
; and/or register dependant.
NOP
AND @RegA,#0x4000 ; RegA = RegA AND 0x0400
MOV @RegB,#0 ; RegB = 0
EDIS ; Disable access to selected registers
**EINT**

*Enable Maskable Interrupts (Clear INTM Bit)*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>EINT</td>
<td>0010 1001 0001 0000</td>
<td>X</td>
<td>−</td>
<td>2</td>
</tr>
</tbody>
</table>

**Note:** This instruction is an alias for the “CLRC mode” operation with the "mode" field = INTM.

**Operands**

None

**Description**

Enable interrupts by clearing the INTM status bit.

**Flags and Modes**

INTM

This bit is cleared by the instruction to enable interrupts.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Make the operation “VarC = VarA + VarB” atomic:

DINT  ; Disable interrupts (INTM = 1)
MOVL ACC,@VarA  ; ACC = VarA
ADDL ACC,@VarB  ; ACC = ACC + VarB
MOVL @VarC,ACC  ; Store result into VarC
EINT  ; Enable interrupts (INTM = 0)
Emulation Stop 0

### SYNTAX OPTIONS

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESTOP0</td>
<td>0111 0110 0010 0101</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands

None

### Description

Emulation Stop 0

This instruction is available for emulation purposes. It is used to create a software breakpoint.

When an emulator is connected to the C28x and emulation is enabled, this instruction causes the C28x to halt, regardless of the state of the DBGM bit in status register ST1. In addition, ESTOP0 does not increment the PC.

When an emulator is not connected or when a debug program has disabled emulation, the ESTOP0 instruction is treated the same way as a NOP instruction. It simply advances the PC to the next instruction.

### Flags and Modes

None

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**ESTOP1**

**Emulation Stop 1**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESTOP1</td>
<td>0111 0110 0010 0100</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
None

**Description**  
This instruction is available for emulation purposes. It is used to create an embedded software breakpoint.

When an emulator is connected to the C28x and emulation is enabled, this instruction causes the C28x to halt, regardless of the state of the DBGM bit in status register ST1. Before halting the processor, ESTOP1 increments the PC so that it points to the instruction following the ESTOP1.

When an emulator is not connected or when a debug program has disabled emulation, the ESTOP0 instruction is treated the same way as a NOP instruction. It simply advances the PC to the next instruction.

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**FFC XAR7,22bit**

**Fast Function Call**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>FFC XAR7,22bit</td>
<td>0000 0000 11CC CCCC</td>
<td>X</td>
<td>–</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**

- **XAR7**
  - Auxiliary register XAR7
- **22bit**
  - 22-bit program-address (0x00 0000 to 0x3F FFFF range)

**Description**

Fast function call. The return PC value is stored into the XAR7 register and the 22-bit immediate destination address is loaded into the PC:

- XAR7(21:0) = PC + 2;
- XAR7(31:22) = 0;
- PC = 22 bit;

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Fast function call of FuncA:

```
FFC XAR7,FuncA ; Call FuncA, return address in XAR7
```

```
FuncA: ; Function A:
```

```
LB *XAR7 ; Return: branch to address in XAR7
```
FLIP AX

Flip Order of Bits in AX Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLIP AX</td>
<td>0101 0110 0111 000A</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  AX  Accumulator high (AH) or accumulator low (AL) register

Description  Bit reverse the contents of the specified AX register (AH or AL):

```
temp = AX;
AX(bit 0) = temp(bit 15);
AX(bit 1) = temp(bit 14);
.
.
AX(bit 14) = temp(bit 1);
AX(bit 15) = temp(bit 0);
```

Flags and Modes  

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>After the operation, if bit 15 of AX is 1 then the negative flag bit is set; otherwise it is cleared.</td>
</tr>
<tr>
<td>Z</td>
<td>After the operation, if AX is 0, then the Z bit is set, otherwise it is cleared.</td>
</tr>
</tbody>
</table>

Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example  ; Flip the contents of 32-bit variable VarA:

```
MOV   AH,@VarA+0    ; Load AH with low 16 bits of VarA
MOV   AL,@VarA+1    ; Load AL with high 16 bits of VarA
FLIP  AL            ; Flip contents of AL
FLIP  AH            ; Flip contents of AH
MOVL  @VarA,ACC     ; Store 32-bit result in VarA
```
**IACK #16bit**

**Interrupt Acknowledge**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IACK #16bit</td>
<td>0111 0110 0011 1111</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands #16bit** 16-bit constant immediate value (0x0000 to 0xFFFF range)

**Description**

Acknowledge an interrupt by outputting the specified 16-bit constant on the low 16 bits of the data bus. Certain peripherals will provide the capability to capture this value to provide low-cost trace. See the data sheet for details for your device.

\[
data_{bus}(15:0) = 16bit;
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Put Processor in Idle Mode

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDLE</td>
<td>0111 0110 0010 0001</td>
<td>X</td>
<td>–</td>
<td>5</td>
</tr>
</tbody>
</table>

**Operands** None

**Description**

Put the processor into idle mode and wait for enabled or nonmaskable interrupt. Devices using the 28x CPU may use the IDLE instruction in combination with external logic to achieve different low-power modes. See the device-specific datasheets for more detail. The idle instruction causes the following sequence of events:

1) The pipeline is flushed.

2) All outstanding memory cycles are completed.

3) The IDLESTAT bit of status register ST1 is set.

4) Clocks to the CPU are stopped after the entire instruction buffer is full, placing the device in the idle state. In the idle state, CLKOUT (the clock output from the CPU) and all clocks to blocks outside the CPU (including the emulation block) continue to operate as long as CLKIN (the clock input to the CPU) is driven. The PC continues to hold the address of the IDLE instruction; the PC is not incremented before the CPU enters the idle state.

5) The IDLE output CPU signal is activated (driven high).

6) The device waits for an enabled or nonmaskable hardware interrupt. If such an interrupt occurs, the IDLESTAT bit is cleared, the PC is incremented by 1, and the device exits the idle state.

If the interrupt is maskable, it must be enabled in the interrupt enable register (IER). However, the device exits the idle state regardless of the value of the interrupt global mask bit (INTM) of status register ST1.

After the device exits the idle mode, the CPU must respond to the interrupt request. If the interrupt can be disabled by the INTM bit in status register ST1, the next event depends on INTM:

- If (INTM = 0), then the interrupt is enabled, and the CPU executes the corresponding interrupt service routine. On return from the interrupt, execution begins at the instruction following the IDLE instruction.

- If (INTM = 1), then the interrupt is blocked and program execution continues at the instruction immediately following the IDLE.

If the interrupt cannot be disabled by INTM, the CPU executes the corresponding interrupt service routine. On return from the interrupt, execution begins at the instruction following the IDLE.
<table>
<thead>
<tr>
<th>Flags and Modes</th>
<th>IDLESTAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDLESTAT</td>
<td></td>
</tr>
</tbody>
</table>

Before entering the idle mode, IDLESTAT is set; after exiting the idle mode IDLESTAT is cleared.

<table>
<thead>
<tr>
<th>Repeat</th>
</tr>
</thead>
</table>

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
IMACL P,loc32,*XAR7/++

Signed 32 x 32-Bit Multiply and Accumulate (Lower Half)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMACL P,loc32,*XAR7</td>
<td>0101 0110 0100 1101 1100 0111 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
<tr>
<td>IMACL P,loc32,*XAR7++</td>
<td>0101 0110 0100 1101 1000 0111 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
</tbody>
</table>

Operands:
- P: Product register
- loc32: Addressing mode (see Chapter 5)
- *XAR7/++: Indirect program-memory addressing using auxiliary register XAR7, can access full 4Mx16 program space range (0x000000 to 0x3FFFFF)

Description:
32-bit x 32-bit signed multiply and accumulate. First, add the unsigned previous product (stored in the P register), ignoring the product shift mode (PM), to the ACC register. Then, multiply the signed 32-bit content of the location pointed to by the “loc32” addressing mode by the signed 32-bit content of the program-memory location pointed to by the XAR7 register. The product shift mode (PM) then determines which part of the lower 38 bits of the 64-bit result are stored in the P register. If specified, post-increment the XAR7 register by 1:

\[
\begin{align*}
\text{ACC} &= \text{ACC} + \text{unsigned P}; \\
\text{temp}(37:0) &= \text{lower_38 bits(signed [loc32])} \\
& \quad \times \text{signed Prog[*XAR7 or XAR7++]}; \\
\text{if (PM = +4 shift)} & \quad P(31:4) = \text{temp}(27:0), P(3:0) = 0; \\
\text{if (PM = +1 shift)} & \quad P(31:1) = \text{temp}(30:0), P(0) = 0; \\
\text{if (PM = 0 shift)} & \quad P(31:0) = \text{temp}(31:0); \\
\text{if (PM = -1 shift)} & \quad P(31:0) = \text{temp}(32:1); \\
\text{if (PM = -2 shift)} & \quad P(31:0) = \text{temp}(33:2); \\
\text{if (PM = -3 shift)} & \quad P(31:0) = \text{temp}(34:3); \\
\text{if (PM = -4 shift)} & \quad P(31:0) = \text{temp}(35:4); \\
\text{if (PM = -5 shift)} & \quad P(31:0) = \text{temp}(36:5); \\
\text{if (PM = -6 shift)} & \quad P(31:0) = \text{temp}(37:6); 
\end{align*}
\]
On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "*XAR7/++" addressing mode can be used to access data space variables that fall within the program space address range. With some addressing mode combinations, you can get conflicting references. In such cases, the C28x will give the "loc16/loc32" field priority on changes to XAR7.

For example:

\[
\begin{align*}
& \text{IMACL } P, *-XAR7, *XAR7++ \quad ; -XAR7 \text{ given priority} \\
& \text{IMACL } P, *XAR7++, *XAR7 \quad ; XAR7++ \text{ given priority} \\
& \text{IMACL } P, *XAR7, *XAR7++ \quad ; *XAR7++ \text{ given priority}
\end{align*}
\]

### Flags and Modes

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Z</td>
<td>After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.</td>
</tr>
<tr>
<td>N</td>
<td>After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.</td>
</tr>
<tr>
<td>C</td>
<td>If the addition generates a carry, C is set; otherwise C is cleared.</td>
</tr>
<tr>
<td>V</td>
<td>If an overflow occurs, V is set; otherwise V is not affected.</td>
</tr>
<tr>
<td>OVCU</td>
<td>The overflow counter is incremented when the addition operation generates an unsigned carry. The OVM mode does not affect the OVCU counter.</td>
</tr>
<tr>
<td>PM</td>
<td>The value in the PM bits sets the shift mode that determines which portion of the lower 38 bits of the 64-bit results are stored in the P register.</td>
</tr>
</tbody>
</table>

### Repeat

This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flag will reflect the final result in the ACC. The V flag will be set if an intermediate overflow occurs in the ACC.
Example

; Calculate sum of product using 32-bit multiply and retain 64-bit result:
; int32 X[N]; // Data information
; int32 C[N]; // Coefficient information (located in low 4M)
; int64 sum = 0;
; for(i=0; i < N; i++)
; sum = sum + (X[i] * C[i]) >> 5;

; Calculate low 32 bits:
   MOV L XAR2,#X ; XAR2 = pointer to X
   MOV L XAR7,#C ; XAR7 = pointer to C
   SPM -5 ; Set product shift to ">> 5"
   ZAPA ; Zero ACC, P, OVCU
   RPT #(N−1) ; Repeat next instruction N times
   | | IMACL P,*XAR2++,*XAR7++ ; OVCU:ACC = OVCU:ACC + P,
   ; P = (X[i] * C[i]) << 5,
   ; i++
   ADDUL ACC,@P ; OVCU:ACC = OVCU:ACC + P
   MOVL @sum+0,ACC ; Store low 32 bits result into sum

; Calculate high 32 bits:
   MOVL XAR2,#X ; XAR2 = pointer to X
   MOVL XAR7,#C ; XAR7 = pointer to C
   RPT #(N−1) ; Repeat next instruction N times
   | | QMACL P,*XAR2++,*XAR7++ ; ACC = ACC + P >> 5,
   ; P = (X[i] * C[i]) >> 32,
   ; i++
   ADDL ACC,P << PM ; ACC = ACC + P >> 5
   MOVL @sum+2,ACC ; Store high 32 bits result into sum
Signed 32-Bit Multiply (Lower Half) and Add Previous P

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMPYAL P,XT,loc32</td>
<td>0101 0110 0100 1100 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **P**: Product register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

**Description**
Add the unsigned content of the P register, ignoring the product shift mode (PM), to the ACC register. Multiply the signed 32-bit content of the XT register by the signed 32-bit content of the location pointed to by the "loc32" addressing mode. The product shift mode (PM) then determines which part of the lower 38 bits of the 64-bit result are stored in the P register:

\[
\begin{align*}
\text{ACC} &= \text{ACC} + \text{unsigned } P; \\
\text{temp}(37:0) &= \text{lower 38 bits}(\text{signed XT} \times \text{signed [loc32]}) \\
\text{if (PM = } +4 \text{ shift }) \\
&M_{(31:4)} = \text{temp}(27:0), P_{(3:0)} = 0; \\
\text{if (PM = } +1 \text{ shift }) \\
&M_{(31:1)} = \text{temp}(30:0), P_{(0)} = 0; \\
\text{if (PM = } 0 \text{ shift }) \\
&M_{(31:0)} = \text{temp}(31:0); \\
\text{if (PM = } -1 \text{ shift }) \\
&M_{(31:0)} = \text{temp}(32:1); \\
\text{if (PM = } -2 \text{ shift }) \\
&M_{(31:0)} = \text{temp}(33:2); \\
\text{if (PM = } -3 \text{ shift }) \\
&M_{(31:0)} = \text{temp}(34:3); \\
\text{if (PM = } -4 \text{ shift }) \\
&M_{(31:0)} = \text{temp}(35:4); \\
\text{if (PM = } -5 \text{ shift }) \\
&M_{(31:0)} = \text{temp}(36:5); \\
\text{if (PM = } -6 \text{ shift }) \\
&M_{(31:0)} = \text{temp}(37:6); \\
\end{align*}
\]

**Flags and Modes**
- **Z**: After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVCU**: The overflow counter is incremented when the addition operation generates an unsigned carry. The OVM mode does not affect the OVCU counter.
- **PM**: The value in the PM bits sets the shift mode that determines which portion of the lower 38 bits of the 64-bit results are stored in the P register.
Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example  ; Calculate signed result:
; Y64 = (X0*C0 + X1*C1 + X2*C2) >> 2
SPM  −2 ; Set product shift mode to ">> 2"
ZAPA ; Zero ACC, P, OVCU
MOVL XT,@X0 ; XT = X0
IMPLY P,XT,@C0 ; P = low 32 bits of (X0*C0 << 2)
MOVL XT,@X1 ; XT = X1
IMPLYAL P,XT,@C1 ; OVCU:ACC = OVCU:ACC + P,
; P = low 32 bits of (X1*C1 << 2)
MOVL XT,@X2 ; XT = X2
IMPLYAL P,XT,@C2 ; OVCU:ACC = OVCU:ACC + P,
; P = low 32 bits of (X2*C2 << 2)
ADDUL ACC,@P ; OVCU:ACC = OVCU:ACC + P
MOVL @Y64+0,ACC ; Store low 32-bit result into Y64
MOVL @AL,OVC ; ACC = OVCU (carry count)
MOVVL AH,#0
QMPYL P,XT,@C2 ; P = high 32 bits of (X2*C2)
MOVL XT,@X1 ; XT = X1
QMPYAL P,XT,@C1 ; ACC = ACC + P >> 2,
; P = high 32 bits of (X1*C1)
MOVL XT,@X0 ; XT = X0
QMPYAL P,XT,@C0 ; ACC = ACC + P >> 2,
; P = high 32 bits of (X0*C0)
ADDL ACC,P << PM ; ACC = ACC + P >> 2
MOVL @Y64+2,ACC ; Store high 32-bit result into Y64
**IMPYL ACC,XT,loc32**

Signed 32 X 32-Bit Multiply (Lower Half)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>_OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMPYL ACC,XT,loc32</td>
<td>0101 0110 0100 0100 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>2</td>
</tr>
</tbody>
</table>

**Operands**
- **ACC**: Accumulator register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

**Description**
Multiply the signed 32-bit content of the XT register by the signed 32-bit content of the location pointed to by the “loc32” addressing mode and store the lower 32 bits of the 64-bit result in the ACC register:

\[
ACC = \text{signed } XT \times \text{signed [loc32]};
\]

**Flags and Modes**
- **Z**: After the operation, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Calculate result: Y32 = M32*X32 + B32
MOVL XT,@M32  ; XT = M32
IMPYL ACC,XT,@X32 ; ACC = low 32 bits of (M32*X32)
ADDL ACC,@B32  ; ACC = ACC + B32
MOVL @Y32,ACC  ; Store result into Y32
Signed 32 X 32-Bit Multiply (Lower Half)

**Syntax Options**

<table>
<thead>
<tr>
<th>IMPYL P,XT,loc32</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMPYL P,XT,loc32</td>
<td>0101 0110 0000 0101</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**Operands**

- **P**  Product register
- **XT**  Multiplicand register
- **loc32**  Addressing mode (see Chapter 5)

**Description**

Multiply the signed 32-bit content of the XT register by the signed 32-bit content of the location pointed to by the "loc32" addressing mode. The product shift mode (PM) then determines which part of the lower 38 bits of the 64-bit result gets stored in the P register as shown in the diagram below:

\[
\text{temp}(37:0) = \text{lower_38 bits}(\text{signed XT} \times \text{signed [loc32]})
\]

- if( PM = +4 shift )
  \[
P(31:4) = \text{temp}(27:0), P(3:0) = 0;
\]
- if( PM = +1 shift )
  \[
P(31:1) = \text{temp}(30:0), P(0) = 0;
\]
- if( PM = 0 shift )
  \[
P(31:0) = \text{temp}(31:0);
\]
- if( PM = −1 shift )
  \[
P(31:0) = \text{temp}(32:1);
\]
- if( PM = −2 shift )
  \[
P(31:0) = \text{temp}(33:2);
\]
- if( PM = −3 shift )
  \[
P(31:0) = \text{temp}(34:3);
\]
- if( PM = −4 shift )
  \[
P(31:0) = \text{temp}(35:4);
\]
- if( PM = −5 shift )
  \[
P(31:0) = \text{temp}(36:5);
\]
- if( PM = −6 shift )
  \[
P(31:0) = \text{temp}(37:6);
\]

**Flags and Modes**

- **PM**  The value in the PM bits sets the shift mode that determines which portion of the lower 38 bits of the 64-bit results are stored in the P register.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate signed result: Y64 = M32*X32
MOVL XT,@M32 ; XT = M32
IMPLY P,XT,@X32 ; P = low 32 bits of (M32*X32)
QMPYL ACC,XT,@X32 ; ACC = high 32 bits of (M32*X32)
MOVL @Y64+0,P ; Store result into Y64
MOVL @Y64+2,ACC
**Signed 32-Bit Multiply (Low Half) and Subtract P**

**Operands**
- **P**: Product register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

**Description**
Subtract the unsigned content of the P register, ignoring the product shift mode (PM), from the ACC register. Multiply the signed 32-bit content of the XT register by the signed 32-bit content of the location pointed to by the "loc32" addressing mode. The product shift mode (PM) then determines which part of the lower 38 bits of the 64-bit result are stored in the P register:

\[
\text{ACC} = \text{ACC} - \text{unsigned P};
\]
\[
\text{temp}(37:0) = \text{lower 38 bits}(\text{signed XT} \times \text{signed [loc32]});
\]
\[
\begin{align*}
\text{if}(\ PM &= +4 \text{ shift } ) \\
& \quad \text{P}(31:4) = \text{temp}(27:0), \text{P}(3:0) = 0; \quad \\
\text{if}(\ PM &= +1 \text{ shift } ) \\
& \quad \text{P}(31:1) = \text{temp}(30:0), \text{P}(0) = 0; \quad \\
\text{if}(\ PM &= 0 \text{ shift } ) \\
& \quad \text{P}(31:0) = \text{temp}(31:0); \quad \\
\text{if}(\ PM &= -1 \text{ shift } ) \\
& \quad \text{P}(31:0) = \text{temp}(32:1); \quad \\
\text{if}(\ PM &= -2 \text{ shift } ) \\
& \quad \text{P}(31:0) = \text{temp}(33:2); \quad \\
\text{if}(\ PM &= -3 \text{ shift } ) \\
& \quad \text{P}(31:0) = \text{temp}(34:3); \quad \\
\text{if}(\ PM &= -4 \text{ shift } ) \\
& \quad \text{P}(31:0) = \text{temp}(35:4); \quad \\
\text{if}(\ PM &= -5 \text{ shift } ) \\
& \quad \text{P}(31:0) = \text{temp}(36:5); \quad \\
\text{if}(\ PM &= -6 \text{ shift } ) \\
& \quad \text{P}(31:0) = \text{temp}(37:6);
\end{align*}
\]

**Flags and Modes**
- **Z**: After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVCU**: The overflow counter is decremented when the subtraction operation generates an unsigned borrow. The OVM mode does not affect the OVCU counter.
- **PM**: The value in the PM bits sets the shift mode that determines which portion of the lower 38 bits of the 64-bit results are stored in the P register.
Repeat

This instruction is not repeatable. If this instruction follows the RPT
instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Calculate signed result:
; Y64 = (-X0*C0 - X1*C1 - X2*C2) >> 2

SPM  -2 ; Set product shift mode to ">> 2"
ZAPA ; Zero ACC, P, OVCU
MOVL XT,@X0 ; XT = X0
IMPYL P,XT,@C0 ; P = low 32 bits of (X0*C0 << 2)
MOVL XT,@X1 ; XT = X1
IMPYSL P,XT,@C1 ; OVCU:ACC = OVCU:ACC - P,
; P = low 32 bits of (X1*C1 << 2)
MOVL XT,@X2 ; XT = X2
IMPYSL P,XT,@C2 ; OVCU:ACC = OVCU:ACC - P,
; P = low 32 bits of (X2*C2 << 2)
SUBUL ACC,@P ; OVCU:ACC = OVCU:ACC - P
MOVL @Y64+0,ACC ; Store low 32-bit result into Y64
MOVU @AL,OVC ; ACC = OVCU (borrow count)
MOVB AH,#0
NEG ACC ; Negate borrow
QMPYL P,XT,@C2 ; P = high 32 bits of (X2*C2)
MOVL XT,@X1 ; XT = X1
QMPYSL P,XT,@C1 ; ACC = ACC - P >> 2,
; P = high 32 bits of (X1*C1)
MOVL XT,@X0 ; XT = X0
QMPYSL P,XT,@C0 ; ACC = ACC - P >> 2,
; P = high 32 bits of (X0*C0)
SUBL ACC,P << PM ; ACC = ACC - P >> 2
MOVL @Y64+2,ACC ; Store high 32-bit result into Y64
Signed 32 X Unsigned 32-Bit Multiply (Lower Half)

**SYNTAX OPTIONS**

<table>
<thead>
<tr>
<th>OP</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMPYXUL P,XT,loc32</td>
<td>0101 0110 0110 0101 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**Operands**

- **P**: Product register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

**Description**

Multiply the signed 32-bit content of the XT register by the unsigned 32-bit content of the location pointed to by the “loc32” addressing mode. The product shift mode (PM) then determines which part of the lower 38 bits of the 64-bit result are stored in the P register:

\[
\text{temp}(37:0) = \text{lower}_38\ \text{bits}(\text{signed } \text{XT} \times \text{unsigned } [\text{loc32}]);
\]

if (PM = +4 shift)
\[
\text{P}(31:0) = \text{temp}(27:0), \ P(3:0) = 0;
\]

if (PM = +1 shift)
\[
\text{P}(31:1) = \text{temp}(30:0), \ P(0) = 0;
\]

if (PM = 0 shift)
\[
\text{P}(31:0) = \text{temp}(31:0);
\]

if (PM = −1 shift)
\[
\text{P}(31:0) = \text{temp}(32:1);
\]

if (PM = −2 shift)
\[
\text{P}(31:0) = \text{temp}(33:2);
\]

if (PM = −3 shift)
\[
\text{P}(31:0) = \text{temp}(34:3);
\]

if (PM = −4 shift)
\[
\text{P}(31:0) = \text{temp}(35:4);
\]

if (PM = −5 shift)
\[
\text{P}(31:0) = \text{temp}(36:5);
\]

if (PM = −6 shift)
\[
\text{P}(31:0) = \text{temp}(37:6);
\]

**Flags and Modes**

- **PM**: The value in the PM bits sets the shift mode that determines which portion of the lower 38 bits of the 64-bit result are stored in the P register.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Calculate result: \( Y_{64} = M_{64} \times X_{64} + B_{64} \)
; \( Y_{64} = Y_{1:0}, \ M_{64} = M_{1:0}, \ X_{64} = X_{1:0}, \ B_{64} = B_{1:0} \)

MOVL XT, @X0  ; XT = X0
IMPLY P, XT, @M0  ; P = low 32 bits of (uns M0 * uns X0)
MOVL ACC, @B0  ; ACC = B0
ADDUL ACC, @P  ; ACC = ACC + P
MOVL @Y0, ACC  ; Store result into Y0
QMPYUL P, XT, @M0  ; P = high 32 bits of (uns M0 * uns X0)
MOVL XT, @X1  ; XT = X1
MOVL ACC, @P  ; ACC = P
IMPYXUL P, XT, @M0  ; P = low 32 bits of (uns M0 * sign X1)
MOVL XT, @M1  ; XT = M1
ADDCL ACC, @P  ; ACC = ACC + P + carry
IMPYXUL P, XT, @X0  ; P = low 32 bits of (sign M1 * uns X0)
ADDUL ACC, @P  ; ACC = ACC + P
ADDUL ACC, @B1  ; ACC = ACC + B1
MOVL @Y1, P  ; Store result into Y1
IN loc16,.*(PA)  

**Input Data From Port**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IN loc16,.*(PA)</td>
<td>1011 0100 LLLL LLLL cccc cccc cccc cccc</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
</tbody>
</table>

### Operands

- **loc16**
  - Immediate I/O space memory address
- ***(PA)**
  - Addressing mode (see Chapter 5)

### Description

Load the location pointed to by the "loc16" addressing mode with the content of the specified I/O location pointed to by "*(PA)":

\[
[\text{loc16}] = \text{IOspace}[\text{PA}];
\]

I/O Space is limited to 64K range (0x0000 to 0xFFFF). On the external interface (XINTF), the I/O strobe signal (XIS), if available on your particular device, is toggled during the operation. The I/O address appears on the lower 16 XINTF address lines (XA[15:0]) and the upper address lines are zeroed. The data is read on the lower 16 data lines (XD[15:0]).

**Note:** I/O space may not be implemented on all C28x devices. See the data sheet for your particular device for details.

### Flags and Modes

- **N**
  - If (loc16 = @AX), then after the move AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1, otherwise it is cleared.
- **Z**
  - If (loc16 = @AX), then after the move, AX is tested for a zero condition. The zero flag bit is set if AX = 0, otherwise it is cleared.

### Repeat

This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the "*(PA)" I/O space address is post-incremented by 1 during each repetition.

### Example

```
; IORegA address = 0x0300;
; IORegB address = 0x0301;
; IORegC address = 0x0302;
; IORegA = 0x0000;
; IORegB = 0x0400;
; IORegC = VarA;
; if (IORegC = 0x2000)
    IORegC = 0x0000;

IORegA .set 0x0300 ; Define IORegA address
IORegB .set 0x0301 ; Define IORegB address
IORegC .set 0x0302 ; Define IORegC address
MOV @AL,#0 ; AL = 0
UOUT *(IORegA),@AL ; IOspace[IORegA] = AL
MOV @AL,#0x0400 ; AL = 0x0400
UOUT *(IORegB),@AL ; IOspace[IORegB] = AL
OUT *(IORegC),@VarA ; IOspace[IORegC] = VarA
IN @AL,* (IORegC) ; AL = IOspace[IORegC]
CMP @AL,#0x2000 ; Set flags on (AL - 0x2000)
SB $10,NEQ ; Branch if not equal
```
IN loc16.*(PA)

    MOV   @AL,#0       ; AL = 0
    UOUT  *(IORegC),@AL ; I0space[IORC] = AL

$10:
INC loc16

Increment by 1

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>_OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>INC loc16</td>
<td>0000 1010 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  loc16  Addressing mode (see Chapter 5)

Description
Add 1 to the signed content of the location pointed to by the "loc16" addressing mode:

[\text{loc16} ] = [\text{loc16} ] + 1;

Flags and Modes

- **N**  After the operation if bit 15 of [\text{loc16} ] 1, set N; otherwise, clear N.
- **Z**  After the operation if [\text{loc16} ] is zero, set Z; otherwise, clear Z.
- **C**  If the addition generates a carry, C is set; otherwise C is cleared.
- **V**  If an overflow occurs, V is set; otherwise V is not affected.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

\begin{verbatim}
; VarA = VarA + 1;
INC @VarA
; Increment contents of VarA
\end{verbatim}
Emulate Hardware Interrupt

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTR INTx</td>
<td>0000 0000 0001 CCCC</td>
<td>X</td>
<td>-</td>
<td>8</td>
</tr>
<tr>
<td>INTR DLOGINT</td>
<td>0000 0000 0001 CCCC</td>
<td>X</td>
<td>-</td>
<td>8</td>
</tr>
<tr>
<td>INTR RTOSINT</td>
<td>0000 0000 0001 CCCC</td>
<td>X</td>
<td>-</td>
<td>8</td>
</tr>
<tr>
<td>INTR NMI</td>
<td>0111 0110 0001 0110</td>
<td>X</td>
<td>-</td>
<td>8</td>
</tr>
<tr>
<td>INTR EMUINT</td>
<td>0111 0110 0001 1100</td>
<td>X</td>
<td>-</td>
<td>8</td>
</tr>
</tbody>
</table>

Operands

- **INTx**: Maskable CPU interrupt vector name, x = 1 to 14
- **DLOGINT**: Maskable CPU datalogging interrupt
- **RTOSINT**: Maskable CPU real-time operating system interrupt
- **NMI**: Nonmaskable interrupt
- **EMUINT**: Maskable emulation interrupt

Description

Emulate an interrupt. The INTR instruction transfers program control to the interrupt service routine that corresponds to the vector specified by the instruction. The INTR instruction is not affected by the INTM bit in status register ST1. It is also not affected by enable bits in the interrupt enable register (IER) or the debug interrupt enable register (DBGIER). Once the INTR instruction reaches the decode 2 phase of the pipeline, hardware interrupts cannot be serviced until the INTR instruction is finished executing (until the interrupt service routine begins).

<table>
<thead>
<tr>
<th>INTx where x =</th>
<th>Interrupt</th>
<th>INTx where x =</th>
<th>Interrupt</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>RESET</td>
<td>9</td>
<td>INT9</td>
</tr>
<tr>
<td>1</td>
<td>INT1</td>
<td>10</td>
<td>INT10</td>
</tr>
<tr>
<td>2</td>
<td>INT2</td>
<td>11</td>
<td>INT11</td>
</tr>
<tr>
<td>3</td>
<td>INT3</td>
<td>12</td>
<td>INT12</td>
</tr>
<tr>
<td>4</td>
<td>INT4</td>
<td>13</td>
<td>INT13</td>
</tr>
<tr>
<td>5</td>
<td>INT5</td>
<td>14</td>
<td>INT14</td>
</tr>
<tr>
<td>6</td>
<td>INT6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>INT7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>INT8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Part of the operation involves saving pairs of 16-bit CPU registers onto the stack pointed to by the SP register. Each pair of registers is saved in a single 32-bit operation. The register forming the low word of the pair is saved first (to an even address); the register forming the high word of the pair is saved next (to the following odd address). For example, the first value saved is the concatenation of the T register and the status register ST0 (T:ST0). ST0 is saved first, then T.

This instruction should not be used with vectors 1–12 when the peripheral interrupt expansion (PIE) block is enabled.

```c
if(not the NMI vector)
Clear the corresponding IFR bit;
Flush the pipeline;
temp = PC + 1;
Fetch specified vector;
SP = SP + 1;
[SP] = T:ST0;
SP = SP + 2;
[SP] = AH:AL;
SP = SP + 2;
[SP] = PH:PL;
SP = SP + 2;
[SP] = AR1:AR0;
SP = SP + 2;
[SP] = DP:ST1;
SP = SP + 2;
[SP] = DBGSTAT:IER;
SP = SP + 2;
[SP] = temp;
Clear corresponding IER bit;
INTM = 0;  // disable INT1-INT14, DLOGINT, RTOSINT
DBGM = 1;   // disable debug events
EALLOW = 0; // disable access to emulation registers
LOOP = 0;   // clear loop flag
IDLESTAT = 0; //clear idle flag
PC = fetched vector;
```

### Flags and Modes

<table>
<thead>
<tr>
<th>Flags and Modes</th>
<th>DBGM</th>
<th>INTM</th>
<th>EALLOW</th>
<th>LOOP</th>
<th>IDLE-STAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Debug events are disabled by setting the DBGM bit.</td>
<td>Setting the INTM bit disables maskable interrupts.</td>
<td>EALLOW is cleared to disable access to protected registers.</td>
<td>The loop flag is cleared.</td>
<td>The idle flag is cleared.</td>
<td></td>
</tr>
</tbody>
</table>

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**IRET**

*Interrupt Return*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>IRET</td>
<td>0111 0110 0000 0010</td>
<td>X</td>
<td>–</td>
<td>8</td>
</tr>
</tbody>
</table>

**Operands**

None

**Description**

Return from an interrupt. The IRET instruction restores the PC value and other register values that were automatically saved by an interrupt operation. The order in which the values are restored is opposite to the order in which they were saved. All values are popped from the stack using 32-bit operations. The stack pointer is not forced to align to an even address during the register restore operations:

\[
\begin{align*}
SP &= SP - 2; \\
PC &= [SP]; \\
SP &= SP - 2; \\
DBGSTAT::IER &= [SP]; \\
SP &= SP - 2; \\
DP::ST1 &= [SP]; \\
SP &= SP - 2; \\
AR1::AR0 &= [SP]; \\
SP &= SP - 2; \\
PH::PL &= [SP]; \\
SP &= SP - 2; \\
AH::AL &= [SP]; \\
SP &= SP - 2; \\
T::ST0 &= [SP]; \\
SP &= SP - 1; \\
SP &= SP - 1;
\end{align*}
\]

**Note:** Interrupts cannot be serviced until the IRET instruction completes execution.

**Flags and Modes**

<table>
<thead>
<tr>
<th>SX</th>
<th>X</th>
<th>OVM</th>
<th>TC</th>
<th>C</th>
<th>Z</th>
<th>N</th>
<th>V</th>
<th>PM</th>
<th>OVC</th>
<th>INTM</th>
</tr>
</thead>
</table>

The operation restores the state of all flags and modes of the ST0 register.

The operation restores the state of the specified flags and modes of the ST1 register. The following bits are not affected: LOOP, IDLESTAT, M0M1MAP
Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Full interrupt context Save and Restore:
; Vector table:
INTx: .long INTxService ; INTx interrupt vector
.
.
.
; Interrupt context save:
INTxService:
; ACC, P, T, ST0, ST1, DP, AR0, AR1, IER, DPGSTAT registers saved
; on stack.
; Return PC saved on stack.
; IER bit corresponding to INTx
; is disabled.
; ST1(EALLOW bit = 0).
; ST1(LOOP bit = 0).
; ST1(DBGM bit = 1).
; ST1(INTM bit = 1).
PUSH AR1H:AR0H ; Save remaining registers.
PUSH XAR2
PUSH XAR3
PUSH XAR4
PUSH XAR5
PUSH XAR6
PUSH XAR7
PUSH XT
; Interrupt user code:
.
.
.
; Interrupt context restore:
POP XT ; Restore registers.
POP XAR7
POP XAR6
POP XAR5
POP XAR4
POP XAR3
POP XAR2
POP AR1H:AR0H
IRET ; Return from interrupt.
**LB *XAR7**

**Long Indirect Branch**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LB *XAR7</td>
<td>0111 0110 0010 0000</td>
<td>X</td>
<td></td>
<td>4</td>
</tr>
</tbody>
</table>

**Operands**

*XAR7*

Indirect program-memory addressing using auxiliary register XAR7, can access full 4Mx16 program space range (0x000000 to 0x3FFFFF)

**Description**

Long branch indirect. Load the PC with the lower 22 bits of the XAR7 register:

\[ PC = XAR7(21:0); \]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Branch to subroutines in SwitchTable selected by Switch value:

SwitchTable:

; Switch address table:

.long Switch0  ; Switch0 address
.long Switch1  ; Switch1 address
.
.

MOVL XAR2,#SwitchTable ; XAR2 = pointer to SwitchTable
MOVZ AR0,@Switch      ; AR0 = Switch index
MOVL XAR7,*+XAR2[AR0] ; XAR7 = SwitchTable[Switch]
LB *XAR7              ; Indirect branch using XAR7

SwitchReturn:

.
.

Switch0:            ; Function A:
.
.
LB SwitchReturn     ; Return: long branch

Switch1:            ; Function B:
.
.
LB SwitchReturn     ; Return: long branch
Long Branch

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LB 22bit</td>
<td>0000 0000 01CC CCCC CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>4</td>
</tr>
</tbody>
</table>

Operands 22bit 22-bit program-address (0x000000 to 0x3FFFFF range)

Description Long branch. Load the PC with the selected 22-bit program address:

PC = 22bit;

Flags and Modes None

Repeat This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example ; Branch to subroutines in SwitchTable selected by Switch ; value:
SwitchTable: ; Switch address table:
    .long Switch0 ; Switch0 address
    .long Switch1 ; Switch1 address
.
.
    MOVL XAR2,#SwitchTable ; XAR2 = pointer to SwitchTable
    MOVZ AR0,@Switch ; AR0 = Switch index
    MOVL XAR7,*+XAR2[AR0] ; XAR7 = SwitchTable[Switch]
    LB *XAR7 ; Indirect branch using XAR7
SwitchReturn:
.
.
Switch0: ; Function A:
.
.
LB SwitchReturn ; Return: long branch

Switch1: ; Function B:
.
.
LB SwitchReturn ; Return: long branch
Long Indirect Call

**SYNTAX OPTIONS**

| LC *XAR7 |

<table>
<thead>
<tr>
<th><strong>OPCODE</strong></th>
<th><strong>OBJMODE</strong></th>
<th><strong>RPT</strong></th>
<th><strong>CYC</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>0111 0110 0000 0100</td>
<td>X</td>
<td>-</td>
<td>4</td>
</tr>
</tbody>
</table>

**Operands**

*XAR7* indirect program-memory addressing using auxiliary register XAR7, can access full 4Mx16 program space range (0x000000 to 0x3FFFFF)

**Description**

Indirect long call. The return PC value is pushed onto the software stack, pointed to by SP register, in two 16-bit operations. Next, the destination address stored in the XAR7 register is loaded into the PC:

\[
\begin{align*}
\text{temp}(21:0) &= \text{PC} + 1; \\
[\text{SP}] &= \text{temp}(15:0); \\
\text{SP} &= \text{SP} + 1; \\
[\text{SP}] &= \text{temp}(21:16); \\
\text{SP} &= \text{SP} + 1; \\
\text{PC} &= \text{XAR7}(21:0);
\end{align*}
\]

**Note:** For more efficient function calls when operating with OBJMODE = 1, use the LCR and LRETR instructions instead of the LC and LRET instructions.

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Call to subroutines in SwitchTable selected by Switch value:

SwitchTable: ; Switch address table:

.long Switch0 ; Switch0 address
.long Switch1 ; Switch1 address

MOVL XAR2,#SwitchTable ; XAR2 = pointer to SwitchTable
MOVZ AR0,@Switch ; AR0 = Switch index
MOVL XAR7,*+XAR2[AR0] ; XAR7 = SwitchTable[Switch]
LC *XAR7 ; Indirect call using XAR7

Switch0: ; Subroutine 0:

LRET ; Return

Switch1: ; Subroutine 1:

LRET ; Return
**Operands**  
22-bit program-address (0x00 0000 to 0x3F FFFF range)

**Description**  
Long function call. The return PC value is pushed onto the software stack, pointed to by SP register, in two 16-bit operations. Next, the immediate 22-bit destination address is loaded onto the PC:

\[
\begin{align*}
\text{temp}(21:0) &= PC + 2; \\
[SP] &= \text{temp}(15:0); \\
SP &= SP + 1; \\
[SP] &= \text{temp}(21:16) \\
SP &= SP + 1; \\
PC &= 22\text{bit};
\end{align*}
\]

**Note:** For more efficient function calls when operating with OBJMODE = 1, use the LCR and LRETR instructions instead of the LC and LRET instructions.

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Standard function call of FuncA:

```
LC FuncA ; Call FuncA, return address on stack
```

```
FuncA: ; Function A:
```

```
LRET ; Return from address on stack
```
**Operands**

22-bit program-address (0x00 0000 to 0x3F FFFF range)

**Description**

Long call using return PC pointer (RPC). The current RPC value is pushed onto the software stack, pointed to by SP register, in two 16-bit operations. Next, the RPC register is loaded with the return address. Next, the 22-bit immediate destination address is loaded into the PC:

```
[SP] = RPC(15:0);
SP = SP + 1;
[SP] = RPC(21:16);
SP = SP + 1;
RPC = PC + 2;
PC = 22bit;
```

**Note:** The LCR and LRETR operations, enable 4 cycle call and 4 cycle return. The standard LC and LRET operations only enable a 4 cycle call and 8 cycle return. The LCR and LRETR operations can be nested and can freely replace the LC and LRET operations. This is the case on interrupts also. Only on a task switch operation, does the RPC need to be manually saved and restored.

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```
; RPC call of FuncA:
LCR FuncA ; Call FuncA, return address in RPC
.
.
FuncA:      ; Function A:
.
.
LRETR       ; RPC return
```
**LCR *XARn**

**Long Indirect Call Using RPC**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LCR *XARn</td>
<td>0011 1110 0110 0RRR</td>
<td>1</td>
<td>−</td>
<td>4</td>
</tr>
</tbody>
</table>

**Operands** *XARn*

Indirect program-memory addressing using auxiliary register XAR0 to XAR7, can access full 4Mx16 program space range (0x000000 to 0x3FFFFF)

**Description**

Long indirect call using return PC pointer (RPC). The current RPC value is pushed onto the software stack, pointed to by SP register, in two 16-bit operations. Next, the RPC register is loaded with the return address. Next, the destination address stored in the XARn register is loaded into the PC:

\[
\begin{align*}
[\text{SP}] &= \text{RPC}(15:0) \\
\text{SP} &= \text{SP} + 1 \\
[\text{SP}] &= \text{RPC}(21:16) \\
\text{SP} &= \text{SP} + 1 \\
\text{RPC} &= \text{PC} + 1 \\
\text{PC} &= \text{XARn}(21:0)
\end{align*}
\]

**Note:** The LCR and LRETR operations, enable 4 cycle call and 4 cycle return. The standard LC and LRET operations only enable a 4 cycle call and 8 cycle return. The LCR and LRETR operations can be nested and can freely replace the LC and LRET operations. This is the case on interrupts also. Only on a task switch operation, does the RPC need to be manually saved and restored.

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Call to subroutines in SwitchTable selected by Switch value:
SwitchTable: ; Switch address table:
   .long Switch0 ; Switch0 address
   .long Switch1 ; Switch1 address
   .
   MOV L XAR2,#SwitchTable ; XAR2 = pointer to SwitchTable
   MOV Z AR0,@Switch ; AR0 = Switch index
   MOV L XAR6,*+XAR2[AR0] ; XAR6 = SwitchTable[Switch]
   LCR *XAR6 ; Indirect RPC call using XAR6
   .
Switch0: ; Subroutine 0:
   .
   .
   LRETR ; RPC Return
Switch1: ; Subroutine 1:
   .
   .
   LRETR ; RPC Return
LOOPNZ loc16,#16bit

Loop While Not Zero

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOOPNZ loc16,#16bit</td>
<td>0010 1110 LLLL LLLL CCCC CCCC CCCC CCCC</td>
<td>X</td>
<td>–</td>
<td>5N+5</td>
</tr>
</tbody>
</table>

Operands
- **loc16**
- **#16bit**

Addressing mode (see Chapter 5)

16-bit immediate value (0x0000 to 0xFFFF range)

Description
Loop while not zero.

\[
\text{while}([\text{loc16}] \& \text{#16bit} \neq 0);
\]

The LOOPNZ instruction uses a bitwise AND operation to compare the value referenced by the “loc16” addressing mode and the 16-bit mask value. The instruction performs this comparison repeatedly for as long as the result of the operation is not 0. The process can be described as follows:

1) Set the LOOP bit in status register ST1.

2) Generate the address for the value referenced by the “loc16” addressing mode.

3) If “loc16” is an indirect-addressing operand, perform any specialized modification to the SP or the specified auxiliary register and/or the ARPN pointer.

4) Compare the addressed value with the mask value by using a bitwise AND operation.

5) If the result is 0, clear the LOOP bit and increment the PC by 2. If the result is not 0, then return to step 1.

The loop created by steps 1 through 5 can be interrupted by hardware interrupts. When an interrupt occurs, if the LOOPNZ instruction is still active, the return address saved on the stack points to the LOOPNZ instruction. Therefore, upon return from the interrupt the LOOPNZ instruction is fetched again.

While the result of the AND operation is not 0, the LOOPNZ instruction begins again every five cycles in the decode 2 phase of the pipeline. Thus the memory location or register is read once every five cycles. If you use an indirect addressing mode for the “loc16” operand, you can specify an increment or decrement for the pointer (SP or auxiliary register). If you do, the pointer is modified each time in the decode 2 phase of the pipeline. This means that the mask value is compared with a new data-memory value each time.

The LOOPNZ instruction does not flush prefetched instructions from the pipeline. However, when an interrupt occurs, prefetched instructions are flushed.

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When any interrupt occurs, the current state of the LOOP bit is saved as ST1 is saved on the stack. The LOOP bit in ST1 is then cleared by the interrupt. The LOOP bit is a passive status bit. The LOOPNZ instruction changes LOOP, but LOOP does not affect the instruction.

You can abort the LOOPNZ instruction within an interrupt service routine. Test the LOOP bit saved on the stack. If it is set, then increment (by 2) the return address on the stack. Upon return from the interrupt, this incremented address is loaded into the PC and the instruction following the LOOPNZ is executed.

### Flags and Modes

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>If bit 15 of the result of the AND operation is 1, set N; otherwise, clear N.</td>
</tr>
<tr>
<td>Z</td>
<td>If the result of the AND operation is 0, set Z; otherwise, clear Z.</td>
</tr>
<tr>
<td>LOOP</td>
<td>LOOP is repeatedly set while the result of the AND operation is not 0. LOOP is cleared when the result is 0. If an interrupt occurs before the LOOPNZ instruction enters the decode 2 phase of the pipeline, the instruction is flushed from the pipeline and, thus, does not affect the LOOP bit.</td>
</tr>
</tbody>
</table>

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

; Wait until bit 3 in RegA is cleared before writing to RegB:

```
LOOPNZ @RegA,#0x0004 ; Loop while (RegA AND 0x0004 != 0)
MOV    @RegB,#0x8000 ; RegB = 0x8000
```
LOOPZ loc16,#16bit

Loop While Zero

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOOPZ loc16,#16bit</td>
<td>0010 1100 LLLL LLLL CCCC CCCC CCCC</td>
<td>X</td>
<td>–</td>
<td>5N+5</td>
</tr>
</tbody>
</table>

Operands

- loc16
- #16bit

Addressing mode (see Chapter 5)

16-bit immediate value (0x0000 to 0xFFFF range)

Description

Loop while zero.

\[
\text{while}([\text{loc16}] \& 16\text{bit} = 0);
\]

The LOOPZ instruction uses a bitwise AND operation to compare the value referenced by the “loc16” addressing mode and the 16-bit mask value. The instruction performs this comparison repeatedly for as long as the result of the operation is 0. The process can be described as follows:

1) Set the LOOP bit in status register ST1.

2) Generate the address for the value referenced by the “loc16” addressing mode.

3) If “loc16” is an indirect-addressing operand, perform any specialized modification to the SP or the specified auxiliary register and/or the ARPn pointer.

4) Compare the addressed value with the mask value by using a bitwise AND operation.

5) If the result is not 0, clear the LOOP bit and increment the PC by 2. If the result is 0, then return to step 1.

The loop created by steps 1 through 5 can be interrupted by hardware interrupts. When an interrupt occurs, if the LOOPZ instruction is still active, the return address saved on the stack points to the LOOPZ instruction. Therefore, upon return from the interrupt the LOOPZ instruction is fetched again.

While the result of the AND operation is 0, the LOOPZ instruction begins again every five cycles in the decode 2 phase of the pipeline. Thus the memory location or register is read once every five cycles. If you use an indirect addressing mode for the “loc16” operand, you can specify an increment or decrement for the pointer (SP or auxiliary register). If you do, the pointer is modified each time in the decode 2 phase of the pipeline. This means that the mask value is compared with a new data-memory value each time.

The LOOPZ instruction does not flush prefetched instructions from the pipeline. However, when an interrupt occurs, prefetched instructions are flushed.
When any interrupt occurs, the current state of the LOOP bit is saved as ST1 is saved on the stack. The LOOP bit in ST1 is then cleared by the interrupt. The LOOP bit is a passive status bit. The LOOPZ instruction changes LOOP, but LOOP does not affect the instruction. You can abort the LOOPZ instruction within an interrupt service routine. Test the LOOP bit saved on the stack. If it is set, then increment (by 2) the return address on the stack. Upon return from the interrupt, this incremented address is loaded into the PC and the instruction following the LOOPZ is executed.

**Flags and Modes**

- **N**: If bit 15 of the result of the AND operation is 1, set N; otherwise, clear N.
- **Z**: If the result of the AND operation is 0, set Z; otherwise, clear Z.
- **LOOP**: LOOP is repeatedly set while the result of the AND operation is 0. LOOP is cleared when the result is not 0. If an interrupt occurs before the LOOPZ instruction enters the decode 2 phase of the pipeline, the instruction is flushed from the pipeline and, thus, does not affect the LOOP bit.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```
; Wait until bit 3 in RegA is set before writing to RegB:
LOOPZ @RegA,#0x0004 ; Loop while (RegA AND 0x0004 = 0)
MOV @RegB,#0x8000 ; RegB = 0x8000
```
### LPADDR

**Set the AMODE Bit**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LPADDR</td>
<td>0101 0110 0001 1110</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Note:** LPADDR is an alias for the SETC AMODE Operation.

**Operands**  
None

**Description**  
Set the AMODE status bit, putting the device in C2xLP compatible addressing mode (see Chapter 5).

**Note:** This instruction does not flush the pipeline.

**Flags and Modes**  
**AMODE** The AMODE bit is set.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
Execute the operation “VarC = VarA + VarB” written in C2xLP syntax:

```
LPADDR          ; Full C2xLP address compatible mode
.lp_amode       ; Tell assembler we are in C2xLP mode
LDP   #VarA     ; Initialize DP (low 64K only)
LACL  VarA      ; ACC = VarA (ACC high = 0)
ADDS  VarB      ; ACC = ACC + VarB (unsigned)
SACL  VarC      ; Store result into VarC
C28ADDR         ; Return to C28x address mode
.c28_amode      ; Tell assembler we are in C28x mode
```
**LRET**

**SYNTAX OPTIONS**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LRET</td>
<td>0111 0110 0001 0100</td>
<td>X</td>
<td>-</td>
<td>8</td>
</tr>
</tbody>
</table>

**Operands**

None

**Description**

Long return. The return address is popped, from the software stack into the PC, in two 16-bit operations:

- \( \text{SP} = \text{SP} - 1; \)
- \( \text{temp}(31:16) = [\text{SP}]; \)
- \( \text{SP} = \text{SP} - 1; \)
- \( \text{temp}(15:0) = [\text{SP}]; \)
- \( \text{PC} = \text{temp}(21:0); \)

**Flags and Modes**

None

**Note:** For more efficient function calls when operating with OBJMODE = 1, use the LCR and LRETR instructions in place of the LC and LRET instructions.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Standard function call of FuncA:

LC     FuncA ; Call FuncA, return address on stack
.
.
FuncA: ; Function A:
.
.
LRET    ; Return from address on stack
LRETE  
Long Return and Enable Interrupts

<table>
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<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LRETE</td>
<td>0111 0110 0001 0000</td>
<td>X</td>
<td>−</td>
<td>8</td>
</tr>
</tbody>
</table>

Operands  
None

Description  
Long return and enable interrupts. The return address is popped, from the software stack into the PC, in two 16-bit operations. Next, the global interrupt flag (INTM) is cleared. This enables global maskable interrupts:

\[
\begin{align*}
SP &= SP - 1; \\
temp(31:16) &= [SP]; \\
SP &= SP - 1; \\
temp(15:0) &= [SP]; \\
PC &= temp(21:0); \\
INTM &= 0;
\end{align*}
\]

Flags and Modes  
INTM  
This instruction enables interrupts by clearing the INTM bit.

Repeat  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example  
; Standard function call of FuncA. Disable interrupts on entry and enable interrupts on exit:

LC FuncA  ; Call FuncA, return address on stack
.
.

FuncA:

; Function A:

SETC INTM  ; Disable interrupts
.
.
LRETE  ; Return from address on stack, Enable interrupts
### LRETR

**Long Return Using RPC**

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</tr>
</thead>
<tbody>
<tr>
<td>LRETR</td>
<td>0000 0000 0000 0110</td>
<td>1</td>
<td>−</td>
<td>4</td>
</tr>
</tbody>
</table>

**Operands**

None

**Description**

Long return using return PC pointer (RPC). The return address stored in the RPC register is loaded onto the PC. Next, the RPC register is loaded from the software stack in two 16-bit operations:

\[
\begin{align*}
PC &= \text{RPC}; \\
SP &= SP - 1; \\
temp(31:16) &= [SP]; \\
SP &= SP - 1; \\
temp(15:0) &= [SP]; \\
\text{RPC} &= \text{temp}(21:0);
\end{align*}
\]

**Note:** The LCR and LRETR operations, enable 4 cycle call and 4 cycle return. The standard LC and LRET operations only enable a 4 cycle call and 8 cycle return. The LCR and LRETR operations can be nested and can freely replace the LC and LRET operations. This is the case on interrupts also. Only on a task switch operation, does the RPC need to be manually saved and restored.

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; RPC call of FuncA:

```assembly
LCR    FuncA ; Call FuncA, return address in RPC

FuncA: ; Function A:

LRETR    ; RPC return
```
LSL ACC,#1..16

Logical Shift Left

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</thead>
<tbody>
<tr>
<td>LSL ACC,#1..16</td>
<td>1111 1111 0011 SHFT</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- ACC: Accumulator register
- #1..16: Shift value

**Description**
Perform a logical shift left on the content of the ACC register by the amount specified by the shift value. During the shift, the low order bits of the ACC register are zero filled and the last bit shifted out is stored in the carry flag bit:

```
Last bit out
  C
  ACC
  Left shift (Immediate value)
  ACC
  Discard other bits
  0
```

**Flags and Modes**
- **N**: After the shift, if bit 31 of ACC is 1 then the negative flag bit is set; otherwise it is cleared.
- **Z**: After the shift, if ACC is 0, then the Z bit is set, otherwise it is cleared.
- **C**: The last bit to be shifted out of ACC is stored in C.

**Repeat**
This instruction is repeatable. If the operation follows a RPT instruction, then the LSL instruction will be executed N+1 times. The state of the Z, N, and C flags will reflect the final result.

**Example**
; Logical shift left contents of VarA by 4:
MOVL ACC,@VarA ; ACC = VarA
LSL ACC,#4 ; Logical shift left ACC by 4
MOVL @VarA,ACC ; Store result into VarA
LSL ACC, T

Logical Shift Left by T(3:0)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSL ACC, T</td>
<td>1111 1111 0101 0000</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**  Accumulator register
- **T**  Upper 16 bits of the multiplicand (XT) register

**Description**

Perform a logical shift left on the content of the ACC register by the amount specified by the four least significant bits of the T register, T(3:0) = 0...15. Higher order bits are ignored. During the shift, the low order bits of the ACC register are zero filled. If T specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of the ACC register:

- Last bit out or cleared
- Discard other bits
- Left shift (Contents T(3:0))
- ACC
- 0

**Flags and Modes**

- **Z**  After the shift, the Z flag is set if the ACC value is zero, else Z is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the zero condition and Z is affected.
- **N**  After the shift, the N flag is set if bit 31 of the ACC is 1, else N is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the negative condition and N is affected.
- **C**  If (T(3:0) = 0) then C is cleared; otherwise, the last bit shifted out is loaded into the C flag bit.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Logical shift left contents of VarA by VarB:

```
MOVL ACC,@VarA ; ACC = VarA
MOV T,@VarB ; T = VarB (shift value)
LSL ACC,T ; Logical shift left ACC by T(3:0)
MOVL @VarA,ACC ; Store result into VarA
```
LSL AX,#1...16

Logical Shift Left

<table>
<thead>
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<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSL AX,#1...16</td>
<td>1111 1111 100A SHFT</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
AX
Accumulator high (AH) or accumulator low (AL) register

#1...16
Shift value

Description
Perform a logical shift left on the content of the specified AX register (AH or AL) by the amount given “shift value” field. During the shift, the low order bits of the AX register are zero filled and the last bit to be shifted out is stored in the carry bit flag:

Flags and Modes
N
After the shift, if bit 15 of AX is 1 then the negative flag bit is set; otherwise it is cleared.

Z
After the shift, if AX is 0, then the Z bit is set, otherwise it is cleared.

C
The last bit to be shifted out of AH or AL is stored in C.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Multiply index register AR0 by 2:
MOV AL, @AR0  ; Load AL with contents of AR0
LSL AL, #1  ; Scale result by 1 (*2)
MOV @AR0, AL  ; Store result back in AR0
**Logical Shift Left by T(3:0)**

**Operands**
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **T**: Upper 16 bits of the multiplicand (XT) register

**Description**
Perform a logical shift left on the content of the specified AX register by the amount specified by the four least significant bits of the T register, T(3:0). The contents of higher order bits are ignored. During the shift, the low order bits of the AX register are zero filled. If the T(3:0) register bits specify a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of AX:

Flags and Modes
- **N**: After the shift, if bit 15 of AX is 1 then the negative flag bit is set; otherwise it is cleared. Even if the T(3:0) register bits specify a shift of 0, the value of AH or AL is still tested for the negative condition and N is affected.
- **Z**: After the shift, if AX is 0, then the Z bit is set, otherwise it is cleared. Even if the T(3:0) register bits specify a shift of 0, the value of AH or AL is still tested for the zero condition and Z is affected.
- **C**: If T(3:0) specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of AH or AL.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
```assembly
; Calculate value: VarC = VarA << VarB;
MOV  T, @VarB ; Load T with contents of VarB
MOV  AL, @VarA ; Load AL with contents of VarA
LSL  AL, T ; Scale AL by value in T bits 0 to 3
MOV  @VarC, AL ; Store result in VarC
```
**Logical Shift Left**

### Syntax Options

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<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSL64 ACC:P,#1..16</td>
<td>0101 0110 1010 SHFT</td>
<td></td>
<td>1</td>
<td>−</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC:**P
  - Accumulator register (ACC) and product register (P)
- #1..16
  - Shift value

**Description**

Logical shift left the 64-bit combined value of the ACC:P registers by the amount specified in the shift value field. During the shift, the low order bits are zero-filled and the last bit shifted out is stored in the carry bit flag:

- **C**
  - Last bit out
- **ACC:**P
  - Accumulator register (ACC) and product register (P)

**Flags and Modes**

- **N**
  - After the shift, if bit 31 of the ACC register is 1 then ACC:P is negative and the N bit is set; otherwise N is cleared.
- **Z**
  - After the shift, the Z flag is set if the combined 64-bit value of the ACC:P is zero; otherwise, Z is cleared.
- **C**
  - The last bit shifted out of the combined 64-bit value is loaded into the C bit.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Logical shift left the 64-bit Var64 by 10:

```assembly
MOVL ACC,@Var64+2 ; Load ACC with high 32 bits of Var64
MOVL P,@Var64+0 ; Load P with low 32 bits of Var64
LSL64 ACC:P,#10 ; Logical shift left ACC:P by 10
MOVL @Var64+2,ACC ; Store high 32-bit result into Var64
MOVL @Var64+0,P ; Store low 32-bit result into Var64
```

---

6-135
LSL64  ACC:P,T

64-Bit Logical Shift Left by T(5:0)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>LSL64  ACC:P,T</td>
<td>0101 0110 0101 0010</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC:P**  Accumulator register (ACC) and product register (P)
- **T**  Upper 16 bits of the multiplicand register (XT)

**Description**

Logical shift left the 64-bit combined value of the ACC:P registers by the amount specified in the six least significant bits of the T register, T(5:0) = 0...63. Higher order bits are ignored. During the shift, the low order bits are zero-filled. If T specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of the ACC:P registers:

- Last bit out or cleared
- Discard other bits
- Left shift contents of T (5:0)
- ACC:P

**Flags and Modes**

- **N**  After the shift, if bit 31 of the ACC register is 1 then ACC:P is negative and the N bit is set; otherwise N is cleared.
- **Z**  After the shift, the Z flag is set if the combined 64-bit value of the ACC:P is zero; otherwise, Z is cleared.
- **C**  If (T(5:0) = 0) clear C; otherwise, the last bit shifted out of the combined 64-bit value is loaded into the C bit.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Logical shift left the 64-bit Var64 by contents of Var16:
MOVL  ACC,@Var64+2  ; Load ACC with high 32 bits of Var64
MOVL  P,@Var64+0  ; Load P with low 32 bits of Var64
MOV  T,@Var16  ; Load T with shift value from Var16
LSL64  ACC:P,T  ; Logical shift left ACC:P by T(5:0)
MOVL  @Var64+2,ACC  ; Store high 32-bit result into Var64
MOVL  @Var64+0,P  ; Store low 32-bit result into Var64
Logical Shift Left by \( T \) (4:0)

**Operands**

- **ACC**: Accumulator register
- **T**: Upper 16 bits of the multiplicand (XT) register

**Description**

Perform a logical shift left on the content of the ACC register by the amount specified by the five least significant bits of the T register, \( T(4:0) = 0 \ldots 31 \). Higher order bits are ignored. During the shift, the low order bits of the ACC register are zero filled. If \( T \) specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of the ACC register:

![Diagram of logical shift left](https://via.placeholder.com/150)

- Last bit out or cleared
- ACC
- Left shift (Contents of \( T(4:0) \))
- Discard other bits
- ACC

**Flags and Modes**

- **Z**: After the shift, the Z flag is set if the ACC value is zero, else Z is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the zero condition and Z is affected.

- **N**: After the shift, the N flag is set if bit 31 of the ACC is 1, else N is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the negative condition and N is affected.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```asm
; Logical shift left contents of VarA by VarB:
MOVL ACC,@VarA ; ACC = VarA
MOV T,@VarB ; T = VarB (shift value)
LSLL ACC,T ; Logical shift left ACC by T(4:0)
MOVL @VarA,ACC ; Store result into VarA
```
**LSR AX,#1…16**

### Logical Shift Right

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<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSR AX,#1…16</td>
<td>1111 1111 110A SHFT</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **#1…16**: Shift value

**Description**  
Perform a logical right shift on the content of the specified AX register by the amount given by the “shift value” field. During the shift, the high order bits of the AX register are zero filled and the last bit to be shifted out is stored in the carry flag bit:

![Diagram showing logical right shift](image)

**Flags and Modes**
- **N**: After the shift, if bit 15 of AX is 1 then the negative flag bit is set; otherwise it is cleared.
- **Z**: After the shift, if AX is 0, then the Z bit is set, otherwise it is cleared.
- **C**: The last bit to be shifted out of AH or AL is stored in C.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Divide index register AR0 by 2:
MOV AL,@AR0 ; Load AL with contents of AR0
LSR AL,#1 ; Scale result by 1 (/2)
MOV @AR0,AL ; Store result back in AR0
**LSR AX,T**

Logical Shift Right by T(3:0)

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<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSR AX,T</td>
<td>1111 1111 0110 001A</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

AX  
Accumulator high (AH) or accumulator low (AL) register  
Upper 16 bits of the multiplicand (XT) register

**Description**

Perform a logical shift right on the content of the specified AX register (AH or AL) as specified by the four least significant bits of the T register, T(3:0). The contents of higher order bits are ignored. During the shift, the high order bits of the AX register are zero filled. If the T(3:0) register bits specify a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of AX:

![Shift Diagram]

- **Flags and Modes**
  - N  
  After the shift, if bit 15 of AX is 1 then the negative flag bit is set; otherwise it is cleared. Even if the T(3:0) register bits specify a shift of 0, the value of AH or AL is still tested for the negative condition and N is affected.

  - Z  
  After the shift, if AX is 0, then the Z bit is set, otherwise it is cleared. Even if the T(3:0) register bits specify a shift of 0, the value of AH or AL is still tested for the zero condition and Z is affected.

  - C  
  If T(3:0) specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of AH or AL.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate unsigned value: VarC = VarA >> VarB;
MOV T,@VarB ; Load T with contents of VarB
MOV AL,@VarA ; Load AL with contents of VarA
LSR AL,T ; Scale AL by value in T bits 0 to 3
MOV @VarC,AL ; Store result in VarC
**LSR64 ACC:P,#1..16**

64-Bit Logical Shift Right

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<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>LSR64 ACC:P,#1..16</td>
<td>0101 0110 1001</td>
<td>SHFT</td>
<td>1</td>
<td>–</td>
</tr>
</tbody>
</table>

**Operands**
- ACC:P Accumulator register (ACC) and product register (P)
- #1..16 Shift value

**Description**
Logical shift right the 64-bit combined value of the ACC:P registers by the amount specified in the shift value field. As the value is shifted, the most significant bits are zero filled and the last bit shifted out is stored in the carry bit flag:

![Diagram of Logical Shift Right](image)

**Flags and Modes**
- **N** After the shift, if bit 31 of the ACC register is 1 then ACC:P is negative and the N bit is set; otherwise N is cleared.
- **Z** After the shift, the Z flag is set if the combined 64-bit value of the ACC:P is zero; otherwise, Z is cleared.
- **C** The last bit shifted out of the combined 64-bit value is loaded into the C bit.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Logical shift right the 64-bit Var64 by 10:
MOVL ACC,@Var64+2 ; Load ACC with high 32 bits of Var64
MOVL P,@Var64+0 ; Load P with low 32 bits of Var64
LSR64 ACC:P,#10 ; Logical shift right ACC:P by 10
MOVL @Var64+2,ACC ; Store high 32-bit result into Var64
MOVL @Var64+0,P ; Store low 32-bit result into Var64
LSR64 ACC:P,T  64-Bit Logical Shift Right by T(5:0)

<table>
<thead>
<tr>
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<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSR64 ACC:P,T</td>
<td>0101 0110 0101 1011</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

- **ACC:P** Accumulator register (ACC) and product register (P)
- **T** Upper 16 bits of the multiplicand register (XT)

Description

Logical shift right the 64-bit combined value of the ACC:P registers by the amount specified by the six least significant bits of the T register, T(5:0) = 0...63. Higher order bits are ignored. As the value is shifted, the most significant bits are zero filled. If T specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of the ACC:P registers:

Flags and Modes

- **N** After the shift, if bit 31 of the ACC register is 1 then ACC:P is negative and the N bit is set; otherwise N is cleared.
- **Z** After the shift, the Z flag is set if the combined 64-bit value of the ACC:P is zero; otherwise, Z is cleared.
- **C** If (T(5:0) = 0) clear C; otherwise, the last bit shifted out of the combined 64-bit value is loaded into the C bit.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Arithmetic shift right the 64-bit Var64 by contents of Var16:
MOVL ACC,@Var64+2 ; Load ACC with high 32 bits of Var64
MOVL P,@Var64+0 ; Load P with low 32 bits of Var64
MOV T,@Var16 ; Load T with shift value from Var16
LSR64 ACC:P,T ; Logical shift right ACC:P by T(5:0)
MOVL @Var64+2,ACC ; Store high 32-bit result into Var64
MOVL @Var64+0,P ; Store low 32-bit result into Var64
**LSRL ACC,T**

*Logical Shift Right by T (4:0)*

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<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSRL ACC,T</td>
<td>0101 0110 0010 0010</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

<p>| | |</p>
<table>
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<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>ACC</td>
<td>Accumulator register</td>
</tr>
<tr>
<td>T</td>
<td>Upper 16 bits of the multiplicand (XT) register</td>
</tr>
</tbody>
</table>

**Description**

Perform an logical shift right on the content of the ACC register as specified by the five least significant bits of the T register, T(4:0) = 0...31. Higher order bits are ignored. During the shift, the high order bits of ACC are zero-filled. If T specifies a shift of 0, then C is cleared; otherwise, C is filled with the last bit to be shifted out of the ACC register:

![Diagram of logical shift right](image)

**Flags and Modes**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Z</td>
<td>After the shift, the Z flag is set if the ACC value is zero, else Z is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the zero condition and Z is affected.</td>
</tr>
<tr>
<td>N</td>
<td>After the shift, the N flag is set if bit 31 of the ACC is 1, else N is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the negative condition and N is affected.</td>
</tr>
<tr>
<td>C</td>
<td>If (T(4:0) = 0) then C is cleared; otherwise, the last bit shifted out is loaded into the C flag bit.</td>
</tr>
</tbody>
</table>

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```plaintext
; Logical shift right contents of VarA by VarB:
MOV     ACC,@VarA ; ACC = VarA
MOV     T,@VarB ; T = VarB (shift value)
LSRL    ACC,T ; Logical shift right ACC by T(4:0)
MOVL    @VarA,ACC ; Store result into VarA
```
MAC P,loc16,0:pma

Multiply and Accumulate

<table>
<thead>
<tr>
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<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAC P,loc16,0:pma</td>
<td>0001 0100 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>n+2</td>
</tr>
</tbody>
</table>

### Operands
- **P**: Product register
- **loc16**: Addressing mode (see Chapter 5)
- **0:pma**: Immediate program memory address, access low 64K range of program space only (0x000000 to 0x00FFFF)

### Description
1. Add the previous product (stored in the P register), shifted as specified by the product shift mode (PM), to the ACC register.
2. Load the T register with the content of the location pointed to by the “loc16” addressing mode.
3. Multiply the signed 16-bit content of the T register by the signed 16-bit content of the addressed program memory location and store the 32-bit result in the P register:
   
   \[
   \begin{align*}
   \text{ACC} &= \text{ACC} + P \ll PM; \\
   T &= [\text{loc16}]; \\
   P &= \text{signed } T \times \text{signed Prog[0x00:pma]};
   \end{align*}
   \]

   The C28x forces the upper 6 bits of the program memory address, specified by the "0:pma" addressing mode, to 0x00 when using this form of the MAC instruction. This limits the program memory address to the low 64K of program address space (0x000000 to 0x00FFFF). On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "0:pma" addressing mode can be used to access data space variables that fall within its address range.

### Flags and Modes
- **Z**: After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
OVM  If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

PM  The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat  This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. When repeated, the program-memory address is incremented by 1 during each repetition.

Example

; Calculate sum of product using 16-bit multiply:
; int16 X[N] ; Data information
; int16 C[N] ; Coefficient information, located in low 64K
; sum = 0;
; for(i=0; i < N; i++)
;  sum = sum + (X[i] * C[i]) >> 5;
MOVL XAR2,#X ; XAR2 = pointer to X
SPM -5 ; Set product shift to ">> 5"
ZAPA ; Zero ACC, P, OVC
RPT #N-1 ; Repeat next instruction N times
MAC P,*XAR2++,0:C ; ACC = ACC + P >> 5,
ADDL ACC,P << PM ; Perform final accumulate
MOVL @sum,ACC ; Store final result into sum
MAC P, loc16, *XAR7/++  

Multiply and Accumulate

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<tr>
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<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>MAC P, loc16, *XAR7</td>
<td>0101 0110 0000 0111 1100 0111</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
<tr>
<td></td>
<td>LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MAC P, loc16, *XAR7++</td>
<td>0101 0110 0000 0111 1000 0111</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
<tr>
<td></td>
<td>LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Operands
- **P**: Product register
- **loc16**: Addressing mode (see Chapter 5)
- ***XAR7**: Indirect program-memory addressing using auxiliary register XAR7, can access full 4M x 16 program space range (0x000000 to 0x3FFFFF)

Description

Use the following steps for this instruction:

1) Add the previous product (stored in the P register), shifted as specified by the product shift mode (PM), to the ACC register.

2) Load the T register with the content of the location pointed to by the "loc16" addressing mode.

3) Multiply the signed 16-bit content of the T register by the signed 16-bit content of the program memory location pointed to by the XAR7 register and store the 32-bit result in the P register. If specified, post-increment the XAR7 register by 1:

   \[
   \text{ACC} = \text{ACC} + P \ll PM; \\
   T = \text{[loc16]}; \\
   P = \text{signed } T \times \text{signed Prog[}*XAR7 \text{ or } *XAR7++*];
   \]

On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "XAR7/++" addressing mode can be used to access data space variables that fall within the program space address range.

With some addressing mode combinations, you can get conflicting references. In such cases, the C28x will give the "loc16/loc32" field priority on changes to XAR7. For example:

MAC P, *--XAR7, *XAR7++  ; --XAR7 given priority
MAC P, *XAR7++, *XAR7    ; *XAR7++ given priority
MAC P, *XAR7, *XAR7++    ; *XAR7++ given priority
Flags and Modes

**Z**
After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.

**N**
After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

**C**
If the addition generates a carry, C is set; otherwise C is cleared.

**V**
If an overflow occurs, V is set; otherwise V is not affected.

**OVC**
If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.

**OVM**
If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**PM**
The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag will be set if an intermediate overflow occurs.

Example
; Calculate sum of product using 16-bit multiply:
; int16 X[N] ; Data information
; int16 C[N] ; Coefficient information (located in low 4M)
; sum = 0;
; for(i=0; i < N; i++)
;  sum = sum + (X[i] * C[i]) >> 5;
MOVL XAR2,#X          ; XAR2 = pointer to X
MOVL XAR7,#C          ; XAR7 = pointer to C
SPM −5                 ; Set product shift to “>> 5”
ZAPA                  ; Zero ACC, P, OVC
RPT #N−1               ; Repeat next instruction N times
||MAC P,*XAR2++,*XAR7++ ; ACC = ACC + P >> 5,
; P = *XAR2++ * *XAR7++
ADDL ACC,P << PM       ; Perform final accumulate
MOVL @sum,ACC          ; Store final result into sum
MAX AX, loc16

Find the Maximum

<table>
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<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAX AX, loc16</td>
<td>0101 0110 0111 001A 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

Operands
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **loc16**: Addressing modes (see Chapter 5)

Description
Compare the signed contents of the specified AX register (AH or AL) with the signed content of the location pointed to by the “loc16” addressing mode and load the AX register with the larger of these two values:

- if(AX < [loc16]), AX = [loc16];
- if(AX >= [loc16]), AX = unchanged;

Flags and Modes
- **N**: If AX is less than the contents of the addressed location (AX < [loc16]) then the negative flag bit will be set; otherwise, it will be cleared.
- **Z**: If AX and the contents of the addressed location are equal (AX = [loc16]) then the zero flag bit will be set; otherwise, it will be cleared.
- **V**: If AX is less than the contents of the addressed location (AX < [loc16]) then the overflow flag bit will be set. This instruction cannot clear the V flag.

Repeat
If the operation follows a RPT instruction, the instruction will be executed N+1 times. The state of the N, Z, and V flags will reflect the final result.

Example
; Saturate VarA as follows:
; if(VarA > 2000) VarA = 2000;
; if(VarA < -2000) VarA = -2000;
MOV AL, @VarA ; Load AL with contents of VarA
MOV @AH, #2000 ; Load AH with the value 2000
MIN AL, @AH ; if(AL > AH) AL = AH
NEG AH ; AH = -2000
MAX AL, @AH ; if(AL < AH) AL = AH
MOV @VarA, AL ; Store result into VarA
MAXCUL P,loc32

Conditionally Find the Unsigned Maximum

### SYNTAX OPTIONS

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>_OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAXCUL P,loc32</td>
<td>0101 0110 0101 0001</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td>–</td>
</tr>
</tbody>
</table>

### Operands

**P**  
Product register

**loc32**  
Addressing mode (see Chapter 5)

### Description

Based on the state of the N and Z flags, conditionally compare the unsigned contents of the P register with the 32-bit, unsigned content of the location pointed to by the “loc32” addressing mode and load the P register with the larger of the two numbers:

\[
\text{if( (N=1) \& (Z=0) )} \\
\quad \text{P} = \text{[loc32]}; \\
\text{if( (N=0) \& (Z=1) \& (P < [loc32]) )} \\
\quad V=1, \text{P} = \text{[loc32]}; \\
\text{if( (N=0) \& (Z=0) )} \\
\quad \text{P} = \text{unchanged};
\]

**Note:** The “P < [loc32]” operation is treated like a 32-bit unsigned compare.

This instruction is typically combined with the MAXL instruction to form a 64-bit maximum function. It is assumed that the N and Z flags will first be set by using a MAXL instruction to compare the upper 32 bits of a 64-bit value. The MAXCUL instruction is then used to conditionally compare the lower 32 bits based on the results of the upper 32-bit comparison.

### Flags and Modes

**N**  
If (N = 1 and Z = 0) then load P with [loc32].

**Z**  
If (N = 0 and Z = 1) compare the unsigned content of the P with the unsigned [loc32] and load P with the larger of the two.

If (N = 0 and Z = 0) do nothing.

**V**  
If (N = 0 AND Z = 1 AND P < [loc32] ) then V is set; otherwise, V is unchanged.

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

```
; Saturate 64-bit Var64 as follows:
; if(Var64 > MaxPos64 ) Var64 = MaxPos64
; if(Var64 < MaxNeg64 ) Var64 = MaxNeg64
MOVLP ACC,@Var64+2 ; Load ACC:P with Var64
MOVLP P,@Var64+0
MINL ACC,@MaxPos64+2 ; if(ACC:P > MaxPos64) ACC:P = MaxPos64
MINCUL P,@MaxPos64+2
SB saturate,OV
MAXL ACC,@MaxNeg64+2 ; if(ACC:P > MaxNeg64) ACC:P = MaxNeg64
MAXCUL P,@MaxNeg64+0
```
Saturate:
MOVL @Var64+2,ACC ; Store result into Var64
MOVL @Var64,P
MAXL ACC,loc32

Find the 32-bit Maximum

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAXL ACC,loc32</td>
<td>0101 0110 0110 0001</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
</tr>
</tbody>
</table>

Operands

- **ACC**: Accumulator register
- **loc32**: Addressing mode (see Chapter 5)

Description

Compare the content of the ACC register with the location pointed to by the "loc32" addressing mode and load the ACC register with the larger of these two values:

- if (ACC < [loc32]), ACC = [loc32];
- if (ACC >= [loc32]), ACC = unchanged;

Flags and Modes

- **Z**: If ACC is equal to the contents of the addressed location (ACC = [loc32]), set Z; otherwise, clear Z.
- **N**: If ACC is less than the contents of the addressed location, (ACC < [loc32]), set N; otherwise clear N. The MAXL instruction assumes infinite precision when it determines the sign of the result. For example, consider the subtraction 0x8000 0000 − 0x0000 0001. If the precision were limited to 32 bits, the result would cause an overflow to the positive number 0x7FFF FFFF and N would be cleared. However, because the MAXL instruction assumes infinite precision, it would set N to indicate that 0x8000 0000 − 0x0000 0001 actually results in a negative number.
- **C**: If (ACC − [loc32]) generates a borrow, clear the C bit; otherwise set C.
- **V**: If ACC is less than the contents of the addressed location (ACC < [loc32]), set V. This instruction cannot clear the V flag.

Repeat

This instruction is repeatable. If the operation follows a RPT instruction, then the MAXL instruction will be executed N+1 times. The state of the Z, N, and C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs.

Example

; Saturate VarA as follows:
; if(VarA > MaxPos) VarA = MaxPos
; if(VarA < MaxNeg) VarA = MaxNeg

MOV L ACC, @VarA ; ACC = VarA
MIN L ACC, @MaxPos ; if (ACC > MaxPos) ACC = MaxPos
MAX L ACC, @MaxNeg ; if (ACC < MaxNeg) ACC = MaxNeg
MOV L @VarA, ACC ; Store result into VarA
MIN AX, loc16

Find the Minimum

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIN AX, loc16</td>
<td>0101 0110 0111 010A 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

Operands
- AX: Accumulator high (AH) or accumulator low (AL) register
- loc16: Addressing modes (see Chapter 5)

Description
Compare the signed content of the specified AX register (AH or AL) with the content of the signed location pointed to by the “loc16” addressing mode and load the AX register with the smaller of these two values:

if(AX > [loc16]), AX = [loc16];
if(AX <= [loc16]), AX = unchanged;

Flags and Modes
- N: If AX is less then the contents of the addressed location (AX < [loc16]) then the negative flag bit will be set; otherwise, it will be cleared.
- Z: If AX and the contents of the addressed location are equal (AX = [loc16]) then the zero flag bit will be set; otherwise, it will be cleared.
- V: If AX is greater then the contents of the addressed location (AX > [loc16]) then the overflow flag bit will be set. This instruction cannot clear the V flag.

Repeat
If the operation is follows a RPT instruction, the instruction will be executed N+1 times. The state of the N, Z and V flags will reflect the final result.

Example
; Saturate VarA as follows:
; if(VarA > 2000) VarA = 2000;
; if(VarA < −2000) VarA = −2000;
MOV AL,@VarA ; Load AL with contents of VarA
MOV @AH,#2000 ; Load AH with the value 2000
MIN AL,@AH ; if(AL > AH) AL = AH
NEG AH ; AH = −2000
MAX AL,@AH ; if(AL < AH) AL = AH
MOV @VarA,AL ; Store result into VarA
### Conditionally Find the Unsigned Minimum

**Operand**
- **P**: Product register
- **loc32**: Addressing mode (see Chapter 5)

**Description**
Based on the state of the N and Z flags, conditionally compare the unsigned contents of the P register with the 32-bit, unsigned content of the location pointed to by the "loc32" addressing mode and load the P register with the smaller of the two numbers:

- if( (N = 0) & (Z = 0) )
  - P = [loc32];
- if( (N = 0) & (Z = 1) & (P > [loc32]) )
  - V=1, P = [loc32];
- if( (N = 1) & (Z = 0) )
  - P = unchanged;

**Note**: The "p < [loc32]" operation is treated like a 32-bit unsigned compare.

This instruction is typically combined with the MINL instruction to form a 64-bit minimum function. It is assumed that the N and Z flags will first be set by using a MINL instruction to compare the upper 32 bits of a 64-bit value. The MINCUL instruction is then used to conditionally compare the lower 32 bits based on the results of the upper 32-bit comparison.

#### Flags and Modes
- **N**: If (N = 1 AND Z = 0), then load the P register with [loc32].
- **Z**: If (N = 0 AND Z = 1), compare unsigned and load P with the smaller P register to [loc32].  
  - If (N = 0 AND Z = 0), do nothing.
- **V**: If (N = 0 AND Z = 1 AND P < [loc32] ) then V is set; otherwise, V is unchanged.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

#### Example
; Saturate 64-bit Var64 as follows:
; if(Var64 > MaxPos64 ) Var64 = MaxPos64
; if(Var64 < MaxNeg64 ) Var64 = MaxNeg64

```plaintext
MOV L ACC,@Var64+2 ; Load ACC:P with Var64
MOV L P,@Var64+0
MINL ACC,@MaxPos64+2 ; if(ACC:P > MaxPos64) ACC:P = MaxPos64
MINCUL P,@MaxPos64+0
MAXL ACC,@MaxNeg64+2 ; if(ACC:P < MaxNeg64) ACC:P = MaxNeg64
MAXCUL P,@MaxNeg64+0
MOV L @Var64+2,ACC ; Store result into Var64
MOV L @Var64+0,P
```

---

**Table**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>MINCUL P,loc32</td>
<td>0101 0110 0101 1001</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>
# MINL ACC,loc32

Find the 32-bit Minimum

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MINL ACC,loc32</td>
<td>0101 0110 0101 0000</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td></td>
<td>0000 0000 LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Operands
- **ACC**  
  Accumulator register
- **loc32**  
  Addressing mode (see Chapter 5)

## Description
Compare the content of the ACC register with the location pointed to by the "loc32" addressing mode and load the ACC register with the larger of these two values:

\[
\text{if}(\text{ACC} \leq \text{[loc32]}), \ \text{ACC} = \text{unchanged}; \\
\text{if}(\text{ACC} > \text{[loc32]}), \ \text{ACC} = \text{[loc32]}; \\
\]

## Flags and Modes
- **Z**  
  If ACC is equal to the contents of the addressed location (ACC = [loc32]), set Z; otherwise clear Z.
- **N**  
  If ACC is less than the contents of the addressed location, (ACC < [loc32]), set N; otherwise clear N. The MINL instruction assumes infinite precision when it determines the sign of the result. For example, consider the subtraction 0x8000 0000 – 0x0000 0001. If the precision were limited to 32 bits, the result would cause an overflow to the positive number 0x7FFF FFFF and N would be cleared. However, because the MINL instruction assumes infinite precision, it would set N to indicate that 0x8000 0000 – 0x0000 0001 actually results in a negative number.
- **C**  
  If (ACC – [loc32]) generates a borrow, clear the C bit; otherwise set C.
- **V**  
  If ACC is less than the contents of the addressed location (ACC < [loc32]), set V. This instruction cannot clear the V flag.

## Repeat
This instruction is repeatable. If the operation follows a RPT instruction, then the MINL instruction will be executed N+1 times. The state of the Z, N, and C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs.

## Example

; Saturate VarA as follows:

\[
\text{if}(\text{VarA} > \text{MaxPos}) \ \text{VarA} = \text{MaxPos} \\
\text{if}(\text{VarA} < \text{MaxNeg}) \ \text{VarA} = \text{MaxNeg}
\]

MOVL  ACC,@VarA    ; ACC = VarA
MINL  ACC,@MaxPos   ; if(ACC > MaxPos) ACC = MaxPos
MAXL  ACC,@MaxNeg   ; if(ACC < MaxNeg) ACC = MaxNeg
MOVL  @VarA,ACC    ; Store result into VarA
MOV *(0:16bit), loc16

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV *(0:16bit),loc16</td>
<td>1111 0100 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands** *(0:16bit)* Immediate direct memory address, access low 64K range of data space only (0x00000000 to 0x0000FFFF)

**loc16** Addressing mode (see Chapter 5)

**Description** Move the content of the location pointed to by the "loc16" addressing mode to the memory location specified by the "0:16bit" constant address:

\[ [0x0000:16bit] = [loc16] \]

**Flags and Modes** None

**Repeat** This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the "(0:16bit)" data-memory address is post-incremented by 1 during each repetition. Only the lower 16 bits of the address is affected.

```c
; Copy the contents of Array1 to Array2:
; int16 Array1[N];
; int16 Array2[N]; // Located in low 64K of data space
; for(i=0; i < N; i++)
;   Array2[i] = Array1[i];
```

**Example**

```c
MOVL XAR2,#Array1 ; XAR2 = pointer to Array1
RPT  #(N−1) ; Repeat next instruction N times
||MOV  *(0:Array2),*XAR2++ ; Array2[i] = Array1[i],
  ; i++
```
## MOV AX, loc16

**Load AX**

<table>
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<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV AX, loc16</td>
<td>B001 001A LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **loc16**: Addressing mode (see Chapter 5)

### Description
Load accumulator high register (AH) or accumulator low register (AL) register with the 16-bit contents of the location pointed to by the “loc16” addressing mode, leaving the other half of the accumulator register unchanged:

\[
AX = [\text{loc16}] ;
\]

### Flags and Modes
- **N**: The load to AX is tested for a negative condition. If bit 15 of AX is 1, then this flag is set; otherwise it is cleared.
- **Z**: The load to AX is tested for a zero condition. The bit is set if the operation results in \( AX = 0 \), otherwise it is cleared.

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

```assembly
MOV AH, *+XAR0[0] ; Load AH with the 16-bit contents of location pointed to by XAR0.
; AL is unchanged.
SB NotZero,NEQ ; Branch if contents of AH were non-zero.
```
MOV ACC,#16bit<<#0..15

Load Accumulator With Shift

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV ACC,loc16&lt;&lt;#0..15</td>
<td>1111 1111 0010 SHFT</td>
<td>CCCC CCCC CCCC CCCC</td>
<td>X</td>
<td>-</td>
</tr>
</tbody>
</table>

Operands

ACC  Accumulator register
#16bit  16-bit immediate constant value
#0..15  Shift value (default is "<< #0" if no value specified)

Description

Load the ACC register with the left shifted contents of the 16-bit immediate value. The shifted value is sign extended if sign extension mode is turned on (SXM = 1) else the shifted value is zero extended (SXM = 0). The lower bits of the shifted value are zero filled:

```plaintext
if(SXM = 1)   // sign extension mode enabled
    ACC = S:16bit << shift value;
else       // sign extension mode disabled
    ACC = 0:16bit << shift value;
```

Flags and Modes

N  After the load, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
Z  After the load, the Z flag is set if the ACC value is zero, else Z is cleared.
SXM  If sign extension mode bit is set; then the 16-bit constant operand will be sign extended before the load; else, the value will be zero extended.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

```plaintext
; Calculate signed value: ACC = −2010 << 10 + VarB << 6;
SETC SXM ; Turn sign extension mode on
MOV ACC,#−2010 << #10 ; Load ACC with −2010 left shifted by 10
ADD ACC,@VarB << #6 ; Add VarB left shifted by 6 to ACC
```
**MOV ACC,loc16<<T**  
*Load Accumulator With Shift*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV ACC,loc16 &lt;&lt; T</td>
<td>0101 0110 0000 0110 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
- **ACC**: Accumulator register  
- **loc16**: Addressing mode (see Chapter 5)  
- **T**: Upper 16 bits of the multiplicand register, XT(31:16)

**Description**  
Load the ACC register with the left-shifted contents of the 16-bit location pointed to by the "loc16" addressing mode. The shift value is specified by the four least significant bits of the T register, T(3:0) = shift value = 0..15. Higher order bits are ignored. The shifted value is sign extended if sign extension mode is turned on (SXM = 1) else the shifted value is zero extended (SXM = 0). The lower bits of the shifted value are zero filled:

```plaintext
if(SXM = 1)  // sign extension mode enabled  
    ACC = S:loc16 << T(3:0);  
else       // sign extension mode disabled  
    ACC = 0:loc16 << T(3:0);
```

**Flags and Modes**  
- **N**: After the load, the N flag is set if bit 31 of the ACC is 1, else N is cleared.  
- **Z**: After the load, the Z flag is set if the ACC value is zero, else Z is cleared.  
- **SXM**: If sign extension mode bit is set; then the 16-bit operand, addressed by the "loc16" field, will be sign extended before the load; else the value will be zero extended.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Calculate signed value: ACC = (VarA << SB) + (VarB << SB)  
  SETC SXM  ; Turn sign extension mode on  
  MOV T,@SA ; Load T with shift value in SA  
  MOV ACC,@VarA << T ; Load in ACC shifted contents of VarA  
  MOV T,@SB ; Load T with shift value in SB  
  ADD ACC,@VarB << T ; Add to ACC shifted contents of VarB
## MOV ACC, loc16<<#0..16

**Load Accumulator With Shift**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV ACC,loc16&lt;&lt;#0</td>
<td>1000 0101 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>1110 0000 LLLL LLLL</td>
<td>0</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOV ACC,loc16&lt;&lt;#1..15</td>
<td>0101 0110 0000 0011</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>0000 SHFT LLLL LLLL</td>
<td>-</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1110 SHFT LLLL LLLL</td>
<td>0</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOV ACC,loc16&lt;&lt;#16</td>
<td>0010 0101 LLLL LLLL</td>
<td>0</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands
- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)
- **#0..16**: Shift value (default is "<< #0" if no value specified)

### Description
Load the ACC register with the left shifted contents of the addressed location pointed to by the "loc16" addressing mode. The shifted value is sign extended if sign extension mode is turned on (SXM = 1) else the shifted value is zero extended (SXM = 0). The lower bits of the shifted value are zero filled:

```plaintext
if(SXM = 1)  // sign extension mode enabled
    ACC = S:[loc16] << shift value;
else  // sign extension mode disabled
    ACC = 0:[loc16] << shift value;
```

### Flags and Modes
- **N**: After the load, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **Z**: After the load, the Z flag is set if the ACC is zero, else Z is cleared.
- **SXM**: If sign extension mode bit is set; then the 16-bit operand, addressed by the "loc16" field, will be sign extended before the load; else the value will be zero extended.

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example
```plaintext
; Calculate signed value: ACC = VarA << 10 + VarB << 6;
SETC SXM  ; Turn sign extension mode on
MOV ACC,@VarA << #10  ; Load ACC with VarA left shifted by 10
ADD ACC,@VarB << #6   ; Add VarB left shifted by 6 to ACC
```
## MOV AR6/7, loc16

**Load Auxiliary Register**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV AR6, loc16</td>
<td>0101 1110 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>MOV AR7, loc16</td>
<td>0101 1111 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **AR6/7**: AR6 or AR7, auxiliary registers
- **loc16**: Addressing mode (see Chapter 5)

**Description**

Load AR6 or AR7 with the contents of the 16-bit location and leave the upper 16 bits of XAR6 and XAR7 unchanged:

\[
\text{AR6/}7 = \text{[loc16]}; \\
\text{AR6/7H = unchanged};
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
MOV DP, #10bit  

Load Data-Page Pointer

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV DP, #10bit</td>
<td>1111 10CC CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

- **DP**  Data page register
- **#10bit**  10-bit immediate constant value

Description

Load the data page register with a 10-bit constant leaving the upper 6 bits unchanged:

- DP(9:0) = 10bit;
- DP(15:10) = unchanged;

Flags and Modes

- None

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

```
MOV DP, #VarA ; Load DP with the data page that
; contains VarA. Assumes VarA is in
; the lower 0x0000 FFC0 of memory.
; DP(15:10) is left unchanged.
```
**MOV IER,loc16**

*Load the Interrupt-Enable Register*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV IER,loc16</td>
<td>0010 0011 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>5</td>
</tr>
</tbody>
</table>

**Operands**
- **IER**: Interrupt-enable register
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Enable and disable selected interrupts by loading the content of the location pointed to by the "loc16" addressing mode into the IER register:

\[
\text{IER} = [\text{loc16}];
\]

**Flags and Modes**
- None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Push the contents of IER on the stack and load IER with the contents of VarA:

MOV *SP++,IER ; Save IER on stack
MOV IER,@VarA ; Load IER with contents of VarA
**MOV loc16, #16bit**

**Save 16-bit Constant**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16, #16bit</td>
<td>0010 1000 LLLL LLLL cccc cccc cccc cccc</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**  Addressing mode (see Chapter 5)
- **#16bit** 16-bit constant immediate value

**Description**
Load the location pointed to by the "loc16" addressing mode with the 16-bit constant immediate value:

\[ \text{[loc16]} = \text{16bit}; \]

**Note:** For #16bit = #0, see the MOV loc16, #0 instruction on page 6-164.

**Flags and Modes**
- **N**  If (loc16 = @AX), then the load to AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1, otherwise it is cleared.
- **Z**  If (loc16 = @AX), then the load to AX is tested for a zero condition. The bit is set if the result of the operation on the AX register generates a 0 value, otherwise it is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```plaintext
; Initialize the contents of Array1 with 0xFFFF:
; int16 Array1[N];
; for(i=0; i < N; i++)
;   Array1[i] = 0xFFFF;
    MOVL XAR2,#Array1 ; XAR2 = pointer to Array1
RPT  #(N-1) ; Repeat next instruction N times
||MOV *XAR2++,#0xFFFF ; Array1[i] = 0xFFFF,
; i++
```
### MOV loc16, *(0:16bit)

**Move Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16, *(0:16bit)</td>
<td>1111 0101 LLLL LLLL cccc cccc cccc cccc</td>
<td>X</td>
<td>Y</td>
<td>N+2</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**
- *(0:16bit)*

- **Addressing mode (see Chapter 5)**
- Immediate direct memory address, access low 64K range of data space only (0x00000000 to 0x0000FFFF)

**Description**
Move the content of the location specified by the constant direct memory address “0:16bit” into the location pointed to by the “loc16” addressing mode:

\[
[loc16] = [0x0000:16bit];
\]

**Flags and Modes**
- **N**
  - If (loc16 = @AX), then the load to AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1, otherwise it is cleared.
- **Z**
  - If (loc16 = @AX), then the load to AX is tested for a zero condition. The bit is set if the result of the operation on the AX register generates a 0 value, otherwise it is cleared.

**Repeat**
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the “(0:16bit)” data-memory address is post-incremented by 1 during each repetition. Only the lower 16 bits of the address are affected.

; Copy the contents of Array1 to Array2:
; int16 Array1[N];   // Located in low 64K of data space
; int16 Array2[N];
; for(i=0; i < N; i++)
  ; Array2[i] = Array1[i];

**Example**

```
MOVL XAR2,#Array2           ; XAR2 = pointer to Array2
RPT  #(N-1)                  ; Repeat next instruction N times
  | MOV *XAR2++,*{0:Array1}   ; Array2[i] = Array1[i],
      ;  i++
```
### MOV loc16, #0

**Clear 16-bit Location**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16, #0</td>
<td>0010 1011 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Operands</th>
<th>loc16 #0</th>
<th>Addressing mode (see Chapter 5)</th>
<th>Immediate constant value of zero</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Description</th>
<th>Load the location pointed to by the “loc16” addressing mode with the value 0x0000:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>[loc16] = 0x0000;</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Flags and Modes</th>
<th>N</th>
<th>Z</th>
</tr>
</thead>
<tbody>
<tr>
<td>If (loc16 = @AX), then the load to AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1, otherwise it is cleared.</td>
<td>If (loc16 = @AX), then the load to AX is tested for a zero condition. The bit is set if the result of the operation on the AX register generates a 0 value, otherwise it is cleared.</td>
<td></td>
</tr>
</tbody>
</table>

| Repeat | This instruction is repeatable. If the operation is follows a RPT instruction, then it will be executed N+1 times. |

<table>
<thead>
<tr>
<th>Example</th>
<th>; Initialize the contents of Array1 with zero:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>; int16 Array1[N];</td>
</tr>
<tr>
<td></td>
<td>; for(i=0; i &lt; N; i++)</td>
</tr>
<tr>
<td></td>
<td>; Array1[i] = 0;</td>
</tr>
<tr>
<td></td>
<td>MOVL XAR2,#Array1 ; XAR2 = pointer to Array1</td>
</tr>
<tr>
<td></td>
<td>RPT #((N−1)) ; Repeat next instruction N times</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>; i++</td>
</tr>
</tbody>
</table>
### MOV loc16, ARn

**Store 16-bit Auxiliary Register**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16, ARn</td>
<td>0111 1nnn LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **loc16**: Addressing mode (see Chapter 5)
- **ARn**: AR0 to AR7, lower 16 bits of auxiliary registers

**Description**

Load the contents of the 16-bit location with ARn:

\[
[\text{loc16}] = \text{ARn};
\]

If \((\text{loc16} = @\text{ARn})\), then only the lower 16 bits of the selected auxiliary register is modified. The upper 16 bits is unchanged.

**Flags and Modes**

- **N**: If \((\text{loc16} = @\text{AX})\), then the load to AX is tested for a negative condition. Bit-15 of the AX register is the sign bit, 0 for positive, 1 for negative. The negative flag bit is set if the operation on the AX register generates a negative value, otherwise it is cleared.

- **Z**: If \((\text{loc16} = @\text{AX})\), then the load to AX is tested for a zero condition. The bit is set if the result of the operation on the AX register generates a 0 value, otherwise it is cleared.

**Repeat**

This instruction is repeatable. If the operation is follows a RPT instruction, then it will be executed \(N+1\) times.

**Example**

- `MOV @AL, AR3`  
  ; Load AL with the 16-bit contents of AR3. If bit 15 of AL is 1, set the N flag, else clear it.  
  ; If AL is 0, set the Z flag.

- `MOV @AR4, AR3`  
  ; Load AR4 with the value in AR3.  
  ; Upper 16 bits of XAR4 are unchanged.

- `MOV *SP++, AR3`  
  ; Push the contents of AR3 onto the stack. Post increment SP.

- `MOV *XAR4++, AR4`  
  ; Store contents of AR4 into location specified by XAR4. Post-increment the contents of XAR4.

- `MOV *--XAR5, AR5`  
  ; Pre-decrement the contents of XAR5.  
  ; Store the contents of AR5 into the location specified by XAR5.`
MOV loc16, AX

Store AX

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16, AX</td>
<td>1001 011A LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **AX**: Accumulator high (AH) or accumulator low (AL) register

**Description**
Load the addressed location pointed to by the “loc16” addressing mode with the 16-bit content of the specified AX register (AH or AL):

\[
[loc16] = AX;
\]

**Flags and Modes**
- **N**: If (loc16 = @AX), then the load to AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1, otherwise it is cleared.
- **Z**: If (loc16 = @AX), then the load to AX is tested for a zero condition. The bit is set if the result of the operation on the AX register generates a 0 value, otherwise it is cleared.

**Repeat**
If this operation follows a RPT instruction, then it will be executed N+1 times. The state of the N and Z flags will reflect the final result.

**Example**
; Initialize all Array1 elements with the value 0xFFFF:
MOV AH,#0xFFFF ; Load AH with the value 0xFFFF
MOVL XAR2,#Array1 ; Load XAR2 with address of Array1
RPT #9 ; Repeat next instruction 10 times.
|| MOV *XAR2++, AH ; Store contents of AH into location pointed by XAR2 and post-increment XAR2.
**MOV loc16, AX, COND**

*Store AX Register Conditionally*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16, AX, COND</td>
<td>0101 0110 0010 101A</td>
<td>0000 COND LLLL LLLL</td>
<td>1</td>
<td>−</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **COND**: Conditional codes:
  - 0000: NEQ Not Equal To
  - 0001: EQ Equal To
  - 0010: GT Greater Then
  - 0011: GEQ Greater Then Or Equal To
  - 0100: LT Less Then
  - 0101: LEQ Less Then Or Equal To
  - 0110: HI Higher
  - 0111: HIS, C Higher Or Same, Carry Set
  - 1000: LO, NC Lower, Carry Clear
  - 1001: LOS Lower Or Same
  - 1010: NOV No Overflow
  - 1011: OV Overflow
  - 1100: NTC Test Bit Not Set
  - 1101: TC Test Bit Set
  - 1110: NBIO BIO Input Equal To Zero
  - 1111: UNC Unconditional

**Description**
If the specified condition being tested is true, then the location pointed to by the "loc16" addressing mode will be loaded with the contents of the specified AX register (AH or AL):

```plaintext
if(COND = true) [loc16] = AX;
```

**Note:** Addressing modes are not conditionally executed. Hence, if an addressing mode performs a pre or post modification, the modification will occur, regardless of whether the condition is true or not.

**Flags and Modes**
- **N**: If (COND = true AND loc16 = @AX), AX is tested for a negative condition after the move and if bit 15 of AX is 1, the negative flag bit is set.
- **Z**: If (COND = true AND loc16 = @AX), after the move, AX is tested for a zero condition and the zero flag bit is set if AX = 0, otherwise, it is cleared.
- **V**: If the V flag is tested by the condition, then V is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example ; Swap the contents of VarA and VarB if VarB is higher than VarA:

MOV  AL,@VarA ; AL = VarA, XAR2 points to VarB
MOV  AH,@VarB ; AH = VarB, XAR2 points to VarA
CMP  AH,@AL ; Compare AH and AL
MOV  @VarA,AH,HI ; Store AH in VarA if higher
MOV  @VarB,AL,HI ; Store AL in VarB if higher
MOV loc16,IER

Store Interrupt-Enable Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16,IER</td>
<td>0010 0000 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16** Addressing mode (see Chapter 5)
- **IER** Interrupt enable register

**Description**
Save the content of the IER register in the location pointed to by the "loc16" addressing mode:

\[[loc16] = IER;\]

**Flags and Modes**
- **N** If \((loc16 = @AX)\) and bit 15 of AX is 1, then N is set; otherwise N is cleared.
- **Z** If \((loc16 = @AX)\) and the value of AX is zero, then Z is set; otherwise Z is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Push the contents of IER on the stack and load IER with the contents of VarA:
MOV *SP++,IER ; Save IER on stack
MOV IER,@VarA ; Load IER with contents of VarA
MOV loc16,OVC

**Store the Overflow Counter**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16,OVC</td>
<td>0101 0110 0010 1001</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>0000 0000 LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **OVC**: Overflow counter

**Description**
Store the 6 bits of the overflow counter (OVC) into the upper 6 bits of the location pointed to by the "loc16" addressing mode and zero the lower 10 bits of the addressed location:

\[
\text{[loc16(15:10)] = OVC;}
\]
\[
\text{[loc16(9:0)] = 0;}
\]

**Flags and Modes**
- **N**: If (loc16 = @AX) and bit 15 of AX is 1, then set N; otherwise clear N.
- **Z**: If (loc16 = @AX) and AX is zero, then set Z; otherwise clear Z.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Save and restore contents of ACC and OVC bits:
MOV *SP++,OVC ; Save OVC on stack
MOV *SP++,AL ; Save AL on stack
MOV *SP++,AH ; Save AH on stack
.
.
.
.
.
.
.
.
MOV AH,*--SP ; Restore AH from stack
MOV AL,*--SP ; Restore AL from stack
MOV OVC,*--SP ; Restore OVC from stack
MOV loc16,P

Store Lower Half of Shifted P Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV loc16,P</td>
<td>0011</td>
<td>1111</td>
<td>LLLL</td>
<td>LLLL</td>
</tr>
</tbody>
</table>

Operands
- **loc16**: Addressing mode (see Chapter 5)
- **P**: Product register

Description
The contents of the P register are shifted by the amount specified in the product shift mode (PM), and the lower half of the shifted value is stored into the 16-bit location pointed to by the “loc16” addressing mode. The P register is not modified by the operation:

\[
[loc16] = P \ll PM;
\]

Flags and Modes
- **N**: If (loc16 = @AX) and bit 15 of the AX register is 1, then the N bit is set; otherwise, N is cleared.
- **Z**: If (loc16 = @AX) and the value of AX after the load is zero, then the Z bit is set; otherwise Z is cleared.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, and N flags will reflect the final result.

Example
; Calculate Y32 = M16*X16 >> 6
MOV T,@M16 ; T = M
MPY P,T,@X16 ; P = T * X
SPM -6 ; Set product shift to >> 6
MOV @Y32+0,P ; Y32 = P >> 6
MOVH @Y32+1,P
**MOV loc16, T**

*Store the T Register*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV, loc16,T</td>
<td>0010 0001 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **T**: Upper 16 bits of the multiplicand register (XT)

**Description**
Store the 16-bit T register contents into the location pointed to by the “loc16” addressing mode:

\[
[loc16] = T;
\]

**Flags and Modes**
- **N**: If (loc16 = @AX) and bit 15 of the AX register is 1, then the N bit is set; otherwise, N is cleared.
- **Z**: If (loc16 = @AX) and the value of AX after the load is zero, then the Z bit is set; otherwise Z is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
Calculate using 16-bit multiply:
\[
Y = (X_0C_0) \gg 2 + (X_1C_1) \gg 2 + (X_2C_2) \gg 2
\]
\[
X_2 = X_1
\]
\[
X_1 = X_0
\]
\[
\text{SPM} \ -2 \quad ; \text{Set product shift to} \gg 2
\]
\[
\text{MOV} \ T, @X_2 \quad ; \ T = X_2
\]
\[
\text{MPY} \ P, T, @C_2 \quad ; \ P = T*C_2
\]
\[
\text{MOV} \ T, @X_1 \quad ; \ T = X_1, \text{ACC} = X_2*C_2 \gg 2
\]
\[
\text{MPY} \ P, T, @C_1 \quad ; \ P = T*C_1
\]
\[
\text{MOV} \ @X_2, T \quad ; \ X_2 = X_1
\]
\[
\text{MOVA} \ T, @X_0 \quad ; \ T = X_0, \text{ACC} = X_1*C_1 \gg 2 + X_2*C_2 \gg 2
\]
\[
\text{MPY} \ P, T, @C_0 \quad ; \ P = T*C_0
\]
\[
\text{MOV} \ @X_1, T \quad ; \ X_1 = X_0
\]
\[
\text{ADDL} \ \text{ACC, P} \ll \ PM \quad ; \ \text{ACC} = X_0*C_0 \gg 2 + X_1*C_1 \gg 2 + X_2*C_2 \gg 2
\]
\[
\text{MOVL} \ @Y, \text{ACC} \quad ; \text{Store result into} \ Y
\]
MOV OVC, loc16

**Load the Overflow Counter**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV OVC, loc16</td>
<td>0101 0110 0000 0010</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>0000 0000 LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**  
OVC  
6-bit overflow counter

**Description**  
Load the overflow counter (OVC) with the upper 6 bits of the location pointed to by the “loc16” addressing mode:

\[ \text{OVC} = \text{loc16}(15:10) \]

**Flags and Modes**  
OVC  
The 6-bit overflow counter is modified.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Save and restore contents of ACC and OVC bits:
MOV *SP++,OVC ; Save OVC on stack
MOV *SP++,AL ; Save AL on stack
MOV *SP++,AH ; Save AH on stack
.
.
.
.
MOV AH,*--SP ; Restore AH from stack
MOV AL,*--SP ; Restore AL from stack
MOV OVC,*--SP ; Restore OVC from stack
MOV PH, loc16

Load the High Half of the P Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV PH, loc16</td>
<td>0010 1111 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

Upper 16 bits of the product register (P)

loc16

Addressing mode (see Chapter 5)

**Description**

Load the high 16 bits of the P register (PH) with the 16-bit location pointed to by the “loc16” addressing mode; leave the lower 16 bits (PL) unchanged:

\[
\begin{align*}
PH &= [\text{loc16}]; \\
\text{PL} &= \text{unchanged};
\end{align*}
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Swap the contents of AH and AL:

MOV PH,@AL ; Load PH with AL
MOV PL,@AH ; Load PL with AH
MOV ACC,@P ; Load ACC with P (AH and AL swapped)
## MOV PL, loc16

### Load the Low Half of the P Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL PL, loc16</td>
<td>0010 0111 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands
- **PL**: Lower 16 bits of the product register (P)
- **loc16**: Addressing mode (see Chapter 5)

### Description
Load the high 16 bits of the P register (PL) with the 16-bit location pointed to by the “loc16” addressing mode; leave the lower 16 bits (PH) unchanged:

\[
\begin{align*}
    PL &= [\text{loc16}] ; \\
    PH &= \text{unchanged} ;
\end{align*}
\]

### Flags and Modes
None

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example
; Swap the contents of AH and AL:
MOV PH,@AL ; Load PH with AL
MOV PL,@AH ; Load PL with AH
MOV ACC,@P ; Load ACC with P (AH and AL swapped)
MOV PM, AX

**Load Product Shift Mode**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV PM, AX</td>
<td>0101 0110 0011 100A</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
AX

Accumulator high (AH) or accumulator low (AL) registers.

**Description**

Load the product shift mode (PM) bits with the 3 least significant bits of register AX.

\[ PM = AX(2:0); \]

**Flags and Modes**  
PM

The product shift mode bits are loaded with the 3 least significant bits of AX.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate: \( Y_{32} = (M_{16} \times X_{16} >> \text{Shift}) + B_{32}, \text{Shift} = 0 \) to 6
CLRC AMODE ; Make sure AMODE = 0
MOV AL,@Shift ; Load AL with contents of "Shift"
ADDB AL,#1 ; Convert "Shift" to PM encoding
MOV PM,AX ; Load PM bits with encoded "Shift" value
MOV T,@X16 ; T = X16
MPY P,XT,@M16 ; P = X16 * M16
MOVL ACC,@B32 ; ACC = B32
ADDL ACC,P << PM ; ACC = ACC + (P >> Shift)
MOVL @Y32,ACC ; Store result into Y32
MOV T, loc16

Load the Upper Half of the XT Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV T, loc16</td>
<td>0010 1101 LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **T**: Upper 16 bits of the multiplicand register (XT)
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Load the T register with the 16-bit contents of the location pointed to by the "loc16" addressing mode:

\[
T = [\text{loc16}];
\]

**Flags and Modes**
None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate using 16-bit multiply:
; \( Y = (X0 \times C0) \gg 2 + (X1 \times C1) \gg 2 + (X2 \times C2) \gg 2 \)
; \( X2 = X1 \)
; \( X1 = X0 \)
SPM −2 ; Set product shift to \( \gg 2 \)
MOV T, @X2 ; T = X2
MPY P, T, @C2 ; P = T \times C2
MOVP T, @X1 ; T = X1, ACC = X2 \times C2 \gg 2
MPY P, T, @C1 ; P = T \times C1
MOV @X2, T ; X2 = X1
MOVA T, @X0 ; T = X0, ACC = X1 \times C1 \gg 2 + X2 \times C2 \gg 2
MPY P, T, @C0 ; P = T \times C0
MOV @X1, T ; X1 = X0
ADDL ACC, P << PM ; ACC = X0 \times C0 \gg 2 + X1 \times C1 \gg 2 + X2 \times C2 \gg 2
MOVL @Y, ACC ; Store result into Y
MOV TL, #0

Clear the Lower Half of the XT Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV TL, #0</td>
<td>0101 0110 0101 0110</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **T**: Upper 16 bits of the multiplicand register (XT)
- **#0**: Immediate constant value of zero

**Description**
Load the lower half of the multiplicand register (TL) with zero, leaving the upper half (T) unchanged:

\[
\begin{align*}
\text{TL} &= 0x0000; \\
\text{T} &= \text{unchanged};
\end{align*}
\]

**Flags and Modes**
None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Calculate and keep low 32-bit result: Y32 = M32*X16 >> 32
MOV TL,#0 ; TL = 0
MOV T,#@X16 ; T = X16
IMPYL P,XT,@M32 ; P = XT * M32 (high 32-bit of result)
MOVL @Y32,P ; Store result into Y32
MOV XARn, PC

Save the Current Program Counter

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOV XARn, PC</td>
<td>0011 1110 0101 lnnn</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **XARn**: XAR0 to XAR7, 32-bit auxiliary registers
- **loc32**: Addressing mode (see Chapter 5)
- **PC**: 22-bit program counter

**Description**

Load XARn with the contents of the PC:

\[
XARn = 0:PC;
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```
TableA:
   .long CONST1
   .long CONST2
   .long CONST3

FuncA:
   MOV XAR5,PC
   SUBB XAR5,#($−TableA)     ; XAR5 = current PC location
   MOVL ACC,*+XAR5[2]         ; XAR5 = TableA start location
   MOVL @VarA,ACC            ; Load ACC with CONST2
   MOVL @VarA,ACC            ; Store CONST2 in VarA
```
**MOVA T,loc16**

*Load T Register and Add Previous Product*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVA, T,loc16</td>
<td>0001</td>
<td>0000</td>
<td>LLLL LLLL</td>
<td>X</td>
</tr>
</tbody>
</table>

**Operands**
- **T**: Upper 16 bits of the multiplicand register (XT)
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Load the T register with the 16-bit content of the location pointed to by the "loc16" addressing mode. Also, the content of the P register, shifted by the amount specified by the product shift mode (PM) bits, is added to the content of the ACC register:

\[
T = \{\text{loc16}\}; \\
\text{ACC} = \text{ACC} + P \ll PM;
\]

**Flags and Modes**
- **N**: After the operation, if bit 31 of the ACC register is 1, the N bit is set; otherwise, N is cleared.
- **Z**: After the operation, if the value of ACC is zero, the Z bit is set; otherwise Z is cleared.
- **C**: If the addition generates a carry, then C is set; otherwise, C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If overflow mode is disabled; and if the operation generates a positive overflow, the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, the counter is decremented.
- **OVM**: If overflow mode bit is set; the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflows.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**
This instruction is repeatable. If the operation follows a RPT instruction, it will be executed N+1 times. The state of the Z, N, C and OVC flags reflect the final result. The V flag will be set if an intermediate overflow occurs.
Example

; Calculate using 16-bit multiply:
; \[ Y = (X0 \times C0) \gg 2 + (X1 \times C1) \gg 2 + (X2 \times C2) \gg 2 \]
; \[ X2 = X1 \]
; \[ X1 = X0 \]
SPM  -2 ; Set product shift to \( \gg 2 \)
MOV   T,@X2 ; \( T = X2 \)
MPY   P,T,@C2 ; \( P = T \times C2 \)
MPVP  T,@X1 ; \( T = X1, \text{ACC} = X2 \times C2 \gg 2 \)
MPY   P,T,@C1 ; \( P = T \times C1 \)
MOV   @X2,T ; \( X2 = X1 \)
MOVA  T,@X0 ; \( T = X0, \text{ACC} = X1 \times C1 \gg 2 + X2 \times C2 \gg 2 \)
MPY   P,T,@C0 ; \( P = T \times C0 \)
MOV   @X1,T ; \( X1 = X0 \)
ADDL  ACC,P << PM ; \( \text{ACC} = X0 \times C0 \gg 2 + X1 \times C1 \gg 2 + X2 \times C2 \gg 2 \)
MOVL  @Y,ACC ; Store result into Y
**MOVAD T, loc16**

**Load T Register**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVAD T, loc16</td>
<td>1010 0111 LLLL LLLL</td>
<td>1</td>
<td>N</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **T**: Upper 16 bits of the multiplicand register (XT)
- **loc16**: Addressing mode (see Chapter 5)

**Note:** For this operation, register-addressing modes cannot be used. The modes are: @ARn, @AH, @AL, @PH, @PL, @SP, @T. An illegal instruction trap will be generated.

**Description**

Load the T register with the 16-bit content of the location pointed to by the "loc16" addressing mode and then load the next highest 16-bit location pointed to by "loc16" with the content of T. In addition, add the content of the P register, shifted by the amount specified by the product shift mode (PM) bits, to the content of the ACC register:

\[
T = \text{[loc16]};
\]
\[
\text{[loc16 + 1]} = T;
\]
\[
\text{ACC} = \text{ACC} + P \ll \text{PM};
\]

**Flags and Modes**

- **N**: After the operation, if bit 31 of the ACC register is 1, then the N bit is set; otherwise, N is cleared.
- **Z**: After the operation, if the value of ACC is zero, then the Z bit is set; otherwise Z is cleared.
- **C**: If the addition generates a carry, the C bit is set; otherwise, C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected
- **OVC**: If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflows.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.
Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Calculate using 16-bit multiply:
; Y = (X0*C0) >> 2) + (X1*C1 >> 2) + (X2*C2 >> 2)
; X2 = X1
; X1 = X0

SPM -2 ; Set product shift to >> 2
MOVP T,@X2 ; T = X2
MPYS P,T,@C2 ; P = T*C2, ACC = 0
MOVAD T,@X1 ; T = X1, ACC = X2*C2>>2, X2 = X1
MPY P,T,@C1 ; P = T*C1
MOVAD T,@X0 ; T = X0, ACC = X1*C1>>2 + X2*C2>>2, X1 = X0
MPY P,T,@C0 ; P = T*C0
ADDL ACC,P << PM ; ACC = X0*C0>>2 + X1*C1>>2 + X2*C2>>2
MOVL @Y,ACC ; Store result into Y
**MOVB ACC,#8bit**

**Load Accumulator With 8-bit Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVB ACC,#8bit</td>
<td>0000 0010 CCCC CCCC</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **#8bit**: 8-bit immediate unsigned constant value

**Description**

Load the ACC register with the specified 8-bit, zero-extended immediate constant:

\[ \text{ACC} = 0:8\text{bit}; \]

**Flags and Modes**

- **N**: After the load, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **Z**: After the load, the Z flag is set if the ACC value is zero, else Z is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Increment contents of 32-bit location VarA:

```
MOVB ACC,#1 ; Load ACC with the value 0x0000 0001
ADDL ACC,@VarA ; Add to ACC the contents of VarA
MOVL @VarA,ACC ; Store result back into VarA
```
**MOVB AR6/7, #8bit**  
*Load Auxiliary Register With an 8-bit Constant*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OP CODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVB AR6, #8bit</td>
<td>1101 0110 CCCC CCCC</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVB AR7, #8bit</td>
<td>1101 0111 CCCC CCCC</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
XARn: XAR6 OR XAR7, 32-bit auxiliary registers  
#8bit: 8-bit immediate constant value

**Description**  
Load AR6 or AR7 with an 8-bit unsigned constant and upper 16 bits of XAR6 and XAR7 are unchanged:

\[
\text{AR6/7} = 0:8\text{bit}; \\
\text{AR6/7H} = \text{unchanged};
\]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

---

6-185
MOVB AX, #8bit

Load AX With 8-bit Constant

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVB AX, #8bit</td>
<td>1001 101A</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
- AX: Accumulator high (AH) or accumulator low (AL) register
- #8bit: 8-bit immediate constant value

Description
Load accumulator high register (AH) or accumulator low register (AL) with an unsigned 8-bit constant zero extended, leaving the other half of the accumulator register unchanged:

\[
AX = 0:8bit;
\]

Flags and Modes
- N: Flag always set to zero.
- Z: The load to AX is tested for a zero condition. The bit is set if the operation results in AX = 0, otherwise it is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
- MOVB AL, #0xF0 ; Load AL with the value 0x00F0.
- CMP AL,*+XAR0[0] ; Compare contents pointed to by XAR0 with AL.
- SB Dest,EQ ; Branch if values are equal.
**MOVB AX.LSB, loc16**

**Load Byte Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVB AX.LSB, loc16</td>
<td>1100 011A LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **AX.LSB**
  - Least significant byte of accumulator high (AH.LSB) or accumulator low (AL.LSB) register
- **loc16**
  - Addressing mode (see Chapter 5)

**Description**

Load the least significant byte of the specified AX register (AH.LSB or AL.LSB) with 8 bits from the location pointed to by the "loc16" addressing mode. The most significant byte of AX is cleared. The form of the "loc16" operand determines which of its 8 bits are used to load AX.LSB:

```c
if(loc16 = *+XARn[offset])
{
    if(offset is an even number)
        AX.LSB = [loc16.LSB];
    if(offset is an odd value)
        AX.LSB = [loc16.MSB];
} else
    AX.LSB = [loc16.LSB];
AX.MSB = 0x00;
```

**Flags and Modes**

- **Z**
  - After the move, AX is tested for a zero condition. The zero flag bit is set if AX = 0; otherwise it is cleared
- **N**
  - After the move, AX is tested for a negative condition. The bit is set if bit 15 of AX is 1; otherwise it is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Swap the byte order in the 32-bit “Var32” location.
; Before operation: Var32 = B3 | B2 | B1 | B0
; After operation: Var32 = B0 | B1 | B2 | B3
   MOVLO XAR2,#Var32 ; Load XAR2 with address of “Var32”
   MOVBA.LSB,*+XAR2[3] ; ACC(B0) = Var32(B3), ACC(B1) = 0
   MOVBA.HLSB,*+XAR2[1] ; ACC(B2) = Var32(B1), ACC(B3) = 0
   MOVBA.LMSB,*+XAR2[2] ; ACC(B1) = Var32(B2), ACC(B1) = unch
   MOVBA.HMSB,*+XAR2[0] ; ACC(B3) = Var32(B0), ACC(B1) = unch
   MOVLO @Var32,ACC ; Store swapped result in “Var32”
**MOVB AX.MSB, loc16**

**Load Byte Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVB    AX.MSB, loc16</td>
<td>0011 100A LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **AX.MS**
  Most significant byte of accumulator high (AH.MSB) or accumulator low (AL.MSB) register
- **B**
  Addressing mode (see Chapter 5)
- **loc16**

**Description**

Load the most significant byte of the specified AX register (AH.MSB or AL.MSB) with 8 bits from the location pointed to by the "loc16" addressing mode. The least significant byte of AX is left unchanged. The form of the "loc16" operand determines which of its 8 bits are used to load AX.MSB

```plaintext
if(loc16 = *+XARn[offset])
{
  if(offset is an even value)
    AX.MSB = [loc16.LSB];
  if(offset is an odd value)
    AX.MSB = [loc16.MSB];
}
else
  AX.MSB = [loc16.LSB];
AX.LSB = unchanged;
```

**Note:** offset = 3-bit immediate or AR0 or AR1 indexed addressing modes only.

**Flags and Modes**

- **N**
  After the move AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1; otherwise it is cleared.
- **Z**
  After the move, AX is tested for a zero condition. The zero flag bit is set if AX = 0; otherwise it is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Swap the byte order in the 32-bit “Var32” location.
; Before operation: Var32 = B3 | B2 | B1 | B0
; After operation: Var32 = B0 | B1 | B2 | B3
MOV L XAR2,#Var32 ; Load XAR2 with address of “Var32”
MOV B AL.LSB,*+XAR2[3] ; ACC(B0) = Var32(B3), ACC(B1) = 0
MOV B AH.LSB,*+XAR2[1] ; ACC(B2) = Var32(B1), ACC(B3) = 0
MOV B AL.MSB,*+XAR2[2] ; ACC(B1) = Var32(B2), ACC(B1) = unch
MOV B AH.MSB,*+XAR2[0] ; ACC(B3) = Var32(B0), ACC(B1) = unch
MOV L @Var32,ACC ; Store swapped result in “Var32”
**MOVB loc16,#8bit,COND**

**Conditionally Save 8-bit Constant**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVB loc16,#8bit,COND</td>
<td>0101 0110 1011 COND</td>
<td>CCCC CCCC LLLL LLLL</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

Operands
- **loc16**: Addressing mode (see Chapter 5)
- **#8bit**: 8-bit immediate constant value
- **COND**: Conditional codes:

<table>
<thead>
<tr>
<th>COND</th>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>0001</td>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>0010</td>
<td>GT</td>
<td>Greater Than</td>
<td>Z = 0 AND N = 0</td>
</tr>
<tr>
<td>0011</td>
<td>GEQ</td>
<td>Greater Then Or Equal To</td>
<td>N = 0</td>
</tr>
<tr>
<td>0100</td>
<td>LT</td>
<td>Less Then</td>
<td>N = 1</td>
</tr>
<tr>
<td>0101</td>
<td>LEQ</td>
<td>Less Then Or Equal To</td>
<td>Z = 1 OR N = 1</td>
</tr>
<tr>
<td>0110</td>
<td>HI</td>
<td>Higher</td>
<td>C = 1 AND Z = 0</td>
</tr>
<tr>
<td>0111</td>
<td>HIS, C</td>
<td>Higher Or Same, Carry Set</td>
<td>C = 1</td>
</tr>
<tr>
<td>1000</td>
<td>LO, NC</td>
<td>Lower, Carry Clear</td>
<td>C = 0</td>
</tr>
<tr>
<td>1001</td>
<td>LOS</td>
<td>Lower Or Same</td>
<td>C = 0 OR Z = 1</td>
</tr>
<tr>
<td>1010</td>
<td>NOV</td>
<td>No Overflow</td>
<td>V = 0</td>
</tr>
<tr>
<td>1011</td>
<td>OV</td>
<td>Overflow</td>
<td>V = 1</td>
</tr>
<tr>
<td>1100</td>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>1101</td>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
<tr>
<td>1110</td>
<td>NBIO</td>
<td>BIO Input Equal To Zero</td>
<td>BIO = 0</td>
</tr>
<tr>
<td>1111</td>
<td>UNC</td>
<td>Unconditional</td>
<td>-</td>
</tr>
</tbody>
</table>

Description
If the specified condition being tested is true, then the 8-bit zero extended constant is stored in the location pointed to by the “loc16” addressing mode:

```plaintext
if(COND = true)  [loc16] = 0:8bit;
```

**Note:** Addressing modes are not conditionally executed; therefore, if an addressing mode performs a pre- or post-modification, it will execute regardless of whether the condition is true or not.

Flags and Modes
- **N**
  - If (COND = true AND loc16 = @AX), then after the move AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1, otherwise it is cleared.

- **Z**
  - If (COND = true AND loc16 = @AX), then after the move, AX is tested for a zero condition. The zero flag bit is set if AX = 0, otherwise it is cleared.

- **V**
  - If the V flag is tested by the condition, then V is cleared.
**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate:
; if( VarA > 20 )
; VarA = 0;

    CMP   @VarA,#20 ; Set flags on (VarA - 20)
    MOV   @VarA,#0,GT ; Zero VarA if greater then
MOV B loc16, AX.LSB

Store LSB of AX Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>MOV B loc16, AX.LSB</td>
<td>0011 110A LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **AX.LSB**: Least significant byte of accumulator high (AH.LSB) or accumulator low (AL.LSB) register

**Description**
Load 8 bits of the location pointed to by the “loc16” addressing mode with the least significant byte of the specified AX register (AH.LSB or AL.LSB). The form of the “loc16” operand determines which of its 8 bits are loaded and which of its 8 bits are left unchanged:

```plaintext
if(loc16 = *+XARn[offset])
{
    if(offset is an even value)
        [loc16.LSB] = AX.LSB;
        [loc16.MSB] = unchanged;
    if(offset is an odd value)
        [loc16.LSB] = unchanged;
        [loc16.MSB] = AX.LSB;
}
else
    [loc16.LSB] = AX.LSB;
    [loc16.MSB] = unchanged;
```

**Note:** offset = 3-bit immediate or AR0 or AR1 indexed addressing modes only.

This is a read-modify-write operation.

**Flags and Modes**
- **N**: If (loc16 = @AX), then after the move AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1, otherwise it is cleared.
- **Z**: If (loc16 = @AX), then after the move, AX is tested for a zero condition. The zero flag bit is set if AX = 0, otherwise it is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
```
; Store the 32-bit contents of the ACC into the
; 32-bit contents of "Var32" location in reverse byte order:
; Before operation:  ACC = B3 | B2 | B1 | B0
; After operation:  Var32 = B0 | B1 | B2 | B3
MOV L XAR2,#Var32     ; Load XAR2 with address of "Var32"
MOV B *+XAR2[0],AH.MSB ; Var32(B0) = ACC(B3)
MOV B *+XAR2[1],AH.LSB ; Var32(B1) = ACC(B2)
MOV B *+XAR2[2],AL.MSB ; Var32(B2) = ACC(B1)
MOV B *+XAR2[3],AL.LSB ; Var32(B3) = ACC(B0)
```
MOVB loc16, AX.MSB

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVB loc16, AX.MSB</td>
<td>1100 100A LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
- **loc16**: Addressing mode (see Chapter 5)
- **AX.MSB**: Most significant byte of accumulator high (AH.MSB) or accumulator low (AL.MSB) register

Description
Load 8 bits of the location pointed to by the "loc16" addressing mode with the most significant byte of the specified AX register (AH.MSB or AL.MSB). The form of the "loc16" operand determines which of its 8 bits are loaded and which of its 8 bits are left unchanged:

\[
\text{if}(\text{loc16} = *+\text{XARn}[\text{offset}])
\]

\[
\begin{cases}
\text{if (offset is an even number )} & \text{[loc16.LSB] = AX.MSB; } \\
& \text{[loc16.MSB] = unchanged; } \\
\text{if (offset is an odd number )} & \text{[loc16.LSB] = unchanged; } \\
& \text{[loc16.MSB] = AX.MSB; } \\
\text{else} & \text{[loc16.LSB] = AX.MSB; } \\
& \text{[loc16.MSB] = unchanged; }
\end{cases}
\]

Note: offset = 3-bit immediate or AR0 or AR1 indexed addressing modes only.

This is a read-modify-write operation.

Flags and Modes
- **N**: If (loc16 = @AX), then after the move AX is tested for a negative condition. The negative flag bit is set if bit 15 of AX is 1, otherwise it is cleared.
- **Z**: If (loc16 = @AX), then after the move, AX is tested for a zero condition. The zero flag bit is set if AX = 0, otherwise it is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Store the 32-bit contents of the ACC into the 32-bit contents of "Var32" location in reverse byte order:
; Before operation: ACC = B3 | B2 | B1 | B0
; After operation: Var32 = B0 | B1 | B2 | B3
MOVL XAR2,#Var32 ; Load XAR2 with address of "Var32"
MOVB *+XAR2[0],AH.MSB ; Var32(B0) = ACC(B3)
MOVB *+XAR2[1],AH.LSB ; Var32(B1) = ACC(B2)
MOVB *+XAR2[2],AL.MSB ; Var32(B2) = ACC(B1)
MOVB *+XAR2[3],AL.LSB ; Var32(B3) = ACC(B0)

6-192
## MOVB XARn, #8bit

### Load Auxiliary Register With 8-bit Value

<table>
<thead>
<tr>
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<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVB XAR0...5, #8bit</td>
<td>1101 0nnn</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVB XAR6, #8bit</td>
<td>1011 1110</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVB XAR7, #8bit</td>
<td>1011 0110</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands
- **XARn**: XAR0 to XAR7, 32-bit auxiliary registers
- **#8bit**: 8-bit immediate constant value

### Description
Load XARn with the 8-bit unsigned immediate value:

\[
XARn = 0:8bit;
\]

### Flags and Modes
None

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example
```
MOVB XAR0, #F2h ; Load XAR0 with 0x0000 00F2
```
MOVDL XT,loc16

Store XT and Load New XT

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVDL XT,loc16</td>
<td>1010 0110 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

### Operands
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

**Note**: For this operation, register-addressing modes cannot be used. The modes are: @XARn, @ACC, @P, @XT. An illegal instruction trap will be generated.

### Description
Load the XT register with the 32-bit content of the location pointed to by the "loc32" addressing mode and then load the next highest 32-bit location pointed to by "loc32" with the content of XT:

\[
\begin{align*}
XT &= [\text{loc32}] ; \\
[\text{loc32} + 2] &= XT ;
\end{align*}
\]

### Flags and Modes
None

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example
; Calculate using 32-bit multiply, retaining high result:
; \( Y = (X0*C0) \gg 2 \) + \( (X1*C1) \gg 2 \) + \( (X2*C2) \gg 2 \)
; \( X2 = X1 \)
; \( X1 = X0 \)
SPM −2 ; Set product shift to \( \gg 2 \)
ZAPA ; Zero ACC, P, OVC
MOVL XT,@X2 ; XT = X2
QMPYL P,XT,@C2 ; P = XT*C2
MOVDL XT,@X1 ; XT = X1, ACC = X2*C2>>2, X2 = X1
QMPYAL P,XT,@C1 ; P = XT*C1
MOVDL XT,@X0 ; XT = X0, ACC = X1*C1>>2 + X2*C2>>2, X2 = X0
QMPYAL P,XT,@C0 ; P = XT*C0
ADDDL ACC,P << PM ; ACC = X0*C0>>2 + X1*C1>>2 + X2*C2>>2
MOVL @Y,ACC ; Store result into Y
**MOVH**  \textit{loc16,ACC} \textit{<< 1..8}

\textbf{Save High Word of Shifted Accumulator}

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVH loc16, ACC \textit{&lt;&lt; 1}</td>
<td>1011 0011 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td>MOVH loc16, ACC \textit{&lt;&lt; 2..8}</td>
<td>0101 0110 0010 1111 0000 0SHF LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVH loc16, ACC \textit{&lt;&lt; 2..8}</td>
<td>1011 0SHF LLLL LLLL</td>
<td>0</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- \textit{loc16} Addressing mode (see Chapter 5)
- \textit{ACC} Accumulator register
- \#1..8 Shift value

**Description**
Load the content of the location pointed to by the “\textit{loc16}” addressing mode with the high word of the ACC register after left-shifting by the specified value. The ACC register is not modified:

\[ [\text{loc16}] = \text{ACC} >> (16 - \text{shift value}) \]

**Flags and Modes**
- **N** If (\textit{loc16} = @AX), then after the load AX is checked for a negative condition. The N flag is set if bit 15 of the AX is 1; else N is cleared.
- **Z** If (\textit{loc16} = @AX) then after the load AX is checked for a zero condition. The Z flag is set if AX is zero; else Z is cleared.

**Repeat**
If the operation is repeatable, then the instruction will be executed \textit{N+1} times. The state of the Z and N flags will reflect the final result. If the operation is not repeatable, the instruction will execute only once.

**Example**
\begin{enumerate}
\item Multiply two Q15 numbers (VarA and VarB) and store result in VarC as a Q15 number:
\begin{verbatim}
MOV \ T, @VarA ; T = VarA \quad \text{(Q15)}
MPY \ ACC, T, @VarB ; ACC = VarA * VarB \quad \text{(Q30)}
MOVH \ @VarC, ACC \textit{<< 1} ; VarC = ACC >> (16-1) \quad \text{(Q15)}
\end{verbatim}
\item VarC as a Q31 number:
\begin{verbatim}
MOV \ T, @VarA ; T = VarA \quad \text{(T = Q14)}
MPY \ ACC, T, @VarB ; ACC = VarA * VarB \quad \text{(ACC = Q28)}
MOV \ @VarC+0, ACC \textit{<< 3} ; VarC low = ACC \textit{<< 3}
MOVH \ @VarC+1, ACC \textit{<< 3} ; VarC high = ACC >> (16-1) \quad \text{(VarC = Q31)}
\end{verbatim}
\end{enumerate}
MOVH  loc16, P

Save High Word of the P Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVH loc16,P</td>
<td>0101 0111</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **P**: Product register

**Description**
The contents of the P register are shifted by the amount specified in the product shift mode (PM), and the upper half of the shifted value is stored into the 16-bit location pointed to by the "loc16" addressing mode. The P register is not modified by the operation:

\[
[loc16] = (P << PM) >> 16;
\]

**Flags and Modes**
- **N**: If (loc16 = @AX) and bit 15 of the AX register is 1, then the N bit is set; otherwise, N is cleared.
- **Z**: If (loc16 = @AX) and the value of AX after the load is zero, then the Z bit is set; otherwise Z is cleared.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, and N flags will reflect the final result.

**Example**

; Calculate Y32 = M16*X16 >> 6
MOV   T,@M16   ; T = M
MPY   P,T,@X16 ; P = T * X
SPM   -6       ; Set product shift to >> 6
MOV   @Y32+0,P ; Y32 = P >> 6
MOVH  @Y32+1,P
**MOVL ACC, loc32**  
*Load Accumulator With 32 Bits*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL ACC, loc32</td>
<td>0000 0110 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
- **ACC**: Accumulator register  
- **loc32**: Addressing mode (see Chapter 5)

**Description**  
Load the ACC register with the content of the location pointed to by the “loc32” addressing mode.

\[ \text{ACC} = \text{[loc32]} \]

**Flags and Modes**  
- **N**: After the load, the N flag is set if bit 31 of the ACC is 1, else N is cleared.  
- **Z**: After the load, the Z flag is set if the ACC is zero, else Z is cleared.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
Calculate the 32-bit value: \( \text{VarC} = \text{VarA} + \text{VarB} \);

- `MOVL ACC, @VarA`; Load ACC with contents of VarA
- `ADDL ACC, @VarB`; Add to ACC the contents of VarB
- `MOVL @VarC, ACC`; Store result into VarC
MOVL ACC, P << PM

Load the Accumulator With Shifted P

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL ACC, P &lt;&lt; PM</td>
<td>0001 0110 1010 1100</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Note: This instruction is an alias for the "MOVP T, loc16" operation with "loc16 = @T" addressing mode.

Operands
- ACC: Accumulator register
- P: Product register
- << PM: Product shift mode

Description
Load the ACC register with the content of the P register shifted as specified by the product shift mode (PM):

\[ ACC = P << PM; \]

Flags and Modes
- N: After the load, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- Z: After the load, the Z flag is set if the ACC is zero, else Z is cleared.
- PM: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
```
; Calculate: Y = Y + (M*X >> 4)
; Y is a 32-bit value, M and X are 16-bit values
SPM -4                   ; Set product shift to >> 4
MOV T, @M                ; T = M
MPY P, T, @X             ; P = M * X
MOVL ACC, P << PM        ; ACC = M*X >> 4
ADDL @Y, ACC             ; Y = Y + ACC
```
MOVL loc32, ACC  

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL loc32, ACC</td>
<td>0001 1110 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

- ACC  Accumulator register
- loc32  Addressing mode (see Chapter 5)

Description

Store the contents of the ACC register into the location pointed to by the "loc32" addressing mode:

\[ \text{[loc32]} = \text{ACC}; \]

Flags and Modes

- N  If (loc32 = @ACC) then after the load, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- Z  If (loc32 = @ACC) then after the load, the Z flag is set if ACC is zero, else Z is cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

Calculate the 32-bit value: VarC = VarA + VarB;

MOVL ACC,@VarA  ; Load ACC with contents of VarA
ADDL ACC,@VarB  ; Add to ACC the contents of VarB
MOVL @VarC,ACC  ; Store result into VarC
**MOVL loc32,ACC,COND**  
*Conditionally Store the Accumulator*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL loc32,ACC,COND</td>
<td>0101 0110 0100 1000 0000 COND LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
- **loc32**  
  Addressing mode (see Chapter 5)
- **ACC**  
  Accumulator register
- **COND**  
  Conditional codes:

<table>
<thead>
<tr>
<th>COND</th>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>0001</td>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>0010</td>
<td>GT</td>
<td>Greater Then</td>
<td>Z = 0 AND N = 0</td>
</tr>
<tr>
<td>0011</td>
<td>GEQ</td>
<td>Greater Then Or Equal To</td>
<td>N = 0</td>
</tr>
<tr>
<td>0100</td>
<td>LT</td>
<td>Less Then</td>
<td>N = 1</td>
</tr>
<tr>
<td>0101</td>
<td>LEQ</td>
<td>Less Then Or Equal To</td>
<td>Z = 1 OR N = 1</td>
</tr>
<tr>
<td>0110</td>
<td>HI</td>
<td>Higher</td>
<td>C = 1 AND Z = 0</td>
</tr>
<tr>
<td>0111</td>
<td>HIS, C</td>
<td>Higher Or Same, Carry Set</td>
<td>C = 1</td>
</tr>
<tr>
<td>1000</td>
<td>LO, NC</td>
<td>Lower, Carry Clear</td>
<td>C = 0</td>
</tr>
<tr>
<td>1001</td>
<td>LOS</td>
<td>Lower Or Same</td>
<td>C = 0 OR Z = 1</td>
</tr>
<tr>
<td>1010</td>
<td>NOV</td>
<td>No Overflow</td>
<td>V = 0</td>
</tr>
<tr>
<td>1011</td>
<td>OV</td>
<td>Overflow</td>
<td>V = 1</td>
</tr>
<tr>
<td>1100</td>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>1101</td>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
<tr>
<td>1110</td>
<td>NBIO</td>
<td>BIO Input Equal To Zero</td>
<td>BIO = 0</td>
</tr>
<tr>
<td>1111</td>
<td>UNC</td>
<td>Unconditional</td>
<td>–</td>
</tr>
</tbody>
</table>

**Description**  
If the specified condition being tested is true, then the location pointed to by the “loc32” addressing mode will be loaded with the contents of the ACC register:

```plaintext
if(COND = true) [loc32] = ACC;
```

**Note:** Addressing modes are not conditionally executed. Hence, if an addressing mode performs a pre or post modification, the modification will occur regardless of whether the condition is true or not.
Flags and Modes

N  If (COND = true AND loc32 = @ACC), then after the move if bit 31 of ACC is 1, N is set; otherwise N cleared.

Z  If (COND = true AND loc32 = @ACC), then after the move if (ACC = 0), then the Z bit is set; otherwise it is cleared.

V  If the V flag is tested by the condition, then V is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Swap the contents of 32-bit VarA and VarB if VarB is higher:
MOVL ACC,@VarB ; ACC = VarB
MOVL P,@VarA ; P = VarA
CMPL ACC,@P ; Set flags on (VarB − VarA)
MOVL @VarA,ACC,HI ; VarA = ACC if higher
MOVL @P,ACC,HI ; P = ACC if higher
MOVL @VarA,P ; VarA = P
MOVL loc32, P

Store the P Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL loc32, P</td>
<td>1010 1001 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
- **loc32**: Addressing mode (see Chapter 5)
- **P**: Product register

Description
Store the P register contents into the location pointed to by the "loc32" addressing mode:

\[ \text{[loc32]} = P; \]

Flags and Modes
- **N**: If (loc32 = @ACC) and bit 31 of the ACC register is 1, then the N bit is set; otherwise, N is cleared.
- **Z**: If (loc32 = @ACC) and the value of ACC after the load is zero, then the Z bit is set; otherwise Z is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Add 64-bit VarA, VarB and VarC, and store result in VarD:
MOVL P,@VarA+0     ; Load P with low 32 bits of VarA
MOVL ACC,@VarA+2   ; Load ACC with high 32 bits of VarA
ADDUL P,@VarB+0    ; Add to P unsigned low 32 bits of VarB
ADDCL ACC,@VarB+2  ; Add to ACC with carry high 32 bits of VarB
ADDUL P,@VarC+0    ; Add to P unsigned low 32 bits of VarC
ADDCL ACC,@VarC+2  ; Add to ACC with carry high 32 bits of VarC
MOVL @VarD+0,P     ; Store low 32-bit result into VarD
MOVL @VarD+2,ACC   ; Store high 32-bit result into VarD

6-202
MOVL loc32, XARn

Store 32-bit Auxiliary Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL loc32, XAR0</td>
<td>0011 1010 LLLL LLLL</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVL loc32, XAR1</td>
<td>1011 0010 LLLL LLLL</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVL loc32, XAR2</td>
<td>1010 1010 LLLL LLLL</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVL loc32, XAR3</td>
<td>1010 0010 LLLL LLLL</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVL loc32, XAR4</td>
<td>1010 1000 LLLL LLLL</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVL loc32, XAR5</td>
<td>1010 0000 LLLL LLLL</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVL loc32, XAR6</td>
<td>1100 0010 LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>MOVL loc32, XAR7</td>
<td>1100 0011 LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands:
- **loc32**: Addressing mode (see Chapter 5)
- **XARn**: XAR0 to XAR7, 32-bit auxiliary registers

Description:
Load the contents of the 32-bit addressed location with the contents of XARn:

\[[loc32] = XARn;\]

Flags and Modes:
- **N**: If (loc32 = @ACC), then the load to ACC is tested for a negative condition. Bit-31 of the ACC register is the sign bit, 0 for positive, 1 for negative. The negative flag bit is set if the operation on the ACC register generates a negative value, otherwise it is cleared.
- **Z**: If (loc32 = @ACC), then the load to ACC is tested for a zero condition. The bit is set if the result of the operation on the ACC register generates a 0 value, otherwise it is cleared.

Repeat:
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example:
- **MOVL @ACC, XAR0** ; Move the 32-bit contents of XAR0 into ACC.
  ; If bit 31 of the ACC is 1 set N. If ACC = 0, set Z.
- **MOVL *XAR1, XAR7** ; Move the 32-bit contents of XAR7 into the location pointed to by XAR1.
- **MOVL *XAR6++,XAR6** ; Move the 32-bit contents of XAR6 into the location pointed to by XAR6. Post-increment the contents of XAR6.
- **MOVL *--XAR5,XAR5** ; Predecrement the contents of XAR5. Move the 32-bit contents of XAR5 into the location pointed to by XAR5.
### MOVL loc32,XT

Store the XT Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL loc32,XT</td>
<td>1010</td>
<td>LLLL</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc32**: Addressing mode (see Chapter 5)
- **XT**: Multiplicand register

**Description**
Store the T register into 32-bit location pointed to by the "loc32" addressing mode:

\[
[\text{loc32}] = \text{XT};
\]

**Flags and Modes**
- **N**: If \((\text{loc32} = @\text{ACC})\) and bit 31 of the ACC register is 1, then the N bit is set; otherwise, N is cleared.
- **Z**: If \((\text{loc32} = @\text{ACC})\) and the value of ACC after the load is zero, then the Z bit is set; otherwise Z is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Calculate using 32-bit multiply, retaining high result:
; \(Y = (X0*C0) \gg 2) + (X1*C1 \gg 2) + (X2*C2 \gg 2)\)
; X2 = X1
; X1 = X0

```assembly
SPM -2 ; Set product shift to \gg 2
ZAPA ; Zero ACC, P, OVC
MOVL XT,@X2 ; XT = X2
QMPYL P,XT,@C2 ; P = XT*C2
MOVL XT,@X1 ; XT = X1, ACC = X2*C2 \gg 2
QMPYAL P,XT,@C1 ; P = XT*C1
MOVL @X2,XT ; X2 = X1
MOVL XT,@X0 ; XT = X0, ACC = X1*C1 \gg 2 + X2*C2 \gg 2
QMPYAL P,XT,@C0 ; P = XT*C0
MOVL @X1,XT ; X1 = X0
ADDL ACC,P \ll PM ; ACC = X0*C0 \gg 2 + X1*C1 \gg 2 + X2*C2 \gg 2
MOVL @Y,ACC ; Store result into Y
```
## MOVL P,ACC

**Load P From the Accumulator**

### Syntax Options

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL P,ACC</td>
<td>1111 1111 0101 1010</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands

- **P**: Product register
- **ACC**: Accumulator register

### Description

Load the P register with the content of the ACC register:

\[ P = ACC; \]

### Flags and Modes

None

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

Calculate the 32-bit value: \( \text{VarC} = \text{abs(VarA)} + \text{abs(VarB)} \)

```assembly
MOVL ACC,@VarA ; Load ACC with contents of VarA
ABS ACC          ; Take absolute value of VarA
MOVL P,ACC       ; Temp save ACC in P register
MOVL ACC,@VarB   ; Load ACC with contents of VarB
ABS ACC          ; Take absolute value of VarB
ADDL ACC,@P      ; Add contents of P to ACC
MOVL @VarC,ACC   ; Store result into VarC
```
### MOVL P,loc32

**Load the P Register**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL P,loc32</td>
<td>1010 0011 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **P**: Product register
- **loc32**: Addressing mode (see Chapter 5)

**Description**

Load the P register with the 32-bit location pointed to by the "loc32" addressing mode:

\[ P = [\text{loc32}] \]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Add 64-bit VarA, VarB and VarC, and store result in VarD:

```
MOVL P, @VarA+0 ; Load P with low 32 bits of VarA
MOVL ACC, @VarA+2 ; Load ACC with high 32 bits of VarA
ADDUL P, @VarB+0 ; Add to P unsigned low 32 bits of VarB
ADDCL ACC, @VarB+2 ; Add to ACC with carry high 32 bits of VarB
ADDUL P, @VarC+0 ; Add to P unsigned low 32 bits of VarC
ADDCL ACC, @VarC+2 ; Add to ACC with carry high 32 bits of VarC
MOVL @VarD+0, P ; Store low 32-bit result into VarD
MOVL @VarD+2, ACC ; Store high 32-bit result into VarD
```
MOVL XARn, loc32

Load 32-bit Auxiliary Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL XAR0, loc32</td>
<td>1000 1110 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR1, loc32</td>
<td>1000 1011 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR2, loc32</td>
<td>1000 0110 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR3, loc32</td>
<td>1000 0010 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR4, loc32</td>
<td>1000 1010 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR5, loc32</td>
<td>1000 0011 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR6, loc32</td>
<td>1100 0100 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR7, loc32</td>
<td>1100 0101 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

XARn  XAR0 to XAR7, 32-bit auxiliary registers
loc32  Addressing mode (see Chapter 5)

Description

Load XARn with the contents of the 32-bit addressed location:

\[ XARn = \text{[loc32]}; \]

Flags and Modes

None

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

MOVL XAR0, @ACC ; Move the 32-bit contents of ACC into XAR0
MOVL XAR2, *XAR0++ ; Move the 32-bit value pointed to by XAR0 into XAR2. Post increment XAR0 by 2
MOVL XAR3, *XAR3++ ; Move the 32-bit value pointed to by XAR3 into XAR3. Address modification of XAR3 is ignored.
MOVL XAR4, *--XAR4 ; Predecrement the contents of XAR4.
                     ; Move the 32-bit value pointed to by XAR4 into XAR4.
**MOVL XARn, #22bit**

*Load 32-bit Auxiliary Register With Constant Value*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL XAR0, #22bit</td>
<td>1000 1101 00CC CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR1, #22bit</td>
<td>1000 1101 01CC CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR2, #22bit</td>
<td>1000 1101 10CC CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR3, #22bit</td>
<td>1000 1101 11CC CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR4, #22bit</td>
<td>1000 1111 00CC CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR5, #22bit</td>
<td>1000 1111 01CC CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR6, #22bit</td>
<td>0111 0110 10CC CCCC CCCC CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>MOVL XAR7, #22bit</td>
<td>0111 0110 11CC CCCC CCCC CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
XARn  
XAR0 to XAR7, 32-bit auxiliary registers

**#22bit**  
22-bit immediate constant value

**Description**  
Load XARn with a 22-bit unsigned constant:

\[
\text{XARn} = 0:22\text{bit};
\]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
MOVL XAR4,#VarA  
; Initialize XAR4 pointer with the  
; 22-bit address of VarA
**MOVL XT, loc32**

*Load the XT Register*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL XT, loc32</td>
<td>1000 0111 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **T**: Upper 16 bits of the multiplicand register (XT)
- **loc32**: Addressing mode (see Chapter 5)

**Description**

Load the XT register with the 32-bit content of the location pointed to by the "loc32" addressing mode:

\[ XT = [\text{loc32}]; \]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate using 32-bit multiply, retaining high result:
; \[ Y = (X0*C0) >> 2) + (X1*C1 >> 2) + (X2*C2 >> 2) \]
; \[ X2 = X1 \]
; \[ X1 = X0 \]

SPM   −2 ; Set product shift to >> 2
ZAPA  ; Zero ACC, P, OVC
MOVL  XT, @X2 ; XT = X2
QMPYL P, XT, @C2 ; P = XT*C2
MOVL  XT, @X1 ; XT = X1, ACC = X2*C2 >> 2
QMPYAL P, XT, @C1 ; P = XT*C1
MOVL  @X2, XT ; X2 = X1
MOVL  XT, @X0 ; XT = X0, ACC = X1*C1 >> 2 + X2*C2 >> 2
QMPYAL P, XT, @C0 ; P = XT*C0
MOVL  @X1, XT ; X1 = X0
ADDL  ACC, P << PM ; ACC = X0*C0 >> 2 + X1*C1 >> 2 + X2*C2 >> 2
MOVL  @Y, ACC ; Store result into Y
MOVP T,loc16

Load the T Register and Store P in the Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVP T,loc16</td>
<td>0001 0110 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

- **T**: Upper 16 bits of the multiplicand register (XT)
- **loc16**: Addressing mode (see Chapter 5)

Description

Load the T register with the 16-bit content of the location pointed to by the "loc16" addressing mode. Also, the content of the P register, shifted by the amount specified by the product shift mode (PM) bits, is loaded into the ACC register:

\[
T = \text{loc16}; \\
\text{ACC} = P \ll \text{PM};
\]

Flags and Modes

- **N**: After the operation if bit 31 of the ACC register is 1, then the N bit is set; otherwise, N is cleared.
- **Z**: After the operation, if the value of ACC is zero, then the Z bit is set; otherwise Z is cleared.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

```assembly
; Calculate using 16-bit multiply:
; Y = (X0*C0) >> 2) + (X1*C1 >> 2) + (X2*C2 >> 2)
; X2 = X1
; X1 = X0
SPM -2 ; Set product shift to >> 2
MOV T,@X2 ; T = X2
MPY P,T,@C2 ; P = T*C2
MOVP T,@X1 ; T = X1, ACC = X2*C2 >> 2
MPY P,T,@C1 ; P = T*C1
MOV @X2,T ; X2 = X1
MOVA T,@X0 ; T = X0, ACC = X1*C1 >> 2 + X2*C2 >> 2
MPY P,T,@C0 ; P = T*C0
MOV @X1,T ; X1 = X0
ADDL ACC,P << PM ; ACC = X0*C0 >> 2 + X1*C1 >> 2 + X2*C2 >> 2
MOVL @Y,ACC ; Store result into Y
```

6-210
MOVS T,loc16

**Load T and Subtract P From the Accumulator**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVS, T,loc16</td>
<td>0001 0001 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- **T**: Upper 16 bits of the multiplicand register (XT)
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Load the T register with the 16-bit content of the location pointed to by the "loc16" addressing mode. Also, the content of the P register, shifted by the amount specified by the product shift mode (PM) bits, is subtracted from the content of the ACC register:

\[
T = [\text{loc16}]; \\
\text{ACC} = \text{ACC} - P \ll PM;
\]

**Flags and Modes**
- **N**: After the operation, if bit 31 of the ACC register is 1, then the N bit is set; otherwise, N is cleared.
- **Z**: After the operation, if the value of ACC is zero, then the Z bit is set; otherwise Z is cleared.
- **C**: If the subtraction generates a borrow, the C bit is cleared; otherwise, C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OV**: If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflows.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag will be set if an intermediate overflow occurs.
Example

; Calculate using 16-bit multiply:
; \( Y = (X_0 \times C_0) \gg 2 + (X_1 \times C_1) \gg 2 + (X_2 \times C_2) \gg 2 \)
; \( X_2 = X_1 \)
; \( X_1 = X_0 \)
SPM -2 ; Set product shift to \( \gg 2 \)
MOVP T,@X2 ; T = X_2
MPYS P,T,@C2 ; P = T \times C_2, ACC = 0
MOVS T,@X1 ; T = X_1, ACC = -X_2 \times C_2 \gg 2
MPY P,T,@C1 ; P = T \times C_1
MOV @X2,T ; X_2 = X_1
MOVA T,@X0 ; T = X_0, ACC = -X_1 \times C_1 \gg 2 - X_2 \times C_2 \gg 2
MPY P,T,@C0 ; P = T \times C_0
MOV @X1,T ; X_1 = X_0
SUBL ACC,P << PM ; ACC = -X_0 \times C_0 \gg 2 - X_1 \times C_1 \gg 2 - X_2 \times C_2 \gg 2
MOVL @Y,ACC ; Store result into Y
**MOVU ACC,loc16**

**Load Accumulator With Unsigned Word**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVU ACC,loc16</td>
<td>0000 1110 LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**
  - Accumulator register
- **loc16**
  - Addressing mode (see Chapter 5)

**Description**

Load the low half of the accumulator (AL) with the 16-bit contents of the addressed location pointed to by the "loc16" addressing mode and fill the high half of the accumulator (AH) with 0s:

\[
\begin{align*}
  &AL = [\text{loc16}]; \\
  &AH = 0x0000;
\end{align*}
\]

**Flags and Modes**

- **N**
  - Clear flag.
- **Z**
  - After the load, the Z flag is set if the ACC value is zero, else Z is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Add three 32-bit unsigned variables by 16-bit parts:

```
MOVU ACC,@VarAlow ; AH = 0, AL = VarAlow
ADD  ACC,@VarAhigh << 16 ; AH = VarAhigh, AL = VarAlow
ADDU ACC,@VarBlow  ; ACC = ACC + 0:VarBlow
ADD  ACC,@VarBhigh << 16 ; ACC = ACC + VarBhigh << 16
ADDCU ACC,@VarClow ; ACC = ACC + VarClow + Carry
ADD  ACC,@VarChigh << 16 ; ACC = ACC + VarChigh << 16
```
**MOVU loc16,OVC**

*Store the Unsigned Overflow Counter*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVU loc16,OVC</td>
<td>0101 0110 0010 1000 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **OVC**: Overflow counter

**Description**
Store the 6 bits of the overflow counter (OVC) into the lower 6 bits of the location pointed to by the “loc16” addressing mode and zero the upper 10 bits of the addressed location:

\[
[\text{loc16}(15:6)] = 0; \\
[\text{loc16}(5:0)] = \text{OVC};
\]

**Flags and Modes**
- **N**: If (loc16 = @AX) and bit 15 of AX is 1, then set N; otherwise clear N.
- **Z**: If (loc16 = @AX) and AX is zero, then set Z; otherwise clear Z.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Save and restore contents of ACC and OVC bits:

```
MOVU   *SP++,OVC ; Save OVC on stack
MOV    *SP++,AL ; Save AL on stack
MOV    *SP++,AH ; Save AH on stack
.
.
.
.
MOVU OVC,*--SP ; Restore OVC from stack
MOV    AL,*--SP ; Restore AL from stack
MOVU   OVC,*--SP ; Restore OVC from stack
```

6-214
**MOVU OVC,loc16**  
_Load Overflow Counter With Unsigned Value_

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVU OVC,loc16</td>
<td>0101 0110 0110 0010</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
OVC  
6-bit overflow counter

**Description**  
Load the overflow counter (OVC) with the lower 6 bits of the location pointed to by the “loc16” addressing mode:

\[ \text{OVC} = \lfloor \text{loc16(5:0)} \rfloor \]

**Flags and Modes**  
OVC  
The 6-bit overflow counter is modified.

**Repeat**  
This instruction is not repeatable. If this instruction follows the **RPT** instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
Save and restore contents of ACC and OVC bits:

```汇编
; Save OVC on stack
MOVU RSP, OVC
; Save AL on stack
MOV RSP, AL
; Save AH on stack
MOV RSP, AH
; Restore AH from stack
MOV AL, RSP
; Restore AL from stack
MOVU OVC, RSP
; Restore OVC from stack
```
MOVW DP, #16bit

**Load the Entire Data Page**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVW DP, #16bit</td>
<td>0111 0110 0001 1111</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**
- **DP** Data page register
- **#16bit** 16-bit immediate constant value

**Description**
Load the data page register with a 16-bit constant:

\[
DP(15:0) = 16bit;
\]

**Flags and Modes**
None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```
MOVW DP, #VarA ; Load DP with the data page that contains VarA. Assumes VarA is in the lower 0x003F FFC0 of memory
MOVW DP, #0F012h ; Load DP with data page number 0xF012
```
MOVX TL,loc16  

Load Lower Half of XT With Sign Extension

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
</table>
| MOVX TL,loc16  | 0101 0110 0010 0001  
xxxx xxxx LLLL LLLL | 1      | –   | 1   |

Operands  

TL  Lower 16 bits of the multiplicand register (XT)

loc32  Addressing mode (see Chapter 5)

Description  

Load the lower 16 bits of the multiplicand register (TL) with the 16-bit contents of the location pointed to by the “loc16” addressing mode and then sign extend that value into the upper 16 bits of XT:

TL = [loc16];
T = sign extension of TL;

Flags and Modes  

None

Repeat  

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example  

; Calculate and keep low 32-bit result: Y32 = M32*X16
MOVX TL,@X16 ; XT = S:X16
IMPYL P,XT,@M32 ; P = XT * M32  (low 32 bits of result)
MOVL @Y32,P ; Store result into Y32
MOVZ ARn, loc16

Load Lower Half of XARn and Clear Upper Half

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVZ AR0...5, loc16</td>
<td>0101 1nnn LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>MOVZ AR6, loc16</td>
<td>1000 1000 LLLL LLLL</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>MOVZ AR7, loc16</td>
<td>1000 0000 LLLL LLLL</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
- ARn: AR0 to AR7, lower 16 bits of auxiliary registers
- loc16: Addressing modes (See chapter [3])

Description
Load ARn with the contents of the 16-bit location and clear ARnH:

\[ ARn = [\text{loc16}]; \]
\[ ARnH = 0; \]

Flags and Modes
None

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
- MOVL XAR7, #ArrayA ; Initialize XAR2 pointer
- MOVZ AR0, *+XAR2[0] ; Load 16-bit value pointed to by XAR2 into AR0. XAR0(31:16) = 0.
- MOVZ AR7, *−SP[1] ; Load the first 16-bit value off of the stack into AR7. XAR7(31:16) = 0.
MOVZ DP, #10bit

**Load Data Page and Clear High Bits**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVZ DP, #10bit</td>
<td>1011 10CC CCCC CCCC</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **DP**: Data page register
- **#10bit**: 10-bit immediate constant value

**Description**

Load the data page register with a 10-bit constant and clear the upper 6 bits:

- DP(9:0) = 10bit;
- DP(15:10) = 0;

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

- MOVZ DP, #VarA ; Load DP with the data page that contains VarA. Assumes VarA is in the lower 0x0000 FFC0 of memory
- MOVZ DP, #3FFh ; Load DP with page number 0x03FF.
## MPY ACC, loc16#16bit

### 16 X 16-bit Multiply

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPY ACC, loc16,#16bit</td>
<td>0011 0100 LLLL LLLL CCCC CCCC CCCC</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)
- **#16bit**: 16-bit immediate constant value

**Description**
Load the T register with the 16-bit content of the location pointed to by the "loc16" addressing mode; then, multiply the signed 16-bit content of the T register by the specified signed 16-bit constant value:

\[ T = \text{loc16}; \]
\[ \text{ACC} = \text{signed } T \times \text{signed } \text{16bit}; \]

**Flags and Modes**
- **Z**: After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **N**: After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate signed using 16-bit multiply:

; \( Y_{32} = Y_{32} + X_{16} \times 2000 \)

MPY ACC,@X16,#2000 ; \( T = X_{16}, \text{ACC} = X_{16} \times 2000 \)
ADDL @Y32,ACC ; \( Y_{32} = Y_{32} + \text{ACC} \)
MPY  ACC,T,loc16

16 x 16-bit Multiply

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPY  ACC,T,loc16</td>
<td>0001 0110 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
ACC  Accumulator register
T    Multiplicand register
loc16 Addressing mode (see Chapter 5)

Description
Multiply the signed 16-bit content of the T register by the signed 16-bit contents of the location pointed to by the “loc16” addressing mode and store the result in the ACC register:

\[ \text{ACC} = \text{signed T} \times \text{signed [loc16]}; \]

Flags and Modes
Z    After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
N    After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Calculate signed using 16-bit multiply:
; Y32 = Y32 + X16*M16
MOV    T,@X16             ; T = X16
MPY    ACC,T,@M16         ; ACC = T * M16
ADDL   @Y32,ACC           ; Y32 = Y32 + ACC
MPY P,loc16,#16bit

16 X 16-Bit Multiply

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPY P,loc16,#16bit</td>
<td>1000 1100 LLLL LLLL</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Operands

P  Product register
loc16  Addressing mode (see Chapter 5)
#16bit  16-bit immediate constant value

Description
Multiply the signed 16-bit content of the T register by the signed 16-bit contents of the location pointed to by the “loc16” addressing mode and store the 32-bit result in the P register:

\[ P = \text{signed [loc16]} \times \text{signed 16bit}; \]

Flags and Modes
None

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; ; Calculate using 16-bit multiply:
; Y = (X0*C0 >> 2) + (X1*C1 >> 2) + (X2*C2 >> 2),
; C0, C1 and C2 are constants
SPM −2  ; Set product shift to >> 2
MOV B ACC,#0  ; Zero ACC
MP Y P,@X2,#C2  ; P = X2*C2
MP Y A P,@X1,#C1  ; ACC = X2*C2>>2, P = X1*C1
MP Y A P,@X0,#C0  ; ACC = X1*C1>>2 + X2*C2>>2, P = X0*C0
ADD L ACC, P << PM  ; ACC = X0*C0>>2 + X1*C1>>2 + X2*C2>>2
MOV L @Y, ACC  ; Store result into Y
MPY $P,T,loc16$

### Syntax Options

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPY $P,T,loc16$</td>
<td>0011 0011 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

### Operands
- **$P$**: Product register
- **$T$**: Multiplicand register
- **$loc16$**: Addressing mode (see Chapter 5)

### Description
Multiply the signed 16-bit content of the $T$ register by the signed 16-bit contents of the location pointed to by the “loc16” addressing mode and store the 32-bit result in the $P$ register:

$$P = \text{signed } T \times \text{signed } [\text{loc16}];$$

### Flags and Modes
None

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example
; Calculate using 16-bit multiply:
; $Y = (X0*C0) >> 2) + (X1*C1 >> 2) + (X2*C2 >> 2)$
; $X2 = X1$
; $X1 = X0$
SPM −2 ; Set product shift to $>> 2$
MOV P, T, @X2 ; $P = T*C2$, ACC = 0
MPYS P, T, @C2 ; $P = T*C2$
MOVAD T, @X1 ; $T = X1$, ACC = $X2*C2>>2$, X2 = X1
MPY P, T, @C1 ; $P = T*C1$
MOVAD T, @X0 ; $T = X0$, ACC = $X1*C1>>2 + X2*C2>>2$, X1 = X0
MPY P, T, @C0 ; $P = T*C0$
ADDL ACC, P << PM ; ACC = $X0*C0>>2 + X1*C1>>2 + X2*C2>>2$
MOVL @Y, ACC ; Store result into $Y$
**MPYA P,loc16,#16bit**

16 X 16-Bit Multiply and Add Previous Product

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYA P,loc16,#16bit</td>
<td>0001 0101 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**
- **P**: Product register
- **loc16**: Addressing mode (see Chapter 5)
- **#16bit**: 16-bit immediate constant value

**Description**
Add the previous product (stored in the P register), shifted as specified by the product shift mode (PM) bits, to the ACC register. Load the T register with the content of the location pointed to by the “loc16” addressing mode. Multiply the signed 16-bit content of the T register by the signed 16-bit constant value and store the 32-bit result in the P register:

\[
\text{ACC} = \text{ACC} + P \ll \text{PM};
\]

\[
T = \{\text{loc16}\};
\]

\[
P = \text{signed } T \times \text{signed } 16\text{bit};
\]

**Flags and Modes**
- **Z**: After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Calculate using 16-bit multiply:
; \( Y = (X0 \cdot C0 \gg 2) + (X1 \cdot C1 \gg 2) + (X2 \cdot C2 \gg 2) \),
; \( C0, C1 \) and \( C2 \) are constants

SPM -2 ; Set product shift to \( \gg 2 \)

MOV \#0 ACC, ; Zero ACC

MPY P, X2, #C2 ; \( P = X2 \cdot C2 \)

MPY A P, X1, #C1 ; \( ACC = X2 \cdot C2 \gg 2, P = X1 \cdot C1 \)

MPY A P, X0, #C0 ; \( ACC = X1 \cdot C1 \gg 2 + X2 \cdot C2 \gg 2, P = X0 \cdot C0 \)

ADDL ACC, P << PM ; \( ACC = X0 \cdot C0 \gg 2 + X1 \cdot C1 \gg 2 + X2 \cdot C2 \gg 2 \)

MOV \#Y ACC, ; Store result into \( Y \)
MPYA  P,T,loc16

16 X 16-bit Multiply and Add Previous Product

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYA P,T,loc16</td>
<td>0001 0111 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

Operands
- **P**  Product register
- **T**  Multiplicand register
- **loc16**  Addressing mode (see Chapter 5)

Description
Add the previous product (stored in the P register), shifted as specified by the product shift mode (PM), to the ACC register. Multiply the signed 16-bit content of T by the signed 16-bit content of the location pointed to by the "loc16" addressing mode and store the 32-bit result in the P register:

\[
\text{ACC} = \text{ACC} + \ P \ll \text{PM}; \\
\text{P} = \text{signed T} \times \text{signed [loc16]};
\]

Flags and Modes
- **Z**  After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **N**  After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**  If the addition generates a carry, C is set; otherwise C is cleared.
- **V**  If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**  If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
- **OVM**  If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.
- **PM**  The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag will be set if an intermediate overflow occurs.
Example

; Calculate using 16-bit multiply:
; \( Y = (X_0 \cdot C_0) &lt;&gt; 2 \) + \( (X_1 \cdot C_1) &lt;&gt; 2 \) + \( (X_2 \cdot C_2) &lt;&gt; 2 \)

SPM -2 ; Set product shift to &gt;&gt; 2
MOVP T, @X2 ; ACC = P, T = X2
MPYS P, T, @C2 ; ACC = ACC - P = 0, P = T*C2
MOV T, @X1 ; T = X1
MPYA P, T, @C1 ; ACC = X2*C2 &gt;&gt; 2, P = T*C1
MOV T, @X0 ; T = X0
MPYA P, T, @C0 ; ACC = X1*C1 &gt;&gt; 2 + X2*C2 &lt;&gt; 2, P = T*C0
ADDL ACC, P &lt;&lt; PM ; ACC = X0*C0 &gt;&gt; 2 + X1*C1 &gt;&gt; 2 + X2*C2 &gt;&gt; 2
MOVL @Y, ACC ; Store result into Y
### MPYB ACC,T,#8bit

**Multiply by 8-bit Constant**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYB ACC,T,#8bit</td>
<td>0011 0101 CCCC CCCC</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Operands

- **ACC**: Accumulator register
- **T**: Multiplicand register
- **#8bit**: 8-bit immediate constant value

#### Description

Multiply the signed 16-bit content of the T register by the unsigned 8-bit constant value zero extended and store the result in the ACC register:

\[
\text{ACC} = \text{signed } T \times 0:8\text{bit}
\]

#### Flags and Modes

- **Z**: After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **N**: After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

#### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

#### Example

; Calculate signed using 16-bit multiply:

; \( Y_{32} = Y_{32} + (X_{16} \times 5) \)

MOV T,@X16 ; T = X16  
MPYB ACC,T,#5 ; ACC = T \times 5  
ADDL @Y32,ACC ; Y32 = Y32 + ACC
MPYB P,T,#8bit

Multiply Signed Value by Unsigned 8-bit Constant

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYB P,T,#8bit</td>
<td>0011 0001 CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **P**  Product register
- **T**  Multiplicand register
- **#8bit**  8-bit immediate constant value

**Description**

Multiply the signed 16-bit content of the T register by the unsigned 8-bit immediate constant value zero extended and store the 32-bit result in the P register:

\[ P = \text{signed } T \times 0:8\text{bit}; \]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate: Y32 = X16 \* 5;
MOV  T,@X16 ; T = X16
MPYB P,T,#5 ; P = T \* #5
MOVL @Y,P ; Store result into Y32
MPYS  P,T,loc16

**16 X 16-bit Multiply and Subtract**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYS P,T,loc16</td>
<td>0001 0011 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- **P** Product register
- **T** Multiplicand register
- **loc16** Addressing mode (see Chapter 5)

**Description**
Subtract the previous product (stored in the P register), shifted as specified by the product shift mode (PM), from the ACC register. In addition, multiply the signed 16-bit content of the T register by the signed 16-bit constant value and store the result in the P register:

\[
\text{ACC} = \text{ACC} - P \ll \text{PM}; \\
P = \text{signed } T \times \text{signed } \{\text{loc16}\};
\]

**Flags and Modes**
- **Z** After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **N** After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C** If the subtraction generates a carry, C is set; otherwise C is cleared.
- **V** If an overflow occurs, V is set; otherwise V is not affected.
- **OVC** If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
- **OVM** If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.
- **PM** The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag will be set if an intermediate overflow occurs.
Example

; Calculate using 16-bit multiply:
; \( Y = (X_0 \cdot C_0 \gg 2) + (X_1 \cdot C_1 \gg 2) + (X_2 \cdot C_2 \gg 2) \)

SPM \(-2\) ; Set product shift to \(\gg 2\)

MOVP \(T, @X_2\) ; ACC = P, T = X_2

MPYS \(P, T, @C_2\) ; ACC = ACC - P = 0, P = T \cdot C_2

MOV \(T, @X_1\) ; T = X_1

MPYA \(P, T, @C_1\) ; ACC = X_2 \cdot C_2 \gg 2, P = T \cdot C_1

MOV \(T, @X_0\) ; T = X_0

MPYA \(P, T, @C_0\) ; ACC = X_1 \cdot C_1 \gg 2 + X_2 \cdot C_2 \gg 2, P = T \cdot C_0

ADDL ACC, P \(<< PM\) ; ACC = X_0 \cdot C_0 \gg 2 + X_1 \cdot C_1 \gg 2 + X_2 \cdot C_2 \gg 2

MOVL @Y, ACC ; Store result into Y
**MPYU P,T,loc16**  

**Unsigned 16 X 16 Multiply**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYU P,T,loc16</td>
<td>0011 0111</td>
<td>LLLL</td>
<td>X</td>
<td>–</td>
</tr>
</tbody>
</table>

**Operands**  
- **P**: Product register  
- **T**: Multiplicand register  
- **loc16**: Addressing mode (see Chapter 5)

**Description**  
Multiply the signed 16-bit content of the T register by the signed 16-bit contents of the location pointed to by the "loc16" addressing mode and store the 32-bit result in the P register:

\[ P = \text{unsigned } T \times \text{unsigned } [\text{loc16}]; \]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Calculate unsigned value: Y32 = X16 * M16;
MOV T,@X16 ; T = X16
MPYU P,T,@M16 ; P = T * M16
MOVL @Y,P ; Store result into Y32
MPYU  ACC,T,loc16

16 X 16-bit Unsigned Multiply

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYU ACC,T,loc16</td>
<td>0011 0110 LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

- **ACC**  Accumulator register
- **T**  Multiplicand register
- **loc16**  Addressing mode (see Chapter 5)

Description

Multiply the unsigned 16-bit content of the T register by the unsigned 16-bit content of the location pointed to by the "loc16" addressing mode and store the 32-bit results in the ACC register:

\[ \text{ACC} = \text{unsigned T} \times \text{unsigned [loc16]} ; \]

Flags and Modes

- **Z**  After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **N**  After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Calculate unsigned using 16-bit multiply:
; Y32 = Y32 + X16*M16
MOV    T,@X16 ; T = X16
MPYU   ACC,T,@M16 ; ACC = T * M16
ADDL   @Y32,ACC ; Y32 = Y32 + ACC
MPYXU ACC, T, loc16

**Multiply Signed Value by Unsigned Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYXU ACC, T, loc16</td>
<td>0011 0000 LLLL LLLL</td>
<td>X</td>
<td>–</td>
</tr>
</tbody>
</table>

**Operands**
- **ACC**: Accumulator register
- **T**: Multiplicand register
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Multiply the signed 16-bit content of the T register by the unsigned 16-bit content of the location pointed to by the “loc16” addressing mode and store the result in the ACC register:

\[ \text{ACC} = \text{signed } T \times \text{unsigned } \text{loc16}; \]

**Flags and Modes**
- **Z**: After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **N**: After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```assembly
; Calculate signed using 16-bit multiply:
; Y32 = Y32 + (signed) X16 * (unsigned) M16
MOV T,@X16 ; T = X16
MPYXU ACC,T,@M16 ; ACC = T * M16
ADDL @Y32,ACC ; Y32 = Y32 + ACC
```
Multiply Signed Value by Unsigned Value

**MPYXU P,T,loc16**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPYXU P,T,loc16</td>
<td>0011 0010 LLLL LLLL</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **P**: Product register
- **T**: Multiplicand register
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Multiply the signed 16-bit content of the T register by the signed 16-bit contents of the location pointed to by the "loc16" addressing mode and store the 32-bit result in the P register:

\[ P = \text{signed } T \times \text{unsigned } \text{[loc16]}; \]

**Flags and Modes**
None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Calculate "Y32 = X32 * M32" by parts using 16-bit multiply:

```
MOV T,@X32+0 ; T = unsigned low X32
MPYU ACC,T,@M32+0 ; ACC = T * unsigned low M32
MOV @Y32+0,AL ; Store low result into Y32
MOVU ACC,@AH ; Logical shift right ACC by 16
MOV T,@X32+1 ; T = signed high X32
MPYXU P,T,@M32+0 ; ACC = T * low unsigned M32
MOVA T,@M32+1 ; T = signed high M32, ACC += P
MPYXU P,T,@X32+0 ; ACC = T * low unsigned X32
ADDL ACC,@P ; Add P to ACC
MOV @Y32+1,AL ; Store high result into Y32
```
**NASP**

**Unalign Stack Pointer**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>NASP</td>
<td>0111 0110 0001 0111</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

None

**Description**

If the SPA bit is 1, the NASP instruction decrements the stack pointer (SP) by 1 and then clears the SPA status bit. This undoes a stack pointer alignment performed earlier by the ASP instruction. If the SPA bit is 0, then the NASP instruction performs no operation.

```c
if( SPA = 1 )
{
    SP  = SP - 1;
    SPA = 0;
}
```

**Flags and Modes**

**PSA**

If (SPA = 1), then SPA is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Alignment of stack pointer in interrupt service routine:
; Vector table:
INTx:   .long   INTxService   ; INTx interrupt vector
.
.
INTxService:
    ASP          ; Align stack pointer
    .
    .
    .
    NASP         ; Re-align stack pointer
    IRET         ; Return from interrupt.
Negate Accumulator

### Negate Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEG ACC</td>
<td>1111 1111 0101 0100</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

**ACC** Accumulator register

**Description**

Negate the contents of the ACC register:

```c
if (ACC = 0x8000 0000)
{
    V = 1;
    if (OVM = 1)
        ACC = 0x7FFF FFFF;
    else
        ACC = 0x8000 0000;
}
else
    ACC = −ACC;
if (ACC = 0x0000 0000)
    C = 1;
else
    C = 0;
```

**Flags and Modes**

- **N** After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **Z** After the operation, the Z flag is set if the ACC is zero, else Z is cleared.
- **C** If (ACC = 0), set C; otherwise, clear C.
- **V** If (ACC = 0x8000 0000) at the start of the operation, this is considered an overflow value and V is set. Otherwise, V is not affected.
- **OVM** If (ACC = 0x8000 0000) at the start of the operation, this is considered an overflow value, and the ACC value after the operation depends on the state of OVM: If OVM is cleared, ACC will be filled with 0x8000 0000. If OVM is set ACC will be saturated to 0x7FFF FFFF.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Negate contents of VarA, make sure value is saturated:

```assembly
MOVL ACC,@VarA ; Load ACC with contents of VarA
SETC OVM ; Turn overflow mode on
NEG ACC ; Negate ACC and saturate
MOVL @VarA,ACC ; Store result into VarA
```
NEG AX

Negate AX Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEG AX</td>
<td>1111 1111 0101 110A</td>
<td>x</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands **AX**  Accumulator high (AH) or accumulator low (AL) register

Description  Replace the contents of the specified AX register with the negative of AX:

```c
if(AX = 0x8000)
{
    AX = 0x8000;
    V flag = 1;
}
else
    AX = -AX;
```

Flags and Modes

- **N**  After the operation, if bit 15 of AX is 1, then the negative flag bit is set; otherwise, it is cleared.
- **Z**  After the operation, if AX is 0, then the Z bit is set, otherwise it is cleared.
- **C**  If AX is 0, C is set; otherwise, it is cleared.
- **V**  If AX is 0x8000 at the start of the operation, then this is considered an overflow and V is set. Otherwise V is not affected.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Take the absolute value of VarA:
MOV AL,@VarA ; Load AL with contents of VarA
NEG AL ; If Al = 8000h, then V = 1
SB NoOverflow,NOV ; Branch and save -AL if no overflow
MOV @VarA,0x7FFFh ; Save 7FFF if overflow
NoOverflow:
    MOV @VarA,AL ; Save NEG AL if no overflow
### NEG64 ACC:P

**Negate Accumulator Register and Product Register**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEG64 ACC:P</td>
<td>0101 0110 0101 1000</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

**ACC:** Accumulator register (ACC) and product register (P)

**Description**

Negate the 64-bit content of the combined ACC:P registers:

```plaintext
if(ACC:P = 0x8000 0000 0000 0000)
    {
        V = 1;
        if(OVM = 1)
            ACC:P = 0x7FFF FFFF FFFF FFFF;
        else
            ACC:P = 0x8000 0000 0000 0000;
    }
else
    ACC:P = −ACC:P;
if(ACC:P = 0x0000 0000 0000 0000)
    C = 1;
else
    C = 0;
```

**Flags and Mode**

- **N** After the shift, if bit 31 of the ACC register is 1 then ACC:P is negative and the N bit is set; otherwise N is cleared.
- **Z** After the operation, the Z flag is set if the combined 64-bit value of the ACC:P is zero; otherwise, Z is cleared.
- **C** If (ACC:P= = 0) then the C bit is set; otherwise C is cleared.
- **V** if(ACC:P = 0x8000 0000 0000 0000) then the V flag is set; otherwise, V is not modified.
- **OVM** If at the start of the operation, ACC:P = 0x8000 0000 0000 0000, then this is considered an overflow value and the ACC:P value after the operation depends on OVM. If (OVM = 1) ACC:P is filled with its greatest positive number (0x7FFF FFFF FFFF FFFF). If (OVM = 0) then ACC:P is not modified.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Negate the contents of the 64-bit Var64 and saturate:
MOVL ACC,@Var64+2 ; Load ACC with high 32-bits of Var64
MOVL P,@Var64+0 ; Load P with low 32-bits of Var64
SETC OVM ; Enable overflow mode (saturate)
NEG64 ACC:P ; Negate ACC:P with saturation
MOVL @Var64+2,ACC ; Store high 32-bit result into Var64
MOVL @Var64+0,P ; Store low 32-bit result into Var64
NEGTC ACC

If TC is Equivalent to 1, Negate ACC

<table>
<thead>
<tr>
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<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEGTC ACC</td>
<td>0101 0110 0011 0011</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

ACC

Accumulator register

Description

Based on the state of the test control (TC) bit, conditionally replace the content of the ACC register with its negative:

```c
if (TC = 1)
{
    if (ACC = 0x8000 0000)
    {
        V = 1;
        if (OVM = 1)
            ACC = 0x7FFF FFFF;
        else
            ACC = 0x8000 0000
    }
    else
        ACC = -ACC;
    if (ACC = 0x0000 0000)
        C = 1;
    else
        C = 0;
}
```

Flags and Modes

N

After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

Z

After the operation, the Z flag is set if the ACC is zero, else Z is cleared.

C

If (TC = 1 AND ACC = 0) set C; if (TC = 1 AND ACC != 0) clear C; otherwise C is not modified.

V

If (TC = 1 AND ACC = 0x8000 0000) at the start of the operation, this is considered an overflow value and V is set. Otherwise, V is not affected.

TC

The state of the TC bit is used as a test condition for the operation.

OVM

If at the start of the operation, ACC = 0x8000 0000, then this is considered an overflow value and the ACC value after the operation depends on OVM. If OVM is cleared and TC = 1, ACC will be filled with 0x8000 0000. If OVM is set and TC = 1, ACC will be saturated to 0x7FFF FFFF.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Calculate signed: Quot16 = Num16/Den16, Rem16 = Num16%Den16
CLRC TC ; Clear TC flag, used as sign flag
MOV ACC,@Den16 << 16 ; AH = Den16, AL = 0
ABSTC ACC ; Take abs value, TC = sign ^ TC
MOV T,@AH ; Temp save Den16 in T register
MOV ACC,@Num16 << 16 ; AH = Num16, AL = 0
ABSTC ACC ; Take abs value, TC = sign ^ TC
MOVU ACC,@AH ; AH = 0, AL = Num16
RPT #15 ; Repeat operation 16 times
||SUBCU @T ; Conditional subtract with Den16
MOV @Rem16,AH ; Store remainder in Rem16
MOV ACC,@AL << 16 ; AH = Quot16, AL = 0
NEGTC ACC ; Negate if TC = 1
MOV @Quot16,AH ; Store quotient in Quot16
NOP  {*ind}{ARPn}  
No Operation With Optional Indirect Address Modification

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<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>NOP  {*ind}{ARPn}</td>
<td>0111 0111 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

Operands

- {*ind}  Indirect address mode (see chapter 5)
- ARPn  Auxiliary register pointer (ARP0 to ARP7)

Description

Modify the indirect address operand as specified and change the auxiliary register pointer (ARP) to the given auxiliary register. If no operands are given, then do nothing.

Flags and Modes

None

Repeat

This instruction is repeatable. If this instruction follows the RPT instruction, it will execute N+1 times.

Example

; Copy the contents of Array1 to Array2:
; int32 Array1[N];
; int32 Array2[N];
; for(i=0; i < N; i++)
;   Array2[i] = Array1[i];
; This example only works for code located in upper 64K of program space:

    MOVL   XAR2,#Array1 ; XAR2 = pointer to Array1
    MOVL   XAR3,#Array2 ; XAR3 = pointer to Array2
    MOV    @AR0,#(N−1) ; Repeat loop N times
    NOP    *,ARP2       ; Point to XAR2 (ARP = 2)
    SETC   AMODE        ; Full C2XLP address mode compatible

Loop:

    MOVL   ACC,*        ; ACC = Array1[i]
    NOP    +++ARP3      ; Increment XAR2 and point to XAR3
    RPT    #19          ; Do nothing for 20 cycles
    ||NOP

    MOVL   *++,ACC,ARP0  ; Array2[i] = ACC, point to XAR0
    XBARNE Loop,*--,ARP2 ; Loop if AR[ARP] != 0, AR[ARP]--, point to XAR2
NORM ACC, *ind

### Normalize ACC and Modify Selected Auxiliary Register

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<tr>
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<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>NORM ACC, *</td>
<td>0101 0110 0010 0100</td>
<td>1</td>
<td>Y</td>
<td>N+4</td>
</tr>
<tr>
<td>NORM ACC, *++</td>
<td>0101 0110 0101 1010</td>
<td>1</td>
<td>Y</td>
<td>N+4</td>
</tr>
<tr>
<td>NORM ACC, *--</td>
<td>0101 0110 0010 0000</td>
<td>1</td>
<td>Y</td>
<td>N+4</td>
</tr>
<tr>
<td>NORM ACC, *0++</td>
<td>0101 0110 0111 0111</td>
<td>1</td>
<td>Y</td>
<td>N+4</td>
</tr>
<tr>
<td>NORM ACC, *0--</td>
<td>0101 0110 0111 0000</td>
<td>1</td>
<td>Y</td>
<td>N+4</td>
</tr>
</tbody>
</table>

**Operands**

ACC  Accumulator register  
*ind  *, *++, *--, *0++, *0--  indirect addressing modes (see Chapter [5](#))

**Description**

Normalize the signed content of the ACC register and modify, as specified by the indirect addressing mode, the auxiliary register (XAR0 to XAR7) pointed to by the auxiliary register pointer (ARP):

**Note:** The NORM instruction normalizes a signed number in the ACC register by finding the magnitude of the number. An XOR operation is performed on ACC bits 31 and 30. If the bits are the same, then the content of the ACC register is logically shifted left by 1 to eliminate the extra sign bit and the selected pointer is modified. If the bits are different, the ACC is not shifted and the selected pointer is not modified. The selected pointer does not access any memory location.

**Flags and Modes**

Z  After the operation, the Z flag is set if the ACC value is zero, else Z is cleared.  
N  After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.  
TC  If the operation set TC, no normalization was needed (ACC did not need to be modified). If the operation cleared TC, bits 31 and 30 were the same and, as a result, the ACC register was logically shifted left by 1.  
ARP  Auxiliary register pointer selects which pointer to modify as part of the operation (XAR0 to XAR7).

**Repeat**

This instruction is repeatable. If the operation follows a RPT instruction, then the NORM instruction will be executed N+1 times. The state of the Z, N, and TC flags will reflect the final result. Note: If you only want the NORM instruction to execute until normalization is done, you can create a loop that checks the value of the TC bit. When TC = 1, normalization is complete.
Example

; Normalize the contents of VarA,
; XAR2 will contain shift value at the end of the operation:

    MOVL    ACC,@VarA       ; ACC = VarA
    MOVB    XAR2,#0         ; Initialize XAR2 to zero
    NOP    *,ARP2          ; Set ARP pointer to point to XAR2
    SBF    Skip,EQ         ; Skip if ACC value is zero
    RPT    #31             ; Repeat next operation 32 times
    ||NORM  ACC,*++        ; Normalize contents of ACC

Skip:
**NORM  ACC,XARn++/−−**

Normalize ACC and Modify Selected Auxiliary Register.

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>NORM  ACC,XARn++</td>
<td>1111 1111 0111 1nnn</td>
<td>X</td>
<td>Y</td>
<td>N+4</td>
</tr>
<tr>
<td>NORM  ACC,XARn−−</td>
<td>1111 1111 0111 0nnn</td>
<td>X</td>
<td>Y</td>
<td>N+4</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **XARn**: XAR0 to XAR7, auxiliary registers post incremented or decremented

**Description**

Normalize the signed content of the ACC register and modify the specified auxiliary register (XAR0 to XAR7):

```c
if(ACC != 0x0000 0000)
{
    if((ACC(31) XOR ACC(30)) = 0)
    {
        ACC = ACC << 1, TC = 0;
        if(XARn++ addressing mode) XARn += 1;
        if(XARn−− addressing mode) XARn -= 1;
    }
    else
    {
        TC = 1;
    }
}
else
{
    TC = 1;
}
```

**Note:** The NORM instruction normalizes a signed number in the ACC register by finding the magnitude of the number. An XOR operation is performed on ACC bits 31 and 30. If the bits are the same, then the content of the ACC register is logically shifted left by 1 to eliminate the extra sign bit and the selected pointer is modified. If the bits are different, the ACC is not shifted and the selected pointer is not modified. The selected pointer does not access any memory location.

**Flags and Modes**

- **Z**: After the operation, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **TC**: If the operation set TC, no normalization was needed (ACC did not need to be modified). If the operation cleared TC, bits 31 and 30 were the same and, as a result, the ACC register was logically shifted left by 1.

**Repeat**

This instruction is repeatable. If the operation follows a RPT instruction, then the NORM instruction will be executed N+1 times. The state of the Z, N, and TC flags will reflect the final result. Note: If you only want the NORM instruction to execute until normalization is done, you can create a loop that checks the value of the TC bit. When TC = 1, normalization is complete.
Example

; Normalize the contents of VarA,
; XAR2 will contain shift value at the end of the operation:
    MOVL ACC,@VarA ; ACC = VarA
    MOVB XAR2,#0 ; Initialize XAR2 to zero
    SBF Skip,EQ ; Skip if ACC value is zero
    RPT #31 ; Repeat next operation 32 times
    | NORM ACC,XAR2++ ; Normalize contents of ACC
Skip:
**NOT ACC**

### Complement Accumulator

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<thead>
<tr>
<th>SYNTAX OPTIONS</th>
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<th>OBJMODE</th>
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<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>NOT ACC</td>
<td>1111 1111 0101 0101</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**: ACC  
*Accumulator register*

**Description**: The content of the ACC register is replaced with its complement:

\[
\text{ACC} = \text{ACC} \oplus 0xFFFFFFFF;
\]

**Flags and Modes**

- **N**: After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **Z**: After the operation, the Z flag is set if the ACC is zero, else Z is cleared.

**Repeat**: This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**: Complement the contents of VarA:

```assembly
MOVL  ACC,@VarA      ; ACC = VarA
NOT    ACC           ; Complement ACC contents
MOVL  @VarA,ACC      ; Store result into VarA
```
### Complement AX Register

#### Syntax Options

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<tr>
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</thead>
<tbody>
<tr>
<td>NOT AX</td>
<td>1111 1111 0101 111A</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Operands

**AX**

Accumulator high (AH) or accumulator low (AL) register.

#### Description

Replace the contents of the specified AX register (AH or AL) with its complement:

\[
AX = AX \text{ XOR } 0xFFFF;
\]

#### Flags and Modes

**N**

After the operation, if bit 15 of AX is 1 then the negative flag bit is set; otherwise it is cleared.

**Z**

After the operation, if AX is 0, then the Z bit is set, otherwise it is cleared.

#### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

#### Example

; Complement the contents of VarA:

```
MOV AL,@VarA ; Load AL with contents of VarA
NOT AL ; Complement contents of AL
MOV @VarA,AL ; Store result in VarA
```
OR ACC, loc16

**Description**
Perform a bitwise OR operation on the ACC register with the zero-extended content of the location pointed to by the "loc16" address mode. The result is stored in the ACC register:

\[ \text{ACC} = \text{ACC} \text{ OR } 0:\text{loc16}; \]

**Flags and Modes**
- **N** The load to ACC is tested for a negative condition. If bit 31 of ACC is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z** The load to ACC is tested for a zero condition. The zero flag bit is set if the operation generates ACC = 0; otherwise it is cleared.

**Repeat**
This operation is repeatable. If the operation follows a RPT instruction, then the OR instruction will be executed N+1 times. The state of the Z and N flags will reflect the final result.

**Example**
; Calculate the 32-bit value: VarA = VarA OR 0:VarB
MOVL ACC,@VarA ; Load ACC with contents of VarA
OR ACC,@VarB ; OR ACC with contents of 0:VarB
MOVL @VarA,ACC ; Store result in VarA
OR ACC,#16bit << #0..16

Bitwise OR

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
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<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>OR ACC,#16bit &lt;&lt; #0..15</td>
<td>0011 1110 0001 SHFT</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>OR ACC,#16bit &lt;&lt; #16</td>
<td>0101 0110 0100 1010</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

ACC Accumulator register
#16bit 16-bit immediate constant value
#0..16 Shift value (default is "<< #0" if no value specified)

Description

Perform a bitwise OR operation on the ACC register with the given 16-bit unsigned constant value left shifted as specified. The value is zero extended and lower order bits are zero filled before the OR operation. The result is stored in the ACC register:

\[ ACC = ACC \text{ OR } (0:16\text{bit} \ll \text{shift value}); \]

Flags and Modes

N The load to ACC is tested for a negative condition. If bit 31 of ACC is 1, then the negative flag bit is set; otherwise it is cleared.
Z The load to ACC is tested for a zero condition. The zero flag bit is set if the operation generates ACC = 0; otherwise it is cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Calculate the 32-bit value: VarA = VarA OR 0x08000000
MOVL ACC,@VarA ; Load ACC with contents of VarA
OR ACC,#0x8000 << 12 ; OR ACC with 0x08000000
MOVL @VarA,ACC ; Store result in VarA

6-251
**OR AX, loc16**

**Bitwise OR**

<table>
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<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>OR AX, loc16</td>
<td>1100 101A LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Perform a bitwise OR operation on the specified AX register with the contents of the location pointed to by the "loc16" addressing mode. The result is stored in AX:

\[ AX = AX \text{ OR } [\text{loc16}]; \]

**Flags and Modes**
- **N**: The load to AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to AX is tested for a zero condition. The zero flag bit is set if the operation generates AX = 0, otherwise it is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
```
; OR the contents of VarA and VarB and store in VarC:
MOV AL,@VarA      ; Load AL with contents of VarA
OR AL,@VarB       ; OR AL with contents of VarB
MOV @VarC,AL      ; Store result in VarC
```
**Bitwise OR**

### SYNTAX OPTIONS

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<thead>
<tr>
<th>opcode</th>
<th>OBJMODE</th>
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<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>OR</td>
<td>loc16, AX</td>
<td>x</td>
<td>-</td>
</tr>
</tbody>
</table>

### Operands

- **loc16**: Addressing mode (see Chapter 5)
- **AX**: Accumulator high (AH) or accumulator low (AL) register

### Description

Perform a bitwise OR operation on the contents of location pointed to by the “loc16” addressing mode with the specified AX register. The result is stored in the addressed location specified by “loc16”:

\[
[loc16] = [loc16] \text{ OR AX};
\]

This instruction performs a read-modify-write operation.

### Flags and Modes

- **N**: The load to [loc16] is tested for a negative condition. If bit 15 of [loc16] is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to [loc16] is tested for a zero condition. The zero flag bit is set if the operation generates \([loc16] = 0\), otherwise it is cleared.

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

; OR the contents of VarA with VarB and store in VarB:

```
MOV    AL,@VarA ; Load AL with contents of VarA
OR     @VarB,AL ; VarB = VarB OR AL
```
**OR IER,#16bit**  

**Bitwise OR**

<table>
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<tr>
<th>SYNTAX OPTIONS</th>
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</tr>
</thead>
<tbody>
<tr>
<td>OR IER,#16bit</td>
<td>0111 0110 0010 0011</td>
<td>X</td>
<td>−</td>
<td>2</td>
</tr>
</tbody>
</table>

**Operands**

- **IER**  
  Interrupt enable register
- **#16bit-Mask**  
  16-bit immediate constant value

**Description**

Enable specific interrupts by performing a bitwise OR operation with the IER register and the 16-bit immediate value. The result is stored in the IER register:

\[
I E R = I E R \text{ OR } \#16\text{bit};
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Enable INT1 and INT6 only. Do not modify state of other  
; interrupt’s enable:
    OR IER,#0x0061  ; Enable INT1 and INT6
**OR IFR,#16bit**  

**Bitwise OR**

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</tr>
</thead>
<tbody>
<tr>
<td>OR IFR,#16bit</td>
<td>0111 0110 0010 0111 CCCCC CCCCC CCCCC CCCCC</td>
<td>X</td>
<td>–</td>
<td>2</td>
</tr>
</tbody>
</table>

**Operands**  
IFR  
#16bit  

**Interrupt flag register**  
**16-bit immediate constant value**

**Description**  
Enable specific interrupts by performing a bitwise OR operation with the IFR register and the 16-bit immediate value. The result of the OR operation is stored in the IFR register.

\[
\text{IFR} = \text{IFR OR #16bit;}
\]

**Note:** Interrupt hardware has priority over CPU instruction operation in cases where the interrupt flag is being simultaneously modified by the hardware and the instruction. This instruction should not be used with interrupts 1–12 when the peripheral interrupt expansion (PIE) block is enabled.

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Trigger INT1 and INT6 only. Do not modify state of other interrupt's flags:  
OR IFR,#0x0061  ; Trigger INT1 and INT6
**OR loc16,#16bit**

### Bitwise OR

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>OR loc16,#16bit</td>
<td>0001 1010 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **#16bit**: 16-bit immediate constant value

**Description**
Perform a bitwise OR operation on the content of the location pointed to by the “loc16” addressing mode and the 16-bit immediate constant value. The result is stored in the location pointed to by “loc16”:

\[
[\text{loc16}] = [\text{loc16}] \text{ OR } 16\text{bit};
\]

**Flags and Modes**
- **N**: After the operation if bit 15 of \([\text{loc16}]\) 1, set N; otherwise, clear N.
- **Z**: After the operation if \([\text{loc16}]\) is zero, set Z; otherwise, clear Z.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
- Set Bits 4 and 7 of VarA:
  ```
  ; VarA = VarA OR #(1 << 4 | 1 << 7)
  OR VarA,#(1 << 4 | 1 << 7) ; Set bits 4 and 7 of VarA
  ```
**ORB AX,#8bit**  

**Bitwise OR 8-bit Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>ORB AX, #8bit</td>
<td>0101 000A CCCC CCCC</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  

- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **#8bit**: 8-bit immediate constant value

**Description**  

Perform a bitwise OR operation on the specified AX register with the 8-bit unsigned immediate constant zero extended. The result is stored in AX:

\[
AX = AX \text{ OR } 0x00:8bit;
\]

**Flags and Modes**  

- **N**: The load to AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to AX is tested for a zero condition. The zero flag bit is set if the operation generates \( AX = 0 \), otherwise it is cleared.

**Repeat**  

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  

; Set bit 7 of VarA and store result in VarB:

MOV AL, @VarA ; Load AL with contents of VarA
ORB AL, #0x80 ; OR contents of AL with 0x0080
MOV @VarB, AL ; Store result in VarB
**OUT *(PA),loc16**

### Output Data to Port

<table>
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<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>OUT *(PA),loc16</td>
<td>1011 1100 LLLL LLLL</td>
<td>1</td>
<td>−</td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**  *(PA)  Immediate I/O space memory address
loc16  Addressing mode (see Chapter 5)

**Description**

Store the 16-bit value from the location pointed to by the “loc16” addressing mode into the I/O space location pointed to by the *(PA) operand):

\[
\text{I/Ospace}[0x0000PA] = \text{loc16};
\]

I/O Space is limited to 64K range (0x0000 to 0xFFFF). On the external interface (XINTF), if available on a particular device, the I/O strobe signal (XISn) is toggled during the operation. The I/O address appears on the lower 16 XINTF address lines (XA(15:0)) and the upper address lines are zeroed. The data appears on the lower 16 data lines (XD(15:0)).

**Note:** The UOUT operation is not pipeline protected. Hence, if an IN instruction immediately follows a UOUT instruction, the IN will occur before the UOUT. To be certain of the sequence of operation, use the OUT instruction, which is pipeline protected.

**Note:** The UOUT operation is not pipeline protected. Therefore, if an IN instruction immediately follows a UOUT instruction, the IN will occur before the UOUT. To be certain of the sequence of operation, use the OUT instruction, which is pipeline protected.

I/O space may not be implemented on all C28x devices. See the data sheet for your particular device for details.

**Flags and Modes**  None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```assembly
; IORegA address = 0x0300;
; IORegB address = 0x0301;
; IORegC address = 0x0302;
; IORegA = 0x0000;
; IORegB = 0x0400;
; IORegC = VarA;
; if( IORegC = 0x2000 )
;     IORegC = 0x0000;
IORegA .set 0x0300 ; Define IORegA address
IORegB .set 0x0301 ; Define IORegB address
IORegC .set 0x0302 ; Define IORegC address
MOV  @AL,#0 ; AL = 0
UOUT *(IORegA),@AL ; I0space[IORegA] = AL
MOV  @AL,#0x0400 ; AL = 0x0400
UOUT *(IORegB),@AL ; I0space[IORegB] = AL
OUT *(IORegC),@VarA ; I0space[IORegC] = VarA
```

6-258
IN @AL,*(IORegC) ; AL = IOspace[IORegC]
CMP @AL,#0x2000 ; Set flags on (AL - 0x2000)
SB $10,NEQ ; Branch if not equal
MOV @AL,#0 ; AL = 0
UOUT *(IORegC),@AL ; IOspace[IORegC] = AL

$10:
### POP ACC

*Pop Top of Stack to Accumulator*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP ACC</td>
<td>0001 1110 1011 1110</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

| ACC | Accumulator |

**Description**

Predecrement SP by 2. Load ACC with the 32-bit value pointed to by SP:

\[
SP \quad \text{−} = 2; \\
\text{ACC} = [SP];
\]

**Flags and Modes**

| N  | The load to ACC is tested for a negative condition. Bit-31 of the ACC register is the sign bit, 0 for positive, 1 for negative. The negative flag bit is set if the operation on the ACC register generates a negative value, otherwise it is cleared. |
| Z  | The load to ACC is tested for a zero condition. The bit is set if the result of the operation on the ACC register generates a 0 value, otherwise it is cleared. |

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**POP ARn:ARm**

*Pop Top of Stack to 16-bit Auxiliary Registers*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP AR1:AR0</td>
<td>0111 0110 0000 0111</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>POP AR3:AR2</td>
<td>0111 0110 0000 0101</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>POP AR5:AR4</td>
<td>0111 0110 0000 0110</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
ARn: ARm  
AR1:AR0 or AR3:AR2 or AR5:AR4 auxiliary registers

**Description**  
AR1:AR0 or AR3:AR2 or AR5:AR4 Predecrement SP by 2. Load the contents of two 16-bit auxiliary registers (ARn and ARm) with the value pointed to by SP and SP+1.

```c
POP AR1:AR0  
  SP -= 2;  
  AR0 = [SP];  
  AR1 = [SP+1];  
  AR1H:AR0H = unchanged;
```

```c
POP AR3:AR2  
  SP -= 2;  
  AR2 = [SP];  
  AR3 = [SP+1];  
  AR3H:AR2H = unchanged;
```

```c
POP AR5:AR4  
  SP -= 2;  
  AR4 = [SP];  
  AR5 = [SP+1];  
  AR5H:AR4H = unchanged;
```

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
### POP AR1H:AR0H

**Pop Top of Stack to Upper Half of Auxiliary Registers**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP AR1H:AR0H</td>
<td>0000 0000 0000 0011</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Operands
- **AR1H:** Upper 16-bits of XAR1 auxiliary register
- **AR0H:** Upper 16-bits of XAR0 auxiliary register

#### Description
Predecrement SP by 2. Load the contents of AR0H with the value pointed to by SP and AR1H with the value pointed to by SP+1. The lower 16 bits of the auxiliary registers (AR0 and AR1) are left unchanged.

```plaintext
SP  -= 2;
AR0H = [SP];
AR1H = [SP+1];
AR1:AR0  = unchanged;
```

#### Flags and Modes
- **None**

#### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

#### Example
```plaintext
; Full context restore for an interrupt or trap function
POP  XT                      ; 32-bit XT restore
POP XAR7                     ; 32-bit XAR7 restore
POP XAR6                     ; 32-bit XAR6 restore
POP XAR5                     ; 32-bit XAR5 restore
POP XAR4                     ; 32-bit XAR4 restore
POP XAR3                     ; 32-bit XAR3 restore
POP XAR2                     ; 32-bit XAR2 restore
POP AR1H:AR0H                ; 16-bit AR1H and 16-bit AR0H restore
IRET
```
**POP DBGIER**  
*Pop Top of Stack to DBGIER*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP DBGIER</td>
<td>0111 0110 0001 0010</td>
<td>X</td>
<td>–</td>
<td>5</td>
</tr>
</tbody>
</table>

**Operands**  
**DBGIER**  
Debug interrupt-enable register

**Description**  
Predecrement SP by 1. Load the contents of DBGIER with the value pointed to by SP:

\[
\begin{align*}
SP & \leftarrow SP - 1; \\
DBGIER & \leftarrow [SP]; 
\end{align*}
\]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**POP DP**

**Pop Top of Stack to the Data Page**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP DP</td>
<td>0111 0110 0000 0011</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **DP**: Data-page register

**Description**
Predecrement SP by 1. Load the contents of DP with the value pointed to by SP:

\[
\text{SP} \leftarrow \text{SP} - 1;
\]
\[
\text{DP} = [\text{SP}];
\]

**Flags and Modes**
None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
### POP DP:ST1

**Pop Top of Stack to DP and ST1**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP DP:ST1</td>
<td>0111 0110 0000 0000 0001</td>
<td>X</td>
<td>-</td>
<td>5</td>
</tr>
</tbody>
</table>

#### Operands
- **DP:** data page register
- **S:** status register
- **T1:** data page register and status register 1

#### Description
Predecrement SP by 2. Load ST1 with the value pointed to by SP and load DP with the value pointed to by SP+1:

```c
SP -= 2;
ST1 = [SP];
DP = [SP+1];
```

#### Flags and Modes
- **None**

#### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
### POP IFR

**Pop Top of Stack to IFR**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP IFR</td>
<td>0000 0000 0000 0010</td>
<td>X</td>
<td>–</td>
<td>5</td>
</tr>
</tbody>
</table>

**Operands**

IFR  
Interrupt flag register

**Description**

Predecrement SP by 1. Load the contents of IFR with the value pointed to by SP:

\[
SP -= 1;  \\
IFR = [SP];
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**POP loc16**

**Pop Top of Stack**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP loc16</td>
<td>0010 1010 LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>2</td>
</tr>
</tbody>
</table>

### Operands

**loc16**

Addressing mode (See Chapter 5)

### Description

Predecrement SP by 1. Load the contents of loc16 with the 16-bit value pointed to by SP.

\[
\begin{align*}
SP & \quad -= 1; \\
[loc16] & \quad = [SP];
\end{align*}
\]

### Flags and Modes

**N**

If (loc16 = @AX), then the load to AX is tested for a negative condition. Bit-15 of the AX register is the sign bit, 0 for positive, 1 for negative. The negative flag bit is set if the operation on the AX register generates a negative value, otherwise it is cleared.

**Z**

If (loc16 = @AX), then the load to AX is tested for a zero condition. The bit is set if the result of the operation on the AX register generates a 0 value, otherwise it is cleared.

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example

**POP @T**

; Predecrement SP by 1. Load
; XT(31:15) with the
; contents of the location pointed to
; by SP. TL is unchanged.

**POP @AL**

; Predecrement SP by 1. Load AL with
; the contents of the location pointed
; to by SP. AH is unchanged.

**POP @AR4**

; Predecrement SP by 1. Load AR4 with
; the contents of the location pointed
; to by SP. AR4H is unchanged.

**POP *XAR4++**

; Predecrement SP by 1. Load the
; 16-bit location pointed to by XAR4
; with the contents of the location
; pointed to by SP.

Post-increment
; XAR4 by 1
POP P

Pop top of Stack to P

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP P</td>
<td>0111 0110 0001 0001</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  P  Product register

Description  Predecrement SP by 2. Load P with the 32-bit value pointed to by SP:

\[
SP -= 2;\]

\[
P = [SP];\]

Flags and Modes  None

Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
## POP RPC

**Pop RPC Register From Stack**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP RPC</td>
<td>0000 0000 0000 0111</td>
<td>X</td>
<td>−</td>
<td>3</td>
</tr>
</tbody>
</table>

### Operands
- **RPC**: Return program counter register

### Description
Predecrement SP by 2. Load the contents of RPC with the value pointed to by SP:

```
SP -= 2;
RPC = [SP];
```

### Flags and Modes
- **None**

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
### POP ST0

**Pop Top of Stack to ST0**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP ST0</td>
<td>0111 0110 0001 0011</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

ST0  status register 0

**Description**

Predecrement SP by 1. Load the contents of ST0 with the value pointed to by SP:

\[
SP -= 1; \\
ST0 = [SP];
\]

**Flags and Modes**

- **c** The bit value of each flag and mode listed is replaced by the value popped off of the stack

- N
- V
- Z
- TC
- SXM
- OVC
- PM

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**POP ST1**

*Pop Top of Stack to ST1*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP ST1</td>
<td>0111 0110 0000 0000</td>
<td>X</td>
<td>–</td>
<td>5</td>
</tr>
</tbody>
</table>

**Operands**

**ST1**

Status register 1

**Description**

Predecrement SP by 1. Load the contents of ST0 with the value pointed to by SP:

\[
\text{SP} -= 1; \\
\text{ST1} = \text{[SP]};
\]

**Flags and Modes**

- DBGM
- INTM
- VMAP
- SPA
- PAGE0
- AMODE
- ARP
- EAL-
- LOW
- OBJ-
- MODE
- XF

The bit values for each flag and mode listed is replaced by the value popped off of the stack

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**POP T:ST0**  

Pop Top of Stack to T and ST0

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP T:ST0</td>
<td>0111 0110 0001 0101</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
T:ST0  
The upper 16-bits of the multiplicand register and status register 0

**Description**  
Predecrement SP by 2. Load ST0 with the value pointed to by SP and load T with the value pointed to by SP+1. The low 16 bits of the XT Register (TL) are left unchanged:

\[
\begin{align*}
\text{SP} & \leftarrow 2; \\
T & \leftarrow [\text{SP}]; \\
\text{ST0} & \leftarrow [\text{SP+1}]; \\
\text{TL} & \leftarrow \text{unchanged};
\end{align*}
\]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
### POP XARn

**Pop Top of Stack to 32-bit Auxiliary Register**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP XAR0</td>
<td>0011 1010 1011 1110</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>POP XAR1</td>
<td>1011 0010 1011 1110</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>POP XAR2</td>
<td>1010 1010 1011 1110</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>POP XAR3</td>
<td>1010 0010 1011 1110</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>POP XAR4</td>
<td>1010 1000 1011 1110</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>POP XAR5</td>
<td>1010 0000 1011 1110</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>POP XAR6</td>
<td>1100 0010 1011 1110</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>POP XAR7</td>
<td>1100 0011 1011 1110</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

XARn: XAR0 to XAR7, 32-bit auxiliary registers

**Description**

Predecrement SP by 2. Load XARn with the 32-bit value pointed to by SP:

\[
\text{SP} \quad \text{=} \quad 2; \\
\text{XARn} \quad \text{=} \quad [\text{SP}];
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Full context restore for an interrupt or trap function

; 32-bit XT restore

; 32-bit XAR7 restore

; 32-bit XAR6 restore

; 32-bit XAR5 restore

; 32-bit XAR4 restore

; 32-bit XAR3 restore

; 32-bit XAR2 restore

; 16-bit AR1H and 16-bit AR0H restore

IRET
### POP XT

**Pop Top of Stack to XT**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP XT</td>
<td>1000 0111 1011 1110</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
XT  
Multiplicand register

**Description**  
Predecrement SP by 2. Load XT with the 32-bit value pointed to by SP:

```
SP -= 2;
XT  = [SP];
```

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
PREAD loc16,*XAR7

Operands

<table>
<thead>
<tr>
<th>loc16</th>
<th>Addressing mode (see Chapter 5)</th>
</tr>
</thead>
<tbody>
<tr>
<td>*XAR7</td>
<td>Indirect program–memory addressing using auxiliary register XAR7, can access full 4Mx16 program space range (0x000000 to 0x3FFFFF)</td>
</tr>
</tbody>
</table>

Description

Load the data memory–location pointed to by the "loc16" addressing mode with the 16-bit content of the program–memory location pointed to by "*XAR7":

\[ \text{loc16} = \text{Prog}[\*XAR7]; \]

On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "*XAR7" addressing mode can be used to access data space variables that fall within the program space address range.

With some addressing mode combinations, you can get conflicting references. In such cases, the C28x will give the "loc16/loc32" field priority on changes to XAR7. For example:

\[
\begin{align*}
PREAD *-\-\text{XAR7},*\text{XAR7} & \quad \text{*--XAR7 given priority} \\
PREAD *\text{XAR7++},*\text{XAR7} & \quad \text{*XAR7++ given priority}
\end{align*}
\]

Flags and Modes

<table>
<thead>
<tr>
<th>N</th>
<th>If (loc16 = @AX) and bit 15 of AX is 1, then N is set; otherwise N is cleared.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Z</td>
<td>If (loc16 = @AX) and the value of AX is zero, then Z is set; otherwise Z is cleared.</td>
</tr>
</tbody>
</table>

Repeat

This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the "*XAR7" program–memory address is copied to an internal shadow register and the address is post–incremented by 1 during each repetition.

Example

; Copy the contents of Array1 to Array2:
; int16 Array1[N]
; // Located in program space
; int16 Array [N]
; // Located in data space
; for(i=0; i N; i++)
; Array2[i] = Array1[i];

MOVL XAR7,#Array1 ; XAR7 = pointer to Array1
MOVL XAR2,#Array2 ; XAR2 = pointer to Array2
RPT #(N-1) ; Repeat next instruction N times
||PREAD *XAR2++,*XAR7 ; Array2[i] = Array1[i],
; i++
PUSH ACC

Push Accumulator Onto Stack

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH ACC</td>
<td>0001 1110 1011 1101</td>
<td>x</td>
<td>-</td>
<td>2</td>
</tr>
</tbody>
</table>

Operands  ACC  Accumulator register

Description  Push the 32-bit contents of ACC onto the stack pointed to by SP.
Post-increment SP by 2:

[SP] = ACC;
SP += 2;

Flags and Modes  None

Repeat  This instruction is not repeatable. If this instruction follows the RPT
instruction, it resets the repeat counter (RPTC) and executes only once.

Example  

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVL XAR4, #VarA</td>
<td>Initialize XAR4 pointer with the 22-bit address of VarA</td>
</tr>
<tr>
<td>MOVL ACC,  *+XAR4[0]</td>
<td>Load the 32-bit contents of VarA into ACC</td>
</tr>
<tr>
<td>PUSH ACC</td>
<td>Push the 32-bit ACC into the location pointed to by SP.</td>
</tr>
<tr>
<td></td>
<td>Post-increment SP by 2</td>
</tr>
</tbody>
</table>
**PUSH ARn:ARm**

*Push 16-bit Auxiliary REgisters Onto Stack*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH AR1:AR0</td>
<td>0111 0110 0000 1101</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>PUSH AR3:AR2</td>
<td>0111 0110 0000 1111</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>PUSH AR5:AR4</td>
<td>0111 0110 0000 1100</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

ARn: ARm

AR1:AR0 or AR3:AR2 or AR5:AR4 auxiliary registers

**Description**

Push the contents of two 16-bit auxiliary registers (ARn and ARm) onto the stack pointed to by SP.

Post-increment SP by 2:

```c
PUSH AR1:AR0
[SP] = AR0;
[SP+1] = AR1;
SP += 2;
```

```c
PUSH AR3:AR2
[SP] = AR2;
[SP+1] = AR3;
SP += 2;
```

```c
PUSH AR5:AR4
[SP] = AR4;
[SP+1] = AR5;
SP += 2;
```

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
PUSH AR1H:AR0H

Push AR1H and Ar0H Registers on Stack

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH AR1H:AR0H</td>
<td>0000 0000 0000 0101</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

AR1H: AR0H

Upper 16-bits of XAR1 and XAR0 auxiliary registers

Description

Push the contents of AR0H followed by the contents of AR1H onto the stack pointed to by SP.
Post-increment SP by 2:

\[
\begin{align*}
[SP] &= AR0H \\
[SP+1] &= AR1H \\
SP &= SP + 2;
\end{align*}
\]

Flags and Modes

None

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

IntX: ; Full context save code for an
; interrupt or trap function

```
PUSH AR1H:AR0H ; 16-bit AR1H and 16-bit AR0H store
PUSH XAR2 ; 32-bit store of XAR2
PUSH XAR3 ; 32-bit store of XAR3
PUSH XAR4 ; 32-bit store of XAR4
PUSH XAR5 ; 32-bit store of XAR5
PUSH XAR6 ; 32-bit store of XAR6
PUSH XAR7 ; 32-bit store of XAR7
PUSH XT ; 32-bit store of XT
```
**PUSH DBGIER**

**Push DBGIER Register Onto Stack**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH DBGIER</td>
<td>0111 0110 0000 1110</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
DBGIER  
Debug interrupt enable register

**Description**  
Push the 16-bit contents of DBGIER onto the stack pointed to by SP.  
Post-increment SP by 1:

\[
[SP] = \text{DBGIER};  
SP += 1;  
\]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**PUSH DP**

**Push DP Register Onto Stack**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH DP</td>
<td>0111 0110 0000 1011</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

**DP**  
Data-page register

**Description**

Push the 16-bit contents of DP onto the stack pointed to by SP.  
Post-increment SP by 1:

\[
[SP] = DP;  
SP += 1;
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
PUSH DP:ST1

Push DP and ST1 Onto Stack

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH DP:ST1</td>
<td>0111 0110 0000 1001</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  DP:ST1 Data-page register and status register 1

Description
Push the 16-bit contents of ST1 followed by the 16-bit contents of DP onto the stack pointed to by SP.

Post-increment SP by 2:

```
[SP]   = ST1;
[SP+1] = DP;
SP     += 2;
```

Flags and Modes
None

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
## Push IFR

### Push IFR Onto Stack

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH IFR</td>
<td>0111 0110 0000 1010</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
IFR  
Interrupt flag register

**Description**  
Push the 16-bit contents of IFR onto the stack pointed to by SP. Post-increment SP by 1:

\[
[SP] = IFR;  
SP += 1;
\]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
PUSH loc16

Push 16-bit Value on Stack

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH loc16</td>
<td>0010 0010 LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>2</td>
</tr>
</tbody>
</table>

**Operands**  
**loc16**  
Addressing mode  (see Chapter 5)

**Description**  
Push a 16-bit value pointed to by the “loc16” operand on the stack pointed to by SP.  
Post-increment SP by 1:

\[
\begin{align*}
[SP] &= [\text{loc16}] \\
SP &= SP + 1
\end{align*}
\]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

- **PUSH @T**  
  ; Push the contents of XT(31:15) into the location pointed to by SP. Post-increment SP by 1

- **PUSH @AL**  
  ; Push the contents of AL onto into the location pointed to by SP. Post-increment SP by 1

- **PUSH @AR4**  
  ; Push the lower 16-bits of XAR4 into the location pointed to by SP. Post-increment SP by 1

- **PUSH *XAR4++**  
  ; Push the value pointed to by XAR4 into the location pointed to by SP. Post-increment SP and XAR4 by 1
Push P

Push P Onto Stack

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH P</td>
<td>0111 0110 0001 1101</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  P  Product register

Description  Push the 32-bit contents of P onto the stack pointed to by SP  
             Post-increment SP by 2:

             [SP] = P;
             SP += 2;

Flags and Modes  None

Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example  

MOVL XAR5, #VarA  ; Initialize XAR5 pointer with the  
                  ; 22-bit address of VarA

MOVL P,  *+XAR5[0]  ; Load the 32-bit contents of VarA  
                     ; into P

PUSH P  ; Push the 32-bit P into the  
         ; location pointed to by SP.  
         ; Post-increment SP by 2
PUSH RPC

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH RPC</td>
<td>0000 0000 0000 0010</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  RPC  Return program counter register

Description  Push the contents of the RPC register onto the stack pointed to by SP. Post-increment SP by 2:

\[
[SP] = RPC;
SP += 2;
\]

Flags and Modes  None

Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**PUSH ST0**

*Push ST0 Onto Stack*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH ST0</td>
<td>0111 0110 0001 1000</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  ST0  Status register 0

Description  Push the 16-bit contents of ST0 onto the stack pointed to by SP.
Post-increment SP by 1:

```
[SP] = ST0;
SP += 1;
```

Flags and Modes  None

Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
PUSH ST1

Push ST1 Onto Stack

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH ST1</td>
<td>0111 0110 0000 1000</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  ST1  Status register 1

Description  Push the 16-bit contents of ST1 onto the stack pointed to by SP.
Post-increment SP by 1:

[SP] = ST1;
SP += 1;

Flags and Modes  None

Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
PUSH T:ST0

Push T and ST0 Onto Stack

PUSH T:ST0

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH T:ST0</td>
<td>0111 0110 0001 1001</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  T:ST0  The upper 16-bits of the multiplicand register and status register 0

Description  Push the 16-bit contents of ST0 followed by the 16-bit contents of T onto the stack pointed to by SP. Post-increment SP by 2:

\[
[SP] = ST0;
[SP+1] = T;
SP += 2;
\]

Flags and Modes  None

Repeat  This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
**PUSH XARn**

**Push 32-bit Auxiliary Register Onto Stack**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH XAR0</td>
<td>0011 1010 1011 1101</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>PUSH XAR1</td>
<td>1011 0010 1011 1101</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>PUSH XAR2</td>
<td>1010 1010 1011 1101</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>PUSH XAR3</td>
<td>1010 0010 1011 1101</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>PUSH XAR4</td>
<td>1010 1000 1011 1101</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>PUSH XAR5</td>
<td>1010 0000 1011 1101</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>PUSH XAR6</td>
<td>1100 0010 1011 1101</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
<tr>
<td>PUSH XAR7</td>
<td>1100 0011 1011 1101</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

**XARn**

XAR0 to XAR7, 32-bit auxiliary register

**Description**

Push the 32-bit contents of XARn onto the stack pointed to by SP.

Post-increment SP by 2:

\[
[SP] = XARn; \\
SP += 2;
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

IntX:

; Full context save code for an interrupt or trap function

PUSH AR1H:AR0H ; 16-bit AR1H and 16-bit AR0H store
PUSH XAR2      ; 32-bit store of XAR2
PUSH XAR3      ; 32-bit store of XAR3
PUSH XAR4      ; 32-bit store of XAR4
PUSH XAR5      ; 32-bit store of XAR5
PUSH XAR6      ; 32-bit store of XAR6
PUSH XAR7      ; 32-bit store of XAR7
PUSH XT        ; 32-bit store of XT

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### PUSH XT

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH XT</td>
<td>1010 1011 1011 1101</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- XT: Multiplicand register

**Description**

Push the 32-bit contents of XT onto the stack pointed to by SP. Post-increment SP by 2:

\[
[SP] = XT;
SP += 2;
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```
MOVL XAR1, #VarA ; Initialize XAR1 pointer with the 22-bit address of VarA
MOVL XT, *+XAR5[0] ; Load the 32-bit contents of VarA into XT
PUSH XT ; Push the 32-bit XT into the location pointed to by SP.
; Post-increment SP by 2
```
PWRITE *XAR7,loc16

## Write to Program Memory

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>PWRITE *XAR7, loc16</td>
<td>0010 0110 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+5</td>
</tr>
</tbody>
</table>

**Operands**

*XAR7* | Indirect program–memory addressing using auxiliary register XAR7, can access full 4Mx16 program space range (0x000000 to 0x3FFFFF)

loc16 | Addressing mode (see Chapter 5)

**Description**

Load the program–memory location pointed to by the "*XAR7" with the content of the location pointed to by the "loc16" addressing mode:

\[
\text{Prog}[\text{*XAR7}] = [\text{loc16}];
\]

On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "*XAR7" addressing mode can be used to access data space variables that fall within the program space address range.

With some addressing mode combinations, you can get conflicting references. In such cases, the C28x will give the "loc16/loc32" field priority on changes to XAR7. For example:

```
PWRITE *XAR7,*--XAR7       ; *--XAR7 given priority
PWRITE *XAR7,*XAR7++       ; *XAR7++ given priority
```

**Flags and Modes**

None

**Repeat**

This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the "*XAR7" program–memory address is copied to an internal shadow register and the address is post-incremented by 1 during each repetition.

**Example**

```
; Copy the contents of Array1 to Array2:
; int16 Array1[N]; // Located in data space
; int16 Array2[N]; // Located in program space
; for(i=0; i < N; i++)
;   Array2[i] = Array1[i];
   MOV L XAR2,#Array1    ; XAR2 = pointer to Array1
   MOV L XAR7,#Array2    ; XAR7 = pointer to Array2
   RPT # (N-1)           ; Repeat next instruction N times
   | | PWRITE *XAR7,*XAR2++ ; Array2[i] = Array1[i],
       ; i++
```
QMACL P,loc32,*XAR7/++

Signed 32 X 32-bit Multiply and Accumulate (Upper Half)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>QMACL P,loc32,*XAR7</td>
<td>0101 0110 0100 1111 1100 0111 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
<tr>
<td>QMACL P,loc32,*XAR7++</td>
<td>0101 0110 0100 1111 1000 0111 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
</tbody>
</table>

Operands

<table>
<thead>
<tr>
<th>P</th>
<th>Product register</th>
</tr>
</thead>
<tbody>
<tr>
<td>loc32</td>
<td>Addressing mode (see Chapter 5)</td>
</tr>
</tbody>
</table>

Note: The @ACC addressing mode cannot be used when the instruction is repeated. No illegal instruction trap will be generated if used (assembler will flag an error).

| *XAR7/++ | Indirect program–memory addressing using auxiliary register XAR7, can access full 4Mx16 program space range (0x000000 to 0x3FFFFF) |

Description

32-bit x 32-bit signed multiply and accumulate. First, add the previous product (stored in the P register), shifted as specified by the product shift mode (PM), to the ACC register. Then, multiply the signed 32-bit content of the location pointed to by the “loc32” addressing mode by the signed 32-bit content of the program–memory location pointed to by the XAR7 register and store the upper 32-bits of the 64-bit result in the P register. If specified, post–increment the XAR7 register by 2:

\[
\text{ACC} = \text{ACC} + \text{P} \ll \text{PM}; \\
\text{P} = (\text{signed } T \times \text{signed Prog[\*XAR7 or \*XAR7++]}) >> 32;
\]

On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "*XAR7/++" addressing mode can be used to access data space variables that fall within the program space address range.

With some addressing mode combinations, you can get conflicting references. In such cases, the C28x will give the "loc16/loc32" field priority on changes to XAR7. For example:

\[
\text{QMACL P,--XAR7,*XAR7++} \quad ; \quad --XAR7 \quad \text{given priority} \\
\text{QMACL P,*XAR7++,*XAR7} \quad ; \quad *XAR7++ \quad \text{given priority} \\
\text{QMACL P,*XAR7,*XAR7++} \quad ; \quad *XAR7++ \quad \text{given priority}
\]

Flags and Modes

<table>
<thead>
<tr>
<th>Z</th>
<th>After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.</td>
</tr>
<tr>
<td>C</td>
<td>If the addition generates a carry, C is set; otherwise C is cleared.</td>
</tr>
<tr>
<td>V</td>
<td>If an overflow occurs, V is set; otherwise V is not affected.</td>
</tr>
<tr>
<td>OVC</td>
<td>If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.</td>
</tr>
</tbody>
</table>
OVM If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

PM The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result in the ACC. The V flag will be set if an intermediate overflow occurs in the ACC.

Example

; Calculate sum of product using 32-bit multiply and retain
; high result:
; int32 X[N]; // Data information
; int32 C[N]; // Coefficient information (located in low 4M)
; int32 sum = 0;
; for(i=0; i < N; i++)
;    sum = sum + ((X[i] * C[i]) >> 32) >> 5;
MOV L XAR2,#X ; XAR2 = pointer to X
MOV L XAR7,#C ; XAR7 = pointer to C
SP M −5 ; Set product shift to ">> 5"
ZAPA ; Zero ACC, P, OVC
RPT # (N−1) ; Repeat next instruction N times
||QMACL P,*XAR2++,*XAR7++ ; ACC = ACC + P >> 5,
; P = (X[i] * C[i]) >> 32
; i++
ADD L ACC,P << PM ; Perform final accumulate
MOV L @sum,ACC ; Store final result into sum
QMPYAL  P,XT,loc32  

**SYNTAX OPTIONS**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>QMPYAL  P,XT,loc32</td>
<td>0101 0110 0100 0110</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**Operands**

- **P**: Product register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

**Description**

Signed 32-bit x 32-bit multiply and accumulate the previous product. Add the previous signed product (stored in the P register), shifted as specified by the product shift mode (PM), to the ACC register. In addition, multiply the signed 32-bit content of the XT register by the signed 32-bit content of the location pointed to by the "loc32" addressing mode and store the upper 32-bits of the 64-bit result in the P register:

\[
\text{ACC} = \text{ACC} + \text{P} \ll\ PM; \\
\text{P} = (\text{signed T} \times \text{signed [loc32]}) \gg 32;
\]

**Flags and Modes**

- **Z**: After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Calculate signed result:
; \( Y_{32} = (X_0 \times C_0 + X_1 \times C_1 + X_2 \times C_2) >> (32 + 2) \)
SPM    -2 ; Set product shift mode to ">> 2"
ZAPA   ; Zero ACC, P, OVC
MOVL   XT, @X0 ; XT = X0
QMPYL  P, XT, @C0 ; P = high 32-bits of \( X_0 \times C_0 \)
MOVL   XT, @X1 ; XT = X0
QMPYAL P, XT, @C1 ; ACC = ACC + P >> 2,
                  ; P = high 32-bits of \( X_1 \times C_1 \)
MOVL   XT, @X2 ; XT = X0
QMPYAL P, XT, @C2 ; ACC = ACC + P >> 2,
                  ; P = high 32-bits of \( X_2 \times C_2 \)
ADDL   ACC, P << PM ; ACC = ACC + P >> 2
MOVL   @Y32, ACC ; Store result into Y32
QA7Y P,X32

QA7Y P,XT,loc32

Signed 32 X 32-bit Multiply (Upper Half)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>QA7Y P,XT,loc32</td>
<td>0101 0110 0110 0111 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
- **P**: Product register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

Description
Multiply the signed 32-bit content of the XT register by the signed 32-bit content of the location pointed to by the "loc32" addressing mode and store the upper 32-bits of the 64-bit result (a Q30 number) in the P register:

\[ P = (\text{signed } XT \times \text{signed } \text{[loc32]}) >> 32; \]

Flags and Modes
None

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Calculate signed result: Y64 = M32*X32 + B64
MOVL XT,@M32 ; XT = M32
IMPYL P,XT,@X32 ; P = low 32-bits of (M32*X32)
MOVL ACC,@B64+2 ; ACC = high 32-bits of B64
ADDUL P,@B64+0 ; P = P + low 32-bits of B64
MOVL @Y64+0,P ; Store low 32-bit result into Y64
QMPYL P,XT,@X32 ; P = high 32-bits of (M32*X32)
ADDCL ACC,@P ; ACC = ACC + P + carry
MOVL @Y64+2,ACC ; Store high 32-bit result into Y64
QMPYL ACC,XT,loc32

Signed 32 X 32-bit Multiply (Upper Half)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>QMPYL ACC,XT,loc32</td>
<td>0101 0110 0110 0011</td>
<td>00 00 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

Operands
- P: Product register
- XT: Multiplicand register
- ACC: Accumulator register

Description
Multiply the signed 32-bit content of the XT register by the signed 32-bit content of the location pointed to by the "loc32" addressing mode and store the upper 32-bits of the 64-bit result (a Q30 number) in the ACC register:

\[ \text{ACC} = (\text{signed XT} \times \text{signed [loc32]}) >> 32; \]

Flags and Modes
- Z: After the operation, the Z flag is set if the ACC value is zero, else Z is cleared.
- N: After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Calculate signed result: \( Y64 = M32 \times X32 \)
MOV LXT, @M32 ; XT = M32
IMPYLP, XT, @X32 ; P = low 32-bits of (M32 \times X32)
QMPYL ACC, XT, @X32 ; ACC = high 32-bits of (M32 \times X32)
MOV L@Y64 + 0, P ; Store result into Y64
MOV L@Y64 + 2, ACC
Signed 32-bit Multiply (Upper Half) and Subtract Previous P

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>QMPYSL P,XT,loc32</td>
<td>0101 0110 0100 0101</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Operands

- **P**: Product register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

Description

Signed 32-bit x 32-bit multiply and subtract the previous product. Subtract the previous signed product (stored in the P register), shifted as specified by the product shift mode (PM), from the ACC register. In addition, multiply the signed 32-bit content of the XT register by the signed 32-bit constant value and store the upper 32 bits of the 64-bit result in the P register:

\[
\text{ACC} = \text{ACC} - P \ll <\text{PM}; \\
\text{P} = (\text{signed T} \times \text{signed [loc32]}) >> 32;
\]

Flags and Modes

- **Z**: After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example  

; Calculate signed result:  
; Y32 = -(X0*C0 + X1*C1 + X2*C2) >> (32 + 2)  
SPM  -2 ; Set product shift mode to ">> 2"  
ZAPA ; Zero ACC, P, OVC  
MOVL XT,@X0 ; XT = X0  
QMPYL P,XT,@C0 ; P = high 32-bits of (X0*C0)  
MOVL XT,@X1 ; XT = X0  
QMPYSL P,XT,@C1 ; ACC = ACC - P >> 2,  
; P = high 32-bits of (X1*C1)  
MOVL XT,@X2 ; XT = X0  
QMPYSL P,XT,@C2 ; ACC = ACC - P >> 2,  
; P = high 32-bits of (X2*C2)  
SUBL ACC,P << PM ; ACC = ACC - P >> 2  
MOVL @Y32,ACC ; Store result into Y32
### QMPYUL P,XT,loc32

**Unsigned 32 X 32-bit Multiply (Upper Half)**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>QMPYUL P,XT,loc32</td>
<td>0101 0110 0100 0111</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

#### Operands
- **P**: Product register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

#### Description
Multiply the unsigned 32-bit content of the XT register by the unsigned 32-bit content of the location pointed to by the “loc32” addressing mode and store the upper 32-bits of the 64-bit result in the P register:

\[
P = (\text{unsigned } \text{XT} \times \text{unsigned } \text{loc32}) \gg 32;
\]

#### Flags and Modes
None

#### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

#### Example
```
; Calculate unsigned result: Y64 = M32*X32 + B64
MOVL XT,@M32 ; XT = M32
IMPYL P,XT,@X32 ; P = low 32-bits of (M32*X32)
MOVL ACC,@B64+2 ; ACC = high 32-bits of B64
ADDUL P,@B64+0 ; P = P + low 32-bits of B64
MOVL @Y64+0,P ; Store low 32-bit result into Y64
QMPYUL P,XT,@X32 ; P = high 32-bits of (M32*X32)
ADDCL ACC,@P ; ACC = ACC + P + carry
MOVL @Y64+2,ACC ; Store high 32-bit result into Y64
```
### QMPYXUL P,XT,loc32

**Signed X Unsigned 32-bit Multiply (Upper Half)**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>QMPYXUL P,XT,loc32</td>
<td>0101 0110 0100 0010</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>0000 0000 LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**

- **P**: Product register
- **XT**: Multiplicand register
- **loc32**: Addressing mode (see Chapter 5)

**Description**

Multiply the signed 32-bit content of the XT register by the unsigned 32-bit content of the location pointed to by the "loc32" addressing mode and store the upper 32–bits of the 64-bit result in the P register:

\[
P = \text{sign}(\text{XT}) \times \text{unsigned}[\text{loc32}] \gg 32;
\]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate signed result: Y64 = (M64*X64) >> 64 + B64
; Y64 = Y1:Y0, M64 = M1:M0, X64 = X1:X0, B64 = B1:B0
MOVLT XT,@X1 ; XT = X1
QMPYXUL P,XT,@M0 ; P = high 32-bits of (uns M0 * sign X1)
MOV @T,#32 ; T = 32
LSL64 ACC:P,T ; ACC:P = ACC:P << T
ASR64 ACC:P,T ; ACC:P = ACC:P >> T
MOVLT @XAR4,P ; XAR5:XAR4 = ACC:P
MOVLT @XAR5,ACC
MOVLT XT,@M1 ; XT = M1
QMPYXUL P,XT,@X0 ; P = high 32-bits of (sign M1 * uns X0)
MOV @T,#32 ; T = 32
LSL64 ACC:P,T ; ACC:P = ACC:P << T
ASR64 ACC:P,T ; ACC:P = ACC:P >> T
MOVLT @XAR6,P ; XAR7:XAR6 = ACC:P
MOVLT @XAR7,ACC
IMPYL P,XT,@X1 ; P = low 32-bits of (sign M1 * sign X1)
QMPYLY ACC,XT,@X1 ; ACC = high 32-bits of (sign M1 * sign X1)
ADDUL P,@XAR4 ; ACC:P = ACC:P + XAR5:XAR4
ADDCL ACC,@XAR5
ADDUL P,@XAR6 ; ACC:P = ACC:P + XAR7:XAR6
ADDCL ACC,@XAR7
ADDUL P,@B0 ; ACC:P = ACC:P + B64
ADDCL ACC,@B1
MOVLT @Y0,P ; Store result into Y64
MOVLT @Y1,ACC
### ROL ACC

**Rotate Accumulator Left**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ROL ACC</td>
<td>1111 1111 0101 0011</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

#### Operands

| ACC | Accumulator register |

#### Description

Rotate the content of the ACC register left by one bit, filling bit 0 with the content of the carry flag and loading the carry flag with the bit shifted out:

![Diagram of ACC rotate left](#)

#### Flags and Modes

| N | After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared. |
| Z | After the operation, the Z flag is set if the ACC is zero, else Z is cleared. |
| C | The value in bit 31 of the ACC register is transferred to C. The value in C before the rotation is transferred to bit 0 of the ACC. |

#### Repeat

This instruction is repeatable. If the operation follows a RPT instruction, then the ROL instruction will be executed N+1 times. The state of the Z, N, and C flags will reflect the final result.

#### Example

```plaintext
; Rotate contents of VarA left by 5:
MOVL ACC,@VarA ; ACC = VarA
RPT #4 ; Repeat next instruction 5 times
| | ROL ACC ; Rotate ACC left
MOVL @VarA,ACC ; Store result into VarA
```
**ROR ACC**

**Rotate Accumulator Right**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ROR ACC</td>
<td>1111 1111 0101 0010</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**  
**ACC**  
Accumulator register

**Description**  
Rotate the content of the ACC register right by one bit, filling bit 31 with the content of the carry flag and loading the carry flag with the bit shifted out:

![Diagram of ROR ACC](image)

**Flags and Modes**

- **N**  
  After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

- **Z**  
  After the operation, the Z flag is set if the ACC is zero, else Z is cleared.

- **C**  
  The value in bit 0 of the ACC register is transferred to C. The value in C before the rotation is transferred to bit 31 of the ACC.

**Repeat**  
This instruction is repeatable. If the operation follows a RPT instruction, then the ROR instruction will be executed N+1 times. The state of the Z, N, and C flags will reflect the final result.

**Example**  
; Rotate contents of VarA right by 5:

```
MOVL ACC,@VarA ; ACC = VarA
RPT #4 ; Repeat next instruction 5 times
||ROR ACC ; Rotate ACC right
MOVL @VarA,ACC ; Store result into VarA
```
**SYNTAX OPTIONS** | **OPCODE** | **OBJMODE** | **RPT** | **CYC**
---|---|---|---|---
RPT #8bit | 1111 0110 CCCC CCCC | X | – | 1
RPT loc16 | 1111 0111 LLLL LLLL | X | – | 4

**Operands**
- **#8bit**: 8-bit constant immediate value (0 to 255 range)
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Repeat the next instruction. An internal repeat counter (RPTC) is loaded with a value N that is either the specified #8bit constant value or the content of the location pointed to by the "loc16" addressing mode. After the instruction that follows the RPT is executed once, it is repeated N times; that is, the instruction following the RPT executes N + 1 times. Because the RPTC cannot be saved during a context switch, repeat loops are regarded as multicycle instructions and are not interruptible.

**Note on syntax:**
Parallel bars (||) before the repeated instruction are used as a reminder that the instruction is repeated and is not interruptable.

When writing inline assembly, use the syntax

```
asm(||    RPT #8bt/ loc16 || instruction");
```

Not all instructions are repeatable. If an instruction that is not repeatable follows the RPT instruction, the RPTC counter is reset to 0 and the instruction only executes once. The 28x Assembly Language tools check for this condition and issue warnings.

**Flags and Modes**
None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
```
; Copy the number of elements specified in VarA from Array1 to Array2:
; int16 Array1[N]; // Located in high 64K of program space
; int16 Array2[N]; // Located in data space
; for (i=0; i < VarA; i++)
  Array2[i] = Array1[i];
MOVL XAR2,#Array2  ; XAR2 = pointer to Array2
RPT @VarA          ; Repeat next instruction, [VarA] + 1 times
|| XPREAD *XAR2++,*Array1  ; Array2[i] = Array1[i], i++
```

---

6-305
Saturate Accumulator

**Operands**

**ACC**
Accumulator register

**Description**
Saturate the ACC register to reflect the net overflow represented in the 6-bit overflow counter (OVC):

```plaintext
if( OVC > 0 )
    ACC = 0x7FFF FFFF;
    V = 1;
if( OVC < 0 )
    ACC = 0x8000 0000;
    V = 1;
if( OVC = 0 )
    ACC = unchanged;
    OVC = 0;
```

**Flags and Modes**

**N**
After the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

**Z**
After the operation, the Z flag is set if the ACC is zero, else Z is cleared.

**C**
C is cleared.

**V**
If (OVC != 0) at the start of the operation, V is set; otherwise, V is cleared.

**OVC**
If (OVC > 0) then ACC is saturated to its maximum positive value.
If (OVC < 0) then ACC is saturated to its maximum negative value.
if (OVC = 0) then ACC is not modified.
After the operation, OVC is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Add VarA, VarB and VarC and saturate result and store in VarD:
ZAP    OVC        ; Clear overflow counter
MOV    ACC,@VarA  ; Load ACC with contents of VarA
ADDL   ACC,@VarB  ; Add to ACC contents of VarB
ADDL   ACC,@VarC  ; Add to ACC contents of VarC
MOV    ACC,ACC    ; Saturate ACC based on OVC value
MOV    @VarD,ACC  ; Store result into VarD
SAT64 ACC:P

**Saturate 64-bit Value ACC:P**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SAT64 ACC:P</td>
<td>0101 0110 0011 1110</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

ACC:P  Accumulator register (ACC) and product register (P)

**Description**

Saturate the 64-bit content of the combined ACC:P registers to reflect the net overflow represented in the overflow counter (OVC):

```
if(OVC > 0)
    ACC:P = 0x7FFF FFFF FFFF FFFF;
    V=1;
if(OVC < 0)
    ACC:P = 0x8000 0000 0000 0000;
    V=1;
if(OVC = 0)
    ACC:P = unchanged;
    OVC = 0;
```

**Flags and Modes**

- **N**  After the shift, if bit 31 of the ACC register is 1 then ACC:P is negative and the N bit is set; otherwise N is cleared.
- **Z**  After the operation, the Z flag is set if the combined 64-bit value of the ACC:P is zero; otherwise, Z is cleared.
- **C**  The C bit is cleared.
- **V**  At the start of the operation, if (OVC = 0) then V is cleared; otherwise, V is set.
- **OVC**  If (OVC = 0), then no saturation takes place: ACC:P is unchanged.
  If(OVC > 0), then saturate ACC:P the maximum positive value:
  ACC:P = 0x7FFF FFFF FFFF FFFF
  If( OVC < 0), then saturate ACC:P to the maximum negative value:
  ACC = 0x8000 0000 or ACC:P = 0x8000 0000 0000 0000
  At the end of the operation, OVC is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Add 64-bit VarA, VarB and VarC, sat and store result in VarD:
ZAP OVC ; Clear overflow counter
MOVL P, @VarA+0 ; Load P with low 32-bits of VarA
ADDUL P, @VarB+0 ; Add to P unsigned low 32-bits of VarB
ADDUL P, @VarC+0 ; Add to P unsigned low 32-bits of VarC
MOVU @AL, OVC ; Store overflow (repeated carry) in the ACC
; and then add higher portion of the 64 bit variables
MOVB AH, #0 ; Store overflow (repeated carry) in the ACC
; and then add higher portion of the 64 bit variables
ZAP OVC ; Clear overflow counter
ADDL ACC, @VarA+2 ; Add to ACC with carry high 32-bits of VarA
ADDL ACC, @VarB+2 ; Add to ACC with carry high 32-bits of VarB
ADDL ACC, @VarC+2 ; Add to ACC with carry high 32-bits of VarC
SAT64 ACC:P ; Saturate ACC:P based on OVC value
MOVL @VarD+0, P ; Store low 32-bit result into VarD
MOVL @VarD+2, ACC ; Store high 32-bit result into VarD
SB 8bitOffset,COND

### Syntax

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SB 8bitOffset,COND</td>
<td>0110 COND CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>7/4</td>
</tr>
</tbody>
</table>

#### Operands

- **8bitOffset**: 8-bit signed immediate constant offset value (-128 to +127 range)

#### COND

Conditional codes:

<table>
<thead>
<tr>
<th>COND</th>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>0001</td>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>0010</td>
<td>GT</td>
<td>Greater Then</td>
<td>Z = 0 AND N = 0</td>
</tr>
<tr>
<td>0011</td>
<td>GEQ</td>
<td>Greater Then Or Equal To</td>
<td>N = 0</td>
</tr>
<tr>
<td>0100</td>
<td>LT</td>
<td>Less Then</td>
<td>N = 1</td>
</tr>
<tr>
<td>0101</td>
<td>LEQ</td>
<td>Less Then Or Equal To</td>
<td>Z = 1 OR N = 1</td>
</tr>
<tr>
<td>0110</td>
<td>HI</td>
<td>Higher</td>
<td>C = 1 AND Z = 0</td>
</tr>
<tr>
<td>0111</td>
<td>HIS, C</td>
<td>Higher Or Same, Carry Set</td>
<td>C = 1</td>
</tr>
<tr>
<td></td>
<td>LO, NC</td>
<td>Lower, Carry Clear</td>
<td>C = 0</td>
</tr>
<tr>
<td>1001</td>
<td>LOS</td>
<td>Lower Or Same</td>
<td>C = 0 OR Z = 1</td>
</tr>
<tr>
<td>1010</td>
<td>NOV</td>
<td>No Overflow</td>
<td>V = 0</td>
</tr>
<tr>
<td>1011</td>
<td>OV</td>
<td>Overflow</td>
<td>V = 1</td>
</tr>
<tr>
<td>1100</td>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>1101</td>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
<tr>
<td>1110</td>
<td>NBIO</td>
<td>BIO Input Equal To Zero</td>
<td>BIO = 0</td>
</tr>
<tr>
<td>1111</td>
<td>UNC</td>
<td>Unconditional</td>
<td>-</td>
</tr>
</tbody>
</table>

#### Description

Short conditional branch. If the specified condition is true, then branch by adding the signed 8-bit constant value to the current PC value; otherwise continue execution without branching:

If (COND = true)  PC = PC + signed 8-bit offset;
If (COND = false) PC = PC + 1;

**Note:** If (COND = true) then the instruction takes 7 cycles.
If (COND = false) then the instruction takes 4 cycles.

#### Flags and Modes

- **V**: If the V flag is tested by the condition, then V is cleared.

#### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
SBBU ACC,loc16

Subtract Unsigned Value Plus Inverse Borrow

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SBBU ACC,loc16</td>
<td>0001 1101 LLLL LLLL</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

ACC    Accumulator register
loc16  Addressing mode (see Chapter 5)

Description

Subtract the 16-bit contents of the location pointed to by the “loc16” addressing mode, zero extended, and subtract the compliment of the carry flag bit from the ACC register:

\[
\text{ACC} = \text{ACC} - 0:\text{[loc16]} - \neg C;
\]

Flags and Modes

Z      After the subtraction, the Z flag is set if ACC is zero, else Z is cleared.
N      After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
C      The state of the carry bit before execution is included in the subtraction. If the subtraction generates a borrow, C is cleared; otherwise C is set.
V      If an overflow occurs, V is set; otherwise V is not affected.
OVC    If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.
OVM    If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Subtract three 32-bit unsigned variables by 16-bit parts:
MOVU ACC,@VarAlow ; AH = 0, AL = VarAlow
ADD ACC,@VarAhig << 16 ; AH = VarAhig, AL = VarAlow
SUBU ACC,@VarBlow ; ACC = ACC - 0:VarBlow
SUB    ACC,@VarBhig << 16 ; ACC = ACC - VarBhig << 16
SBBU ACC,@VarChlow << 16 ; ACC = ACC - VarChlow - ~Carry
SUB    ACC,@VarChigh << 16 ; ACC = ACC - VarChigh << 16
### SBF 8bitOffset,EQ/NEQ/TC/NTC

**Operands**  8bitOffset  8-bit signed immediate constant offset value (−128 to +127 range)

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
</tbody>
</table>

**Description**

Short fast conditional branch. If the specified condition is true, then branch by adding the signed 8-bit constant value to the current PC value; otherwise continue execution without branching:

- If (tested condition = true)  \( \text{PC} = \text{PC} + \text{signed 8-bit offset} \);
- If (tested condition = false)  \( \text{PC} = \text{PC} + 1 \);

**Note:** The short branch fast (SBF) instruction takes advantage of dual pre-fetch queue on the C28x core that reduces the cycles for a taken branch from 7 to 4:

- If (tested condition = true) then the instruction takes 4 cycles.
- If (tested condition = false) then the instruction takes 4 cycles.

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Syntax Description Flags Tested

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SBF 8bitOffset,EQ</td>
<td>1110 1100 CCCC CCCC</td>
<td>1</td>
<td>–</td>
<td>4/4</td>
</tr>
<tr>
<td>SBF 8bitOffset,NEQ</td>
<td>1110 1101 CCCC CCCC</td>
<td>1</td>
<td>–</td>
<td>4/4</td>
</tr>
<tr>
<td>SBF 8bitOffset,TC</td>
<td>1110 1110 CCCC CCCC</td>
<td>1</td>
<td>–</td>
<td>4/4</td>
</tr>
<tr>
<td>SBF 8bitOffset,NTC</td>
<td>1110 1111 CCCC CCCC</td>
<td>1</td>
<td>–</td>
<td>4/4</td>
</tr>
</tbody>
</table>
### SBRK #8bit

*Subtract From Current Auxiliary Register*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SBRK,#8bit</td>
<td>1111 1101 CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Operands

**#8bit**

8-bit constant immediate value

#### Description

Subtract the 8-bit unsigned constant from the XARn register pointed to by ARP:

\[
\text{XAR(ARP)} = \text{XAR(ARP)} - 0:8\text{bit};
\]

#### Flags and Modes

**ARP**

The 3-bit ARP points to the current valid auxiliary register, XAR0 to XAR7. This pointer determines which auxiliary register is modified by the operation.

#### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

#### Example

```assembly
.word 0xEEEE
.word 0x0000
TableA: .word 0x1111
    .word 0x2222
    .word 0x3333
    .word 0x4444
FuncA:

    MOVL XAR1,#TableA ; Initialize XAR1 pointer
    MOVZ AR2,*XAR1    ; Load AR2 with the 16-bit value
                    ; pointed to by XAR1 (0x1111)
                    ; Set ARP = 1
    SBRK #2           ; Decrement XAR1 by 2
    MOVZ AR3,*XAR1    ; Load AR3 with the 16-bit value
                    ; pointed to by XAR1 (0xEEEE)
```
### SETC Mode

**Set Multiple Status Bits**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETC Mode</td>
<td>0011 1011 CCCC CCCC</td>
<td>X</td>
<td>–</td>
<td>1,2</td>
</tr>
<tr>
<td>SETC SXM</td>
<td>0011 1011 0000 0001</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SETC OVM</td>
<td>0011 1011 0000 0010</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SETC TC</td>
<td>0011 1011 0000 0100</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SETC C</td>
<td>0011 1011 0000 1000</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SETC INTM</td>
<td>0011 1011 0001 0000</td>
<td>X</td>
<td>–</td>
<td>2</td>
</tr>
<tr>
<td>SETC DBGM</td>
<td>0011 1011 0010 0000</td>
<td>X</td>
<td>–</td>
<td>2</td>
</tr>
<tr>
<td>SETC PAGE0</td>
<td>0011 1011 0100 0000</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SETC VMAP</td>
<td>0011 1011 1000 0000</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands mode**: 8-bit immediate mask (0x00 to 0xFF)

**Description**: Set the specified status bits. The "mode" operand is a mask value that relates to the status bits in this way:

<table>
<thead>
<tr>
<th>“Mode” bit</th>
<th>Status Register</th>
<th>Flag</th>
<th>Cycles</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>ST0</td>
<td>SXM</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>ST0</td>
<td>OVM</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>ST0</td>
<td>TC</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>ST0</td>
<td>C</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>ST1</td>
<td>INTM</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>ST1</td>
<td>DBGM</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>ST1</td>
<td>PAGE0</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>ST1</td>
<td>VMAP</td>
<td>1</td>
</tr>
</tbody>
</table>

**Note**: The assembler will accept any number of flag names in any order. For example:

- SETC INTM,TC ; Set INTM and TC bits to 1
- SETC TC,INTM,OVM,C ; Set TC, INTM, OVM, C bits to 1

**Flags and Modes**: Any of the specified bits can be set by the instruction.

**Repeat**: This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Modify flag settings:
SETC    INTM, DBGM  ; Set INTM and DBGM bits to 1
CLRC    TC, C, SXM, OVM  ; Clear TC, C, SXM, OVM bits to 0
CLRC    #0xFF  ; Clear all bits to 0
SETC    #0xFF  ; Set all bits to 1
SETC    C, SXM, TC, OVM  ; Set TC, C, SXM, OVM bits to 1
CLRC    DBGM, INTM  ; Clear INTM and DBGM bits to 0
Set the M0M1MAP Status Bit

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETC M0M1MAP</td>
<td>0101 0110 0001 1010</td>
<td>X</td>
<td>–</td>
<td>5</td>
</tr>
</tbody>
</table>

### Operands
M0M1MAP Status bit

### Description
Set the M0M1MAP status bit, configuring the mapping of the M0 and M1 memory blocks for C28x/C2XLP operation. The memory blocks are mapped as follows:

<table>
<thead>
<tr>
<th>M0M1MAP bit</th>
<th>Data Space</th>
<th>Program Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>M0: 0x000 to 0x3FF</td>
<td>M0: 0x400 to 0x7FF</td>
</tr>
<tr>
<td>(C27x)</td>
<td>M1: 0x400 to 0x7FF</td>
<td>M1: 0x000 to 0x3FF</td>
</tr>
<tr>
<td>1</td>
<td>M0: 0x000 to 0x3FF</td>
<td></td>
</tr>
<tr>
<td>(C28x/C2XLP)</td>
<td>M1: 0x400 to 0x7FF</td>
<td></td>
</tr>
</tbody>
</table>

**Note:** The pipeline is flushed when this instruction is executed.

### Flags and Modes
M0M1MAP The M0M1MAP bit is set.

### Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

### Example
; Set the device mode from reset to C28x:
Reset:
  SETC OBJMODE ; Enable C28x Object Mode
  CLRC AMODE ; Enable C28x Address Mode
  .c28_amode ; Tell assembler we are in C28x address mode
  SETC M0M1MAP ; Enable C28x Mapping Of M0 and M1 blocks
  .
SETC OBJMODE

**Description**
Set the OBJMODE status bit, putting the device in C28x object mode (supports C2XLP source):

**Flags and Modes**
OBJMODE Set the OBJMODE bit.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Set the device mode from reset to C28x:
Reset:
    SETC OBJMODE ; Enable C28x Object Mode
    CLRC AMODE ; Enable C28x Address Mode
    .c28_amode ; Tell assembler we are in C28x address mode
    SETC M0M1MAP ; Enable C28x Mapping Of M0 and M1 blocks
    .
    .

**SYNTAX OPTIONS**

<table>
<thead>
<tr>
<th>OPERANDS</th>
<th>OBJCODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETC OBJMODE</td>
<td>0101 0110 0001 1111</td>
<td>X</td>
<td>-</td>
</tr>
</tbody>
</table>

**Operands**
OBJMODE Status bit
### SETC XF

**Set XF Bit and Output Signal**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETC XF</td>
<td>0101 0110 0010 0110</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **XF**: Status bit and output signal

**Description**

Set the XF status bit and pull the corresponding output signal high.

**Flags and Modes**

- **XF**: The XF status bit is set.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```assembly
; Pulse XF signal high if branch not taken:
MOV   AL,@VarA ; Load AL with contents of VarA
SB    Dest,NEQ ; ACC = VarA
SETC  XF ; Set XF bit and signal high
CLRC  XF ; Clear XF bit and signal low
.
.
Dest:
.
```

6-317
### Shift Accumulator Right

**SYNTAX OPTIONS**

<table>
<thead>
<tr>
<th>SFR  ACC,#1..16</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SFR  ACC,#1..16</td>
<td>1111 1111 0100 SHFT</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **#1..16**: Shift value

**Description**

Right shift the content of the ACC register by the amount specified in the shift field. The type of shift (arithmetic or logical) is determined by the state of the sign extension mode (SXM) bit:

```plaintext
if(SXM = 1)          // sign extension mode enabled
  ACC = S:ACC >> shift value; // arithmetic shift right
else
  ACC = 0:ACC >> shift value; // logical shift right
```

**Flags and Modes**

- **Z**: After the shift, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the shift, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: The last bit shifted out is loaded into the C flag bit.
- **SXM**: If (SXM = 1), then the operation behaves like an arithmetic right shift. If (SXM = 0), then the operation behaves like a logical right shift.

**Repeat**

This instruction is repeatable. If the operation follows a RPT instruction, then the SFR instruction will be executed N+1 times. The state of the Z, N and C flags will reflect the final result.

**Example**

; Arithmetic shift right contents of VarA by 10:

```assembly
MOVL ACC,@VarA ; ACC = VarA
SETC SXM ; Enable sign extension mode
SFR ACC,#10 ; Arithmetic shift right ACC by 10
MOVL @VarA,ACC ; Store result into VarA
```
**Shift Accumulator Right**

**Operands**
- **ACC**: Accumulator register
- **T**: Upper 16-bits of the multiplicand (XT) register

**Description**
Right shift the content of the ACC register by the amount specified in the four least significant bits of the T register, T(3:0) = 0..15. Higher order bits are ignored. The type of shift (arithmetic or logical) is determined by the state of the sign extension mode (SXM) bit:

```
if(SXM = 1) // sign extension mode enabled
    ACC = S:ACC >> T(3:0); // arithmetic shift right
else // sign extension mode disabled
    ACC = 0:ACC >> T(3:0); // logical shift right
```

**Flags and Modes**
- **Z**: After the shift, the Z flag is set if the ACC value is zero, else Z is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the zero condition and Z is affected.
- **N**: After the shift, the N flag is set if bit 31 of the ACC is 1, else N is cleared. Even if the T register specifies a shift of 0, the content of the ACC register is still tested for the negative condition and N is affected.
- **C**: If (T(3:0) = 0) then C is cleared; otherwise, the last bit shifted out is loaded into the C flag bit.
- **SXM**: If (SXM = 1), then the operation behaves like an arithmetic right shift. If (SXM = 0), then the operation behaves like a logical right shift.

**Repeat**
This instruction is repeatable. If the operation follows a RPT instruction, then the SFR instruction will be executed N+1 times. The state of the Z, N and C flags will reflect the final result.

**Example**
```
; Arithmetic shift right contents of VarA by VarB:
MOVL  ACC,@VarA    ; ACC = VarA
MOV   T,@VarB      ; T = VarB (shift value)
SETC  SXM          ; Enable sign extension mode
SFR   ACC,T        ; Arithmetic shift right ACC by T(3:0)
MOVL  @VarA,ACC    ; Store result into VarA
```
Set Product Mode Shift Bits

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPM +1</td>
<td>1111 1111 0110 1000</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SPM 0</td>
<td>1111 1111 0110 1001</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SPM −1</td>
<td>1111 1111 0110 1010</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SPM −2</td>
<td>1111 1111 0110 1011</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SPM −3</td>
<td>1111 1111 0110 1100</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SPM −4 (Valid only when AMODE = 0)</td>
<td>1111 1111 0110 1101</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SPM −4 (Valid only when AMODE = 1)</td>
<td>1111 1111 0110 1110</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SPM −5</td>
<td>1111 1111 0110 1110</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>SPM −6</td>
<td>1111 1111 0110 1111</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands shift

Product shift modes (+4, +1, 0, −1, −2, −3, −4, −5, −6)

Description

Specify a product shift mode. A negative value indicates an arithmetic right shift; positive numbers indicate a logical left shift. The following table shows the relationship between the “shift” operand and the 3-bit value that gets loaded into the product shift mode (PM) bits in ST0. The address mode bit (AMODE) selects between two types of shift decodes as shown in the table below:

<table>
<thead>
<tr>
<th>PM Bits</th>
<th>AMODE = 1</th>
<th>AMODE = 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>SPM +1</td>
<td>SPM +1</td>
</tr>
<tr>
<td>001</td>
<td>SPM 0</td>
<td>SPM 0</td>
</tr>
<tr>
<td>010</td>
<td>SPM −1</td>
<td>SPM −1</td>
</tr>
<tr>
<td>011</td>
<td>SPM −2</td>
<td>SPM −2</td>
</tr>
<tr>
<td>100</td>
<td>SPM −3</td>
<td>SPM −3</td>
</tr>
<tr>
<td>101</td>
<td>SPM +4</td>
<td>SPM +4</td>
</tr>
<tr>
<td>110</td>
<td>SPM −5</td>
<td>SPM −5</td>
</tr>
<tr>
<td>111</td>
<td>SPM −6</td>
<td>SPM −6</td>
</tr>
</tbody>
</table>

Flags and Modes

PM

PM is loaded with the 3-bit value specified by the selected “shift” value.

Repeat

This instruction is repeatable. If the operation follows a RPT instruction, then the SFR instruction will be executed N+1 times. The state of the Z, N and C flags will reflect the final result.
Example

; Calculate: Y32 = M16*X16 >> 4 + B32
CLRC AMODE ; Make sure AMODE = 0
SPM −4 ; Set product shift mode to ">> 4"
MOV T,@X16 ; T   = X16
MPY P,XT,@M16 ; P   = X16*M16
MOVL ACC,@B32 ; ACC = B32
ADDL ACC,P << PM ; ACC = ACC + (P >> 4)
MOVL @Y32,ACC ; Store result into Y32
**SQRA loc16**

*Square Value and Add P to ACC*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQRA loc16</td>
<td>0101 0110 0001 0101 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**  
`loc16`  
Addressing mode (see Chapter 5)

**Description**  
Add the previous product (stored in the P register), shifted by the amount specified by the product shift mode (PM), to the ACC register. Then the content of the location pointed to by the "loc16" addressing mode is loaded into the T register, squared, and stored in the P register:

\[
\text{ACC} = \text{ACC} + P \ll \text{PM}; \\
T = [\text{loc16}]; \\
P = T \times [\text{loc16}];
\]

**Flags and Modes**

**Z**  
After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.

**N**  
After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

**C**  
If the addition generates a carry, C is set; otherwise C is cleared.

**V**  
If an overflow occurs, V is set; otherwise V is not affected.

**OVC**  
If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.

**OVM**  
If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**PM**  
The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat**  
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag is set if an intermediate overflow occurs.
Example

; Calculate sum of squares using 16-bit multiply:
; int16 X[N] ; Data information
; sum = 0;
; for(i=0; i < N; i++)
; sum = sum + (X[i] * X[i]) >> 5;

MOV L XAR2,#X ; XAR2 = pointer to X
SPM  -5 ; Set product shift to ">> 5"
ZAPA ; Zero ACC, P, OVC
RPT  #N-1 ; Repeat next instruction N times
||SQRA *XAR2++ ; ACC = ACC + P >> 5,
; P = (*XAR2++)^2
ADDL ACC,P << PM ; Perform final accumulate
MOV L @sum,ACC ; Store final result into sum
**SQRS loc16**

**Square Value and Subtract P From ACC**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQRS loc16</td>
<td>0101 0110 0001 0001</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td></td>
<td>xxxx xxxx LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Operands**  
loc16  
Addressing mode (see Chapter 5)

**Description**
Subtract the previous product (stored in the P register), shifted by the amount specified by the product shift mode (PM), from the ACC register. Then the content of the location pointed to by the "loc16" addressing mode is loaded into the T register, squared, and stored in the P register:

\[
\text{ACC} = \text{ACC} - \text{P} \ll \text{PM};
\]
\[
T = [\text{loc16}];
\]
\[
P = T \times [\text{loc16}];
\]

**Flags and Modes**

<table>
<thead>
<tr>
<th>Z</th>
<th>After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.</td>
</tr>
<tr>
<td>C</td>
<td>If the subtraction generates a borrow, C is cleared; otherwise C is set.</td>
</tr>
<tr>
<td>V</td>
<td>If an overflow occurs, V is set; otherwise V is not affected.</td>
</tr>
<tr>
<td>OVC</td>
<td>If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.</td>
</tr>
<tr>
<td>OVM</td>
<td>If overflow mode bit is set; then the ACC value will saturate maximum positive (0xFFFFFFFF) or maximum negative (0x80000000) if the operation overflowed.</td>
</tr>
<tr>
<td>PM</td>
<td>The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.</td>
</tr>
</tbody>
</table>

**Repeat**
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag will be set if an intermediate overflow occurs.
Example

; Calculate sum of negative squares using 16-bit multiply:
; int16 X[N]  ; Data information
; sum = 0;
; for(i=0; i < N; i++)
;   sum = sum − (X[i] * X[i]) >> 5;
    MOVL XAR2,#X  ; XAR2 = pointer to X
    SPM −5  ; Set product shift to ">> 5"
    ZAPA  ; Zero ACC, P, OVC
    RPT #N-1  ; Repeat next instruction N times
    ||SQRS *XAR2++  ; ACC = ACC − P >> 5,
                     ; P = (*XAR2++)^2
    SUBL ACC,P << PM  ; Perform final subtraction
    MOVL @sum,ACC  ; Store final result into sum
### SUB ACC,loc16 << #0..16

**Subtract Shifted Value From Accumulator**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUB ACC,loc16 &lt;&lt; #0</td>
<td>1010 1110 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; #1..15</td>
<td>1000 0000 LLLL LLLL</td>
<td>0</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; #16</td>
<td>0101 0110 0000 0000</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
<tr>
<td></td>
<td>0000 SHFT LLLL LLLL</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SUB ACC,loc16 &lt;&lt; #16</td>
<td>1000 SHFT LLLL LLLL</td>
<td>0</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)
- **#0..16**: Shift value (default is "<< #0" if no value specified)

**Description**
Subtract the left-shifted 16-bit location pointed to by the "loc16" addressing mode from the ACC register. The shifted value is sign extended if sign extension mode is turned on (SXM=1) else the shifted value is zero extended (SXM=0). The lower bits of the shifted value are zero filled:

```
if(SXM = 1) // sign extension mode enabled
    ACC = ACC - S:loc16 << shift value;
else // sign extension mode disabled
    ACC = ACC - 0:loc16 << shift value;
```

**Flags and Modes**
- **Z**: After the subtraction, the Z flag is set if ACC is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else Z is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If(OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If(OVM = 1, enabled) then the counter is not affected by the operation.
- **SXM**: If sign extension mode bit is set; then the 16-bit operand, addressed by the "loc16" field, will be sign extended before the addition. Else, the value will be zero extended.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFF FFFF) or maximum negative (0x8000 0000) if the operation overflowed.

---

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Repeat

If the operation is repeatable, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled. If the operation is not repeatable, the instruction will execute only once.

Example

; Calculate signed value: ACC = (VarA << 10) − (VarB << 6);
SETC SXM ; Turn sign extension mode on
MOV ACC, @VarA << #10 ; Load ACC with VarA left shifted by 10
SUB ACC, @VarB << #6 ; Subtract VarB left shifted by 6 to ACC0
### SUB ACC,loc16 ◄T

**Subtract Shifted Value From Accumulator**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUB ACC,loc16 ◄T</td>
<td>0101 0110 0010 0111</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)
- **T**: Upper 16-bits of the multiplicand register, XT(31:16)

**Description**

Subtract from the ACC register the left-shifted contents of the 16-bit location pointed to by the "loc16" addressing mode. The shift value is specified by the four least significant bits of the T register, T(3:0) = shift value = 0..15. Higher order bits are ignored. The shifted value is sign extended if sign extension mode is turned on (SXM=1) else the shifted value is zero extended (SXM=0). The lower bits of the shifted value are zero filled:

```plaintext
if(SXM = 1) // sign extension mode enabled
    ACC = ACC − S:{loc16} ◄ T(3:0);
else // sign extension mode disabled
    ACC = ACC − 0:{loc16} ◄ T(3:0);
```

**Flags and Modes**

- **Z**: After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If(OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If(OVM = 1, enabled) then the counter is not affected by the operation.
- **SXM**: If sign extension mode bit is set; then the 16-bit operand, addressed by the "loc16" field, will be sign extended before the addition. Else, the value will be zero extended.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFF FFFF) or maximum negative (0x8000 0000) if the operation overflowed.

**Repeat**

If this operation is repeated, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled.
Example

; Calculate signed value: ACC = (VarA << SB) - (VarB << SB)
SETC SXM ; Turn sign extension mode on
MOV T,@SA ; Load T with shift value in SA
MOV ACC,@VarA << T ; Load in ACC shifted contents of VarA
MOV T,@SB ; Load T with shift value in SB
SUB ACC,@VarB << T ; Subtract from ACC shifted contents of VarB
SUB ACC,#16bit << #0..15

Subtract Shifted Value From Accumulator

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUB ACC,#16bit &lt;&lt; #0..15</td>
<td>1111 1111 0000 SHFT</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>CCCC CCCC CCCC CCCC</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Operands
- **ACC**: Accumulator register
- **#16bit**: 16-bit immediate constant value
- **#0..15**: Shift value (default is "<< #0" if no value specified)

Description
Subtract the left shifted 16-bit immediate constant value from the ACC register. The shifted value is sign extended if sign extension mode is turned on (SXM=1) else the shifted value is zero extended (SXM=0). The lower bits of the shifted value are zero filled:

```plaintext
if(SXM = 1) // sign extension mode enabled
  ACC = ACC - S:16bit << shift value;
else // sign extension mode disabled
  ACC = ACC - 0:16bit << shift value;
```

Flags and Modes
- **Z**: After the subtraction, the Z flag is set if ACC is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If(OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If(OVM = 1, enabled) then the counter is not affected by the operation.
- **SXM**: If sign extension mode bit is set; then the 16-bit operand, addressed by the "loc16" field, will be sign extended before the addition. Else, the value will be zero extended.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
```plaintext
; Calculate signed value: ACC = (VarB << 10) - (23 << 6);
SETC SXM ; Turn sign extension mode on
MOV ACC,@VarB << #10 ; Load ACC with VarB left shifted by 10
SUB ACC,#23 << #6 ; Subtract from ACC 23 left shifted by 6
```
### SUB AX, loc16

**Subtract Specified Location From AX**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUB AX, loc16</td>
<td>1001 111A LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **loc16**: Addressing mode (see Chapter 5)

**Description**
Subtract the 16-bit content of the location pointed to by the "loc16" addressing mode from the specified AX register (AH or AL) and store the results in AX:

\[
AX = AX - [\text{loc16}];
\]

**Flags and Modes**
- **N**: After the subtraction, AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: After the subtraction, AX is tested for a zero condition. The zero flag bit is set if the operation generates \(AX = 0\), otherwise it is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected. Signed positive overflow occurs if the result crosses the max positive value (0x7FFF) in the positive direction. Signed negative overflow occurs if the result crosses the max negative value (0x8000) in the negative direction.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Subtract the contents of VarA with VarB and store in VarC
MOV AL,@VarA ; Load AL with contents of VarA
SUB AL,@VarB ; Subtract from AL contents of VarB
MOV @VarC,AL ; Store result in VarC
SUB loc16, AX  

Reverse-Subtract Specified Location From AX

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUB loc16, AX</td>
<td>0111 010A LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands  
loc16  
Addressing mode (see Chapter 5)  

AX  
Accumulator high (AH) or accumulator low (AL) register

Description  
Subtract the content of the specified AX register (AH or AL) from the 16-bit content of the location pointed to by the "loc16" addressing mode and store the result in location pointed to by "loc16":  

\[
[l_{oc16}] = [l_{oc16}] - AX;
\]

Flags and Modes  
N  
After the subtraction, \([l_{oc16}]\) is tested for a negative condition. If bit 15 of \([l_{oc16}]\) is 1, then the negative flag bit is set; otherwise it is cleared.

Z  
After the subtraction, \([l_{oc16}]\) is tested for a zero condition. The zero flag bit is set if the operation generates \([l_{oc16}] = 0\); otherwise it is cleared.

C  
If the subtraction generates a borrow, C is cleared; otherwise C is set.

V  
If an overflow occurs, V is set; otherwise V is not affected. Signed positive overflow occurs if the result crosses the max positive value (0x7FFF) in the positive direction. Signed negative overflow occurs if the result crosses the max negative value (0x8000) in the negative direction.

Repeat  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example  
; Subtract the contents of VarA from index register AR0:
MOV AL,@VarA  ; Load AL with contents of VarA
SUB @AR0,AL  ; AR0 = AR0 - AL
; Subtract the contents of VarB from VarC:
MOV AH,@VarB  ; Load AH with contents of VarB
SUB @VarC,AH  ; VarC = VarC - AH
**SUBB ACC,#8bit**

*Subtract 8-bit Value*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBB ACC,#8bit</td>
<td>0001 1001 CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC** Accumulator register
- **#8bit** 8-bit immediate constant value

**Description**

Subtract the zero-extended, 8-bit constant from the ACC register:

\[ \text{ACC} = \text{ACC} - 0:8\text{bit}; \]

**Flags and Modes**

- **Z** After the subtraction, the Z flag is set if ACC is zero, else Z is cleared.
- **N** After the subtraction, the N flag is set if bit 31 of the ACC is 1, N is cleared.
- **C** If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V** If an overflow occurs, V is set; otherwise, V is not affected.
- **OVC** If OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If OVM = 1, enabled) then the counter is not affected by the operation.
- **OVM** If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Decrement contents of 32-bit location VarA:
MOVL ACC,@VarA ; Load ACC with contents of VarA
SUBB ACC,#1 ; Subtract 1 from ACC
MOVL @VarA,ACC ; Store result back into VarA
## SUBB SP,#7bit

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBB SP,#7bit</td>
<td>1111 1110 1CCC CCCC</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
- **SP**  
  Stack pointer  
- **#7bit**  
  7-bit immediate constant value

**Description**  
Subtract a 7-bit unsigned constant to SP and store the result in SP:  
\[ SP = SP - 0:7\text{bit}; \]

**Flags and Modes**  
None

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
 FUNC:A:

```assembly
ADD B SP,#N
; Reserve N 16-bit words of space for local variables on stack:
.
.
.
SUBB SP,#N
; Deallocate reserved stack space.
LRETR
; Return from function.
```
**SUBB XARn,#7bit**

**Subtract 7-Bit From Auxiliary Register**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBB XARn, #7bit</td>
<td>1101 1nnn 1CCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **XARn**: XAR0 to XAR7, 32-bit auxiliary registers
- **#7bit**: 7-bit immediate constant value

**Description**

Subtract the 7-bit unsigned constant from XARn and store the result in XARn:

\[ XARn = XARn - 0:7bit; \]

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```Assembly
MOVL XAR1,#VarA ; Initialize XAR1 pointer with address of VarA
MOVL XAR2,*XAR1 ; Load XAR2 with contents of VarA
SUBB XAR2,#10h' ; XAR2 = VarA - 0x10
```
SUBBL ACC, loc32

Subtract 32-bit Value Plus Inverse Borrow

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBBL ACC, loc32</td>
<td>0101 0110 0101 0100 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

loc32 Addressing mode (see Chapter 5)

ACC Accumulator register

Description

Subtract from the ACC the 32-bit location pointed to by the “loc32” addressing mode and the logical inversion of the value in the carry flag bit:

\[ \text{ACC} = \text{ACC} - [\text{loc32}] - \sim C; \]

Flags and Modes

Z After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.

N After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

C The state of the carry bit before execution is included in the subtraction. If the subtraction generates a borrow, C is cleared; otherwise C is set.

V If an overflow occurs, V is set; otherwise V is not affected.

OVC If OVC = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If OVC = 1, enabled) then the counter is not affected by the operation.

OVM If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Subtract two 64-bit values (VarA and VarB) and store result
; in VarC:
MOVL ACC,@VarA+0 ; Load ACC with contents of the low
; 32-bits of VarA
SUBUL ACC,@VarB+0 ; Subtract from ACC the contents of
; the low 32-bits of VarB
MOVL @VarC+0,ACC ; Store low 32-bit result into VarC
MOVL ACC,@VarA+2 ; Load ACC with contents of the high
; 32-bits of VarA
SUBBL ACC, @VarB+2 ; Subtract from ACC the contents of the high 32-bits of VarB with borrow
MOVL @VarC+2, ACC ; Store high 32-bit result into VarC
**SUBCU ACC,loc32**

**Subtract Conditional 32 Bits**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBCU ACC,loc32</td>
<td>0000 1111 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- **ACC**: Accumulator register
- **loc32**: Addressing mode (see Chapter 5)

**Description**
Perform 16-bit conditional subtraction, which can be used for unsigned modulus division:

\[
temp(32:0) = ACC << 1 - [\text{loc16}] << 16
\]

if( temp(32:0) >= 0 )
  ACC = temp(31:0) + 1
else
  ACC = ACC << 1

To perform 16-bit unsigned modulus division, the AH register is zeroed and the AL register is loaded with the "Numerator" value prior to executing the SUBCU instruction. The value pointed to be the "loc16" addressing mode contains the "Denominator" value. After executing the SUBCU instruction 16 times, the AH register will contain the "Remainder" and the AL register will contain the "Quotient" results. To perform signed modulus division, the "Numerator" and "Denominator" values must be converted to unsigned quantities, before executing the SUBCU instruction. The final "Quotient" result must be negated if the "Numerator" and "Denominator" values were of different sign else the quotient is left unchanged.

**Flags and Modes**
- **Z**: At the end of the operation, the Z flag is set if the ACC value is zero, else Z is cleared. The calculation of temp(32:0) has no effect on the Z bit.
- **N**: At the end of the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared. The calculation of temp(32:0) has no effect on the N bit.
- **C**: If the calculation of temp(32:0) generates a borrow, C is cleared; otherwise C is set.

**Repeat**
If this operation is repeated, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled.

**Example 1**

; Calculate unsigned: Quot16 = Num16/Den16, Rem16 = Num16%Den16
MOVU ACC,@Num16 ; AL = Num16, AH = 0
RPT #15 ; Repeat operation 16 times
||SUBCU @Den16 ; Conditional subtract with Den16
MOV @Rem16,AH ; Store remainder in Rem16
MOV @Quot16,AL ; Store quotient in Quot16

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Example 2  ; Calculate signed: Quot16 = Num16/Den16, Rem16 = Num16%Den16
    CLRC TC ; Clear TC flag, used as sign flag
    MOV ACC,@Den16 << 16 ; AH = Den16, AL = 0
    ABSTC ACC ; Take abs value, TC = sign ^ TC
    MOV T,@AH ; Temp save Den16 in T register
    MOV ACC,@Num16 << 16 ; AH = Num16, AL = 0
    ABSTC ACC ; Take abs value, TC = sign ^ TC
    MOVU ACC,@AH ; AH = 0, AL = Num16
    RPT #15 ; Repeat operation 16 times
    ||SUBCU @T ; Conditional subtract with Den16
    MOV @Rem16,AH ; Store remainder in Rem16
    MOV ACC,@AH ; AH = Num16, AL = 0
    NEGTC ACC ; Negate if TC = 1
    MOV @Quot16,AH ; Store quotient in Quot16

Example 3  ; Calculate unsigned: Quot32 = Num32/Den16, Rem16 = Num32%Den16
    MOVU ACC,@Num32+1 ; AH = 0, AL = high 16-bits of Num32
    RPT #15 ; Repeat operation 16 times
    ||SUBCU @Den16 ; Conditional subtract with Den16
    MOV @Quot32+1,AL ; Store high 16-bit in Quot32
    MOV AL,@Num32+0 ; AL = low 16-bits of Num32
    RPT #15 ; Repeat operation 16 times
    ||SUBCU @Den16 ; Conditional subtract with Den16
    MOV @Rem16,AH ; Store remainder in Rem16
    MOV @Quot32+0,AL ; Store low 16-bit in Quot32

Example 4  ; Calculate signed: Quot32 = Num32/Den16, Rem16 = Num32%Den16
    CLRC TC ; Clear TC flag, used as sign flag
    MOV ACC,@Den16 << 16 ; AH = Den16, AL = 0
    ABSTC ACC ; Take abs value, TC = sign ^ TC
    MOV T,@AH ; Temp save Den16 in T register
    MOVL ACC,@Num32 ; ACC = Num32
    ABSTC ACC ; Take abs value, TC = sign ^ TC
    MOV P,@ACC ; P = Num32
    MOVU ACC,@PH ; AH = 0, AL = high 16-bits of Num32
    RPT #15 ; Repeat operation 16 times
    ||SUBCU @T ; Conditional subtract with Den16
    MOV @Quot32+1,AL ; Store high 16-bit in Quot32
    MOV AL,@PL ; AL = low 16-bits of Num32
    RPT #15 ; Repeat operation 16 times
    ||SUBCU @T ; Conditional subtract with Den16
    MOV @Rem16,AH ; Store remainder in Rem16
    MOV ACC,@AL << 16 ; AH = low 16-bits of Quot32, AL = 0
    NEGTC ACC ; Negate if TC = 1
    MOV @Quot32+0,AH ; Store low 16-bit in Quot32
**SUBCUL ACC,loc32**

*Subtract Conditional 32 Bits*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBCUL ACC,loc32</td>
<td>0101 0110 0001 0111 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Operands**
- **ACC** Accumulator register
- **loc32** Addressing mode (see Chapter 5)

**Description**
Perform 32-bit conditional subtraction, which can be used for unsigned modulus division:

\[
\text{temp}(32:0) = ACC \ll 1 + P(31) - [\text{loc32}];
\]

if( temp(32:0) >= 0 )
  ACC = temp(31:0);
  P = (P \ll 1) + 1;
else
  ACC:P = ACC:P \ll 1;

To perform 32-bit unsigned modulus division, the ACC register is zeroed and the \( P \) register is loaded with the "Numerator" value prior to executing the SUBCUL instruction. The value pointed to by the "loc32" addressing mode contains the "Denominator" value. After executing the SUBCUL instruction 32 times, the ACC register will contain the "Remainder" and the \( P \) register will contain the "Quotient" results. To perform signed modulus division, the "Numerator" and "Denominator" values must be converted to unsigned quantities, before executing the SUBCUL instruction. The final "Quotient" result must be negated if the "Numerator" and "Denominator" values were of different sign else the quotient is left unchanged.

**Flags and Modes**
- **Z** At the end of the operation, the Z flag is set if the ACC value is zero, else Z is cleared. The calculation of temp(32:0) has no effect on the Z bit.
- **N** At the end of the operation, the N flag is set if bit 31 of the ACC is 1, else N is cleared. The calculation of temp(32:0) has no effect on the N bit.
- **C** If the calculation of temp(32:0) generates a borrow, C is cleared; otherwise C is set.

*Note:* The V and OVC flags are not affected by the operation.

**Repeat**
If this operation is repeated, then the instruction will be executed \( N+1 \) times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled.
Example 1

; Calculate unsigned: Quot32 = Num32/Den32, Rem32 = Num32%Den32
MOVB ACC,#0 ; Zero ACC
MOVL P.@Num32 ; Load P register with Num32
RPT #31 ; Repeat operation 32 times
||SUBCUL @Den32 ; Conditional subtract with Den32
MOVL @Rem32,ACC ; Store remainder in Rem32
MOVL @Quot32,P ; Store quotient in Quot32

Example 2

; Calculate signed: Quot32 = Num32/Den32, Rem32 = Num32%Den32
CLRC TC ; Clear TC flag, used as sign flag
MOVL ACC,@Den32 ; Load ACC with contents of Den32
ABSTC ACC ; Take absolute value, TC = sign ^ TC
MOVL XT,ACC ; Temp save denominator in XT register
MOVL ACC,@Num32 ; Load ACC register with Num32
ABSTC ACC ; Take abs value, TC = sign ^ TC
MOVL P,ACC ; Load P register with numerator
MOVB ACC,#0 ; Zero ACC
RPT #31 ; Repeat operation 32 times
||SUBCUL @XT ; Conditional subtract with denominator
MOVL @Rem32,ACC ; Store remainder in Rem32
MOVL ACC,@P ; Load ACC with quotient
NEGTC ACC ; Negate ACC if TC=1 (negative result)
MOVL @Quot32,ACC ; Store quotient in Quot32

Example 3

; Calculate unsigned: Quot64 = Num64/Den32, Rem32 = Num64%Den32
MOVB ACC,#0 ; Zero ACC
MOVL P.@Num64+2 ; Load P with high 32-bits of Num64
RPT #31 ; Repeat operation 32 times
||SUBCUL @Den32 ; Conditional subtract with Den32
MOVL @Quot64+2,P ; Store high 32 bit quotient in Quot64
MOVL P,@Num64+0 ; Load P with low 32-bits of Num64
RPT #31 ; Repeat operation 32 times
||SUBCUL @Den32 ; Conditional subtract with Den32
MOVL @Rem32,ACC ; Store remainder in Rem32
MOVL @Quot64+0,P ; Store low 32 bit quotient in Quot64
**Example 4**

; Calculate signed: Quot64 = Num64/Den32, Rem32 = Num64%Den32

MOVL ACC, @Num64+2 ; Load ACC:P with 64-bit numerator
MOVL P, @Num64+0

TBIT @AH, #15 ; TC = sign of numerator

SBF $10, NTC ; Take absolute value of numerator

NEG64 ACC:P

$10:

MOVL @XAR3, P ; Temp save numerator low in XAR3
MOVL P, @ACC ; Load P register with numerator high
MOVL ACC, @Den32 ; Load ACC with contents of Den32
ABSTC ACC ; Take absolute value, TC = sign ^ TC

MOVL XT, @ACC ; Temp save denominator in XT register
MOVB ACC, #0 ; Zero ACC

RPT #31 ; Repeat operation 32 times

||SUBCUL @XT ; Conditional subtract with denominator

MOVL @XAR4, P ; Store high quotient in XAR4
MOVL P, @XAR3 ; Load P with low numerator
RPT #31 ; Repeat operation 32 times

||SUBCUL @XT ; Conditional subtract with denominator

MOVL @Rem32, ACC ; Store remainder in Rem32
MOVL ACC, @XAR4 ; Load ACC with high quotient from XAR4

SBF $20, NTC ; Take absolute value of quotient

NEG64 ACC:P

$20:

MOVL @Quot64+0, P ; Store low quotient into Quot64
MOVL @Quot64+2, ACC ; Store high quotient into Quot64
**SUBL ACC, loc32**

*Subtract 32-bit Value*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBL ACC, loc32</td>
<td>0000 0011 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**: Accumulator register
- **loc32**: Addressing mode (see Chapter 5)

**Description**

Subtract the 32-bit location pointed to by the “loc32” addressing mode from the ACC register:

\[
\text{ACC} = \text{ACC} - [\text{loc32}];
\]

**Flags and Modes**

- **Z**: After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If OVM = 0 (disabled), then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented.

If OVM = 1 (enabled), then the counter is not affected by the operation.

- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Calculate the 32-bit value: VarC = VarA−VarB

```
MOVL ACC,@VarA ; Load ACC with contents of VarA
SUBL ACC,@VarB ; Subtract from ACC the contents of VarB
MOVL @VarC,ACC ; Store result into VarC
```
**Subtract 32-bit Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBL ACC,P &lt;&lt; PM</td>
<td>0001 0001 1010 1100</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

**Note:** This instruction is an alias for the "MOVS T,loc16" operation with "loc16 = @T" addressing mode.

### Operands
- **ACC**: Accumulator register
- **P**: Product register
- **<<PM**: Product shift mode

### Description
Subtract the content of the P register, shifted as specified by the product shift mode (PM), from the content of the ACC register:

\[ \text{ACC} = \text{ACC} - \text{P} \ll \text{PM} \]

### Flags and Modes
- **Z**: After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If OVM = 0 (disabled) and the operation generates a positive overflow, the counter is incremented; if the operation generates a negative overflow, the counter is decremented. If OVM = 1 (enabled), the counter is not affected by the operation.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.
- **PM**: The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

### Repeat
If this operation is repeated, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled.

### Example
; Calculate: \( Y = ( (B \ll 11) - (M \times X) \gg 4) \gg 10 \)
; Y, M, X, B are Q15 values

```
SPM -4                        ; Set product shift to \( \gg 4 \)
SETC SXM                      ; Enable sign extension mode
MOV T,@M                      ; T = M
MPY P,T,@X                    ; P = M \times X
MOV ACC,@B << 11              ; ACC = S:B \ll 11
```

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SUBL  ACC,P << PM  ; ACC = (S:B << 11) − (M*X >> 4)
MOVH  @Y,ACC << 5  ; Store Q15 result into Y
**SUBL loc32, ACC**  

*Subtract 32-bit Value*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBL loc32, ACC</td>
<td>0101 0110 0100 0001 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  

- **loc32**  
  Addressing mode (see Chapter 5)
- **ACC**  
  Accumulator register

**Description**  
Subtract the content of the ACC register from the location pointed to by the “loc32” addressing mode:

\[ [\text{loc32}] = [\text{loc32}] - \text{ACC}; \]

**Flags and Modes**

- **Z**  
  After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**  
  After the subtraction, the N flag is set if bit 31 of the \([\text{loc32}]\) is 1, else N is cleared.
- **C**  
  If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**  
  If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**  
  If OVM = 0 (disabled) and the operation generates a positive overflow, the counter is incremented and if the operation generates a negative overflow, the counter is decremented.
  If OVM = 1 (enabled) the counter is not affected by the operation.
- **OVM**  
  If overflow mode bit is set; then the ACC value will saturate maximum positive (0xFFFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Decrement the 32-bit value VarA:
MOVB ACC,#1  ; Load ACC with 0x00000001
SUBL @VarA,ACC  ; VarA = VarA - ACC
SUBR loc16,AX

Reverse-Subtract Specified Location From AX

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBR loc16,AX</td>
<td>1110 101A LLLL LLLL</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

<table>
<thead>
<tr>
<th>loc16</th>
<th>Addressing mode (see Chapter 5)</th>
</tr>
</thead>
<tbody>
<tr>
<td>AX</td>
<td>Accumulator high (AH) or accumulator low (AL) register</td>
</tr>
</tbody>
</table>

Description

Subtract the 16-bit content of the location pointed to by the “loc16” addressing mode from the specified AX register (AH or AL), and store the result in location pointed to by “loc16”:

\[ [\text{loc16}] = AX - [\text{loc16}] \]

This instruction performs a read-modify-write operation.

Flags and Modes

<table>
<thead>
<tr>
<th>N</th>
<th>After the subtraction, [loc16] is tested for a negative condition. If bit 15 of [loc16] is 1, then the negative flag bit is set; otherwise it is cleared.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Z</td>
<td>After the subtraction, [loc16] is tested for a zero condition. The zero flag bit is set if the operation generates [loc16] = 0, otherwise it is cleared</td>
</tr>
<tr>
<td>C</td>
<td>If the subtraction generates a borrow, C is cleared; otherwise C is set.</td>
</tr>
<tr>
<td>V</td>
<td>If an overflow occurs, V is set; otherwise V is not affected. Signed positive overflow occurs if the result crosses the max positive value (0x7FFF) in the positive direction. Signed negative overflow occurs if the result crosses the max negative value (0x8000) in the negative direction.</td>
</tr>
</tbody>
</table>

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Subtract index register AR0 from VarA and store in AR0:
MOV AL,@VarA ; Enable sign extension
; Load AL with contents of VarA
with a left shift of 3
SUBR @AR0,AL ; AR0 = AL - AR0
; Subtract the contents of VarC from VarB and store in VarC:
MOV AH,@VarB ; Load AH with contents of VarB
SUBR @VarC,AH ; VarC = AH - VarC
SUBRL loc32, ACC  
Reverse-Subtract Specified Location From ACC

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBRL loc32, ACC</td>
<td>0101 0110 0100 1001</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

Operands
- **loc32**: Addressing mode (see Chapter 5)
- **ACC**: Accumulator register

Description
Subtract from the ACC register the 32-bit location pointed to by the “loc32” addressing mode and store the result in the location pointed to by “loc32”:

\[ \text{[loc32]} = \text{ACC} - \text{[loc32]}; \]

Flags and Modes
- **Z**: After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If (OVM = 0, disabled) then if the operation generates a positive overflow, then the counter is incremented and if the operation generates a negative overflow, then the counter is decremented. If (OVM = 1, enabled) then the counter is not affected by the operation.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Calculate the 32-bit value: VarA = VarB - VarA
MOVL ACC,@VarB ; Load ACC with contents of VarB
SUBRL @VarA,ACC ; VarA = ACC - VarA
## SUBU ACC, loc16

**Subtract Unsigned 16-bit Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
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<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBU ACC, loc16</td>
<td>0000 0001 LLLL LLLL</td>
<td>X</td>
<td>Y</td>
<td>N+1</td>
</tr>
</tbody>
</table>

### Operands
- **ACC**: Accumulator register
- **loc16**: Addressing mode (see Chapter 5)

### Description
Subtract the 16-bit contents of the location pointed to by the "loc16" addressing mode from the ACC register. The addressed location is zero extended before the add:

\[
ACC = ACC - 0: [loc16];
\]

### Flags and Modes
- **Z**: After the subtraction, the Z flag is set if ACC is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If OVM = 0 (disabled) and the operation generates a positive overflow, the counter is incremented and if the operation generates a negative overflow, the counter is decremented. If OVM = 1 (enabled), the counter is not affected by the operation.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

### Repeat
If this operation is repeated, then the instruction will be executed N+1 times. The state of the Z, N, C flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. The OVC flag will count intermediate overflows, if overflow mode is disabled.

### Example
; Subtract three 32-bit unsigned variables by 16-bit parts:

```assembly
MOVU ACC, @VarAlow  ; AH = 0, AL = VarAlow
ADD ACC, @VarAhigh << 16 ; AH = VarAhigh, AL = VarAlow
SUBU ACC, @VarB1293w ; ACC = ACC - 0:VarBlow
SUBU ACC, @VarBhigh << 16  ; ACC = ACC - VarBhigh << 16
SBBU ACC, @VarChow ; ACC = ACC - VarChow - ~Carry
SUB ACC, @VarChigh << 16  ; ACC = ACC - VarChigh << 16
```
SUBUL ACC, loc32  

**Description**  
Subtract from the ACC register the 32-bit the location pointed to by the “loc32” addressing mode. The subtraction is treated as an unsigned SUBL operation:

\[ \text{ACC} = \text{ACC} - [\text{loc32}]; \quad // \text{unsigned subtraction} \]

**Note:** The difference between a signed and unsigned 32-bit subtract is in the treatment of the overflow counter (OVC). For a signed SUBL, the OVC counter monitors positive/negative overflow. For an unsigned SUBL, the OVC unsigned (OVCU) counter monitors the borrow.

**Flags and Modes**  
- **Z**: After the subtraction, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVCU**: The overflow counter is decremented whenever a subtraction operation generates an unsigned borrow. The OVM mode does not affect the OVCU counter.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Subtract two 64-bit values (VarA and VarB) and store result  
; in VarC:

```
MOVL   ACC,@VarA+0 ; Load ACC with contents of the low
          ; 32-bits of VarA
SUBUL  ACC,@VarB+0 ; Subtract from ACC the contents of
          ; the low 32-bits of VarB
MOVL   @VarC+0,ACC ; Store low 32-bit result into VarC
MOVL   ACC,@VarA+2 ; Load ACC with contents of the high
          ; 32-bits of VarA
SUBBL  ACC,@VarB+2 ; Subtract from ACC the contents of
          ; the high 32-bits of VarB with borrow
MOVL   @VarC+2,ACC ; Store high 32-bit result into VarC
```
**SUBUL P,loc32**  

**SUBTRACT UNIGNED 32-BIT VALUE**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBUL P,loc32</td>
<td>0101 0110 0101 1101 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **P**: Product register
- **loc32**: Addressing mode (see Chapter 5)

**Description**
Subtract from the P register the 32-bit content of the location pointed to by the “loc32” addressing mode. The addition is treated as an unsigned SUB operation:

\[ P = P - [\text{loc32}]; \quad // \text{unsigned subtract} \]

**Note:** The difference between a signed and unsigned 32-bit subtract is in the treatment of the overflow counter (OVC). For a signed SUBL, the OVC counter monitors positive/negative overflow. For an unsigned SUBL, the OVC unsigned (OVCU) counter monitors the borrow.

**Flags and Modes**
- **Z**: After the subtraction, the Z flag is set if the P value is zero, else Z is cleared.
- **N**: After the subtraction, the N flag is set if bit 31 of P is 1, else N is cleared.
- **C**: If the subtraction generates a borrow, C is cleared; otherwise C is set.
- **V**: If a signed overflow occurs, V is set; otherwise V is not affected.
- **OVCU**: The overflow counter is decremented whenever a subtraction operation generates an unsigned borrow. The OVM mode does not affect the OVCU counter.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```plaintext
; Subtract 64-bit VarA - VarB and store result in VarC:
MOVLP @VarA+0 ; Load P with low 32-bits of VarA
MOVLP ACC,@VarA+2 ; Load ACC with high 32-bits of VarA
SUBUL P,@VarB+0 ; Sub from P unsigned low 32-bits of VarB
SUBBL ACC,@VarB+2 ; Sub from ACC with borrow high 32-bits of VarB
MOVLP @VarC+0,P ; Store low 32-bit result into VarC
MOVLP @VarC+2,ACC ; Store high 32-bit result into VarC
```

6-351
TBIT loc16,#bit

**Test Specified Bit**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>TBIT loc16,#16bit</td>
<td>0100 BBBB LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

loc16#bit

Addressing mode (see Chapter 5)

Immediate constant bit index from 0 to 15

**Description**

Test the specified bit of the data value in the location pointed to by the "loc16" addressing mode:

\[ TC = \{loc16(bit)\} \]

The value specified for the #bit immediate operand directly corresponds to the bit number. For example, if #bit = 0, you will access bit 0 (least significant bit) of the addressed location; if #bit = 15, you will access bit 15 (most significant bit).

**Flags and Modes**

TC

If the bit tested is 1, TC is set; if the bit tested is 0, TC is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```plaintext
; if( VarA.Bit4 = 1 )
;   VarB.Bit6 = 1;
; else
;   VarB.Bit6 = 0;
   TBIT @VarA,#4 ; Test bit 4 of VarA contents
   SB $10,NTC ; Branch if TC = 0
   TSET @VarB,#6 ; Set bit 6 of VarB contents
   SB $20,UNC ; Branch unconditionally
$10: ;
   TCLR @VarB,#6 ; Clear bit 6 of VarB contents
$20: ;
```
TBIT loc16,T

Test Bit Specified by Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>TBIT loc16,T</td>
<td>0101 0110 0010 0101 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands

loc16 T

Addressing mode (see Chapter 5)

Upper 16 bits of the multiplicand register (XT)

Description

Test the bit specified by the four least significant bits of the T register, T(3:0) = 0…15 of the data value in the location pointed to by the "loc16" addressing mode. Upper bits of the T register are ignored:

\[
\text{bit} = 15 - T(3:0);
\]

\[
\text{TC} = \{\text{loc16(bit)}\};
\]

A value of 15 in the T register corresponds to bit 0 (least significant bit). A value of 0 in the T register corresponds to bit 15 (most significant bit). The upper 12 bits of the T register are ignored.

Flags and Modes

TC

If the bit tested is 1, TC is set; if the bit tested is 0, TC is cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; if( VarA.VarB = 1 )
; VarC.Bit6 = 1;
; else
; VarC.Bit6 = 0;
MOV T,@VarB ; Load T with bit value in VarB
ADD @T,#15 ; Reverse order of bit testing
TBIT @VarA,T ; Test bit of VarA selected by VarB
SB $10,NTC ; Branch if TC = 0
TSET @VarB,#6 ; Set bit 6 of VarB contents
SB $20,UNC ; Branch unconditionally
$10: ;
TCLR @VarB,#6 ; Clear bit 6 of VarB contents
$20: ;
**TCLR loc16,#bit**

**Test and Clear Specified Bit**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCLR loc16,#bit</td>
<td>0101 0110 0000 1001</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

| Immediate constant bit index from 0 to 15 |

**Operands**

- **loc16,** #bit  
  
  Addressing mode (see Chapter 5)

**Description**

Test the specified bit of the data value in the location pointed to by the “loc16” addressing mode and then clear that same bit to 0:

\[
\text{TC} = \text{loc16(bit)}; \\
\text{[loc16(bit)]} = 0;
\]

The value specified for the #bit immediate operand directly corresponds to the bit number. For example, if #bit = 0, you will access bit 0 (least significant bit) of the addressed location; if #bit = 15, you will access bit 15 (most significant bit).

TCLR performs a read-modify-write operation.

**Flags and Modes**

- **N**  
  If (loc16 = @AX) and bit 15 (MSB) of @AX is 1, then N flag is set.

- **Z**  
  If (loc16 = @AX) and @AX gets zeroed out, then Z flag is set.

- **TC**  
  If the bit tested is 1, TC is set; if the bit tested is 0, TC is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```plaintext
; if( VarA.Bit4 = 1 )
;     VarB.Bit6 = 1;
; else
;     VarB.Bit6 = 0;
    TBIT @VarA,#4 ; Test bit 4 of VarA contents
    SB $10,NTC ; Branch if TC = 0
    TSET @VarB,#6 ; Set bit 6 of VarB contents
    SB $20,UNC ; Branch unconditionally
$10:
    TCLR @VarB,#6 ; Clear bit 6 of VarB contents
$20:
```
**Test for Accumulator Equal to Zero**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>TEST ACC</td>
<td>1111 1111 0101 1000</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
**ACC**  
Accumulator register

**Description**  
Compare the ACC register to zero and set the status flag bits accordingly:
Modify flags on \((\text{ACC} - 0x00000000)\);

**Flags and Modes**  

- **N**  
  If bit 31 of the ACC is 1, N is set; else N is cleared.

- **Z**  
  If ACC is zero, Z is set; else Z is cleared.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Test contents of ACC and branch if zero:
TEST ACC ; Modify flags on (ACC - 0x00000000)
SB Zero,EQ ; Branch if zero
TRAP #VectorNumber

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRAP #VectorNumber</td>
<td>0000 0000 001C CCCC</td>
<td>X</td>
<td>–</td>
<td>8</td>
</tr>
</tbody>
</table>

**Operands** Vector Number
CPU interrupt vector 0 to 31

**Description**
The TRAP instruction transfers program control to the interrupt service routine that corresponds to the vector specified in the instruction. It does not affect the interrupt flag register (IFR) or the interrupt enable register (IER), regardless of whether the chosen interrupt has corresponding bits in these registers. The TRAP instruction is not affected by the interrupt global mask bit (INTM) in status register ST1. It also not affected by the enable bits in the IER or the debug interrupt enable register (DBGIER). Once the TRAP instruction reaches the decode phase of the pipeline, hardware interrupts cannot be serviced until the TRAP instruction is done executing (until the interrupt service routine begins).

The following table indicates which interrupt vector is associated with a chosen value for the VectorNumber operand:

<table>
<thead>
<tr>
<th>Vector Number</th>
<th>Interrupt Vector</th>
<th>Vector Number</th>
<th>Interrupt Vector</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>RESET</td>
<td>16</td>
<td>RTOSINT</td>
</tr>
<tr>
<td>1</td>
<td>INT1</td>
<td>17</td>
<td>Reserved</td>
</tr>
<tr>
<td>2</td>
<td>INT2</td>
<td>18</td>
<td>NMI</td>
</tr>
<tr>
<td>3</td>
<td>INT3</td>
<td>19</td>
<td>ILLEGAL</td>
</tr>
<tr>
<td>4</td>
<td>INT4</td>
<td>20</td>
<td>USER1</td>
</tr>
<tr>
<td>5</td>
<td>INT5</td>
<td>21</td>
<td>USER2</td>
</tr>
<tr>
<td>6</td>
<td>INT6</td>
<td>22</td>
<td>USER3</td>
</tr>
<tr>
<td>7</td>
<td>INT7</td>
<td>23</td>
<td>USER4</td>
</tr>
<tr>
<td>8</td>
<td>INT8</td>
<td>24</td>
<td>USER5</td>
</tr>
<tr>
<td>9</td>
<td>INT9</td>
<td>25</td>
<td>USER6</td>
</tr>
<tr>
<td>10</td>
<td>INT10</td>
<td>26</td>
<td>USER7</td>
</tr>
<tr>
<td>11</td>
<td>INT11</td>
<td>27</td>
<td>USER8</td>
</tr>
<tr>
<td>12</td>
<td>INT12</td>
<td>28</td>
<td>USER9</td>
</tr>
<tr>
<td>13</td>
<td>INT13</td>
<td>29</td>
<td>USER10</td>
</tr>
<tr>
<td>14</td>
<td>INT14</td>
<td>30</td>
<td>USER11</td>
</tr>
<tr>
<td>15</td>
<td>DLOGINT</td>
<td>31</td>
<td>USER12</td>
</tr>
</tbody>
</table>
Part of the operation involves saving pairs of 16-bit core registers onto the stack pointed to by the SP register. Each pair of registers is saved in a single 32-bit operation. The register forming the low word of the pair is saved first (to an even address); the register forming the high word of the pair is saved next (to the following odd address). For example, the first value saved is the concatenation of the T register and the status register ST0 (T:ST0). ST0 is saved first, then T.

This instruction should not be used with vectors 1–12 when the peripheral interrupt expansion (PIE) is enabled.

**Note:** The TRAP #0 instruction does not initiate a full reset. It only forces execution of the interrupt service routine that corresponds to the RESET interrupt vector.

Flush the pipeline;
temp = PC + 1;
Fetch specified vector;
SP = SP + 1;
[SP] = T:ST0;
SP = SP + 2;
[SP] = AH:AL;
SP = SP + 2;
[SP] = PH:PL;
SP = SP + 2;
[SP] = AR1:AR0;
SP = SP + 2;
[SP] = DP:ST1;
SP = SP + 2;
[SP] = DBGSTAT:IER;
SP = SP + 2;
[SP] = temp;
INTM = 0; // disable INT1-INT14, DLOGINT, RTOSINT
DBGM = 1; // disable debug events
EALLOW = 0; // disable access to emulation registers
LOOP = 0; // clear loop flag
IDLESTAT = 0; // clear idle flag
PC = fetched vector;

### Flags and Modes

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DBGM</strong></td>
<td>Debug events are disabled by setting the DBGM bit.</td>
</tr>
<tr>
<td><strong>INTM</strong></td>
<td>Setting the INTM bit disables maskable interrupts.</td>
</tr>
<tr>
<td><strong>EALLOW</strong></td>
<td>EALLOW is cleared to disable access to protected registers.</td>
</tr>
<tr>
<td><strong>LOOP</strong></td>
<td>The loop flag is cleared.</td>
</tr>
<tr>
<td><strong>IDLESTAT</strong></td>
<td>The idle flag is cleared.</td>
</tr>
</tbody>
</table>

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
TSET loc16,#16bit

Test and Set Specified Bit

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>TSET loc16,#16bit</td>
<td>0101 0110 0000 1101 0000 BBBB LLLL LLLL</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- *loc16*  
  Addressing mode (see Chapter 5)
- *#bit*  
  Immediate constant bit index from 0 to 15

**Description**

Test the specified bit of the data value in the location pointed to by the “loc16” addressing mode and then set the same bit to 1:

\[
TC = \text{loc16(bit)}; \\
[\text{loc16(bit)}] = 1;
\]

The value specified for the #bit immediate operand directly corresponds to the bit number. For example, if #bit = 0, you will access bit 0 (least significant bit) of the addressed location; if #bit = 15, you will access bit 15 (most significant bit).

TSET performs a read-modify-write operation.

**Flags and Modes**

- **N**  
  If (loc16 = = @AX) and bit 15 (MSB) of @AX is 1, then N flag is set.
- **Z**  
  If (loc16 = = @AX) and @AX gets zeroed out, then Z flag is set.
- **TC**  
  If the bit tested is 1, TC is set; if the bit tested is 0, TC is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```plaintext
; if( VarA.Bit4 = 1 )
;     VarB.Bit6 = 1;
; else
;     VarB.Bit6 = 0;
    TBIT   @VarA,#4 ; Test bit 4 of VarA contents
    SB     $10,NTC ; Branch if TC = 0
    TSET   @VarB,#6 ; Set bit 6 of VarB contents
    SB     $20,UNC ; Branch unconditionally
$10:    ;
    TCLR   @VarB,#6 ; Clear bit 6 of VarB contents
$20:    ;
```

6-358
**UOUT *(PA),loc16**

Unprotected Output Data to I/O Port

---

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>UOUT *(PA),loc16</td>
<td>1011 0000 LLLL LLLL</td>
<td>cccc cccc cccc cccc</td>
<td>1</td>
<td>Y</td>
</tr>
</tbody>
</table>

**Operands** *(PA)* loc16

Immediate I/O space memory address

Addressing mode (see Chapter 5)

**Description**

Store the 16-bit value from the location pointed to by the “loc16” addressing mode into the I/O space location pointed to by *(PA):

\[
\text{IOspace}[\text{0x000:PA}] = \text{loc16};
\]

I/O Space is limited to 64K range (0x0000 to 0xFFFF). On the external interface (XINTF), if available on a particular device, the I/O strobe signal (XISn) is toggled during the operation. The I/O address appears on the lower 16 address lines (XA(15:0)) and the upper address lines are zeroed. The data appears on the lower 16 data lines (XD(15:0)).

**Note:** The UOUT operation is not pipeline protected. Therefore, if an IN instruction immediately follows a UOUT instruction, the IN will occur before the UOUT. To be certain of the sequence of operation, use the OUT instruction, which is pipeline protected.

I/O space may not be implemented on all C28x devices. See the data sheet for your particular device for details.

**Flags and Modes**

None

**Repeat**

This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the *(PA)* I/O space address is post-incremented by 1 during each repetition.
Example

; IORegA address = 0x0300;
; IORegB address = 0x0301;
; IORegC address = 0x0302;
; IORegA = 0x0000;
; IORegB = 0x0400;
; IORegC = VarA;
; if( IORegC = 0x2000 )
; IORegC = 0x0000;

IORegA .set 0x0300 ; Define IORegA address
IORegB .set 0x0301 ; Define IORegB address
IORegC .set 0x0302 ; Define IORegC address

MOV @AL,#0 ; AL = 0
UOUT *(IORegA),@AL ; I0space[IORegA] = AL
MOV @AL,#0x0400 ; AL = 0x0400
UOUT *(IORegB),@AL ; I0space[IORegB] = AL
OUT *(IO-
RegC),@VarA

IN @AL,*(IORegC) ; AL = I0space[IORegC]
CMP @AL,#0x2000 ; Set flags on (AL - 0x2000)
SB $10,NEQ ; Branch if not equal
MOV @AL,#0 ; AL = 0
UOUT *(IORegC),@AL ; I0space[IORegC] = AL

$10:
XB *AL

C2 xLP Source-Compatible Indirect Branch

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XB *AL</td>
<td>0101 0110 0001 0100</td>
<td>1</td>
<td>-</td>
<td>7</td>
</tr>
</tbody>
</table>

Operands  *AL
Indirect program-memory addressing using register AL, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)

Description
Unconditional indirect branch by loading the low 16 bits of PC with the contents of register AL and forcing the upper 6 bits of the PC to 0x3F:

\[
\text{PC} = 0x3F:AL;
\]

Note: This branch instruction can only branch to a location located in the upper 64K range of program space (0x3F0000 to 0x3FFFFF).

Flags and Modes
None

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
Branch to subroutines in SwitchTable selected by Switch

; This example only works for code located in upper 64K of program space:
SwitchTable: ; Switch address table:
.word Switch0 ; Switch0 address
.word Switch1 ; Switch1 address

MOVL XAR2,#SwitchTable ; XAR2 = pointer to SwitchTable
MOVZ AR0, @Switch ; AR0 = Switch index
MOV AL,*+XAR2[AR0] ; AL = SwitchTable[Switch]
XB *AL ; Indirect branch using AL

SwitchReturn:

Switch0: ; Subroutine 0:

XB SwitchReturn,UNC ; Return: branch

Switch1: ; Subroutine 1:

XB SwitchReturn,UNC ; Return: branch
**XB pma,*,ARPn**  

**C2xLP Source-Compatible Branch with ARP Modification**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XB pma,*,ARPn</td>
<td>0011 1110 0111 0nnn</td>
<td>cccc cccc cccc cccc</td>
<td>1</td>
<td>−</td>
</tr>
</tbody>
</table>

**Operands**
- **pma**: 16-bit immediate program memory address, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)
- **ARPn**: 3-bit auxiliary register pointer (ARP0 to ARP7)

**Description**
Unconditional branch with ARP modification by loading the low 16 bits of PC with the 16-bit immediate value “pma” and forcing the upper 6 bits of the PC to 0x3F. Also, change the auxiliary register pointer as specified by the “ARPn” operand:

\[
PC = 0x3F:pma; \\
ARP = n;
\]

**Note:** This branch instruction can only branch to a location located in the upper 64K range of program space (0x3F0000 to 0x3FFFFF).

**Flags and Modes**
None

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; Branch to SubA and set ARP. Load ACC with pointer pointed to 
; by ARP and return to. This example only works for code 
; located in upper 64K of program space:
= SubA,*,ARP1 ; Branch to SubA with ARP pointing 
= to XAR1

SubReturn:

SubA:

MOVl ACC,* ; Load ACC with contents 
= pointed to by XAR(ARP)

XB SubReturn,UNC ; Return unconditionally
## C2 xLP Source-Compatible Branch

### Syntax Options

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XB pma,COND</td>
<td>0101</td>
<td>0110</td>
<td>1</td>
<td>–</td>
</tr>
</tbody>
</table>

### Operands

**pma**
- 16-bit immediate program-memory address, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)

### COND

Conditional codes:

<table>
<thead>
<tr>
<th>COND</th>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>0001</td>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>0010</td>
<td>GT</td>
<td>Greater Than</td>
<td>Z = 0 AND N = 0</td>
</tr>
<tr>
<td>0011</td>
<td>GEQ</td>
<td>Greater Then Or Equal To</td>
<td>N = 0</td>
</tr>
<tr>
<td>0100</td>
<td>LT</td>
<td>Less Then</td>
<td>N = 1</td>
</tr>
<tr>
<td>0101</td>
<td>LEQ</td>
<td>Less Then Or Equal To</td>
<td>Z = 1 OR N = 1</td>
</tr>
<tr>
<td>0110</td>
<td>HI</td>
<td>Higher</td>
<td>C = 1 AND Z = 0</td>
</tr>
<tr>
<td>0111</td>
<td>HIS, C</td>
<td>Higher Or Same, Carry Set</td>
<td>C = 1</td>
</tr>
<tr>
<td>1000</td>
<td>LO, NC</td>
<td>Lower, Carry Clear</td>
<td>C = 0</td>
</tr>
<tr>
<td>1001</td>
<td>LOS</td>
<td>Lower Or Same</td>
<td>C = 0 OR Z = 1</td>
</tr>
<tr>
<td>1010</td>
<td>NOV</td>
<td>No Overflow</td>
<td>V = 0</td>
</tr>
<tr>
<td>1011</td>
<td>OV</td>
<td>Overflow</td>
<td>V = 1</td>
</tr>
<tr>
<td>1100</td>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>1101</td>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
<tr>
<td>1110</td>
<td>NBIO</td>
<td>BIO Input Equal To Zero</td>
<td>BIO = 0</td>
</tr>
<tr>
<td>1111</td>
<td>UNC</td>
<td>Unconditional</td>
<td>-</td>
</tr>
</tbody>
</table>

### Description

Conditional branch. If the specified condition is true, then branch by loading the low 16 bits of PC with the 16-bit immediate value “pma” and forcing the upper 6 bits of the PC to 0x3F; otherwise continue execution without branching:

If (COND = true)  PC(15:0) = pma;
If (COND = false) PC(15:0) = PC(15:0) + 2;
PC(21:16) = 0x3F;

**Note:**
- If (COND = true) then the instruction takes 7 cycles.
- If (COND = false) then the instruction takes 4 cycles.

### Flags and Modes

**V**
- If the V flag is tested by the condition, then V is cleared.

### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

---

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Example
; Branch to subroutines in SwitchTable selected by Switch value.
; This example only works for code located in upper 64K of
; program space:
SwitchTable: ; Switch address table:
    .word Switch0 ; Switch0 address
    .word Switch1 ; Switch1 address
    ...
    MOVL XAR2,#SwitchTable ; XAR2 = pointer to SwitchTable
    MOVZ AR0,@Switch ; AR0 = Switch index
    MOV AL,*+XAR2[AR0] ; AL = SwitchTable[Switch]
    XB *AL ; Indirect branch using AL
SwitchReturn:
    ...
Switch0: ; Subroutine 0:
    ...
    XB SwitchReturn,UNC ; Return: branch
Switch1: ; Subroutine 1:
    ...
    XB SwitchReturn,UNC ; Return: branch
XBANZ  pma,*ind,{ARPn}

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XBANZ  pma,*</td>
<td>0101 0110 0000 1100</td>
<td>1</td>
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<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*++</td>
<td>0101 0110 0000 1010</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*--</td>
<td>0101 0110 0000 1011</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*0++</td>
<td>0101 0110 0000 1110</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*0--</td>
<td>0101 0110 0000 1111</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*ARPn</td>
<td>0111 1110 0011 0nnn</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*++,ARPn</td>
<td>0111 1110 0011 1nnn</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*--,ARPn</td>
<td>0111 1110 0100 0nnn</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*0++,ARPn</td>
<td>0111 1110 0100 1nnn</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XBANZ  pma,*0--,ARPn</td>
<td>0111 1110 0101 0nnn</td>
<td>1</td>
<td></td>
<td>4/2</td>
</tr>
<tr>
<td></td>
<td>cccc cccc cccc cccc</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Operands

pma  16-bit immediate program-memory address, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)

ARPn 3-bit auxiliary register pointer (ARP0 to ARP7)

Description

If the lower 16 bits of the auxiliary register pointed to by the current auxiliary register pointer (ARP) is not equal to 0, then a branch is taken by loading the lower 16 bits of the PC with the 16-bit immediate "pma" value and forcing the upper 6 bits of the PC to 0x3F. Then, the current auxiliary register, pointed to by the ARP, is modified as specified by the indirect mode. Then, if indicated, the ARP pointer value is changed to point a new auxiliary register:

```c
if( AR[ARP] != 0 )
    PC = 0x3F:pma
    if(*++ indirect mode) XAR[ARP] = XAR[ARP] + 1;
    if(*-- indirect mode) XAR[ARP] = XAR[ARP] - 1;
    if(*0++ indirect mode) XAR[ARP] = XAR[ARP] + AR0;
    if(*0-- indirect mode) XAR[ARP] = XAR[ARP] - AR0;
    if(ARPn specified) ARPn = n;
```

Note: This instruction can only transfer program control to a location located in the upper 64K range of program space (0x3F0000 to 0x3FFFFF). The cycle times for this operation are:

- If branch is taken, then the instruction takes 4 cycles
- If branch is not taken, then the instruction takes 2 cycles
Flags and Modes

None

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Copy the contents of Array1 to Array2:
; int32 Array1[N];
; int32 Array2[N];
; for(i=0; i < N; i++)
;   Array2[i] = Array1[i];
; This example only works for code located in upper 64K of program space:

MOVL   XAR2,#Array1 ; XAR2 = pointer to Array1
MOVL   XAR3,#Array2 ; XAR3 = pointer to Array2
MOV    @AR0,#(N-1) ; Repeat loop N times
NOP    *,ARP2 ; Point to XAR2
SETC   AMODE ; Full C2XLP address mode compatible
Loop:

MOVL   ACC,+++,ARP3 ; ACC = Array1[i], point to XAR3
MOVL   *++,ACC,ARP0 ; Array2[i] = ACC, point to XAR0
BANZ   Loop,*--.,ARP2 ; Loop if AR[ARP] != 0, AR[ARP]--, point to XAR2
**XCAll *AL**

*C2 x LP Source-Compatible Function Call*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XCALL *AL</td>
<td>0101 0110 0011 0100</td>
<td>1</td>
<td>−</td>
<td>7</td>
</tr>
</tbody>
</table>

**Operands**

*AL

Indirect program-memory addressing using register AL, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)

**Description**

Indirect call with destination address in AL. The lower 16 bits of the current PC address are saved onto the software stack. Then, the low 16 bits of PC is loaded with the contents of register AL and the upper 6 bits of the PC are loaded with 0xF:

\[
\text{temp}(21:0) = PC + 1; \\
[SP] = \text{temp}(15:0); \\
SP = SP + 1; \\
C = 0x3F:AL;
\]

**Note:** This instruction can only transfer program control to a location located in the upper 64K range of program space (0x3F0000 to 0x3FFFFF). To return from a call made by XCALL, the XRETC instruction must be used.

**Flags and Modes**

None

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Call function in FuncTable selected by FuncIndex value.
; This example only works for code located in upper 64K of program space:

```
FuncTable: ; Function address table:
   .word FuncA ; FuncA address
   .word FuncB ; FuncB address
   .
   .
   MOVL XAR2,#FuncTable ; XAR2 = pointer to FuncTable
   MOVZ AR0,@FuncIndex ; AR0 = FuncTable index
   MOV AL,*+XAR2[AR0] ; AL = Table[FuncIndex]
   XCALL *AL ; Indirect call using AL
   .
   .
   FuncA: ; Function A:
   .
   .
   XRETC UNC ; Return unconditionally

FuncB: ; Function B:
   .
   .
   XRETC UNC ; Return unconditionally
```

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XCALL pma,*,ARPn

C2 x LP Source-Compatible Function Call

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XCALL pma,*,ARPn</td>
<td>0011 1110 0110 1nnn CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>-</td>
<td>4</td>
</tr>
</tbody>
</table>

Operands
- **pma**: 16-bit immediate program-memory address, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)
- **ARPn**: 3-bit auxiliary register pointer (ARP0 to ARP7)

Description
Unconditional call with ARP modification. The lower 16 bits of the return address are pushed onto the software stack. Then, the lower 16 bits of the PC are loaded with the 16-bit immediate "pma" value and the upper 6 bits of the PC are forced to 0x3F. Then, the 3-bit ARP pointer will be set to the "ARPn" field value:

\[
\text{temp}(21:0) = \text{PC} + 1;  \\
[\text{SP}] = \text{temp}(15:0);  \\
\text{SP} = \text{SP} + 1;  \\
\text{PC} = 0x3F:pma;  \\
\text{ARP} = n;  \\
\]

Note: This instruction can only transfer program control to a location located in the upper 64K range of program space (0x3F0000 to 0x3FFFFF). To return from a call made by XCALL, the XRETC instruction must be used.

Flags and Modes
- None

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Call FuncA and set ARP. Load ACC with pointer pointed to by ARP.  
; This example only works for code located in upper 64K of program  
; space:  
; XCALL FuncA,*,ARP1 ; Call FuncA with ARP pointing to XAR1

FuncA:  
; Function A:  
MOVL ACC,* ; Load ACC with contents pointed to  
; by XAR(ARP)  
XRETC UNC ; Return unconditionally
**XCALL pma,COND**

**C2xLP Source-Compatible Function Call**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XCALL pma,COND</td>
<td>0101 0110 1110 COND</td>
<td>CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>–</td>
</tr>
</tbody>
</table>

**Operands**

- **pma**: 16-bit immediate program-memory address, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)

**COND**

Conditional codes:

<table>
<thead>
<tr>
<th>COND</th>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>0001</td>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>0010</td>
<td>GT</td>
<td>Greater Then</td>
<td>Z = 0 AND N = 0</td>
</tr>
<tr>
<td>0011</td>
<td>GEQ</td>
<td>Greater Then Or Equal To</td>
<td>N = 0</td>
</tr>
<tr>
<td>0100</td>
<td>LT</td>
<td>Less Then</td>
<td>N = 1</td>
</tr>
<tr>
<td>0101</td>
<td>LEQ</td>
<td>Less Then Or Equal To</td>
<td>Z = 1 OR N = 1</td>
</tr>
<tr>
<td>0110</td>
<td>HI</td>
<td>Higher</td>
<td>C = 1 AND Z = 0</td>
</tr>
<tr>
<td>0111</td>
<td>HIS, C</td>
<td>Higher Or Same, Carry Set</td>
<td>C = 1</td>
</tr>
<tr>
<td>1000</td>
<td>LO, NC</td>
<td>Lower, Carry Clear</td>
<td>C = 0</td>
</tr>
<tr>
<td>1001</td>
<td>LOS</td>
<td>Lower Or Same</td>
<td>C = 0 OR Z = 1</td>
</tr>
<tr>
<td>1010</td>
<td>NOV</td>
<td>No Overflow</td>
<td>V = 0</td>
</tr>
<tr>
<td>1011</td>
<td>OV</td>
<td>Overflow</td>
<td>V = 1</td>
</tr>
<tr>
<td>1100</td>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>1101</td>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
<tr>
<td>1110</td>
<td>NBIO</td>
<td>BIO Input Equal To Zero</td>
<td>BIO = 0</td>
</tr>
<tr>
<td>1111</td>
<td>UNC</td>
<td>Unconditional</td>
<td>–</td>
</tr>
</tbody>
</table>

**Description**

Conditional call. If the specified condition is true, then the low 16 bits of the return address is pushed onto the software stack and the low 16 bits of the PC are loaded with the 16-bit immediate "pma" value and the upper 6 bits of the PC are forced to 0x3F; otherwise continue execution with instruction following the XCALL operation:

```
if(COND = true)
{
    temp(21:0) = PC + 2;
    [SP] = temp(15:0);
    SP = SP + 1;
    PC   = 0x3F:pma;
}
else
    PC = PC + 2;
```

**Note:**

This instruction can only transfer program control to a location located in the upper 64K range of program space (0x3F0000 to 0x3FFFFF). To return from a call made by XCALL, the XRETC instruction must be used. The cycle times for this operation are:

- If (COND = true) then the instruction takes 7 cycles.
- If (COND = false) then the instruction takes 4 cycles.
Flags and Modes
V    If the V flag is tested by the condition, then V is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Call FuncA if VarA does not equal zero. This example only works for code located in upper 64K of program space:
    MOV   AL,@VarA  ; Load AL with VarA
    XCALL  FuncA,NEQ  ; Call FuncA if not equal to zero

FuncA:  ; Function A:
    XRETC  UNC  ; Return unconditionally
XMAC  P,loc16,*{pma}  

**C2xLP Source-compatible Multiply and Accumulate**

<table>
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<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XMAC  P,loc16,*{pma}</td>
<td>1000 0100 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
</tbody>
</table>

### Operands

- **P**: Product register
- **loc16**: Addressing mode (see Chapter 5)
- ***(pma)**: Immediate program memory address, access high 64K range of program space only (0x3F0000 to 0x3FFFFF)

### Description

Add the previous product (stored in the P register), shifted as specified by the product shift mode (PM), to the ACC register. Next, load the T register with the content of the location pointed to by the "loc16" addressing mode. Last, multiply the signed 16-bit content of the T register by the signed 16-bit content of the addressed program memory location and store the 32-bit result in the P register:

\[
\text{ACC} = \text{ACC} + P \ll P_m; \\
T = \text{loc16}; \\
P = \text{signed } T \times \text{signed } \text{Prog}[0x3F:pma];
\]

The C28x forces the upper 6 bits of the program memory address, specified by the "*(pma)" addressing mode, to 0x3F when using this form of the MAC instruction. This limits the program memory address to the high 64K of program address space (0x3F0000 to 0x3FFFFF). On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "*(pma)" addressing mode can be used to access data space variables that fall within its address range.

### Flags and Modes

- **Z**: After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.
- **N**: After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.
- **C**: If the addition generates a carry, C is set; otherwise C is cleared.
- **V**: If an overflow occurs, V is set; otherwise V is not affected.
- **OVC**: If overflow mode is disabled; and if the operation generates a positive overflow, then the counter is incremented. If overflow mode is disabled; and if the operation generates a negative overflow, then the counter is decremented.
- **OVM**: If overflow mode bit is set; then the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.
The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

Repeat

This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. When repeated, the program-memory address is incremented by 1 during each repetition.

Example

; Calculate sum of product using 16-bit multiply:
; int16 X[N] ; Data information
; int16 C[N] ; Coefficient information, located in high 64K
; sum = 0;
; for(i=0; i < N; i++)
; sum = sum + (X[i] * C[i]) >> 5;
MOVL XAR2,#X ; XAR2 = pointer to X
SPM −5 ; Set product shift to “>> 5”
ZAPA ; Zero ACC, P, OVC
RPT #N−1 ; Repeat next instruction N times
||XMAC P,*XAR2++,*(C) ; ACC = ACC + P >> 5,
| ADDL ACC,P << PM ; Perform final accumulate
MOVL @sum,ACC ; Store final result into sum
**XMACD P,loc16,*(pma)**

*C2xLP Source-Compatible Multiply and Accumulate With Data Move*

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XMACD P,loc16,*(pma)</td>
<td>1010 0100 LLLL LLLL cccc cccc cccc cccc</td>
<td>1</td>
<td>Y</td>
<td>N+2</td>
</tr>
</tbody>
</table>

**Operands**

- **P**
  - Product register

- **loc16**
  - Addressing mode (see Chapter 5)
  - Note: For this operation, register-addressing modes cannot be used. The modes are: @ARn, @AH, @AL, @PH, @PL, @SP, @T. An illegal instruction trap will be generated.

- ***(pma)**
  - Immediate program memory address, access high 64K range of program space only (0x3F0000 to 0x3FFFFF)

**Description**

The XMACD instruction functions in the same manner as the XMAC, with the addition of a data move. Add the previous product (stored in the P register), shifted as specified by the product shift mode (PM), to the ACC register. Next, load the T register with the content of the location pointed to by the "loc16" addressing mode. Then, multiply the signed 16-bit content of the T register by the signed 16-bit content of the addressed program memory location and store the 32-bit result in the P register. Last, store the content in the T register onto the next highest memory address pointed to by "loc16" addressing mode:

\[
\text{ACC} = \text{ACC} \, + \, P \ll \text{PM} \\
\text{T} = \text{loc16} \\
P = \text{signed } \text{T} \, \ast \, \text{signed } \text{Prog[0x3F:pma]} \\
[\text{loc16} + 1] = \text{T}
\]

The C28x forces the upper 6 bits of the program memory address, specified by the "*(pma)" addressing mode, to 0x3F when using this form of the MAC instruction. This limits the program memory address to the high 64K of program address space (0x3F0000 to 0x3FFFFF). On the C28x devices, memory blocks are mapped to both program and data space (unified memory), therefore, the "*(pma)" addressing mode can be used to access data-space variables that fall within its address range.

**Flags and Modes**

- **Z**
  - After the addition, the Z flag is set if the ACC value is zero, else Z is cleared.

- **N**
  - After the addition, the N flag is set if bit 31 of the ACC is 1, else N is cleared.

- **C**
  - If the addition generates a carry, C is set; otherwise C is cleared.

- **V**
  - If an overflow occurs, V is set; otherwise V is not affected.

- **OVC**
  - If overflow mode is disabled and if the operation generates a positive overflow, the counter is incremented. If overflow mode is disabled and if the operation generates a negative overflow, the counter is decremented.

---

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**OVM** If overflow mode bit is set, the ACC value will saturate maximum positive (0x7FFFFFFF) or maximum negative (0x80000000) if the operation overflowed.

**PM** The value in the PM bits sets the shift mode for the output operation from the product register. If the product shift value is positive (logical left shift operation), then the low bits are zero filled. If the product shift value is negative (arithmetic right shift operation), the upper bits are sign extended.

**Repeat** This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. The state of the Z, N, C and OVC flags will reflect the final result. The V flag will be set if an intermediate overflow occurs. When repeated, the program-memory address is incremented by 1 during each repetition.

**Example**

; Calculate FIR filter using 16-bit multiply:
; int16 X[N] ; Data information
; int16 C[N] ; Coefficient information, located in high 64K
; sum = X[N-1] * C[0];
; for(i=1; i < N; i++)
; {  
;   sum = sum + (X[N-1-i] * C[i]) >> 5;
;   X[N-i] = X[N-1-i];
; }
; X[1] = X[0];
MOV L XAR2,#X+N ; XAR2 = point to end of X array
SPM -5 ; Set product shift to ">> 5"
ZAPA ; Zero ACC, P, OVC
XM AC P,*--XAR2,* (C) ; ACC = 0, P = X[N-1] * C[0]
RPT #N-2 ; Repeat next instruction N-1 times
||XM AC D P,*--XAR2,* (C+1) ; ACC = ACC + P >> 5,
; P = X[N-1-i] * C[i],
; i++
MOV *+XAR2[2],T ; X[1] = X[0]
ADD L ACC,P << PM ; Perform final accumulate
MOV L @sum,ACC ; Store final result into sum
XOR ACC,loc16

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XOR ACC,loc16</td>
<td>1011</td>
<td>0111</td>
<td>LLLL LLLL</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **ACC**
  - Accumulator register
- **loc16**
  - Addressing mode (see Chapter 5)

**Description**

Perform a bitwise XOR operation on the ACC register with the zero-extended content of the location pointed to by the "loc16" address mode. The result is stored in the ACC register:

\[
\text{ACC} = \text{ACC} \oplus 0: \text{loc16};
\]

**Flags and Modes**

- **N**
  - The load to ACC is tested for a negative condition. If bit 31 of ACC is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**
  - The load to ACC is tested for a zero condition. The zero flag bit is set if the operation generates ACC = 0; otherwise it is cleared.

**Repeat**

This operation is repeatable. If the operation follows a RPT instruction, then the XOR instruction will be executed N+1 times. The state of the Z and N flags will reflect the final result.

**Example**

; Calculate the 32-bit value: VarA = VarA XOR 0:VarB
MOVL ACC,@VarA ; Load ACC with contents of VarA
XOR ACC,@VarB ; XOR ACC with contents of 0:VarB
MOVL @VarA,ACC ; Store result in VarA
**XOR ACC,#16bit << #0..16**  

**Bitwise Exclusive OR**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XOR ACC,#16bit &lt;&lt; #0..15</td>
<td>0011 1110 0010 SHFT CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>XOR ACC,#16bit &lt;&lt; #16</td>
<td>0101 0110 0100 1110 CCCC CCCC CCCC CCCC</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

<table>
<thead>
<tr>
<th>ACC</th>
<th>Accumulator register</th>
</tr>
</thead>
<tbody>
<tr>
<td>#16bit</td>
<td>16-bit immediate constant value</td>
</tr>
<tr>
<td>#0..16</td>
<td>Shift value (default is &quot;&lt;&lt; #0&quot; if no value specified)</td>
</tr>
</tbody>
</table>

**Description**

Perform a bitwise XOR operation on the ACC register with the given 16-bit unsigned constant value left shifted as specified. The value is zero extended and lower order bits are zero filled before the XOR operation. The result is stored in the ACC register:

\[
\text{ACC} = \text{ACC} \oplus (0:16\text{bit} \ll \text{shift value});
\]

**Flags and Modes**

- **N**: The load to ACC is tested for a negative condition. If bit 31 of ACC is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to ACC is tested for a zero condition. The zero flag bit is set if the operation generates ACC = 0; otherwise it is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

```
; Calculate the 32-bit value: VarA = VarA XOR 0x08000000
MOVL ACC,@VarA ; Load ACC with contents of VarA
XOR ACC,#0x8000 << 12 ; XOR ACC with 0x08000000
MOVL @VarA,ACC ; Store result in VarA
```
XOR AX,loc16

**Bitwise Exclusive OR**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XOR AX, loc16</td>
<td>0111 000A LLLL LLLL</td>
<td>X</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **loc16**: Addressing mode (see Chapter 5)

**Description**

Perform a bitwise exclusive OR operation on the specified AX register (AH or AL) and the contents of the location pointed to by the “loc16” addressing mode. The result is stored in the specified AX register:

\[ AX = AX \text{ XOR } [\text{loc16}] ; \]

**Flags and Modes**

- **N**: The load to AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to AX is tested for a zero condition. The zero flag bit is set if the operation generates AX = 0, otherwise it is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; XOR the contents of VarA and VarB and store in VarC:
MOV AL,@VarA  ; Load AL with contents of VarA
XOR AL,@VarB  ; XOR AL with contents of VarB
MOV @VarC,AL  ; Store result in VarC
XOR loc16, AX

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **AX**: Accumulator high (AH) or accumulator low (AL) register

**Description**
Perform a bitwise exclusive OR operation on the 16-bit contents of location pointed to by the “loc16” addressing mode and the specified AX register (AH or AL). The result is stored in the location pointed to by “loc16”:

\[
\text{[loc16]} = \text{[loc16]} \ XOR \ AX;
\]

This instruction performs a read-modify-write operation.

**Flags and Modes**
- **N**: The load to [loc16] is tested for a negative condition. If bit 15 of [loc16] is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to [loc16] is tested for a zero condition. The zero flag bit is set if the operation generates [loc16] = 0, otherwise it is cleared.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
; XOR the contents of VarA with VarB and store in VarB:
MOV AL, @VarA  ; Load AL with contents of VarA
XOR @VarB, AL  ; VarB = VarB XOR AL
**XOR loc16,#16bit**

**Bitwise Exclusive OR**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XOR loc16,#16bit</td>
<td>0001 1100 LLLL LLLL CCCC CCCC CCCC</td>
<td>X</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**
- **loc16**: Addressing mode (see Chapter 5)
- **#16bit**: 16-bit immediate constant value

**Description**
Perform a bitwise XOR operation on the content of the location pointed to by the "loc16" addressing mode and the 16-bit immediate constant value. The result is stored in the location pointed to by "loc16":

\[ [\text{loc16}] = [\text{loc16}] \text{ XOR } 16\text{bit}; \]

**Flags and Modes**
- **N**: After the operation if bit 15 of [loc16] is 1, set N; otherwise, clear N.
- **Z**: After the operation if [loc16] is zero, set Z; otherwise, clear Z.

**Repeat**
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**
- Toggle Bits 2 and 14 of VarA:
  
  ; VarA = VarA XOR #(1 << 2 | 1 << 14)

  XOR   @VarA,#(1 << 2 | 1 << 14) ; Toggle bits 2 and 11 of VarA

  XOR @VarA,#(1 << 2 | 1 << 11) ; Toggle bits 2 and 11 of VarA
**XORB AX, #8bit**

**Bitwise Exclusive OR 8-bit Value**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XORB AX, #8bit</td>
<td>1111 000A CCCC CCCC</td>
<td>X</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**

- **AX**: Accumulator high (AH) or accumulator low (AL) register
- **#8bit**: 8-bit immediate constant value

**Description**

Perform a bitwise exclusive OR operation on the specified AX register and the 8-bit unsigned immediate constant zero extended. The result is stored in the AX register:

\[
AX = AX \ XOR \ 0x00:8bit;
\]

**Flags and Modes**

- **N**: The load to AX is tested for a negative condition. If bit 15 of AX is 1, then the negative flag bit is set; otherwise it is cleared.
- **Z**: The load to AX is tested for a zero condition. The zero flag bit is set if the operation generates \(\text{loc16} = 0\), otherwise it is cleared.

**Repeat**

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**

; Toggle bit 7 of VarA and store result in VarB:

```assembly
MOV    AL,@VarA       ; Load AL with contents of VarA
XORB   AL,#0x80       ; XOR contents of AL with 0x0080
MOV    @VarB,AL       ; Store result in VarB
```
XPREAD loc16,*(pma)

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>_OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XPREAD loc16,*(pma)</td>
<td>0101 0110 0011 1100</td>
<td>0000 0000 LLLL LLLL</td>
<td>Y</td>
<td>N+2</td>
</tr>
</tbody>
</table>

Operands

loc16 Addressing mode (see Chapter 5)
*(pma) Immediate program-memory address, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)

Description

Load the 16-bit data-memory location pointed to by the “loc16” addressing mode with the 16-bit content of the program-memory location pointed to by “*(pma)” addressing mode:

\[ \text{[loc16]} = \text{Prog}[0x3F:pma]; \]

The C28x forces the upper 6 bits of the program memory address, specified by the “*(pma)” addressing mode, to 0x3F when using this form of the XPREAD instruction. This limits the program memory address to the high 64K of program address space (0x3F0000 to 0x3FFFFF). On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the “*(pma)” addressing mode can be used to access data space variables that fall within its address range.

Flags and Modes

N If (loc16 = @AX) and bit 15 of AX is 1, then N is set; otherwise N is cleared.
Z If (loc16 = @AX) and the value of AX is zero, then Z is set; otherwise Z is cleared.

Repeat

This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the “*(pma)” program-memory address is copied to an internal shadow register and the address is post-incremented by 1 during each repetition.

Example

; Copy the contents of Array1 to Array2:
; int16 Array1[N]; // Located in high 64K of program space
; int16 Array2[N]; // Located in data space
; for(i=0; i < N; i++)
;   Array2[i] = Array1[i];
  MOVL XAR2,#Array2 ; XAR2 = pointer to Array2
  RPT #(N-1) ; Repeat next instruction N times
  ||XPREAD *XAR2++,*{Array1} ; Array2[i] = Array1[i],
                 ; i++
XPREAD loc16,*AL

XPREAD loc16,*AL  C2xLP Source-Compatible Program Read

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XPREAD loc16,*AL</td>
<td>0101 0110 0011 110</td>
<td>0000 0000 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
</tr>
</tbody>
</table>

Operands  
loc16  Addressing mode (see Chapter 5)
*AL    Indirect program-memory addressing using register AL, can only access high 64K of program space range (0x3F0000 to 0x3FFFFFF)

Description
Load the 16-bit data-memory location pointed to by the “loc16” addressing mode with the 16-bit content of the program-memory location pointed to by “*AL” addressing mode:

\[
[loc16] = \text{Prog}[0x3F:AL] ;
\]

The C28x forces the upper 6 bits of the program memory address, specified by the “*AL” addressing mode, to 0x3F when using this form of the XPREAD instruction. This limits the program memory address to the high 64K of program address space (0x3F0000 to 0x3FFFFFF). On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the “*AL” addressing mode can be used to access data space variables that fall within its address range.

Flags and Modes

N  If (loc16 = @AX) and bit 15 of AX is 1, then N is set; otherwise N is cleared.

Z  If (loc16 = @AX) and the value of AX is zero, then Z is set; otherwise Z is cleared.

Repeat
This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the “*AL” program-memory address is copied to an internal shadow register and the address is post-incremented by 1 during each repetition.

Example
; Copy the contents of Array1 to Array2:
; int16 Array1[N]; // Located in high 64K of program space
; int16 Array2[N]; // Located in data space
; for(i=0; i < N; i++)
;   Array2[i] = Array1[i];

  MOV   @AL,#Array1   ; AL = pointer to Array1
  MOVL  XAR2,#Array2  ; XAR2 = pointer to Array2
  RPT   #(N−1)        ; Repeat next instruction N times
  ||XPREAD *XAR2++,*AL ; Array2[i] = Array1[i],
                          ; i++
**XPWRITE *A,loc16**

---

**C2xLP Source-Compatible Program Write**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XPWRITE *AL,loc16</td>
<td>0101 0110 0011 1101 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>Y</td>
<td>N+4</td>
</tr>
</tbody>
</table>

**Operands**

- ***AL** Indirect program-memory addressing using register AL, can only access high 64K of program space range (0x3F0000 to 0x3FFFFF)
- **loc16** Addressing mode (see Chapter 5)

**Description**

Load the 16-bit program-memory location pointed to by "*AL" addressing mode with the 16-bit content of the location pointed to by the "loc16" addressing mode:

\[
\text{Prog}[0x3F:AL] = [\text{loc16}];
\]

The C28x forces the upper 6 bits of the program memory address, specified by the "*AL" addressing mode, to 0x3F when using this form of the XPWRITE instruction. This limits the program memory address to the high 64K of program address space (0x3F0000 to 0x3FFFFF). On the C28x devices, memory blocks are mapped to both program and data space (unified memory), hence the "*AL" addressing mode can be used to access data space variables that fall within its address range.

**Flags and Modes**

None

**Repeat**

This instruction is repeatable. If the operation follows a RPT instruction, then it will be executed N+1 times. When repeated, the "*AL" program-memory address is copied to an internal shadow register and the address is post-incremented by 1 during each repetition.

**Example**

```assembly
; Copy the contents of Array1 to Array2:
; int16 Array1[N]; // Located in data space
; int16 Array2[N]; // Located in high 64K of program space
; for(i=0; i < N; i++)
;   Array2[i] = Array1[i];

MOV  XAR2,#Array1   ; XAR2 = pointer to Array1
MOV  @AL,#Array2    ; AL   = pointer to Array2
RPT  #(N-1)          ; Repeat next instruction N times
| XPWRITE *AL,*XAR2++ ; Array2[i] = Array1[i],
;    i++
```

---

6-383
XRET

C2xLP Source-Compatible Return

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XRET</td>
<td>0101 0110 1111 1111</td>
<td>1</td>
<td>−</td>
<td>7</td>
</tr>
</tbody>
</table>

Note: XRET is an alias for RETC unconditional.

Operands

None

Description

Return conditionally. If the specified condition is true, a 16-bit value is popped from the stack and stored into the low 16 bits of the PC while the upper 6 bits of the PC are forced to 0x3F; Otherwise, execution continues with the instruction following the XRETC operation:

```plaintext
if(COND = true)
    SP = SP - 1;
    PC = 0x3F: [SP];
```

Note: This instruction can transfer program control only to a location located in the upper 64K range of program space (0x3F0000 to 0x3FFFFF). To return from a call made by XCALL, the XRET instruction must be used.

Flags and Modes

V

If the V flag is tested by the condition, then V is cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example

; Return from FuncA if VarA does not equal zero, else set VarB to zero and return. This example only works for code located in upper 64K of program space:

```
XCALL FuncA ; Call FuncA

FuncA: ; Function A:

MOV AL, @VarA ; Load AL with contents of VarA
XRET NEQ ; Return if VarA does not equal 0
MOV @VarB, #0 ; Store 0 into VarB
XRETC UNC ; Return unconditionally
```
XRETC COND

C2xLP Source-Compatible Conditional Return

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>XRETC COND</td>
<td>0101 0110 1111 COND</td>
<td>1</td>
<td>−</td>
<td>4/7</td>
</tr>
</tbody>
</table>

Operands COND

Conditional codes:

<table>
<thead>
<tr>
<th>COND</th>
<th>Syntax</th>
<th>Description</th>
<th>Flags Tested</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>NEQ</td>
<td>Not Equal To</td>
<td>Z = 0</td>
</tr>
<tr>
<td>0001</td>
<td>EQ</td>
<td>Equal To</td>
<td>Z = 1</td>
</tr>
<tr>
<td>0010</td>
<td>GT</td>
<td>Greater Then</td>
<td>Z = 0 AND N = 0</td>
</tr>
<tr>
<td>0011</td>
<td>GEQ</td>
<td>Greater Then Or Equal To</td>
<td>N = 0</td>
</tr>
<tr>
<td>0100</td>
<td>LT</td>
<td>Less Then</td>
<td>N = 1</td>
</tr>
<tr>
<td>0101</td>
<td>LEQ</td>
<td>Less Then Or Equal To</td>
<td>Z = 1 OR N = 1</td>
</tr>
<tr>
<td>0110</td>
<td>HI</td>
<td>Higher</td>
<td>C = 1 AND Z = 0</td>
</tr>
<tr>
<td>0111</td>
<td>HIS, C</td>
<td>Higher Or Same, Carry Set</td>
<td>C = 1</td>
</tr>
<tr>
<td>1000</td>
<td>LO, NC</td>
<td>Lower, Carry Clear</td>
<td>C = 0</td>
</tr>
<tr>
<td>1001</td>
<td>LOS</td>
<td>Lower Or Same</td>
<td>C = 0 OR Z = 1</td>
</tr>
<tr>
<td>1010</td>
<td>NOV</td>
<td>No Overflow</td>
<td>V = 0</td>
</tr>
<tr>
<td>1011</td>
<td>OV</td>
<td>Overflow</td>
<td>V = 1</td>
</tr>
<tr>
<td>1100</td>
<td>NTC</td>
<td>Test Bit Not Set</td>
<td>TC = 0</td>
</tr>
<tr>
<td>1101</td>
<td>TC</td>
<td>Test Bit Set</td>
<td>TC = 1</td>
</tr>
<tr>
<td>1110</td>
<td>NBIO</td>
<td>BIO Input Equal To Zero</td>
<td>BIO = 0</td>
</tr>
<tr>
<td>1111</td>
<td>UNC</td>
<td>Unconditional</td>
<td>−</td>
</tr>
</tbody>
</table>

Description

Return conditionally. If the specified condition is true, a 16-bit value is popped from the stack and stored into the low 16 bits of the PC while the upper 6 bits of the PC are forced to 0x3F; Otherwise, execution continues with the instruction following the XRETC operation:

```c
if (COND = true)
{
    SP = SP + 1;
    PC = 0x3F: [SP];
}
else
    PC = PC + 1;
```

Note: This instruction can only transfer program control to a location located in the upper 64K range of program space (0x3F0000 to 0x3FFFFF). To return from a call made by XCALL, the XRETC instruction must be used. The cycle times for this operation are:
- If (COND = true) then the instruction takes 7 cycles.
- If (COND = false) then the instruction takes 4 cycles.

Flags and Modes

V

If the V flag is tested by the condition, then V is cleared.

Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.
Example

; Return from FuncA if VarA does not equal zero, else set VarB to zero and return. This example only works for code located in upper 64K of program space:

XCALL FuncA ; Call FuncA

FuncA:

; Function A:

MOV AL,@VarA ; Load AL with contents of VarA
XRETC NEQ ; Return if VarA does not equal 0
MOV @VarA,#0 ; Store 0 into VarB
XRETC UNC ; Return unconditionally
### ZALR ACC,loc16

**Zero AL and Load AH With Rounding**

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZALR ACC,loc16</td>
<td>0101 0110 0001 0011 0000 0000 LLLL LLLL</td>
<td>1</td>
<td>–</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Operands

**ACC**  
Accumulator register

**loc16**  
Addressing mode (see Chapter 5)

#### Description

Load low accumulator (AL) with the value 0x8000 and load high accumulator (AH) with the 16-bit contents pointed to by the "loc16" addressing mode.

\[
\text{AH} = \text{loc16}; \\
\text{AL} = 0x8000;
\]

#### Flags and Modes

**N**  
The load to ACC is tested for a negative condition. If bit 31 of ACC is 1, then the negative flag bit is set; otherwise it is cleared.

**Z**  
The load to ACC is tested for a zero condition. The zero flag bit is set if the operation generates ACC = 0; otherwise it is cleared.

#### Repeat

This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

#### Example

; Calculate: \(Y = \text{round}(M \times X \ll 1 + B \ll 16)\)
; \(Y, M, X, B\) are all Q15 numbers

\[
\begin{align*}
\text{SPM} & \quad +1 \\
\text{MOV} & \quad T, @M \quad ; \ T = M \quad (\text{Q15}) \\
\text{MPY} & \quad P, T, @X \quad ; \ P = M \times X \quad (\text{Q30}) \\
\text{ZALR} & \quad \text{ACC,} @B \quad ; \ \text{ACC} = B \ll 16 + 0x8000 \quad (\text{Q31}) \\
\text{ADDL} & \quad \text{ACC,} P \ll PM \quad ; \ \text{Add} \ P \ \text{to} \ \text{ACC with shift} \quad (\text{Q31}) \\
\text{MOV} & \quad @Y, AH \quad ; \ \text{Store} \ \text{AH into} \ Y \quad (\text{Q15})
\end{align*}
\]
Clear Overflow Counter

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZAP OVC</td>
<td>0101 0110 0101 1100</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

**Operands**  
OVC  
overflow counter bits in Status Register 0 (ST0)

**Description**  
Clear the overflow counter (OVC) bits in Status Register 0 (ST0).

**Flags and Modes**  
OVC  
The 6-bit overflow counter bits (OVC) are cleared.

**Repeat**  
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

**Example**  
; Calculate: VarD = sat(VarA + VarB + VarC)
ZAP OVC ; Zero overflow counter
MOVL ACC,@VarA ; ACC = VarA
ADDL ACC,@VarB ; ACC = ACC + VarB
ADDL ACC,@VarC ; ACC = ACC + VarC
SAT ACC ; Saturate if OVC != 0
MOVL @VarD,ACC ; Store saturated result into VarD
Zero Accumulator and P Register

<table>
<thead>
<tr>
<th>SYNTAX OPTIONS</th>
<th>OPCODE</th>
<th>OBJMODE</th>
<th>RPT</th>
<th>CYC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZAPA</td>
<td>0101 0110 0011 0011</td>
<td>1</td>
<td>−</td>
<td>1</td>
</tr>
</tbody>
</table>

Operands
None

Description
Zero the ACC and P registers as well as the overflow counter (OVC):

\[
\begin{align*}
    \text{ACC} &= 0; \\
    \text{P} &= 0; \\
    \text{OVC} &= 0;
\end{align*}
\]

Flags and Modes

- **N**: The N bit is set.
- **Z**: The Z bit is cleared.

Repeat
This instruction is not repeatable. If this instruction follows the RPT instruction, it resets the repeat counter (RPTC) and executes only once.

Example
; Calculate sum of product using 32-bit multiply and retain
; high result:
; int32 X[N]; // Data information
; int32 C[N]; // Coefficient information (located in low 4M)
; int32 sum = 0;
; for(i=0; i < N; i++)
    ; sum = sum + ((X[i] * C[i]) >> 32) >> 5;
    MOV L XAR2,#X ; XAR2 = pointer to X
    MOV L XAR7,#C ; XAR7 = pointer to C
    SPM -5 ; Set product shift to “>> 5”
    ZAPA ; Zero ACC, P, OVC
    RPT #(N−1) ; Repeat next instruction N times
    ||QMACL P,*XAR2++,*XAR7++ ; ACC = ACC + P >> 5,
    ; P = (X[i] * C[i]) >> 32
    ; i++
    ADD L ACC,P << PM ; Perform final accumulate
    MOV L @sum,ACC ; Store final result into sum
The CPU in the C28x contains hardware extensions for advanced emulation features that can assist you in the development of your application system (software and hardware). This chapter describes the emulation features that are available on all C28x devices using only the JTAG port (with TI extensions).

For more information about instructions shown in examples in this chapter, see Chapter 6, *Assembly Language Instructions*.

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</tbody>
</table>
7.1 Overview of Emulation Features

The CPU’s hardware extensions for advanced emulation features provide simple, inexpensive, and speed-independent access to the CPU for sophisticated debugging and economical system development, without requiring the costly cabling and access to processor pins required by traditional emulator systems. It provides this access without intruding on system resources.

The on-chip development interface provides:

- Minimally intrusive access to internal and external memory
- Minimally intrusive access to CPU and peripheral registers
- Control of the execution of background code while continuing to service time-critical interrupts
  - Break on a software breakpoint instruction (instruction replacement)
  - Break on a specified program or data access without requiring instruction replacement (accomplished using bus comparators)
  - Break on external attention request from debug host or additional hardware
  - Break after the execution of a single instruction (single-stepping)
  - Control over the execution of code from device power up
- Nonintrusive determination of device status
  - Detection of a system reset, emulation/test-logic reset, or power-down occurrence
  - Detection of the absence of a system clock or memory-ready signal
  - Determination of whether global interrupts are enabled
  - Determination of why debug accesses might be blocked
- Rapid transfer of memory contents between the device and a host (data logging)
- A cycle counter for performance benchmarking. With a 100-MHz cycle clock, the counter can benchmark actions up to 3 hours in duration.
7.2 Debug Interface

The target-level TI debug interface uses the five standard IEEE 1149.1 (JTAG) signals (TRST, TCK, TMS, TDI, and TDO) and the two TI extensions (EMU0 and EMU1). Figure 7–1 shows the 14-pin JTAG header that is used to interface the target to a scan controller, and Table 7–1 (page 7–4) defines the pins.

As shown in the figure, the header requires more than the five JTAG signals and the TI extensions. It also requires a test clock return signal (TCK_RET), the target supply (VCC) and ground (GND). TCK_RET is a test clock out of the scan controller and into the target system. The target system uses TCK_RET if it does not supply its own test clock (in which case TCK would simply not be used). In many target systems, TCK_RET is simply connected to TCK and used as the test clock.

*Figure 7–1. JTAG Header to Interface a Target to the Scan Controller*

<table>
<thead>
<tr>
<th>Pin</th>
<th>TMS</th>
<th>TDI</th>
<th>PD (VCC)</th>
<th>TDO</th>
<th>TCK_RET</th>
<th>TCK</th>
<th>EMU0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>13</td>
</tr>
<tr>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>14</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

TRST, GND

**Header dimensions:**
- Pin-to-pin spacing: 0.100 in. (X,Y)
- Pin width: 0.025-in. square post
- Pin length: 0.235-in. nominal

No pin (key)
## Table 7–1. 14-Pin Header Signal Descriptions

<table>
<thead>
<tr>
<th>Signal</th>
<th>Description</th>
<th>Emulator State†</th>
<th>Target State†</th>
</tr>
</thead>
<tbody>
<tr>
<td>EMU0</td>
<td>Emulation pin 0</td>
<td>I</td>
<td>I/O</td>
</tr>
<tr>
<td>EMU1</td>
<td>Emulation pin 1</td>
<td>I</td>
<td>I/O</td>
</tr>
<tr>
<td>GND</td>
<td>Ground</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PD (VCC)</td>
<td>Presence detect. Indicates that the emulation cable is connected and that the target is powered up. PD should be tied to VCC in the target system.</td>
<td>I</td>
<td>O</td>
</tr>
<tr>
<td>TCK</td>
<td>Test clock. TCK is a clock source from the emulation cable pod. This signal can be used to drive the system test clock.</td>
<td>O</td>
<td>I</td>
</tr>
<tr>
<td>TCK_RET</td>
<td>Test clock return. Test clock input to the emulator. Can be a buffered or unbuffered version of TCK.</td>
<td>I</td>
<td>O</td>
</tr>
<tr>
<td>TDI</td>
<td>Test data input</td>
<td>O</td>
<td>I</td>
</tr>
<tr>
<td>TDO</td>
<td>Test data output</td>
<td>I</td>
<td>O</td>
</tr>
<tr>
<td>TMS</td>
<td>Test mode select</td>
<td>O</td>
<td>I</td>
</tr>
<tr>
<td>TRST‡</td>
<td>Test reset</td>
<td>O</td>
<td>I</td>
</tr>
</tbody>
</table>

† I = input; O = output
‡ Do not use pullup resistors on TRST: it has an internal pulldown device. In a low-noise environment, TRST can be left floating. In a high-noise environment, an additional pulldown resistor may be needed. (The size of this resistor should be based on electrical current considerations.)

The state of the TRST, EMU0, and EMU1 signals at device power up determine the operating mode of the device. The operating mode takes effect as soon as the device has sufficient power to operate. Should the TRST signal rise, the EMU0 and EMU1 signals are sampled on its rising edge and the operating mode is latched. Some of these modes are reserved for test purposes, but those that can be of use in a target system are detailed in Table 7–2. A target system is not required to support any mode other than normal mode.
Table 7-2. Selecting Device Operating Modes By Using TRST, EMU0, and EMU1

<table>
<thead>
<tr>
<th>TRST</th>
<th>EMU1</th>
<th>EMU0</th>
<th>Device Operating Mode</th>
<th>JTAG Cable Active?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Low</td>
<td>Low</td>
<td>Low</td>
<td>Slave mode. Disables the CPU and memory portions of the C28x. Another processor treats the C28x as a peripheral.</td>
<td>No</td>
</tr>
<tr>
<td>Low</td>
<td>Low</td>
<td>High</td>
<td>Reserved for testing</td>
<td>No</td>
</tr>
<tr>
<td>Low</td>
<td>High</td>
<td>Low</td>
<td>Wait-in-reset mode. Prolongs the device’s reset until released by external means. This allows a C28x to power up in reset, provided external hardware holds EMU0 low only while power-up reset is active.</td>
<td>Yes</td>
</tr>
<tr>
<td>Low</td>
<td>High</td>
<td>High</td>
<td>Normal mode with emulation disabled. This is the setting that should be used on target systems when a scan controller (such as the XDS510) is not attached. TRST will be pulled down and EMU1 and EMU0 pulled up within the C28x; this is the default mode.</td>
<td>No</td>
</tr>
<tr>
<td>High</td>
<td>Low or High</td>
<td>Low or High</td>
<td>Normal mode with emulation enabled. This is the setting to use on target systems when a scan controller is attached (the scan controller will control TRST). TRST should not be high during device power-up.</td>
<td>Yes</td>
</tr>
</tbody>
</table>
7.3 Debug Terminology

The following definitions will help you to understand the information in the rest of this chapter:

- **Background code.** The body of code that can be halted during debugging because it is not time-critical.

- **Foreground code.** The code of time-critical interrupt service routines, which are executed even when background code is halted.

- **Debug-halt state.** The state in which the device does not execute background code.

- **Time-critical interrupt.** An interrupt that must be serviced even when background code is halted. For example, a time-critical interrupt might service a motor controller or a high-speed timer.

- **Debug event.** An action, such as the decoding of a software breakpoint instruction, the occurrence of an analysis breakpoint/watchpoint, or a request from a host processor that can result in special debug behavior, such as halting the device or pulsing one of the signals EMU0 or EMU1.

- **Break event.** A debug event that causes the device to enter the debug-halt state.
7.4 Execution Control Modes

The C28x supports two debug execution control modes:

- Stop mode
- Real-time mode

Stop mode provides complete control of program execution, allowing for the disabling of all interrupts. Real-time mode allows time-critical interrupt service routines to be performed while execution of other code is halted. Both execution modes can suspend program execution at break events, such as occurrences of software breakpoint instructions or specified program-space or data-space accesses.

7.4.1 Stop Mode

Stop mode causes break events, such as software breakpoints and analysis watchpoints, to suspend program execution at the next interrupt boundary (which is usually identical to the next instruction boundary). When execution is suspended, all interrupts (including NMI and RS) are ignored until the CPU receives a directive to run code again. In stop mode, the CPU can operate in the following execution states:

- **Debug-halt state.** This state is entered through a break event, such as the decoding of a software breakpoint instruction or the occurrence of an analysis breakpoint/watchpoint. This state can also be entered by a request from the host processor. In the stop mode debug-halt state, the CPU is halted. You can place the device into one of the other two states by giving the appropriate command to the debugger.

  The CPU cannot service any interrupts, including NMI and RS (reset). When multiple instances of the same interrupt occurs without the first instance being serviced, the later instances are lost.

- **Single-instruction state.** This state is entered when you tell the debugger to execute a single instruction by using a RUN 1 command or a STEP 1 command. The CPU executes the single instruction pointed to by the PC and then returns to the debug-halt state (it executes from one interrupt boundary to the next). The CPU is only in the single-instruction state until that single instruction is done.

  If an interrupt occurs in this state, the command used to enter this state determines whether that interrupt can be serviced. If a RUN 1 command was used, the CPU can service the interrupt. If a STEP 1 command was used, the CPU cannot, even if the interrupt is NMI or RS.

- **Run state.** This state is entered when you use a run command from the debugger interface. The CPU executes instructions until a debugger command or a debug event returns the CPU to the debug-halt state.
Execution Control Modes

The CPU can service all interrupts in this state. When an interrupt occurs simultaneously with a debug event, the debug event has priority; however, if interrupt processing began before the debug event occurred, the debug event cannot be processed until the interrupt service routine begins.

Figure 7–2 illustrates the relationship among the three states. Notice that the C28x cannot pass directly between the single-instruction and run states. Notice also that the CPU can be observed only in the debug-halt state. In practical terms, this means the contents of CPU registers and memory are not updated in the debugger display in the single-instruction state or the run state. Maskable interrupts occurring in any state are latched in the interrupt flag register (IFR).

Figure 7–2. Stop Mode Execution States

<table>
<thead>
<tr>
<th>State</th>
<th>Instructions</th>
<th>Observations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single-instruction</td>
<td>Cannot observe CPU</td>
<td>Can service an interrupt</td>
</tr>
<tr>
<td></td>
<td></td>
<td>if RUN 1 used†</td>
</tr>
<tr>
<td>Run state</td>
<td>Cannot observe CPU</td>
<td>Can service interrupts</td>
</tr>
<tr>
<td>Debug-halt state</td>
<td>Can observe CPU</td>
<td>Cannot service interrupts</td>
</tr>
</tbody>
</table>

† If you use a RUN 1 command to execute a single instruction, an interrupt can be serviced in the single-instruction state. If you use a STEP 1 command for the same purpose, an interrupt cannot be serviced.
7.4.2 Real-Time Mode

Real-time mode provides for the debugging of code that interacts with interrupts that must not be disabled. Real-time mode allows you to suspend background code at break events while continuing to execute time-critical interrupt service routines (also referred to as foreground code). In real-time mode, the CPU can operate in the following execution states:

- **Debug-halt state.** This state is entered through a break event such as the decoding of a software breakpoint instruction or the occurrence of an analysis breakpoint/watchpoint. This state can also be enter by a request from the host processor. You can place the device into one of the other two states by giving the appropriate command to the debugger.

  In this state, only time-critical interrupts can be serviced. No other code can be executed. Maskable interrupts are considered time-critical if they are enabled in the debug interrupt enable register (DBGIER). If they are also enabled in the interrupt enable register (IER), they are serviced. The interrupt global mask bit (INTM) is ignored. NMI and RS are also considered time-critical, and are always serviced once requested. It is possible for multiple interrupts to occur and be serviced while the device is in the debug-halt state.

  Suspending execution adds only one cycle to interrupt latency. When the C28x returns from a time-critical ISR, it reenters the debug-halt state.

  If a CPU reset occurs (initiated by RS), the device runs the corresponding interrupt service routine until that routine clears the debug enable mask bit (DBGM) in status register ST1. When a reset occurs, DBGM is set, disabling debug events. To reenable debug events, the interrupt service routine must clear DBGM. Only then will the outstanding emulation-suspend condition be recognized.

  **Note:** Should a time-critical interrupt occur in real-time mode at the precise moment that the debugger receives a RUN command, the time-critical interrupt will be taken and serviced in its entirety before the CPU changes states.

- **Single-instruction state.** This state is entered when you tell the debugger to execute a single instruction by using a RUN 1 command or a STEP 1 command. The CPU executes the single instruction pointed to by the PC and then returns to the debug-halt state (it executes from one interrupt boundary to the next).

  If an interrupt occurs in this state, the command used to enter this state determines whether that interrupt can be serviced. If a RUN 1 command was used,
Execution Control Modes

the CPU can service the interrupt. If a STEP 1 command was used, the CPU cannot, even if the interrupt is NMI or RS. In real-time mode, if the DBGM bit is 1 (debug events are disabled), a RUN 1 or STEP 1 command forces continuous execution of instructions until DBGM is cleared.

Note: If you single-step an instruction in real–time emulation mode and that instruction sets DBGM, the CPU continues to execute instructions until DBGM is cleared. If you want to single-step through a non-time-critical interrupt service routine (ISR), you must initiate a CLRC DBGM instruction at the beginning of the ISR. Once you clear DBGM, you can single-step or place breakpoints.

Run state. This state is entered when you use a run command from the debugger interface. The CPU executes instructions until a debugger command or a debug event returns the CPU to the debug-halt state.

The CPU can service all interrupts in this state. When an interrupt occurs simultaneously with a debug event, the debug event has priority; however, if interrupt processing began before the debug event occurred, the debug event cannot be processed until the interrupt service routine begins.

Figure 7–3 illustrates the relationship among the three states. Notice that the C28x cannot pass directly between the single-instruction and run states. Notice also that the CPU can be observed in the debug-halt state and in the run state. In the single-instruction state, the contents of CPU registers and memory are not updated in the debugger display. In the debug-halt and run states, register and memory values are updated unless DBGM = 1. Maskable interrupts occurring in any state are latched in the interrupt flag register (IFR).

Figure 7–3. Real-time Mode Execution States

Single-instruction state
Cannot observe CPU
Can service an interrupt if RUN 1 used†

Run state
Can observe CPU
Can service interrupts

Debug-halt state
Can observe CPU
Can service time-critical interrupts (including NMI and RS)

† If you use a RUN 1 command to execute a single instruction, an interrupt can be serviced in the single-instruction state. If you use a STEP 1 command for the same purpose, an interrupt cannot be serviced.
Caution about breakpoints within time-critical interrupt service routines

Do not use breakpoints within time-critical interrupt service routines. They will cause the device to enter the debug-halt state, just as if the breakpoint were located in normal code. Once in the debug-halt state, the CPU services requests for RS, NMI, and those interrupts enabled in the DBGIER and the IER.

After approving a maskable interrupt, the CPU disables the interrupt in the IER. This prevents subsequent occurrences of the interrupt from being serviced until the IER is restored by a return from interrupt (IRET) instruction or until the interrupt is deliberately re-enabled in the interrupt service routine (ISR). Do not reenable that interrupt’s IER bit while using breakpoints within the ISR. If you do so and the interrupt is triggered again, the CPU performs a new context save and restarts the interrupt service routine.

7.4.3 Summary of Stop Mode and Real-Time Mode

Figure 7–4 (page 7-12) is a graphical summary of the differences between the execution states of stop mode and real-time mode. Table 7–3 (page 7-13) is a summary of how interrupts are handled in each of the states of stop mode and real-time mode.
Figure 7-4. Stop Mode Versus Real-Time Mode

- **Single-instruction state**
  - Cannot observe CPU
  - Can service an interrupt if RUN 1 used

- **Run state**
  - Cannot observe CPU
  - Can service interrupts

- **Debug-halt state**
  - Can observe CPU
  - Can service time-critical interrupts (including NMI and RS)

- **Stop mode**
  - After executing one instruction
  - Debugger command

- **Real-time mode**
  - After executing one instruction
  - Debugger command

† If you use a RUN 1 debugger command to execute a single instruction, an interrupt can be serviced in the single-instruction state. If you use a STEP 1 debugger command for the same purpose, an interrupt cannot be serviced.
### Table 7-3. Interrupt Handling Information By Mode and State

<table>
<thead>
<tr>
<th>Mode</th>
<th>State</th>
<th>If This Interrupt Occurs ...</th>
<th>The Interrupt Is ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop</td>
<td>Debug-halt</td>
<td>RS</td>
<td>Not serviced</td>
</tr>
<tr>
<td></td>
<td></td>
<td>NMI</td>
<td>Not serviced</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Maskable interrupt</td>
<td>Latched in IFR but not serviced</td>
</tr>
<tr>
<td>Single-instruction</td>
<td>RS</td>
<td>If running: Serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>If stepping: Not serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>NMI</td>
<td>If running: Serviced</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If stepping: Not serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Maskable interrupt</td>
<td>If running: Serviced</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If stepping: Latched in IFR but not serviced</td>
</tr>
<tr>
<td>Run</td>
<td>RS</td>
<td>Serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td>NMI</td>
<td>Serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Maskable interrupt</td>
<td>Serviced</td>
<td></td>
</tr>
<tr>
<td>Real-time</td>
<td>Debug-halt</td>
<td>RS</td>
<td>Serviced</td>
</tr>
<tr>
<td></td>
<td></td>
<td>NMI</td>
<td>Serviced</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Maskable interrupt</td>
<td>If time-critical: Serviced.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If not time-critical: Latched in IFR but not serviced</td>
</tr>
<tr>
<td>Single-instruction</td>
<td>RS</td>
<td>If running: Serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>If stepping: Not serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>NMI</td>
<td>If running: Serviced</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If stepping: Not serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Maskable interrupt</td>
<td>If running: Serviced</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If stepping: Latched in IFR but not serviced</td>
</tr>
<tr>
<td>Run</td>
<td>RS</td>
<td>Serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td>NMI</td>
<td>Serviced</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Maskable interrupt</td>
<td>Serviced</td>
<td></td>
</tr>
</tbody>
</table>
Note:

Unless you are using a real-time operating system, do not enable the real-time operating system interrupt (RTOSINT). RTOSINT is completely disabled when bit 15 in the IER is 0 and bit 15 in the DBGIER is 0.
7.5 Aborting Interrupts With the ABORTI Instruction

Generally, a program uses the IRET instruction to return from an interrupt. The IRET instruction restores all the values that were saved to the stack during the automatic context save. In restoring status register ST1 and the debug status register (DBGSTAT), IRET restores the debug context that was present before the interrupt.

In some target applications, you might have interrupts that must not be returned from by the IRET instruction. Not using IRET can cause a problem for the emulation logic, because the emulation logic assumes the original debug context will be restored. The abort interrupt (ABORTI) instruction is provided as a means to indicate that the debug context will not be restored and the debug logic needs to be reset to its default state. As part of its operation, the ABORTI instruction:

- Sets the DBGM bit in ST1. This disables debug events.
- Modifies select bits in DBGSTAT. The effect is a resetting of the debug context. If the CPU was in the debug-halt state before the interrupt occurred, the CPU does not halt when the interrupt is aborted. The CPU automatically switches to the run state. If you want to abort an interrupt, but keep the CPU halted, insert a breakpoint after the ABORTI instruction.

The ABORTI instruction does not modify the DBGIER, the IER, the INTM bit, or any analysis registers (for example, registers used for breakpoints, watchpoints, and data logging).
The debug-and-test direct memory access (DT-DMA) mechanism provides access to memory, CPU registers, and memory-mapped registers (such as emulation registers and peripheral registers) without direct CPU intervention. DT-DMAs intrude on CPU time; however, you can block them by setting the debug enable mask bit (DBGM) in ST1.

Because the DT-DMA mechanism uses the same memory-access mechanism as the CPU, any read or write access that the CPU can perform in a single operation can be done by a DT-DMA. The DT-DMA mechanism presents an address (and data, in the case of a write) to the CPU, which performs the operation during an unused bus cycle (referred to as a hole). Once the CPU has obtained the desired data, it is presented back to the DT-DMA mechanism. The DT-DMA mechanism can operate in the following modes:

- **Nonpreemptive mode.** The DT-DMA mechanism waits for a hole on the desired memory buses. During the hole, the DT-DMA mechanism uses them to perform its read or write operation. These holes occur naturally while the CPU is waiting for newly fetched instructions, such as during a branch.

- **Preemptive mode.** In preemptive mode, the DT-DMA mechanism forces the creation of a hole and performs the access.

Nonpreemptive accesses to zero-wait-state memory take no cycles away from the CPU. If wait-stated memory is accessed, the pipeline stalls during each wait state, just as a normal memory access would cause a stall. In real-time mode, DT-DMAs to program memory cannot occur when application code is being run from memory with more than one wait state.

DT-DMAs can be polite or rude.

- **Polite accesses.** Polite DT-DMAs require that DBGM = 0.
- **Rude accesses.** Rude DT-DMAs ignore DBGM.

Figure 7–5 summarizes the process for handling a request from the DT-DMA mechanism.
Some key concepts of the DT-DMA mechanism are:

- Even if DBGM = 0, when the mechanism is in nonpreemptive mode, it must wait for a hole. This minimizes the intrusiveness of the debug access on a system.

- Real-time-mode accesses are typically polite (although there may be reasons, such as error recovery, to perform rude accesses in real-time mode). If the DBGM bit is permanently set to 1 due to a coding bug but you need to regain debug control, use rude accesses, which ignore the state of DBGM.

- In stop mode, DBGM is ignored, and the DT-DMA mode is set to preemptive. This ensures that you can gain visibility to and control of your system if an otherwise unrecoverable error occurs (for example, if ST1 is changed to an undesired value due to stack corruption).
DT-DMA Mechanism

- The DT-DMA mechanism does not cause a program-flow discontinuity. No interrupt-like save/restore is performed. When a preemptive DT-DMA forces a hole, no program address counters increment during that cycle.

- A DT-DMA request awakens the device from the idle state (initiated by the IDLE instruction). However, unlike returning from an interrupt, the CPU returns to the idle state upon completion of the DT-DMA.

**Note:**

The information shown on the debugger screen is gathered at different times from the target; therefore, it does not represent a snapshot of the target state, but rather a composite. It also takes the host time to process and display the data. The data does not correspond to the current target state, but rather, the target state as of a few milliseconds ago.
7.7 Analysis Breakpoints, Watchpoints, and Counter(s)

All C28x devices include two analysis units AU1 and AU2. Analysis Unit 1 (AU1) counts events or monitors address buses. Analysis Unit 2 (AU2) monitors address and data buses. You can configure these two analysis units as analysis breakpoints or watchpoints. In addition, AU1 can be configured as a benchmark counter or event counter.

This section describes three types of analysis features: analysis breakpoints, watchpoints, and counters. Typical analysis unit configurations are presented in section 7.7.4. Data logging is described in section 7.8.

7.7.1 Analysis Breakpoints

An analysis breakpoint is sometimes called a hardware breakpoint, because it acts like a software breakpoint instruction (in this case, the ESTOP0 instruction) but does not require a modification to the application software. An analysis breakpoint triggers a debug event when an instruction at a breakpoint address would have entered the decode 2 phase of the pipeline; this halts the CPU before the instruction is executed. A bus comparator watches the program address bus, comparing its contents against a reference address and a bit mask value.

Consider the following example. If a hardware breakpoint is set at T0, the CPU stops after returning from the T1 subroutine, with the instruction counter (IC) pointing to T0.

```
NOP
CALL T1
T0: MOVB AL, #0x00
SB TIMINGS, UNC
T1: NOP
RET
T2: NOP
```

Hardware breakpoints allow masking of address bits. For example, a hardware breakpoint could be placed on the address range $00\,0200_{16}$–$00\,02FF_{16}$ by specifying the following mask address, where the eight LSBs are don’t cares:

```
00 0000 0000 0010 XXXX XXXX2
```

7.7.2 Watchpoints

A hardware watchpoint triggers a debug event when either an address or an address and data match a compare value. The address portion is compared against a reference address and bit mask, and the data portion is compared against a reference data value and a bit mask.
When comparing two addresses, you can set two watchpoints. When comparing an address and a data value, you can set only one watchpoint. When performing a read watchpoint, the address is available a few cycles earlier than the data; the watchpoint logic accounts for this.

The point where execution stops depends on whether the watchpoint was a read or write watchpoint, and whether it was an address or an address/data read watchpoint. In the following example, a read address watchpoint occurs when the address X is accessed, and the CPU stops with the instruction counter (IC) pointing three instructions after that point:

```
MOV  AR4, #X
MOV  AL, *[AR4][0] ; Data read
    ; The IC will point here
```

For a read watchpoint that requires both an address and data match, the CPU stops with the IC pointing six instructions after that point:

```
MOV  AR4, #X
MOV  AL, *[AR4][0] ; Data read
    ; The IC will point here
```

In the following example, a write address watchpoint occurs when the address Y is accessed, and the CPU stops with the IC pointing six instructions after that point:

```
MOV  AR4, #Y
MOV  *[AR4][0], AL ; Data write
    ; The IC will point here
```

### 7.7.3 Benchmark Counter/Event Counter(s)

The 40-bit performance counter on the C28x can be used as a benchmark counter to increment every CPU clock cycle (it can be configured not to count when the CPU is in the debug-halt state). Wait states affect the counter. Wait states in the read 1 and write pipeline phases of an executing instruction affect the counter, regardless of whether an instruction is being single-stepped or run. However, wait states in the fetch 1 pipeline phase do not affect the counter during single-stepping, because the cycle counting does not begin until the de-
code 2 pipeline phase. The counter counts wait states caused by instructions that are fetched but not executed. In most cases, these effects cancel each other out. Benchmarking is best used for larger portions of code. Do not rely heavily on the precision of the benchmarking. (For more information about the pipeline, see Chapter 4.)

Alternatively, you can configure the 40-bit performance counter as two 16-bit or one 32-bit event counter if you want to generate a debug event when the counter equals a match value. The comparison between the counter value and the match value is done before the count value is incremented. For example, suppose you initialize a counter to 0. A match value of 0 causes an immediate debug event (when the action to be counted occurs), and the counter holds 1 afterward.

You can also clear the counter when a hardware breakpoint or address watch-point occurs. With this feature, you can implement a mechanism similar to a watchdog timer: if a certain address is not seen on the address bus within a certain number of CPU clock cycles, a debug event occurs.

### 7.7.4 Typical Analysis Unit Configurations

Each analysis unit can be configured to perform one analysis job at a time. Typical configurations for these two analysis units can be any one of the following:

- **Two analysis breakpoints (i.e., hardware breakpoints)**
  Detect when an instruction is executed from a specified address or range of addresses. Each hardware breakpoint only requires one analysis unit.

- **Two hardware address watch points**
  Detect when any value is either read from or written to a specified address or a range of addresses. In this case, the data written or read is not specified. Only the address of the location is specified and whether to watch for reads or writes to that address. Each watchpoint only requires one analysis unit.

- **One address with data watchpoint**
  Detect when a specified data value is either read from or written to a specified address. In this configuration you can either watch for a read or a write but not both reads and writes. This type of watchpoint requires both analysis units.

- **A set of two chained breakpoints**
  Detect when a given instruction is executed after another specified instruction.
A benchmark counter/event counter

The benchmark counter is only available with analysis unit 1. This counter can be used as a benchmark counter to count cycles or instructions. It can also be used to count AU2 events.

Configuration of the analysis resources is supported in Code Composer Studio. For more information on configuring these, use the Code Composer online help.
7.8 Data Logging

Data logging enables the C28x to send selected memory values to a host processor using the standard JTAG port and an XDS510 or other compatible scan controller. You control data logging activity with your application code.

To perform data logging, you must create a linear buffer of 32-bit words to hold a packet of information. Your application code controls the size, format, and location of this buffer and also determines when to send a buffer's contents to the host. You can control the size of a data logging buffer in two ways:

- Specify a count value in the upper eight bits of ADDRH (when the number of 32-bit words you want to log is between 1 and 256)
- Specify an end address

**Note:**
When the debugger is not active, the data logging transfers are considered complete as soon as they are enabled to prevent the application software from getting stuck when there is nothing to receive the data.

7.8.1 Creating a Data Logging Transfer Buffer

To create a data logging transfer buffer, follow these steps in your application code:

1) Execute the EALLOW instruction to enable access to emulation registers.

2) Specify the start address of the buffer in ADDRL and the six LSBs of ADDRH (see Figure 7–6 and Figure 7–7). The address in ADDRL and ADDRH is called the transfer address.

3) Use either of the following methods to specify when data logging is to end:
   a) If the number of words you want to log is between 1 and 256, specify a count value in the upper eight bits of ADDRH (see Figure 7–7). The form of the count value is $256 - n$, where $n$ is the number of 32-bit words you want to log. As each word is transferred, both the transfer address and the count value are decremented.
   b) If the number of words you want to log is greater than 256, specify a data logging end address in REFL and the six LSBS of REFH (see Figure 7–8 and Figure 7–9). Load the ten MSBs of REFH with 0s. When using this method, be sure to set the data logging end address control register (EVT_CNTRL) first, and then the DMA control register...
Data Logging

(DMA_CNTRL). EVT_CNTRL is described in Table 7–5 (page 7-26), and DMA_CNTRL is described in Table 7–4 (page 7-25).

**Note:**
The application must *not* read from the end address of the buffer during the data logging operation. When the end address appears on the address bus, the C28x ends the transfer.

4) Execute the EDIS instruction to disable access to emulation registers.

See Table 7–4 and Table 7–5 on the following pages for descriptions of the registers associated with data logging.

**Figure 7–6. ADDRL (at Data-Space Address 00 083816)**

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
16 LSBs of transfer address
```

**Figure 7–7. ADDRH (at Data-Space Address 00 083916)**

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
Word counter  Reserved  6 MSBs of transfer address
```

**Figure 7–8. REFL (at Data-Space Address 00 084A16)**

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
16 LSBs of end address
```

**Figure 7–9. REFH (at Data-Space Address 00 084B16)**

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
0 0 0 0 0 0 0 0 0 6 MSBs of end address
```
### Table 7–4. Start Address and DMA Registers

<table>
<thead>
<tr>
<th>Address</th>
<th>Name</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 083816</td>
<td>ADDRL</td>
<td>R/W</td>
<td><strong>Start address register (lower 16 bits)</strong>&lt;br&gt;15:0 Lower 16 bits of start address</td>
</tr>
<tr>
<td>00 083916</td>
<td>ADDRH</td>
<td>R/W</td>
<td><strong>Word counter/start address register (upper 6 bits)</strong>&lt;br&gt;15:8 Word counter. When using this to stop the data logging transfer, set the counter to 256 − n, where n is the number of 32-bit words to transfer. Otherwise set the counter to 0. 7:6 Reserved. Set to 0. 5:0 Upper 6 bits of start address</td>
</tr>
<tr>
<td>00 083E16</td>
<td>DMA_CNTRL</td>
<td>R/W</td>
<td><strong>DMA control register</strong>&lt;br&gt;15:14 Set to 0&lt;br&gt;13 Set to 1&lt;br&gt;12 Set to 1&lt;br&gt;11 Give higher priority to:&lt;br&gt;0: CPU (nonpreemptive mode)&lt;br&gt;1: Data logging (preemptive mode)&lt;br&gt;10 Allow data logging during time-critical ISR?&lt;br&gt;0: No&lt;br&gt;1: Yes&lt;br&gt;9 Allow data logging while DBGM = 1?&lt;br&gt;0: No (polite accesses)&lt;br&gt;1: Yes (rude accesses)&lt;br&gt;8:6 Set to 1&lt;br&gt;5:4 0: EMU0/EMU1 using TCK&lt;br&gt;1: EMU0/EMU1 using FCK/2&lt;br&gt;2: JTAG signals&lt;br&gt;3: Reserved&lt;br&gt;3:2 Method for ending data logging session:&lt;br&gt;0: Use the count register to stop data logging&lt;br&gt;1: Use an end address to stop data logging&lt;br&gt;1:0 Data logging control/status:&lt;br&gt;0: Release resource from data logging operation&lt;br&gt;1: Claim resource for data logging operation&lt;br&gt;2: Enable resource for data logging operation&lt;br&gt;3: Data logging operation is complete. Bits 14:10 are corrupted when this occurs.</td>
</tr>
<tr>
<td>00 083F16</td>
<td>DMA_ID</td>
<td>R</td>
<td><strong>DMA ID register</strong>&lt;br&gt;15:14 Resource control:&lt;br&gt;0: Resource is free&lt;br&gt;1: Application owns resource&lt;br&gt;2: Debugger owns resource&lt;br&gt;13:12 Set to 3.&lt;br&gt;11:0 Set to 1.</td>
</tr>
</tbody>
</table>
Table 7–5. End-Address Registers

<table>
<thead>
<tr>
<th>Address</th>
<th>Name</th>
<th>Access</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 084816</td>
<td>MASKL</td>
<td>R/W</td>
<td>Set to 0</td>
</tr>
<tr>
<td>00 084916</td>
<td>MASKH</td>
<td>R/W</td>
<td>Set to 0</td>
</tr>
<tr>
<td>00 084A16</td>
<td>REFL</td>
<td>R/W</td>
<td>Data logging end reference address (lower 16 bits)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>15:0 Lower 16 bits of start address</td>
</tr>
<tr>
<td>00 084B16</td>
<td>REFH</td>
<td>R/W</td>
<td>Data logging end reference address (upper 6 bits)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>15:6 Set to 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>5:0 Upper 6 bits of start address</td>
</tr>
<tr>
<td>00 084E16</td>
<td>EVT_CNTRL</td>
<td>R/W</td>
<td>Data logging end address control register</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>15:14 Set to 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>13 Set to 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>12 Set to 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>11:5 Set to 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4:2 Set to 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1:0 End-address resource control/status:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0: Release end-address resource.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1: Claim end-address resource.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2: Enable end-address resource.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3: Data logging operation has ended. Bits 14:10 are</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>corrupted when this occurs.</td>
</tr>
<tr>
<td>00 084F16</td>
<td>EVT_ID</td>
<td>R</td>
<td>Data logging end address ID register</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>15:14 Resource control:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0: Resource is free</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1: Application owns resource</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2: Debugger owns resource</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>13:12 Set to 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>11:0 Set to 2</td>
</tr>
</tbody>
</table>

7.8.2 Accessing the Emulation Registers Properly

Make sure your application code follows the following protocol when accessing the emulation registers that have been provided for data logging. Each resource has a control register and an ID register.

1) Enable writes to memory-mapped registers by using the EALLOW instruction.

2) Write to the appropriate control register to claim the resource you want to use. The resource for data logging transfers uses DMA_CNTRL (see Table 7–4 on page 7-25). The resource for detecting the data logging end address uses EVT_CNTRL (see Table 7–5).
3) Wait at least three cycles so that the write to the control register (done in the write phase of the pipeline) occurs before the read from the ID register in step 4. You can fill in the extra cycles with NOP (no operation) instructions or with other instructions that do not involve accessing the emulation registers.

4) Read the appropriate ID register and verify that the application is the owner. The resource for data logging transfers uses DMA_ID (see Table 7–4 on page 7-25). The resource for detecting the data logging end address uses EVT_ID (see Table 7–5 on page 7-26). If the application is not the owner, then go back to step 2 until this succeeds (you may want a time-out function to prevent an endless loop). This step is optional. The application would fail to become the owner only if the debugger already owns the resource.

5) If the application is the owner, the remaining registers for that function can be programmed, and the control register written to again, to enable the function. However, if the application is not the owner, then all of its writes are ignored.

6) Disable writes to memory-mapped emulation registers by executing the EDIS instruction.

If an interrupt occurs between the EALLOW instruction in step 1 and the EDIS instruction in step 6, access to emulation registers are automatically disabled by the CPU before the interrupt service routine begins and automatically reenabled when the CPU returns from the interrupt. This means that there is no need to disable interrupts between the EALLOW instruction and the EDIS instruction.

The debugger can, at your request, seize ownership of a register from the application; however, that is not the normal mode of operation.

### 7.8.3 Data Log Interrupt (DLOGINT)

The completion of a data logging transfer (determined either by the word counter or by the end address) triggers a DLOGINT request. DLOGINT is serviced only if it is properly enabled. If the CPU is halted in real-time mode, DLOGINT must be enabled in both the DBGIER and the IER. Otherwise, DLOGINT must be enabled in the IER and by the INTM bit in status register ST1.

This interrupt capability is most useful when there are multiple buffers of data to be transferred through data logging and the completion of one transfer should begin the next.
7.8.4 Examples of Data Logging

Example 7–1 shows how to log 20 32-bit words, starting at address 00 010016 in data memory. The accesses are preemptive (they have higher priority than the CPU) and rude (they ignore the state of the DBGM bit). In addition, data logging can occur during time-critical interrupt service routines. The application can determine whether the data logging operation is complete by polling the LSB of the DMA control register (DMA_CNTRL) at 00 083E16. When the operation is complete, that bit is set to 1.

Example 7–1. Initialization Code for Data Logging With Word Counter

```assembly
; Base addresses
ADMA .set 0838h

; Offsets
DMA_ADDRL .set 0
DMA_ADDRH .set 1
DMA_CNTRL .set 6
DMA_ID .set 7

BALLOW
MOV AR4, #ADMA ; AR4 pointing to register base addr
MOV *+AR4[DMA_CNTRL],#1 ; Attempt to claim resource
NOP
NOP
NOP
CMP *+AR4[DMA_ID],#7001h ; Value expected in ID register
B FAIL, NEQ ; If we don’t see the correct ID, then we
; failed (the resource is already in use)

MOV *+AR4[DMA_ADDRL],#0100h ; Set starting address of buffer,
; and then the count
MOV *+AR4[DMA_ADDRH],#((256 - 20) << 8)

MOV *+AR4[DMA_CNTRL],#3E62h
EDIS
```

Example 7–2 shows how to log from address 00 010016 to address 00 02FF16 in data memory. The accesses are nonpreemptive (they have lower priority than the CPU), and are polite (they are not performed when the DBGM bit is 0). The data logging cannot occur when a time-critical interrupt is being serviced. An end address of 00 02FF16 is used to end the transfer. The application must not read from 00 02FF16 during the data logging; a read from that address stops the data logging. As in Example 7–1, the application can poll the LSB of DMA_CNTRL for a 1 to determine whether the data logging operation is complete.
Example 7–2. Initialization Code for Data Logging With End Address

```assembly
; Base addresses
ADMA .set 0838h
DEVT .set 0848h

; Offsets
DMA_ADDRL .set 0
DMA_ADDRH .set 1
DMA_CNTRL .set 6
DMA_ID .set 7
MASKL .set 0
MASKH .set 1
REFL .set 2
REFH .set 3
EVT_CNTRL .set 6
EVT_ID .set 7

EALLOW
MOV AR5, #DEVT ; AR5 pointing to End Address registers
MOV AR4, #ADMA ; AR4 pointing to Start/Control base
MOV *+AR5[#EVT_CNTRL],#1 ; Attempt to claim End Address
MOV *+AR4[#DMA_CNTRL],#1 ; Attempt to claim Start/Control
NOP
NOP
NOP
CMP *+AR5[#EVT_ID],#5002h ; Value expected in ID register
B FAIL, NEQ ; If we don’t see the correct ID, FAIL
CMP *+AR4[#DMA_ID],#7001h ; Value expected in ID register
B FAIL, NEQ ; If we don’t see the correct ID, FAIL
MOV *+AR5[#MASKL],#0 ; Attempt to claim End Address
MOV *+AR5[#MASKH],#0 ; Attempt to claim End Address
MOV *+AR5[#REFL],#02FFh ; Stop data logging at address 0x02FF
MOV *+AR5[#REFH],#0 ; Attempt to claim End Address
MOV *+AR5[#EVT_CNTRL],# ( 2 | (1<<2) | (1<<12) | (1<<13) )
MOV *+AR4[#DMA_ADDRH],#0100h ; Set buffer start address and then the count
MOV *+AR4[#DMA_ADDRL],#0
MOV *+AR4[#DMA_CNTRL],#0
EDIS
```
7.9 Sharing Analysis Resources

You can use analysis breakpoints, watchpoints, and a benchmark/event counter through the debugger, and you can use data logging through application code. Table 7–6 lists the analysis resources, and Figure 7–10 shows which resources are available to be used at the same time.

When the application owns analysis resources, they will be cleared (made un-owned and set to the completed state) by a reset. When the debugger owns the resources, they are not cleared by reset but by the JTAG test-logic reset. This ensures that when you are using the debugger, the resources can be used even while the target system undergoes a reset.

Table 7–6. Analysis Resources

<table>
<thead>
<tr>
<th>Resource</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>BA0</td>
<td>Break on contents of program address or memory address bus</td>
</tr>
<tr>
<td>BA1</td>
<td>Break on contents of program address or memory address bus</td>
</tr>
<tr>
<td>BD</td>
<td>Break on contents of program data, memory read data, or memory write data in addition to an address bus</td>
</tr>
<tr>
<td>Data log</td>
<td>Perform data logging using counter</td>
</tr>
<tr>
<td>Benchmark</td>
<td>Count CPU cycles</td>
</tr>
</tbody>
</table>

Figure 7–10. Valid Combinations of Analysis Resources

<table>
<thead>
<tr>
<th>BA0</th>
<th>BA1</th>
<th>BD</th>
<th>Data log</th>
<th>Benchmark</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>Yes†</td>
<td>Yes</td>
</tr>
<tr>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>No</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Yes†</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
</tbody>
</table>

† The data logging mode that uses the word counter allows this combination, but not the data logging mode that uses the end address (see section 7.3, Data Logging).
7.10 Diagnostics and Recovery

Debug registers within the CPU keep track of the state of several key signals. This allows diagnosis of such problems as a floating READY signal, NMI signal, or RS (reset) signal. Should the debug software attempt an operation that does not complete after a certain time-out period (as determined by the debug software), it attempts to determine the probable cause and display the situation to you. You can then abort, correct the situation or allow it to correct itself, or chose to override it.

Such situations include:

- RS being asserted
- A ready signal not being asserted for a memory access
- NMI being asserted
- The absence of a functional clock
- The occurrence of a JTAG test-logic-reset
For the status and control registers of the '28x, this appendix summarizes:

- Their reset values
- The instructions available for accessing them
- The functions of their bits

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>A.1 Reset Values of and Instructions for Accessing the Registers</td>
<td>A-2</td>
</tr>
<tr>
<td>A.2 Register Figures</td>
<td>A-3</td>
</tr>
</tbody>
</table>
A.1 Reset Values of and Instructions for Accessing the Registers

Table A–1 lists the CPU status and control registers, their reset values, and the instructions that are available for accessing the registers.

Table A–1. Reset Values of the Status and Control Registers

<table>
<thead>
<tr>
<th>Register</th>
<th>Description</th>
<th>Reset Value</th>
<th>Instructions</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST0</td>
<td>Status register 0</td>
<td>0000 0000 0000 0000₂</td>
<td>PUSH, POP, SETC, CLRC</td>
</tr>
<tr>
<td>ST1</td>
<td>Status register 1</td>
<td>0000 M000 0000 V011₂</td>
<td>PUSH, POP, SETC, CLRC</td>
</tr>
<tr>
<td>IFR</td>
<td>Interrupt flag register</td>
<td>0000 0000 0000 0000₂</td>
<td>PUSH, AND, OR</td>
</tr>
<tr>
<td>IER</td>
<td>Interrupt enable register</td>
<td>0000 0000 0000 0000₂</td>
<td>MOV, AND, OR</td>
</tr>
<tr>
<td>DBGIER</td>
<td>Debug interrupt enable register</td>
<td>0000 0000 0000 0000₂</td>
<td>PUSH, POP</td>
</tr>
</tbody>
</table>

Note: V: Bit 3 of ST1 (the VMAP bit) depends on the level of the VMAP input signal at reset. If the VMAP signal is low, the VMAP bit is 0 after reset; if the VMAP signal is high, the VMAP bit is 1 after reset.
M: Bit 11 of ST1 (the M0M1MAP bit) depends on the level of the M0M1MAP input signal at reset. If the M0M1MAP signal is low, the bit is 0, high bit is 1.
A.2 Register Figures

The following figures summarize the content of the '28x status and control registers. Each figure in this section provides information in this way:

- The value shown in the register is the value after reset.
- Each unreserved bit field or set of bits has a callout that very briefly describes its effect on the processor.
- Each nonreserved bit field or set of bits is labeled with one of the following symbols:
  - R indicates that your software can read the bit field but cannot write to it.
  - R/W indicates that your software can read the bit field and write to it.
- Where needed, footnotes provide additional information for a particular figure.
Figure A-1. Status register ST0

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
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<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
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<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>


- **Negative flag**
  - 0: Negative condition false
  - 1: Negative condition true

- **Overflow flag**
  - 0: Flag is reset
  - 1: Overflow detected

- **Product shift mode**
  - 0 0 0: Left shift by 1
  - 0 0 1: No shift
  - 0 1 0: Right shift by 1, sign extended
  - 0 1 1: Right shift by 2, sign extended
  - 1 0 0: Right shift by 3, sign extended
  - 1 0 1: Right shift by 4, sign extended
  - 1 1 0: Right shift by 5, sign extended
  - 1 1 1: Right shift by 6, sign extended

- **Sign-extension mode**
  - 0: Sign extension suppressed
  - 1: Sign extension mode selected

- **ACC overflow mode**
  - 0: Results overflow normally
  - 1: Overflow mode selected

- **Test/control flag**
  - Holds result of test performed by TBIT or NORM instruction

- **Carry bit**
  - 0: Carry not detected/borrow detected
  - 1: Carry detected/borrow not detected

- **Zero flag**
  - 0: Zero condition false
  - 1: Zero condition true

**Overflow counter**
Behaves differently for signed and unsigned operations:
Signed operations (OVC)
- Increments by 1 for each positive overflow;
- Decrements by 1 for each negative overflow.
Unsigned operations (OV\textsuperscript{C}/OV\textsuperscript{U})
- Increments by 1 for ADD operations that generate a Carry
- Decrements by 1 for SUB operations that generate a Borrow

**Note:** For more details about ST0, see section 2.3 on page 2-16.
Figure A-2. Status register ST1, Bits15–8

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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</table>

<table>
<thead>
<tr>
<th>ARP</th>
<th>XF</th>
<th>MOM1MAP</th>
<th>CNF</th>
<th>OBJMODE</th>
<th>AMODE</th>
</tr>
</thead>
<tbody>
<tr>
<td>R/W</td>
<td>R/W</td>
<td>R</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
</tr>
</tbody>
</table>

**XF status bit**
- 0: XFS output signal low
- 1: XFS output signal is high

**Address mode bit**
- 0: C28x/C27x processing mode
- 1: C2xLP addressing modes

**Object compatibility mode bit**
- 0: C27x compatible map
- 1: C28x/C2xLP compatible map

**C2XLP-mapping mode bit**
- 0: PAGE0 stack addressing mode
- 1: PAGE0 direct addressing mode

**M0 and M1 mapping mode bit**
- 0: M0 is 0–3ff data, 400–7ff program
- 1: M0 is 0–3ff data and program
  SP starts at 0x400.

**Auxiliary register pointer**
- 0 0 0: XAR0 selected
- 0 0 1: XAR1 selected
- 0 1 0: XAR2 selected
- 0 1 1: XAR3 selected
- 1 0 0: XAR4 selected
- 1 0 1: XAR5 selected
- 1 1 0: XAR6 selected
- 1 1 1: XAR7 selected

Register Figures
Figure A-3. Status Register ST1, Bits 7–0

<table>
<thead>
<tr>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>X‡</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDLESTAT</td>
<td>EALLOW</td>
<td>LOOP</td>
<td>SPA</td>
<td>VMAP</td>
<td>PAGE0</td>
<td>DBGM</td>
<td>INTM</td>
</tr>
<tr>
<td>R</td>
<td>R/W</td>
<td>R</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
</tr>
</tbody>
</table>

**Stack pointer alignment bit**
- 0 Stack pointer has not been aligned to even address
- 1 Stack pointer has been aligned to even address

**Loop instruction status bit**
- 0 LOOPNZ/LOOPZ instruction done
- 1 LOOPNZ/LOOPZ instruction in progress

**Emulation access enable bit**
- 0 Access to emulation registers disabled
- 1 Access to emulation registers enabled

**IDLE status flag bit**
- 0 IDLE instruction done
- 1 IDLE instruction in progress

**Interrupt enable mask bit**
- 0 Maskable interrupts globally enabled
- 1 Maskable interrupts globally disabled

**Debug enable mask bit**
- 0 Debug events enabled
- 1 Debug events disabled

**PAGE0 addressing configuration bit**
- 0 PAGE0 stack addressing mode
- 1 PAGE0 direct addressing mode

**Vector map bit**
- 0 Interrupt vectors mapped to program-memory addresses 00 0000₁₆–00 003F₁₆
- 1 Interrupt vectors mapped to program-memory addresses 3F FFC₀₁₆–3F FFFF₁₆

‡ These reserved bits are always 0s and are not affected by writes.

† These reserved bits are always 0s and are not affected by writes.

**Note:** For more details about ST1, see section 2.4 on page 2-34.
### Figure A-4. Interrupt flag register (IFR)

<table>
<thead>
<tr>
<th></th>
<th>15</th>
<th>14</th>
<th>13</th>
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<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>RTOSINT</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>DLOGINT</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
</tr>
<tr>
<td>INT14 flag bit</td>
<td>0</td>
<td>INT14 not pending</td>
<td>1</td>
<td>INT14 pending</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT13 flag bit</td>
<td>0</td>
<td>INT13 not pending</td>
<td>1</td>
<td>INT13 pending</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT12 flag bit</td>
<td>0</td>
<td>INT12 not pending</td>
<td>1</td>
<td>INT12 pending</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>INT11 flag bit</td>
<td>0</td>
<td>INT11 not pending</td>
<td>1</td>
<td>INT11 pending</td>
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<td></td>
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<tr>
<td>INT10 flag bit</td>
<td>0</td>
<td>INT10 not pending</td>
<td>1</td>
<td>INT10 pending</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT9 flag bit</td>
<td>0</td>
<td>INT9 not pending</td>
<td>1</td>
<td>INT9 pending</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT8 flag bit</td>
<td>0</td>
<td>INT8 not pending</td>
<td>1</td>
<td>INT8 pending</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT7 flag bit</td>
<td>0</td>
<td>INT7 not pending</td>
<td>1</td>
<td>INT7 pending</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT6 flag bit</td>
<td>0</td>
<td>INT6 not pending</td>
<td>1</td>
<td>INT6 pending</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT5 flag bit</td>
<td>0</td>
<td>INT5 not pending</td>
<td>1</td>
<td>INT5 pending</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT4 flag bit</td>
<td>0</td>
<td>INT4 not pending</td>
<td>1</td>
<td>INT4 pending</td>
<td></td>
<td></td>
<td></td>
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</tr>
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</table>

**Note:** For more details about the IFR, see section 3.3.1 on page 3-7.
**Figure A-5. Interrupt enable register (IER)**

<table>
<thead>
<tr>
<th>Bit 15</th>
<th>Bit 14</th>
<th>Bit 13</th>
<th>Bit 12</th>
<th>Bit 11</th>
<th>Bit 10</th>
<th>Bit 9</th>
<th>Bit 8</th>
</tr>
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<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

- **RTOSINT enable bit**: 0 RTOSINT disabled, 1 RTOSINT enabled
- **DLOGINT enable bit**: 0 DLOGINT disabled, 1 DLOGINT enabled
- **INT14 enable bit**: 0 INT14 disabled, 1 INT14 enabled
- **INT13 enable bit**: 0 INT13 disabled, 1 INT13 enabled
- **INT12 enable bit**: 0 INT12 disabled, 1 INT12 enabled
- **INT11 enable bit**: 0 INT11 disabled, 1 INT11 enabled
- **INT10 enable bit**: 0 INT10 disabled, 1 INT10 enabled
- **INT9 enable bit**: 0 INT9 disabled, 1 INT9 enabled

<table>
<thead>
<tr>
<th>Bit 7</th>
<th>Bit 6</th>
<th>Bit 5</th>
<th>Bit 4</th>
<th>Bit 3</th>
<th>Bit 2</th>
<th>Bit 1</th>
<th>Bit 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

- **INT8 enable bit**: 0 INT8 disabled, 1 INT8 enabled
- **INT7 enable bit**: 0 INT7 disabled, 1 INT7 enabled
- **INT6 enable bit**: 0 INT6 disabled, 1 INT6 enabled
- **INT5 enable bit**: 0 INT5 disabled, 1 INT5 enabled
- **INT4 enable bit**: 0 INT4 disabled, 1 INT4 enabled
- **INT3 enable bit**: 0 INT3 disabled, 1 INT3 enabled
- **INT2 enable bit**: 0 INT2 disabled, 1 INT2 enabled
- **INT1 enable bit**: 0 INT1 disabled, 1 INT1 enabled

**Note**: For more details about the IER, see section 3.3.2 on page 3-8.
Figure A-6. Debug interrupt enable register (DBGIER)

<table>
<thead>
<tr>
<th></th>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>RTOSINT</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>DLOGINT</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
</tr>
<tr>
<td>INT13 debug enable bit</td>
<td>0</td>
<td>INT13 disabled</td>
<td>1</td>
<td>INT13 enabled</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT14 debug enable bit</td>
<td>0</td>
<td>INT14 disabled</td>
<td>1</td>
<td>INT14 enabled</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DLOGINT debug enable bit</td>
<td>0</td>
<td>DLOGINT disabled</td>
<td>1</td>
<td>DLOGINT enabled</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>RTOSINT debug enable bit</td>
<td>0</td>
<td>RTOSINT disabled</td>
<td>1</td>
<td>RTOSINT enabled</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>INT8</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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<tr>
<td>INT7</td>
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<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
</tr>
<tr>
<td>INT6 debug enable bit</td>
<td>0</td>
<td>INT6 disabled</td>
<td>1</td>
<td>INT6 enabled</td>
<td></td>
<td></td>
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<tr>
<td>INT5 debug enable bit</td>
<td>0</td>
<td>INT5 disabled</td>
<td>1</td>
<td>INT5 enabled</td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT4 debug enable bit</td>
<td>0</td>
<td>INT4 disabled</td>
<td>1</td>
<td>INT4 enabled</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: For more details about the DBGIER, see section 3.3.2 on page 3-8.
Submitting ROM Codes to TI

This appendix defines the scope of code-customized DSPs and describes the procedures for developing prototype and production units. Information on submitting object code and on ordering customer ROM-coded devices is also included.

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>B.1 Introduction</td>
<td>B-2</td>
</tr>
<tr>
<td>B.2 Code Submission</td>
<td>B-4</td>
</tr>
<tr>
<td>B.3 ROM Layout</td>
<td>B-5</td>
</tr>
<tr>
<td>B.4 ROM Code Generation Flow</td>
<td>B-6</td>
</tr>
</tbody>
</table>
B.1 Introduction

ROM devices offer an attractive low cost alternative to flash devices. In a high-volume application, flash devices may be used to develop, test, refine, and finalize the application code. When the code has been finalized, the code can be submitted to Texas Instruments for masking into the on-chip program ROM. Figure B−1 illustrates the procedural flow for developing and ordering TMS320 masked parts. When ordering, there is a one-time, nonrefundable charge for mask tooling. A minimum production order per year is required for any masked-ROM device. ROM codes will be deleted from the TI system one year after the final delivery.
Figure B-1. TMS320 ROM Code Prototype and Production Flowchart

Customer submits custom code

Customer submits device requirements

Customer submits new code release form

TI performs ROM receipt

Customer approves ROM receipt

TI orders masks, manufactures, and ships prototypes

Customer approves prototype

Customer releases to production

TI ships production devices
B.2 Code Submission

ROM codes for 28x devices (in COFF format) may be submitted as an attachment to email or in a 3 ½ inch floppy. Each ROM code submitted is assigned a unique “D-number” in the format DExxxnnn. When code is submitted to TI for masking, the code is reformatted to accommodate the TI mask-generation system. System-level verification by the customer is, therefore, necessary to ensure the reformatting remains transparent and does not affect the execution of the algorithm. The formatting changes involve the removal of address-relocation information (the code address begins at the base address of the ROM in the TMS320 device and progresses without gaps to the last address of the ROM) and the addition of data in the reserved locations of the ROM for device ROM test. Because these changes have been made, a checksum comparison is not a valid means of verification.

With each masked-device order, the customer must sign a disclaimer that states:

The units to be shipped against this order were assembled, for expediency purposes, on a prototype (that is, non-production qualified) manufacturing line, the reliability of which is not fully characterized. Therefore, the anticipated inherent reliability of these prototype units cannot be expressly defined.

Customers must also sign a release that states:

Any masked ROM device may be resymbolized as TI standard product and resold as though it were an unprogrammed version of the device, at the convenience of Texas Instruments.
B.3 ROM Layout

1K OTP-ROM will be reserved for TI internal testing. This space will follow the 1K OTP-ROM meant for the customer. Locations 0x3F7FF8 – 0x3F7FFF will contain the CSM passwords similar to the flash parts.
## B.4 ROM Code Generation Flow

**Step 1:** Submission of code to TI

There are three different possibilities while submitting a code for ROM:

1) A single COFF file that contains code for both “customer-OTP” as well as “customer ROM” may be submitted.

2) Code could be provided in two different COFF files, one for “customer-OTP” and the other for “customer ROM”.

3) Code could be provided for “customer ROM” alone and not the “customer-OTP”.

**Step 2:** Creating the ROM memory image

This is done by first creating a memory array corresponding to the size of the ROM (including the OTP areas) and filling it with 0xFFFF. The memory is then loaded with the customer COFF file(s), TI test code and the D-number.

The numerical portion of the D-number is converted to its hexadecimal equivalent and stored in 0x3F7FF2 & 0x3F7FF3 and 0x3D7BFC & 0x3D7BFD. The symbol “DE” is not converted. For example, for DE121001, the decimal number 121001 will be converted to its hexadecimal equivalent (1D8A9) and stored in the D-number locations. D8A9 will be stored in address “n” and 0001 will be stored in address “n+1”. The D-number is stored in both “customer-OTP” as well as “customer ROM” areas.

**Step 3:** Computation of checksum

The checksum is now computed for the ROM contents (Customer-OTP, TI-OTP and main ROM arrays separately) using the following algorithm:

The contents of an address is XORed with the address and the result is stored in a variable. This is done for the chosen ROM array and the results are added together. The final sum total becomes the checksum for that ROM array. Only the least significant 16-bits of the address are used for checksum computation. Any overflow at the end is ignored and only 32-bits from the end-result are stored. Three unique checksums are computed for the three ROM arrays (Customer-OTP, TI-OTP and main ROM arrays) and stored as shown in the table below.

The following memory zones are used for the purpose of checksum computation:
“Customer-OTP” area, including the D-number. Addresses 0x3D7BFE and 0x3D7BFF, which are eventually used to store the checksum are not used in the computation.

TI-OTP area containing TI test code. Addresses 0x3D7FFE and 0x3D7FFF, which are eventually used to store the checksum are not used in the computation.

“Customer ROM” area, including the ROM entry-point and CSM passwords. Addresses 0x3F7FF4 and 0x3F7FF5, which are eventually used to store the checksum are not used in the computation.

The computed checksum is written into the corresponding locations (see Table B−1). The image of the ROM is now ready in the PC memory.

Table B−1. Checksum Computation Memory Locations

<table>
<thead>
<tr>
<th>Address</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x3D7800</td>
<td>1K OTP for customer code. <em>(referred to in this document as Customer-OTP)</em></td>
</tr>
<tr>
<td>....</td>
<td></td>
</tr>
<tr>
<td>0x3D78FB</td>
<td></td>
</tr>
<tr>
<td>0x3D7BFC†</td>
<td>Low-word of D-number</td>
</tr>
<tr>
<td>0x3D7BFD†</td>
<td>High-word of D-number</td>
</tr>
<tr>
<td>0x3D7BFE†</td>
<td>Low-word of checksum (for Customer-OTP)</td>
</tr>
<tr>
<td>0x3D7BFF†</td>
<td>High-word of checksum (for Customer-OTP)</td>
</tr>
<tr>
<td>0x3D7C00</td>
<td>1K OTP for TI test code. <em>(referred to in this document as TI-OTP)</em></td>
</tr>
<tr>
<td>....</td>
<td></td>
</tr>
<tr>
<td>0x3D7FFD</td>
<td></td>
</tr>
<tr>
<td>0x3D7FFE</td>
<td>Low-word of checksum (for TI-OTP)</td>
</tr>
<tr>
<td>0x3D7FFF</td>
<td>High-word of checksum (for TI-OTP)</td>
</tr>
<tr>
<td>0x3D8000‡</td>
<td>Start address for customer code in ROM (referred to in this document as Customer-ROM)</td>
</tr>
<tr>
<td>....</td>
<td></td>
</tr>
<tr>
<td>0x3F7FF1</td>
<td>End address for customer code in ROM</td>
</tr>
</tbody>
</table>

† These addresses are reserved for the ROM code generation flow and cannot be used by customer code. Using these locations to store the D-number and checksum does not compromise code security.

‡ The start address for customer code in ROM depends on the part number. While the start address is 0x3D8000 for C2812/C2811, it is 0x3E8000 for C2810. The customer code should provide a branch instruction and the corresponding address at locations 0x3F7FF6 & 0x3F7FF7.
Table B–1. Checksum Computation Memory Locations (Continued)

<table>
<thead>
<tr>
<th>Address</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x3F7FF2†</td>
<td>Low-word of D-number</td>
</tr>
<tr>
<td>0x3F7FF3†</td>
<td>High-word of D-number</td>
</tr>
<tr>
<td>0x3F7FF4†</td>
<td>Low-word of checksum (for Customer-ROM)</td>
</tr>
<tr>
<td>0x3F7FF5†</td>
<td>High-word of checksum (for Customer-ROM)</td>
</tr>
<tr>
<td>0x3F7FF6</td>
<td>ROM entry-point (Branch instruction)</td>
</tr>
<tr>
<td>0x3F7FF7</td>
<td>ROM entry-point (Branch instruction)</td>
</tr>
<tr>
<td>0x3F7FF8</td>
<td>CSM passwords</td>
</tr>
<tr>
<td>0x3F7FFF</td>
<td></td>
</tr>
</tbody>
</table>

† These addresses are reserved for the ROM code generation flow and cannot be used by customer code. Using these locations to store the D-number and checksum does not compromise code security.
‡ The start address for customer code in ROM depends on the part number. While the start address is 0x3D8000 for C2812/C2811, it is 0x3E8000 for C2810. The customer code should provide a branch instruction and the corresponding address at locations 0x3F7FF6 & 0x3F7FF7.

**Step 4:** Saving the COFF files for gate placement

The ROM image is saved into two COFF files, one for the OTP and the other for the main ROM array. The files are named as follows:

- DExxy000_OTP.out – ROM image for the OTP
- DExxy000_main.out – ROM image for the main ROM array.

These two files will be sent to the customer for approval.
Appendix C

C2xLP and C28x Architectural Differences

This appendix highlights some of the architecture differences between the C2xLP and the C28x. Not all of the changes are listed here. An emphasis is placed on those changes of which you need to be aware while migrating from a C2xLP-based design to a C28x design. In particular changes in CPU registers and memory map are addressed.

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>C.1 Summary of Architecture Differences Between C2xLP and C28x</td>
<td>C-2</td>
</tr>
<tr>
<td>C.2 Registers</td>
<td>C-3</td>
</tr>
<tr>
<td>C.3 Memory Map</td>
<td>C-12</td>
</tr>
</tbody>
</table>
C.1 Summary of Architecture Differences Between C2xLP and C28x

The C28x CPU features many improvements over the C2xLP CPU. A summary of the enhancements is given here.

Table C–1. General Features

<table>
<thead>
<tr>
<th>Feature</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program memory space</td>
<td>64K (16 address signals)</td>
<td>4M (22 address signals)</td>
</tr>
<tr>
<td>Data memory space</td>
<td>64K (16 address signals)</td>
<td>4G (32 address signals)</td>
</tr>
<tr>
<td>Number of internal buses</td>
<td>3 (prog, data-read, data-write)</td>
<td>3 (prog, data-read, data-write)</td>
</tr>
<tr>
<td>Addressable word size</td>
<td>16</td>
<td>16/32</td>
</tr>
<tr>
<td>Multiplier</td>
<td>16 bits</td>
<td>16/32 bits</td>
</tr>
<tr>
<td>Maskable CPU interrupts</td>
<td>6</td>
<td>14</td>
</tr>
</tbody>
</table>

C.1.1 Enhancements of the C28x over the C2xLP:

- Much higher MHz operation
- 32 x 32 MAC
- 16 x16 Dual MAC
- 32-bit register file
- 32-bit single-cycle operations
- 4M linear program-address reach
- 4G linear data-address reach
- Dedicated software stack pointer
- Monitorless real-time emulation
- 40–50% better C code efficiency than C2xLP
- 20–30% better assembly code efficiency than C2xLP
- Atomic operation eliminates need to disable/reenable interrupts
- Extended debugging features (Analysis block, datalogging, etc.)
- Faster interrupt context save/restore
- More efficient addressing modes
- Unified memory map
- Byte packing and unpacking operations

When you first recompile your C2xLP code set for C28x, you will not be able to take advantage of every enhancement since you are limited by the original source code. Once you begin migrating your code, however, you will quickly begin to take advantage of the full capabilities the C28x offers. See Appendix D for help with migration to C28x.
C.2 Registers

The register modifications to the C2xLP are shown in Figure C-1. Registers that are shaded show the changes or enhancements on the C28x. The italicized names on the left are the original C2xLP names for the registers. The names on the right are the C28x names for the registers.

Figure C-1. Register Changes From C2xLP to C28x

1On the C2xLP, IMR and IFR were memory mapped. On the C28x, they are registers.
C.2.1 CPU Register Changes

A brief description of the register modifications is given below. For a complete description of each register, see descriptions in the C2xLP and C28x Reference Guides.

**XT**  
**Multiplicand register.** The 32-bit multiplicand register is called XT on the C28x. The C2xLP TREG is represented by the upper 16 bits (T). The lower 16 bit area is known as TL. The assembler will also accept TH in place of T for the upper 16 bits of the XT register.

**P**  
**Product register.** This register is the same as the C2xLP PREG. You can separately access the high half (PH) or the low half (PL) on the C28x.

**ACC**  
**Accumulator.** The size of ACC is the same on the C28x. Access to the register has been enhanced. On C28x, you can access it as two 16-bit registers (AL and AH).

**SP**  
**Stack Pointer.** The SP is new on the C28x. It points directly to the C28x software stack.

**XAR0 – XAR7**  
**Auxiliary registers.** All of the auxiliary registers (XARn) are increased to 32 bits on the C28x. This enables a full 32-bit address reach in data space. Some instructions separately access the low half of the registers (ARn).

**PC**  
**Program counter.** The PC is 22 bits on C28x. On the C2xLP, the PC is 16 bits.

**RPC**  
**Return program counter.** The RPC register is new on the C28x. When a call operation is performed, the return address is saved in the RPC register and the old value in the RPC is saved on the stack. When a return operation is performed, the return address is read from the RPC register and the value on the stack is written into the RPC register. The net result is that return operations are faster (4 instead of 8 cycles). This register is only used when certain call and return instructions are used. Normal call and return instructions bypass this register.

**IER**  
**Interrupt enable register.** The IER is analogous to the Interrupt Mask Register (IMR) on the C2xLP. It performs the same function, however, the name has changed to more appropriately describe the function of the register. Each bit in the register enables one of the maskable interrupts. On the C2xLP, there are six maskable CPU interrupts. On the C28x CPU, there are 16 CPU interrupts. On the C2xLP, the IMR was memory mapped.

**DBGIER**  
**Debug interrupt-enable register.** The DBGIER is new on the C28x. It enables interrupts during debug events and allows the processor and debugger to perform real-time emulation.

**IFR**  
**Interrupt flag register.** The IFR functions the same as on the C2xLP. There are more valid bits in this register to accommodate the additional interrupts on the C28x. On the C2xLP, the IFR was memory mapped.
C.2.2 Data Page (DP) Pointer Changes

C.2.2.1 C2xLP DP

The direct addressing mode on the C2XLP can access any data memory location in the 64K address range of the device using a 9-bit data page pointer and a 7-bit offset, supplied by the instruction, which is concatenated with the data page pointer value to form the 16-bit data address location. An example C2xLP operation is as follows:

```
LDP #VarA ; Load DP with page location for VarA
LACL VarA ; Load ACC low with contents of VarA
```

The first instruction initializes the DP register value with the "page" location for the specified variable. Each page is 128 words in size. The assembler/linker automatically resolve the page value by dividing the absolute address of the specified location by 128. For example:

If "VarA" address = 0x3456, then the DP value is:

```
DP(8:0) = 0x3456/128 = 0x69
```

The next instruction will then calculate the 7-bit offset of the specified variable within the 128-word page. This offset value is then embedded in the address field for that instruction. The assembler/linker automatically resolves the offset value by taking the first 7 bits of the absolute address of the specified location. For example:

If "VarA" address = 0x3456, then the 7-bit offset value is:

```
7-bit offset = 0x3456 & 0x007F = 0x56
```

C.2.2.2 C28x DP

The C28x also supports the direct addressing mode using the DP register; however, the following changes and enhancements have been made:

- Supports 22-bit address reach
- DP increased from 9 to 16 bits
- DP is a separate 16-bit register
- When AMODE == 0, page size is 64 words and DP(15:0) is used
- When AMODE == 1, page size is 128 words and DP(15:1) is used, bit 0 of DP is ignored

When AMODE == 1, the DP and the direct addressing mode behaves identically to the C2xLP but are enhanced to 22-bit address reach from 16.
AMODE == 0, the page size is reduced by half. This was done to accommodate other useful addressing modes.

The mapping of the direct addressing modes between the C2xLP and the C28x is as shown in Figure C−2.

**Figure C−2. Direct Addressing Mode Mapping**

Using the previous example, the assembler/linker will initialize the DP and offset values as follows on the C28x:

**C2xLP Original Source Mode ("−v28 −m20" mode, AMODE == 1)**

LDP #VarA ; DP(15:0) = 0x3456/128 << 1 = 0x00D1
LACL VarA ; 7-bit offset = 0x3456 & 0x007F = 0x56

**Equivalent C28x Mnemonics (after C2xLP source is reassembled with the C28x assembler)**

MOVZ DP,#VarA ; DP(15:0) = 0x3456/128 << 1 = 0x00D1
MOVU ACC,@@VarA ; 7-bit offset = 0x3456 & 0x007F = 0x56

**C28x Addressing Mode ("−v28" mode, AMODE == 0)**

MOVZ DP,#VarA ; DP(15:0) = 0x3456/64 = 0x00D1
MOVU ACC,VarA ; 6-bit offset = 0x3456 & 0x003F = 0x16

Note: When using C28x syntax, the 128 word data page is indicated by using the double `@@` symbol. The 64 word data page is indicated by the single `@` symbol. This helps the user and assembler to track which mode is being used.
**C.2.3 Status Register Changes**

*Figure C–3. Status Register Comparison Between C2xLP and C28x*

**C2xLP Status Register ST0**

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARP</td>
<td>OV</td>
<td>OVM</td>
<td>1</td>
<td>INTM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R/W–X</td>
<td>R/W–0</td>
<td>R/W–X</td>
<td>R/W–1</td>
<td>R/W–X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Note:* R = Read access; W = Write access; value following dash (–) is value after reset.

**C28x Status Register ST0**

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>OVC/OVCU</td>
<td>PM</td>
<td>V</td>
<td>N</td>
<td>Z</td>
<td>C</td>
<td>TC</td>
<td>OVM</td>
<td>SXM</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R/W–000000</td>
<td>R/W–000</td>
<td>R/W–0</td>
<td>R/W–0</td>
<td>R/W–0</td>
<td>R/W–0</td>
<td>R/W–0</td>
<td>R/W–0</td>
<td>R/W–0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Note:* R = Read access; W = Write access; value following dash (–) is value after reset.

**C2xLP Status Register ST1**

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARB</td>
<td>CNF</td>
<td>TC</td>
<td>SXM</td>
<td>C</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>XF</td>
<td>1</td>
<td>1</td>
<td>PM</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R/W–X</td>
<td>R/W–0</td>
<td>R/W–X</td>
<td>R/W–1</td>
<td>R/W–1</td>
<td>R/W–1</td>
<td>R/W–0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Note:* R = Read access; W = Write access; value following dash (–) is value after reset.

**C28x Status Register ST1**

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDLESTAT</td>
<td>EALLOW</td>
<td>LOOP</td>
<td>SPA</td>
<td>VMAP</td>
<td>PAGE0</td>
<td>DBGM</td>
<td>INTM</td>
</tr>
<tr>
<td>R–0</td>
<td>R/W–0</td>
<td>R–0</td>
<td>R/W–0</td>
<td>R/W–1</td>
<td>R/W–0</td>
<td>R/W–1</td>
<td>R/W–1</td>
</tr>
</tbody>
</table>

**C2xLP and C28x Architectural Differences**

<table>
<thead>
<tr>
<th>15–13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARP</td>
<td>XF</td>
<td>M0M1MAP</td>
<td>Reserved</td>
<td>OBJMODE</td>
<td>AMODE</td>
</tr>
<tr>
<td>R/W–000</td>
<td>R/W–0</td>
<td>R–1</td>
<td>R/W–0</td>
<td>R/W–0</td>
<td>R/W–0</td>
</tr>
</tbody>
</table>

*Notes:* 1) R = Read access; W = Write access; value following dash (–) is value after reset; reserved bits are always 0s and are not affected by writes.
**Z**  
**Zero flag.** Z is new on the C28x. It is involved in determining if the results of certain operations are 0. It is also used for conditional operations.

**N**  
**Negative flag.** N is new on the C28x. It is involved in determining if the results of certain operations are negative. It is also used for conditional operations.

**V**  
**Overflow flag.** V has changed names from OV on the C2xLP. It flags overflow conditions in the accumulator.

**PM**  
**Product shift mode.** The PM has increased to a 3-bit register with additional capabilities. Below is a comparison of the PM register in the C2xLP and the C28x. Note that the register behaves differently depending on the operational mode of the C28x device. The XSPM instructions correspond to equivalent C2xLP instructions conversion. On the C2xLP, the PM bits corresponded to no shift at reset. On C28x, however, the PM corresponds to a left shift of 1 at reset.

### Table C–2. C2xLP Product Mode Shifter

<table>
<thead>
<tr>
<th>Bits</th>
<th>Shift Value</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>no shift</td>
<td>SPM 0</td>
</tr>
<tr>
<td>01</td>
<td>shift left 1</td>
<td>SPM 1</td>
</tr>
<tr>
<td>10</td>
<td>shift left 4</td>
<td>SPM 2</td>
</tr>
<tr>
<td>11</td>
<td>shift right 6</td>
<td>SPM 3</td>
</tr>
</tbody>
</table>

### Table C–3. C28x Product Mode Shifter

<table>
<thead>
<tr>
<th>Bits</th>
<th>C2xLP Source-Compatible Mode</th>
<th>C28x Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>AMODE == 1 OBJMODE = 1 PAGE0 == 1</td>
<td>AMODE == 0 OBJMODE = 1 PAGE0 == 0</td>
</tr>
<tr>
<td>000</td>
<td>shift left 1 SPM +1 (or SPM 1)</td>
<td>shift left 1 SPM +1</td>
</tr>
<tr>
<td>001</td>
<td>no shift SPM 0 (or SPM 0)</td>
<td>no shift SPM 0</td>
</tr>
<tr>
<td>010</td>
<td>shift right 1 SPM –1</td>
<td>shift right 1 SPM –1</td>
</tr>
<tr>
<td>011</td>
<td>shift right 2 SPM –2</td>
<td>shift right 2 SPM –2</td>
</tr>
<tr>
<td>100</td>
<td>shift right 3 SPM –3</td>
<td>shift right 3 SPM –3</td>
</tr>
<tr>
<td>101</td>
<td>shift left 4 SPM +4 (or SPM 2)</td>
<td>shift right 4 SPM –4</td>
</tr>
<tr>
<td>110</td>
<td>shift right 5 SPM –5</td>
<td>shift right 5 SPM –5</td>
</tr>
<tr>
<td>111</td>
<td>shift right 6 SPM –6 (or SPM 3)</td>
<td>shift right 6 SPM –6</td>
</tr>
</tbody>
</table>
OVC: **Overflow counter.** OVC is new on the C28x. It can be viewed as an extension of the accumulator. For signed operations, the OVC counter is an extension of the overflow mode. For unsigned operations, the OVC counter (OVCU) is an extension of the carry mode.

DBGM: **Debug enable mask bit.** DBGM is new on the C28x. It is analogous to the INTM bit and works in cooperation with the DBGIER register to globally enable interrupts in real-time emulation.

PAGE0 **PAGE0 addressing mode configuration bit.** The PAGE0 bit is new on the C28x. It is used for compatibility to the C27x and should be left as 0 for users moving from the C2xLP to C28x.

VMAP **Vector map bit.** The VMAP bit is new on the C28x. It determines from where in memory interrupt vectors will be fetched.

SPA **Stack pointer alignment bit.** The SPA bit is new on the C28x. It is a flag used to determine if aligning the stack pointer caused an adjustment in the stack pointer address.

LOOP **Loop instruction status bit.** The LOOP bit is new on the C28x. It is used in conjunction with the LOOPZ/LOOPNZ instructions.

EALLOW **Emulation access enable bit.** The EALLOW bit is new on the C28x. It allows access to the emulation register on the C28x.

IDLESTAT **IDLE status bit.** The IDLESTAT bit is new on the C28x. It flags an IDLE condition on the C28x, and is mainly used when returning from an interrupt.

AMODE **Address mode bit.** The AMODE bit is new on the C28x. This mode bit is used to select between C28x addressing mode (AMODE == 0) and C2xLP addressing mode (AMODE == 1).

OBJMODE **Object mode bit.** The OBJMODE bit is new on the C28x. It is used to select between C27x object mode (OBJMODE == 0) and C28x object mode (OBJMODE == 1). For users moving from C2xLP to C28x, this bit should always be set to 1.

**Note:** Upon reset of the C28x, this bit is set to 0 and needs to be changed in firmware.

M0M1MAP **M0 M1 map bit.** The M0M1MAP bit is new on the C28x. It is only used for C27x compatibility. For users transitioning from the C2xLP to C28x this bit should always be set to 1.

XF **XF pin status bit.** The XF pin has the same function as on the C2xLP. Please note that the reset state has changed on the C28x.

ARP **Auxiliary register pointer.** The ARP has the same functionality as on the C2xLP. It should, however, only be used when transitioning code to the C28x. The C28x has enhanced addressing modes which eliminate the need to keep track of the ARP.
The functionality of the remaining bits is the same on C28x as they are on C2xLP. It should be noted that although the functionality did not change, the bit position in the registers did. These bits are:

- Sign extension mode (SXM)
- Overflow mode (OVM)
- Test/control flag (TC)
- Carry bit (C)
- Interrupt global mask bit (INTM)

### C.2.4 Register Reset Conditions

The reset conditions of internal registers have changed between the C2xLP and C28x as shown in Table C-4. Most C28x registers are cleared on a reset.

Differences in Table C-5 are highlighted in **bold**.

#### Table C-4. Reset Conditions of Internal Registers

<table>
<thead>
<tr>
<th>C2xLP Register</th>
<th>C2xLP Reset</th>
<th>C28x Register</th>
<th>C28x Reset</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>X</td>
<td>XT</td>
<td>0x00000000</td>
</tr>
<tr>
<td>P</td>
<td>X</td>
<td>P</td>
<td>0x00000000</td>
</tr>
<tr>
<td>ACC</td>
<td>X</td>
<td>ACC</td>
<td>0x00000000</td>
</tr>
<tr>
<td>AR0–AR7</td>
<td>X</td>
<td>XAR0–XAR7</td>
<td>0x00000000</td>
</tr>
<tr>
<td>PC</td>
<td>0x0000</td>
<td>PC</td>
<td>0x3FFFC0</td>
</tr>
<tr>
<td>ST0</td>
<td>See Table C-5</td>
<td>ST0</td>
<td>0x0000</td>
</tr>
<tr>
<td>ST1</td>
<td>See Table C-5</td>
<td>ST1</td>
<td>0x080B</td>
</tr>
<tr>
<td>DP</td>
<td>X</td>
<td>DP</td>
<td>0x0000</td>
</tr>
<tr>
<td>–</td>
<td>–</td>
<td>SP</td>
<td>0x0400</td>
</tr>
<tr>
<td>IMR</td>
<td>0x00</td>
<td>IER</td>
<td>0x0000</td>
</tr>
<tr>
<td>–</td>
<td>–</td>
<td>DBGIER</td>
<td>0x0000</td>
</tr>
<tr>
<td>IFR</td>
<td>0x0000</td>
<td>IFR</td>
<td>0x0000</td>
</tr>
<tr>
<td>GREG</td>
<td>0x0000</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>–</td>
<td>–</td>
<td>RPC</td>
<td>0x000000</td>
</tr>
</tbody>
</table>

X = Uninitiated
Table C–5. Status Register Bits

<table>
<thead>
<tr>
<th>Reg</th>
<th>C2xLP Bit Name</th>
<th>C2xLP Reset Value</th>
<th>C2xLP Bit Name</th>
<th>C2xLP Reset Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST0</td>
<td>DP</td>
<td>XXXXXXXXXX</td>
<td>SXM</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>INTM</td>
<td>1</td>
<td>OVM</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>OVM</td>
<td>X</td>
<td>TC</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>OV</td>
<td>0</td>
<td>C</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>ARP</td>
<td>XXX</td>
<td>Z</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>N</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>V</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>PM</td>
<td>000 (left shift 1)</td>
</tr>
<tr>
<td>ST1</td>
<td>PM</td>
<td>00 (no shift)</td>
<td>INTM</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>XF</td>
<td>1</td>
<td>DBGM</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>C</td>
<td>1</td>
<td>PAGE0</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>SXM</td>
<td>1</td>
<td>VMAP</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>TC</td>
<td>X</td>
<td>SPA</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>CNF</td>
<td>0</td>
<td>LOOP</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>ARB</td>
<td>XXX</td>
<td>EALLOW</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>IDLESTAT</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>AMODE</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>OBJMODE</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>CNF not implemented</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>M0M1MAP</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>XF</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>ARP</td>
<td>000</td>
</tr>
</tbody>
</table>
C.3 Memory Map

The major changes between the C2xLP and C28x memory maps are outlined in this section. There are several differences between the C2xLP and C28x memory maps. These improvements are due to the expanded architecture of the C28x. The C28x CPU memory map ranges from 4G to 4M in data and program memory, respectively. However, C28x CPU-based devices may not use the entire memory range. See the device data sheet for the specific memory range applicable to that device.

Vectors. On the C2xLP, only one vector table is present at address 0x0000. These vectors were generally branch instructions to different interrupt service routines. On the C28x, the vector table can be placed in two different locations depending on the state of the VMAP input pin. Generally, vectors will be located in non-volatile memory at 0x3FFFC0–0x3FFFFF. To take advantage of relocatable vectors or fetching vectors from fast internal memory space, place the vectors at address 0x000000–0x00003F. Often the C28x CPU interrupt vectors are expanded using external hardware logic. In such cases, see the related documents for the expanded vector map.

Memory space. On the C2xLP, the memory space for program, data, and I/O space is each 64K words. On the C28x, the program memory space is 4M words (22 address signals). The data memory space is 4G words (32 address signals). The global space (32K) and I/O space (64K) is generally used for C2xLP compatibility.

Program space. On the C2xLP CPU, program space could be mapped anywhere from (0x0–0xFFFF). With the extended address reach of the C28x (22 bits), the compatible region in program space for the C2xLP is 0x3F0000–0x3FFFF. Thus, any program memory on the C2xLP must be re-mapped to this upper region on the C28x. When the processor accesses program memory, the upper bits (bits 16–22) will be forced to all 1’s when C2xLP-compatible instructions are used (See Appendix E).
Figure C-4. Memory Map Comparison (See Note A)

- C28x memory map for C2xLP
  - Data Space
    - 0x0000-0000: VECTORS (32 x 32) (enabled if vmap = 0)
    - 0x0000-0060: M0 SARAM (1K x 16)
    - 0x0000-0200: M1 SARAM (1K x 16)
    - 0x0000-0800: Emulation registers (2K x 16)
  - Program Space
    - 0x0000-0300: Reserved
    - 0x0000-0400: Reserved

- C2xLP memory map
  - Data Space - 64K
    - Memory Registers
    - B2 Block
    - B1 Block
    - B0 Block
  - Program Space - 64K
    - Vectors 32 x 16
    - 4K SARAM Pon = 1
    - B0 Block CNF = 1
  - I/O space - 64K
    - On-chip 4K SARAM Don = 1
  - Global Space 0–32K

Note A: Memory map is not to scale.
**Data memory.** The C2xLP has three internal memory regions (B0, B1, B2) totaling 544 words. The C28x has two internal memory regions (M0, M1) totaling 1K words each. Note that for strict C2xLP compatibility, the memory regions are placed at the same addresses as noted in Table C–6.

**Table C–6. B0 Memory Map**

<table>
<thead>
<tr>
<th>C28x in C2xLP-Compatible Mode</th>
<th>C2xLP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CNF Not Available</td>
<td>CNF = 0</td>
</tr>
<tr>
<td>B0 range mapped in M0 block 200 – 2FFh. (No mirroring of the block)</td>
<td>B0 in Data space</td>
</tr>
<tr>
<td></td>
<td>100 – 1FFh (mirrored locations)</td>
</tr>
<tr>
<td></td>
<td>200 – 2FFh</td>
</tr>
<tr>
<td>CNF Not Available</td>
<td>CNF = 1</td>
</tr>
<tr>
<td>B0 range cannot be enabled in C2xLP-equivalent program memory</td>
<td>B0 in program space</td>
</tr>
<tr>
<td></td>
<td>FE00 – FEFFh (mirrored locations)</td>
</tr>
<tr>
<td></td>
<td>FF00 – FFFFh</td>
</tr>
</tbody>
</table>

**I/O space.** I/O space has remained on the C28x for compatibility reasons, and can only be accessed using IN and OUT/UOUT instructions. Not all C28x devices will support I/O space. See the datasheet of your particular device for details.

**Global space.** Global space is not supported on all C28x devices. See the datasheet specific to your device for details.

**Reserved memory.** Reserved memory regions have changed on the C28x. No user-defined memory or peripherals are allowed at addresses 0x800–0x9FF on the C28x. While using C2xLP-compatible mode, these addresses are reserved. It is recommended that C2xLP memory or peripherals be relocated to avoid memory conflicts.

**Stack space.** The C28x has a dedicated software stack pointer. This pointer is initialized to address 0x0400 (the beginning of block M1) at reset, and it grows upward in address. It is up to the user to move this stack pointer if needed in firmware.
The C28x DSP is source-code compatible with C2xLP DSP based devices. The C28x DSP assembler accepts all C2xLP mnemonics with the exception of a few instructions. This chapter provides guidelines for C2xLP code migration to a C28x device. C2xLP refers to the CPU used in all TMS320C24x, TMS320C24xx, and TMS320C20x DSP devices.

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>D.1 Introduction</td>
<td>D-2</td>
</tr>
<tr>
<td>D.2 Recommended Migration Flow</td>
<td>D-3</td>
</tr>
<tr>
<td>D.3 Mixing C2xLP and C28x Assembly</td>
<td>D-6</td>
</tr>
<tr>
<td>D.4 Code Examples</td>
<td>D-7</td>
</tr>
<tr>
<td>D.5 Reference Tables for Code Migration Topics</td>
<td>D-10</td>
</tr>
</tbody>
</table>
This chapter provides guidelines that are intended for conversion from C2xLP assembly source to C28x object code. The conversion steps highlight the architectural changes between C2xLP and C28x operating modes. Future releases of documents will contain code conversion examples and software library modules facilitating the conversion from C2xLP mixed C and assembly source to C28x object code.

This chapter will be best understood if the reader has prior knowledge of Appendix C and Appendix E, as they explain the architectural and instructional enhancements between the C2xLP and C28x DSPs.
D.2 Recommended Migration Flow

Use the following steps (shown in Figure D−1) to migrate code:

1) Install the latest development tools for the C28x DSP (e.g. Code Composer Studio™ version 2.x or higher)

2) Build the project with following C28x assembler options:
   
   ```
   -m20 ; enable C2xLP instructions
   -g ; enable source level debug to view the C2xLP instructions
   -mw ; enable additional assembly checks
   ```
   
   Code Composer Studio 2.x will assemble all C2xLP instructions and map all the compatible instructions to their equivalent C28x instructions and mnemonics. Code Composer Studio 2.x disassembly will display the instructions in the memory as C28x mnemonics only. If the source is built with −g option, the relevant C2xLP source file will be also displayed and will facilitate C2xLP instruction readability during debug.

3) **Memory map:**

   Define your C28x device memory map with C2xLP compatible memory sections. Build a linker command file (*.cmd). See Table D−8.

   Select a C2xLP assembly source code *.asm for migration to C28x architecture.

4) **Boot Code:**

   Add the C2xLP mode conversion code segment shown in section D.4.1 as the first set of instructions after reset.

   After reset, the C28x powers up in C27x object-compatible mode. Adding these few lines of initialization code will place the device in the proper operating mode for executing reassembled C2xLP code.

   **Note:** The C27x object-compatible mode is for use only for migration from the C27x CPU. It is a reserved operating mode for all C28x and C2xLP applications.

5) This step will facilitate faster code conversion. In the C2xLP source file modify the interrupt section with suggestions from the reference table in section D.5.

   In particular, modify the following types of code:

   a) **IMR and IFR** – See the example code in section D.4.2

   b) **Context Save/Restore** – See the example code in section D.4.3

   c) Comment all the known incompatible instructions or map with equivalent instructions. See Table E−2 in Appendix E.
Figure D−1. Flow Chart of Recommended Migration Steps

1. Flow Chart of Recommended Migration Steps

Start

Step 1
Migrate to Code Composer Studio for the C28x DSP

Step 2
Configure your project with −m20, −mw, and −g assembler options to enable acceptance of C2xLP mnemonics. Also build a linker command file *.cmd for your C28x device.

Step 3
Select the C2xLP assembler source code for C28x migration *.asm

Step 4
Add the initialization code segment to enable C2xLP compatible mode in the beginning of the code.

Step 5
Comment or fix incompatible instructions in C2xLP source, if any

Step 6
Invoke the C28x Assembler and assemble the modified C2xLP source code to get a C28x *.obj file

Assembly errors?

Yes

Step 7
Invoke the C28x Linker with assembled .obj files

Linker errors?

Yes

Fix Linker errors. See the tables in Section D.5 if required.

No

No

Legends: * represents user filename
6) Link the assembled code with the linker command file generated in Step 2. Relink if necessary to avoid any linker related errors.

7) Assemble or reassemble using the C28x assembler until the assembly is successful with no errors. The tables in section D.5 will help to resolve most of the errors during the assembly process. This will prepare a *.obj file, ready for C28x Linker processing.

8) The Linker output COFF file, *.out, will be the migrated code and should be ready for Debug and integration.
D.3 Mixing C2xLP and C28x Assembly

At this point your original C2xLP code will be running on the C28x device. To facilitate further migration to C28x code, there are special assembler directives that will facilitate mixing of C2xLP code and C28x code segments.

The .c28_amode and .lp_amode directives tell the assembler to override the assembler mode.

**.c28_amode**

The .c28_amode directive tells the assembler to operate in the C28x object mode (−v28).

**.lp_amode**

The .lp_amode directive tells the assembler to operate in C28x object accept C2xLP syntax mode (−m20).

These directives can be repeated throughout a source file.

For example, if a file is assembled with the −m20 option, the assembler begins the assembly in the C28x object accept C2xLP syntax mode. When it encounters the .c28_amode directive, it changes the mode to C28x object mode and remains in that mode until it encounters an .lp_amode directive or the end of file.

**Example**

In this example, C28x code is inserted in the existing C2xLP code.

```assembly
; C2xLP source code
.lp_amode
LDP   #VarA
LACL  VarA
LAR   AR0  *, AR2
SACL   *+
.
.
CALL   FuncA
.
.
; The C2xLP code in function FuncA is replaced with C28x Code
; using C28x addressing (AMODE = 0)
.c28_amode ; Override the assembler mode to C28x syntax
FuncA:
   C28ADDR ; Set AMODE to 0 C28x addressing
   MOV   DP, #VarB
   MOV   AL, @VarB
   MOVL  XAR0, *XAR0++
   MOV   *XAR2++, AL
.lp_amode ; Change back the assembler mode to C2xLP.
LPADDR ; Set AMODE to 1 to resume C2xLP addressing.
LRET
```
D.4 Code Examples

D.4.1 Boot Code for C28x operating mode initialization

Note: The following code fragment must be placed in your code just after reset. This code will place the device in the proper operating mode to execute C2xLP converted code:

<table>
<thead>
<tr>
<th>Code</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETC OBJMODE</td>
<td>;C28OBJ = 1 enable 28x object mode</td>
</tr>
<tr>
<td>CLRC PAGE0</td>
<td>;PAGE0 = 0 not relevant for 28x mode, cleared to zero</td>
</tr>
<tr>
<td>SETC AMODE</td>
<td>;AMODE = 1 enable C2xLP compatible addressing mode</td>
</tr>
<tr>
<td>SETC SXM</td>
<td>;SXM = 1 for C2xLP at reset, SXM = 0 for 28x at reset</td>
</tr>
<tr>
<td>SETC C</td>
<td>;Carry bit =1 for C2xLP at reset, Carry bit = 0 for 28x at reset</td>
</tr>
<tr>
<td>SPM 0</td>
<td>;Set product shift mode zero, that is PM bits = 0 01 compatible to C2xLP PM reset mode</td>
</tr>
</tbody>
</table>

D.4.2 IER/IFR Code

Table D-1. Code to Save Contents Of IMR (IER) And Disabling Lower Priority Interrupts At Beginning Of ISR

<table>
<thead>
<tr>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTx:</td>
<td>.</td>
</tr>
<tr>
<td>MAR</td>
<td>*, AR1</td>
</tr>
<tr>
<td>LDP</td>
<td>#0</td>
</tr>
<tr>
<td>LAACL</td>
<td>IMR</td>
</tr>
<tr>
<td>SAACL</td>
<td>*+</td>
</tr>
<tr>
<td>AND</td>
<td>#-INTMASK</td>
</tr>
<tr>
<td>SAACL</td>
<td>IMR</td>
</tr>
<tr>
<td>.</td>
<td>.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTx:</td>
<td>.</td>
</tr>
<tr>
<td>AND</td>
<td>IER, #-INT_MASK</td>
</tr>
<tr>
<td>.</td>
<td>.</td>
</tr>
</tbody>
</table>

Note: C28x saves IER as part of automatic context save operation and disables the current interrupt automatically to prevent recursive interrupts.

Table D-2. Code to Disable an Interrupt

<table>
<thead>
<tr>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETC</td>
<td>INTM</td>
</tr>
<tr>
<td>LDP</td>
<td>#0</td>
</tr>
<tr>
<td>LAACL</td>
<td>IMR</td>
</tr>
<tr>
<td>AND</td>
<td>#INTx</td>
</tr>
<tr>
<td>SAACL</td>
<td>IMR</td>
</tr>
<tr>
<td>CLRC</td>
<td>INTM</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETC</td>
<td>INTM</td>
</tr>
<tr>
<td>LDP</td>
<td>#0</td>
</tr>
<tr>
<td>LAACL</td>
<td>IMR</td>
</tr>
<tr>
<td>AND</td>
<td>#INTx</td>
</tr>
<tr>
<td>SAACL</td>
<td>IMR</td>
</tr>
<tr>
<td>CLRC</td>
<td>INTM</td>
</tr>
</tbody>
</table>

AND IER, #INTx

;operation is atomic and

;will not be interrupted.
Table D–3. Code to Enable an Interrupt

<table>
<thead>
<tr>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>SETC</td>
<td>INTM</td>
</tr>
<tr>
<td>LDP</td>
<td>#0</td>
</tr>
<tr>
<td>LACL</td>
<td>IMR</td>
</tr>
<tr>
<td>OR</td>
<td>#INTx</td>
</tr>
<tr>
<td>SACL</td>
<td>IMR</td>
</tr>
<tr>
<td>CLRC</td>
<td>INTM</td>
</tr>
</tbody>
</table>

;operation is atomic and
;will not be interrupted.

Table D–4. Code to Clear the IFR Register

<table>
<thead>
<tr>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>;write 1 to clear</td>
<td></td>
</tr>
<tr>
<td>SETC</td>
<td>INTM</td>
</tr>
<tr>
<td>LDP</td>
<td>#0</td>
</tr>
<tr>
<td>SPLK</td>
<td>#0FFFFh,IFR</td>
</tr>
<tr>
<td>CLRC</td>
<td>INTM</td>
</tr>
</tbody>
</table>

;write 0 to clear
AND IFR,#-INTx
;operation is atomic and
;will not be interrupted

D.4.3 Context Save/Restore

The C28x automatically saves a number of registers on each interrupt. To perform a full context save, some additional code must be added. Table D–5 shows a typical full context save and restore for both processors.
### Table D-5. Full Context Save/Restore Comparison

<table>
<thead>
<tr>
<th>C2xLP Full Context Save/Restore</th>
<th>C28x Full Context Save/Restore</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>INTx_ISR:</strong></td>
<td>; C28x automatically saves the</td>
</tr>
<tr>
<td>; context save</td>
<td>; following registers:</td>
</tr>
<tr>
<td>MAR *, AR1</td>
<td>T, ST0, AH, AL, PH, PL, AR1, AR0, DP, ST1,</td>
</tr>
<tr>
<td>MAR *+</td>
<td>; DBGSTAT, IER, PC</td>
</tr>
<tr>
<td>SST #1, *+</td>
<td>INTx_ISR:</td>
</tr>
<tr>
<td>SST #0, *+</td>
<td>; interrupt context save</td>
</tr>
<tr>
<td>SACH *+</td>
<td>PUSH AR1H:AR0H ; 32-bit</td>
</tr>
<tr>
<td>SACL *+</td>
<td>PUSH XAR2 ; 32-bit</td>
</tr>
<tr>
<td>SHF *+</td>
<td>PUSH XAR3 ; 32-bit</td>
</tr>
<tr>
<td>SPL *+</td>
<td>PUSH XAR4 ; 32-bit</td>
</tr>
<tr>
<td>MPY #1</td>
<td>PUSH XAR5 ; 32-bit</td>
</tr>
<tr>
<td>SPL *+</td>
<td>PUSH XAR6 ; 32-bit</td>
</tr>
<tr>
<td>SAR AR0, *+</td>
<td>PUSH XAR7 ; 32-bit</td>
</tr>
<tr>
<td>SAR AR2, *+</td>
<td>PUSH XT ; 32-bit</td>
</tr>
<tr>
<td>SAR AR3, *+</td>
<td>INTx_ISR:</td>
</tr>
<tr>
<td>SAR AR4, *+</td>
<td>; interrupt context restore</td>
</tr>
<tr>
<td>SAR AR5, *+</td>
<td>POP XT</td>
</tr>
<tr>
<td>SAR AR6, *+</td>
<td>POP XAR7</td>
</tr>
<tr>
<td>SAR AR7, *+</td>
<td>POP XAR6</td>
</tr>
<tr>
<td>; interrupt code goes here</td>
<td>POP XAR5</td>
</tr>
<tr>
<td>; context restore</td>
<td>POP XAR4</td>
</tr>
<tr>
<td>MAR *, AR1</td>
<td>POP XAR3</td>
</tr>
<tr>
<td>MAR *-</td>
<td>POP XAR2</td>
</tr>
<tr>
<td>LAR AR7, *-</td>
<td>POP AR1H:AR0H</td>
</tr>
<tr>
<td>LAR AR6, *-</td>
<td>IRET</td>
</tr>
<tr>
<td>LAR AR5, *-</td>
<td>; interrupt code goes here</td>
</tr>
<tr>
<td>LAR AR4, *-</td>
<td>.</td>
</tr>
<tr>
<td>LAR AR3, *-</td>
<td>.</td>
</tr>
<tr>
<td>LAR AR2, *-</td>
<td>.</td>
</tr>
<tr>
<td>LAR AR0, *-</td>
<td>.</td>
</tr>
<tr>
<td>SETC INTM</td>
<td>.</td>
</tr>
<tr>
<td>MAR *-</td>
<td>.</td>
</tr>
<tr>
<td>SPM 0</td>
<td>.</td>
</tr>
<tr>
<td>LT *+</td>
<td>.</td>
</tr>
<tr>
<td>MPY #1</td>
<td>.</td>
</tr>
<tr>
<td>LT *-</td>
<td>.</td>
</tr>
<tr>
<td>MAR *-</td>
<td>.</td>
</tr>
<tr>
<td>LPH *-</td>
<td>.</td>
</tr>
<tr>
<td>LAACL *-</td>
<td>.</td>
</tr>
<tr>
<td>ADD *- 16</td>
<td>.</td>
</tr>
<tr>
<td>LST #0, *-</td>
<td>.</td>
</tr>
<tr>
<td>LST #1, *-</td>
<td>.</td>
</tr>
<tr>
<td>CLRC INTM</td>
<td>.</td>
</tr>
<tr>
<td>RET</td>
<td>.</td>
</tr>
</tbody>
</table>

C2xLP Migration Guidelines   D-9
# D.5 Reference Tables for C2xLP Code Migration Topics

Table D–6 through Table D–10 explain the major differences between the C2xLP and C28x architectures and in their respective code generation process. These tables are organized to highlight the differences in interrupts, CPU registers, memory maps, instructions, registers, and syntax. While migrating the C2xLP code, check the tables for these key differences to make the necessary changes to the source to avoid assembler or linker errors.

## Table D–6. C2xLP and C28x Differences in Interrupts

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Interrupt flag register</td>
<td>IFR – Memory mapped register</td>
<td>IFR is a CPU register</td>
</tr>
<tr>
<td></td>
<td>Write 1 to clear bits set in IFR</td>
<td>Write 0 to clear bits set in IFR</td>
</tr>
<tr>
<td>2 Interrupt enable register</td>
<td>IMR – Memory mapped register</td>
<td>Renamed as IER and is a CPU register</td>
</tr>
<tr>
<td>3 TRAP instruction</td>
<td>Only one TRAP vector</td>
<td>multiple,32– TRAP vectors</td>
</tr>
<tr>
<td></td>
<td>TRAP</td>
<td>TRAP 0, .. TRAP31</td>
</tr>
<tr>
<td></td>
<td>Affects:</td>
<td>Affects:</td>
</tr>
<tr>
<td></td>
<td>INTM bit is not affected</td>
<td>INTM bit is set to 1</td>
</tr>
<tr>
<td>4 INTR instruction syntax</td>
<td>INTR0</td>
<td>INTR INT0</td>
</tr>
<tr>
<td></td>
<td>..</td>
<td>....</td>
</tr>
<tr>
<td></td>
<td>INTR31</td>
<td>INTR INT31</td>
</tr>
<tr>
<td></td>
<td>Affects:</td>
<td>Affects:</td>
</tr>
<tr>
<td></td>
<td>IFR not cleared</td>
<td>IFR cleared</td>
</tr>
<tr>
<td></td>
<td>IMR not affected</td>
<td>IER affected</td>
</tr>
<tr>
<td></td>
<td>INTM bit =1</td>
<td>INTM bit =1</td>
</tr>
<tr>
<td>5 NMI Instruction</td>
<td>NMI</td>
<td>TRAP NMI</td>
</tr>
<tr>
<td>6 CLRC INTM instruction</td>
<td>CLRC INTM instruction blocks</td>
<td>Interrupts enabled after the instruction</td>
</tr>
<tr>
<td></td>
<td>all interrupts until the next instruction</td>
<td>CLRC INTM</td>
</tr>
<tr>
<td></td>
<td>is executed</td>
<td></td>
</tr>
<tr>
<td></td>
<td>CLRC INTM</td>
<td></td>
</tr>
<tr>
<td></td>
<td>next_insn</td>
<td></td>
</tr>
<tr>
<td></td>
<td>;interrupts</td>
<td></td>
</tr>
<tr>
<td></td>
<td>;blocked</td>
<td></td>
</tr>
<tr>
<td></td>
<td>;until this</td>
<td></td>
</tr>
<tr>
<td></td>
<td>;executed</td>
<td></td>
</tr>
<tr>
<td>7 Interrupt enable and return</td>
<td>CLRC INTM</td>
<td>IRET</td>
</tr>
<tr>
<td>from interrupt service</td>
<td>RET</td>
<td></td>
</tr>
</tbody>
</table>
### Table D–6. C2xLP and C28x Differences in Interrupts (Continued)

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 Interrupt enable and return from function call</td>
<td>CLRC INTM</td>
<td>next_instn</td>
</tr>
<tr>
<td></td>
<td>next_instn</td>
<td>CLRC INTM</td>
</tr>
<tr>
<td>9 Interrupts Vector</td>
<td>Uses Branch statements at the vector address.</td>
<td>32–bit absolute addresses.</td>
</tr>
<tr>
<td></td>
<td>Ex: B Start ;assembly</td>
<td>; code</td>
</tr>
<tr>
<td></td>
<td>; code</td>
<td></td>
</tr>
<tr>
<td></td>
<td>opcode in memory</td>
<td></td>
</tr>
<tr>
<td></td>
<td>0x7980 ;branch</td>
<td>0x0040 (low address)</td>
</tr>
<tr>
<td></td>
<td>; instruction</td>
<td>0x003F (high address)</td>
</tr>
<tr>
<td></td>
<td>; address</td>
<td></td>
</tr>
<tr>
<td>10 Context save</td>
<td>No automatic context save</td>
<td>Automatic context save of CPU registers T, ST0, AH, AL, PH, PL, AR1, AR0, DP, ST1, DBGSTAT, IER, PC</td>
</tr>
<tr>
<td></td>
<td>See section D.3 for a full context save/restore example</td>
<td>See Table D–5 for a full context save/restore example</td>
</tr>
</tbody>
</table>

### Table D–7. C2xLP and C28x Differences in Status Registers

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Saving ST0/ST1 registers</td>
<td>Save:</td>
<td>Save:</td>
</tr>
<tr>
<td></td>
<td>SST #0,mem ;store ST0</td>
<td>PUSH ST ;store ST0 to stack</td>
</tr>
<tr>
<td></td>
<td>SST #1,mem ;store ST1</td>
<td>PUSH ST ;store ST1 to stack</td>
</tr>
<tr>
<td></td>
<td>Restore:</td>
<td>Restore:</td>
</tr>
<tr>
<td></td>
<td>LST #0,mem ;load ST0</td>
<td>POP ST1 ;load ST1</td>
</tr>
<tr>
<td></td>
<td>LST #1,mem ;load ST1</td>
<td>; from stack</td>
</tr>
<tr>
<td>2 ST0/ST1 bit differences</td>
<td>ST0/ST1 bits have CPU registers and status bits</td>
<td>ST0/ST1 bits are rearranged compared to C2xLP registers.</td>
</tr>
</tbody>
</table>
Table D–7. C2xLP and C28x Differences in Status Registers (Continued)

<table>
<thead>
<tr>
<th></th>
<th>INTM bit in ST0</th>
<th>Cannot be saved if ST0 register is saved</th>
<th>Saved along with ST0 register</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td></td>
<td>Cannot be saved if ST0 register is saved</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Data page pointer</td>
<td>DP save/restored along with ST0.</td>
<td>DP is a register, hence explicit store/restore is required.</td>
</tr>
<tr>
<td></td>
<td>DP save</td>
<td>SST #0,mem ;store ST0</td>
<td>PUSH DP ;store DP</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LST #0,mem ;load ST0</td>
<td>PUSH DP:ST1 ; 32-bit save</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POP DP ;load DP from stack</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POP DP:ST1 ; 32-bit restore</td>
</tr>
</tbody>
</table>

Table D–8. C2xLP and C28x Differences in Memory Maps

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Program memory</td>
<td>16–bit address</td>
<td>22 – bit address</td>
</tr>
<tr>
<td></td>
<td>Size : 64kx16</td>
<td>Size : 64kx16</td>
</tr>
<tr>
<td></td>
<td>Range : 0x0000–0xFFFFh</td>
<td>mapped to Range :</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0x3F 0000h – 0x3F FFFFh</td>
</tr>
<tr>
<td>2 Data memory</td>
<td>Size : 64kx16</td>
<td>Size : 64kx16</td>
</tr>
<tr>
<td></td>
<td>Range : 0x0000–0xFFFFh</td>
<td>mapped to Range :</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0x00 0000h – 0x00 FFFFh</td>
</tr>
<tr>
<td>6 B2 Block</td>
<td>Size : 32 words</td>
<td>Located in M0 Block 1Kx16</td>
</tr>
<tr>
<td></td>
<td>Range : 0x0060–0x007F</td>
<td>Size : 1K words</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Range :</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0x00 0060 –0x00 07Fh</td>
</tr>
<tr>
<td>7 B1 Block</td>
<td>Size : 256 words</td>
<td>Located in M0 Block – 1Kx16</td>
</tr>
<tr>
<td></td>
<td>Range : 0x0100–0x01FF (mirrored) : 0x0200–0x02FF</td>
<td>Not Mirrored</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Range :</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0x00 0200 –0x00 02FFh</td>
</tr>
<tr>
<td>8 B0 Block</td>
<td>Mirrored locations</td>
<td>Located in M0 Block – 1Kx16</td>
</tr>
<tr>
<td></td>
<td>Size : 256 words</td>
<td>Not Mirrored</td>
</tr>
<tr>
<td></td>
<td>Range : 0x0300–0x03FF : 0x0400–0x04FF</td>
<td>Range :</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0x00 0300 –0x00 03FFh</td>
</tr>
</tbody>
</table>
### Table D–8. C2xLP and C28x Differences in Memory Maps (Continued)

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
</table>
| 9 | CNF bit mapping of B0 Block | CNF bit maps B0 in data and program memory  
CNF = 0 → B0 in data memory  
Range: 0x0300–0x03FF  
: 0x0400–0x04FF  
CNF = 1 → B0 in program memory  
Range: 0xFE00–0xFEFF  
: 0xFF00–0xFFFF | Not applicable |
| 10 | Vector table range | Size: 32x16 words  
Range: 0x0000–0x003F | Size 32x32 words  
0x3F FFC0–0x3F FFFF – at reset  
In C28x based DSP devices may use additional expanded vector table (e.g., PIE) |
| 11 | Internal SARAM mapping in data memory | Mapped as internal memory map  
Range: 0x0800–0x1000h | Reserved for emulation registers  
Range: 0x0800–0x1000h |
| 5 | I/O space | Range: 0x0000–0xFFFFh | Range: 0x0000 0000–0xFFFFh  
I/O Space may or may not be implemented on a particular device. See the device datasheet for details. |
| 6 | Global space | Range: 0x8000–0xFFFFh | Implemented via the XINTF  
Global Space may or may not be implemented on a specific C28x device. See the device datasheet for details. |

### Table D–9. C2xLP and C28x Differences in Instructions and Registers

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
</table>
| 1 | Conditional Instructions  
Branches, Calls, Returns | Can take more than one condition in these instructions | The C28x assembler will automatically break the instructions into multiple instructions. |
| 2 | When are CPU Flags updated? | Conditional flags update on Accumulator operation only | Conditional flags update on Accumulator, register and memory operations |
| 3 | Repeat instructions | Many instructions are repeatable | Same instructions are repeatable. For additional repeatable instructions see Table E–3. |
### Table D-9. C2xLP and C28x Differences in Instructions and Registers (Continued)

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 GREG register</td>
<td>Memory mapped register</td>
<td>Memory mapped register in XINTF Global Space may or may not be implemented on a particular device. See the device data sheet for details.</td>
</tr>
<tr>
<td>5 ARx registers</td>
<td>ARx registers are 16-bit only</td>
<td>XARn registers are 32 bits. Some instructions access only the lower 16 bits known as ARn</td>
</tr>
<tr>
<td></td>
<td>LAR AR1, #0FFFFh</td>
<td>MOV XAR1, #0FFFFh</td>
</tr>
<tr>
<td></td>
<td>ADRK #1</td>
<td>ADD XAR1,#1</td>
</tr>
<tr>
<td></td>
<td>Result: AR1 = 0x0000h</td>
<td>Result: XAR1 = 0x10000h</td>
</tr>
<tr>
<td>6 2s complement subtraction to ARx</td>
<td>Uses 8-deep Hardware stack C2xLP Compiler uses AR1 as Stack Pointer</td>
<td>Uses software stack pointer register (SP) Compiler will use SP register, as stack pointer</td>
</tr>
<tr>
<td></td>
<td>LAR AR1, #0FFFFh</td>
<td>MOV XAR1, #0FFFFh</td>
</tr>
<tr>
<td></td>
<td>ADRK #0FE</td>
<td>ADD XAR1,#0FE</td>
</tr>
<tr>
<td></td>
<td>Result: AR1 = 0xFFF Dh</td>
<td>Result: XAR1 = 0x1FFFDh</td>
</tr>
<tr>
<td>7 I/O instructions</td>
<td>Supports IN, OUT instructions</td>
<td>Supports IN, OUT, UOUT</td>
</tr>
<tr>
<td></td>
<td>I/O Space may or may not be implemented on a particular device. See the device datasheet for details.</td>
<td></td>
</tr>
<tr>
<td>8 Stack</td>
<td>Uses 8-deep Hardware stack C2xLP Compiler uses AR1 as Stack Pointer</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>16 bits in size</td>
<td>22 bits in size</td>
</tr>
<tr>
<td></td>
<td>B 5000h ; Branch to 5000 ; address</td>
<td>The C28x assembler will use special C2xLP compatible instructions that force the upper program address lines to 0x3F thus creating a 16-bit C2xLP compatible PC.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>B 0x3F5000 ;</td>
</tr>
<tr>
<td></td>
<td></td>
<td>or</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XB 5000h</td>
</tr>
</tbody>
</table>
### Table D–10. Code Generation Tools and Syntax Differences

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Mnemonic</td>
<td>Source or destination not always specified.</td>
<td>Instructions are always of the form mnemonic destination, source</td>
</tr>
<tr>
<td></td>
<td>LACL, source</td>
<td>MOV destination,source</td>
</tr>
<tr>
<td>2 Direct addressing syntax –@ symbol</td>
<td>LACL dma</td>
<td>MOV ACC, @@dma ; C2xLP mode</td>
</tr>
<tr>
<td></td>
<td>MOV ACC, @dma ; 28x mode</td>
<td>MOV ACC, @dma ; 28x mode</td>
</tr>
<tr>
<td></td>
<td>@@ – means 128 word data page</td>
<td>@ – means 64 word data page</td>
</tr>
<tr>
<td>3 Indirect address pointer buffer, ARB</td>
<td>In indirect addressing, Auxiliary register will be pointed by ARP register in ST0. ARB is ARP pointer buffer in ST1.</td>
<td>No ARB equivalent in 28x.</td>
</tr>
<tr>
<td></td>
<td>MAR *,AR2 ; ARP =AR2</td>
<td>Selected ARx is referenced in the instruction itself.</td>
</tr>
<tr>
<td></td>
<td>LACL *</td>
<td>MOV ACC,*AR2</td>
</tr>
<tr>
<td>4 New Address pointers syntax – *[0</td>
<td>BLDD #4545h,RegA</td>
<td>MOV @REGA, *(0:0x4545)</td>
</tr>
<tr>
<td>5 Repeat instructions syntax change –</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>RPT #5</td>
<td>RPT #5</td>
</tr>
<tr>
<td></td>
<td>NOP</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6 Reserved register names</td>
<td>ST0, ST1, IFR, IMR, GREG</td>
<td>ST0, ST1, AH, AL, PH, PL,T, TL,</td>
</tr>
<tr>
<td>Application code should not use these reserved words</td>
<td></td>
<td>XAR0, XAR1, XAR2, XAR3, XAR4,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XAR5, XAR6, XAR7, DP, ST1,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>DBGSTAT, IER, PC, RPC</td>
</tr>
<tr>
<td>7 Increment/Decrement syntax change</td>
<td>MAR *,AR2</td>
<td>MOV ACC, *AR2++</td>
</tr>
<tr>
<td></td>
<td>LACL *+</td>
<td>……</td>
</tr>
<tr>
<td></td>
<td>….</td>
<td>MOV ACC, *AR2--</td>
</tr>
<tr>
<td></td>
<td>LACL *–</td>
<td></td>
</tr>
<tr>
<td>8 Shift syntax change</td>
<td>LACL dma, 4</td>
<td>MOV ACC,dma &lt;&lt;4</td>
</tr>
</tbody>
</table>
## Table D–10. Code Generation Tools and Syntax Differences (Continued)

<table>
<thead>
<tr>
<th>Migration topic</th>
<th>C2xLP</th>
<th>C28x</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 Number radix usage</td>
<td>x .set 09 ;Assembler accepts ;this as ;decimal 9</td>
<td>x .set 9 Avoid leading zeros, else the assembler will be use this as octal number.</td>
</tr>
<tr>
<td>10 Order of precedence in expressions – Syntax change</td>
<td>Expressions in assembly statements do not require parenthesis. x .set A&lt;&lt;B = C&gt;&gt;D</td>
<td>Expressions in assembly statements do require parenthesis. x .set (A&lt;&lt;B = C&gt;&gt;D)</td>
</tr>
<tr>
<td>11 Tools Directives</td>
<td>.mmregs ; reserved register use .port .globl</td>
<td>not applicable not applicable .global</td>
</tr>
<tr>
<td>12 Macros</td>
<td>Useful in coding style</td>
<td>Useful in coding style All C2xLP Macros are not directly used Convert them individually to 28x mode.</td>
</tr>
<tr>
<td>13 Assembler options</td>
<td>−v2xx</td>
<td>−m20, −v28</td>
</tr>
</tbody>
</table>
Appendix E

C2xLP Instruction Set Compatibility

This appendix highlights the differences in syntax between the C2xLP and the C28x instructions, and details which C2xLP compatible instructions are repeatable on the C28x. The C28x assembler accepts both C28x and C2xLP assembly source syntax. This enables you to quickly port C2xLP code with minimal effort. Additionally, all compatible C2xLP instructions have an equivalent C28x style syntax. The C28x disassembler will show the C28x equivalent syntax.

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>E.1 Condition Tests on Flags</td>
<td>E-2</td>
</tr>
<tr>
<td>E.2 C2xLP vs. C28x Mnemonics</td>
<td>E-3</td>
</tr>
<tr>
<td>E.3 Repeatable Instructions</td>
<td>E-9</td>
</tr>
</tbody>
</table>
E.1 Condition Tests on Flags

On the C28x, all EQ/NEQ/GT/LT/LEQ conditional tests are performed on the state of the Z and N flags. On the C2xLP, the same condition tests are performed on the contents of the ACC register.

Table E–1. C28x and C2xLP Flags

<table>
<thead>
<tr>
<th>Designation</th>
<th>C28x Modes</th>
<th>C2xLP Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEQ</td>
<td>!= 0</td>
<td>ACC != 0</td>
</tr>
<tr>
<td>EQ</td>
<td>== 0</td>
<td>ACC == 0</td>
</tr>
<tr>
<td>GT</td>
<td>&gt; 0</td>
<td>ACC &gt; 0</td>
</tr>
<tr>
<td>GEQ</td>
<td>&gt;= 0</td>
<td>ACC &gt;= 0</td>
</tr>
<tr>
<td>LT</td>
<td>&lt; 0</td>
<td>ACC &lt; 0</td>
</tr>
<tr>
<td>LEQ</td>
<td>&lt;= 0</td>
<td>ACC &lt;= 0</td>
</tr>
<tr>
<td>HI</td>
<td>higher</td>
<td></td>
</tr>
<tr>
<td>HIS, C</td>
<td>higher or same, carry set</td>
<td>C == 1</td>
</tr>
<tr>
<td>LO, NC</td>
<td>lower, carry clear</td>
<td>C == 0</td>
</tr>
<tr>
<td>LOS</td>
<td>lower or same</td>
<td></td>
</tr>
<tr>
<td>NOV</td>
<td>no overflow</td>
<td>OV == 0</td>
</tr>
<tr>
<td>OV</td>
<td>overflow</td>
<td>OV == 1</td>
</tr>
<tr>
<td>NTC</td>
<td>TC == 0</td>
<td>TC == 0</td>
</tr>
<tr>
<td>TC</td>
<td>TC == 1</td>
<td>TC == 1</td>
</tr>
<tr>
<td>NBIO</td>
<td>test BIO input == 0</td>
<td>BIO == 0</td>
</tr>
<tr>
<td>UNC</td>
<td>unconditional</td>
<td>UNC</td>
</tr>
</tbody>
</table>

On the C28x, the Z and N flags are set on all ACC operations. That includes ACC loads. Therefore, the Z and N flags reflect the current state of the ACC immediately after an operation on the ACC.
### E.2 C2xLP vs. C28x Mnemonics

Table E-2 lists the C2xLP instructions with the C28x equivalent syntax. The C28x assembler will accept either the C2xLP syntax or the equivalent C28x syntax. The disassembler will decode and display the C28x syntax.

The C2xLP cycle count numbers shown are for zero wait-state internal memory, where n equals the number of repetitions (i.e., if an instruction is repeated, using the RPT instruction for repeatable instructions, n times it is executed n+1 times).

<table>
<thead>
<tr>
<th>C2xLP</th>
<th>Cycles</th>
<th>Size</th>
<th>Instruction</th>
<th>Mnemonic</th>
<th>Cycles</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS</td>
<td>n+1</td>
<td>16</td>
<td>ABS</td>
<td>ACC</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>ADD</td>
<td>loc16[,0]</td>
<td>n+1</td>
<td>ADD</td>
<td>ACC,loc16 {&lt;&lt;0}</td>
<td>n+1</td>
<td>16</td>
</tr>
<tr>
<td>ADD</td>
<td>loc16,1..15</td>
<td>n+1</td>
<td>ADD</td>
<td>ACC,loc16 &lt;&lt; 1..15</td>
<td>n+1</td>
<td>32</td>
</tr>
<tr>
<td>ADD</td>
<td>loc16,16</td>
<td>n+1</td>
<td>ADD</td>
<td>ACC,loc16 &lt;&lt; 16</td>
<td>n+1</td>
<td>16</td>
</tr>
<tr>
<td>ADD</td>
<td>#8bit</td>
<td>1</td>
<td>ADD</td>
<td>ACC,#8bit</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>ADD</td>
<td>#16bit[,0..15]</td>
<td>2</td>
<td>ADD</td>
<td>ACC,#16bit {&lt;&lt;0..15}</td>
<td>1</td>
<td>32</td>
</tr>
<tr>
<td>ADDC</td>
<td>loc16</td>
<td>n+1</td>
<td>ADDCU</td>
<td>ACC,loc16</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>ADDS</td>
<td>loc16</td>
<td>n+1</td>
<td>ADDU</td>
<td>ACC,loc16</td>
<td>n+1</td>
<td>16</td>
</tr>
<tr>
<td>ADDT</td>
<td>loc16</td>
<td>n+1</td>
<td>ADD</td>
<td>ACC,loc16 &lt;&lt; T</td>
<td>n+1</td>
<td>32</td>
</tr>
<tr>
<td>ADRK</td>
<td>#8bit</td>
<td>1</td>
<td>ADRK</td>
<td>#8bit</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>AND</td>
<td>loc16</td>
<td>n+1</td>
<td>AND</td>
<td>ACC,loc16</td>
<td>n+1</td>
<td>16</td>
</tr>
<tr>
<td>AND</td>
<td>#16bit,16</td>
<td>2</td>
<td>AND</td>
<td>ACC,#16bit&lt;&lt;16</td>
<td>1</td>
<td>32</td>
</tr>
<tr>
<td>AND</td>
<td>#16bit[,0..15]</td>
<td>2</td>
<td>AND</td>
<td>ACC,loc16 {&lt;&lt; 0..15}</td>
<td>1</td>
<td>32</td>
</tr>
<tr>
<td>APAC</td>
<td>pma</td>
<td>1</td>
<td>ADDL</td>
<td>ACC,P&lt;&lt;PM</td>
<td>n+1</td>
<td>16</td>
</tr>
<tr>
<td>B</td>
<td>pma</td>
<td>4</td>
<td>XB</td>
<td>pma,UNC</td>
<td>7</td>
<td>32</td>
</tr>
<tr>
<td>B</td>
<td>pma,*ARn</td>
<td>4</td>
<td>XB</td>
<td>pma,*ARn</td>
<td>4</td>
<td>32</td>
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<tr>
<td>B</td>
<td>pma,*ind</td>
<td>4</td>
<td>NOP</td>
<td>*ind</td>
<td>8</td>
<td>32</td>
</tr>
<tr>
<td>B</td>
<td>pma,*ind,ARn</td>
<td>4</td>
<td>NOP</td>
<td>*ind</td>
<td>5</td>
<td>48</td>
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† True/False
### Table E–2. C2xLP Instructions and C28x Equivalent Instructions (Continued)

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<thead>
<tr>
<th>Instruction</th>
<th>Mnemonic</th>
<th>Cycles</th>
<th>Size</th>
<th>Mnemonic</th>
<th>Cycles</th>
<th>Size</th>
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<tbody>
<tr>
<td><strong>BACC</strong></td>
<td></td>
<td>4</td>
<td>16</td>
<td>XB</td>
<td>*AL</td>
<td>7</td>
</tr>
<tr>
<td><strong>BANZ</strong></td>
<td>pma,*ind[,ARn]</td>
<td>4/2</td>
<td>32</td>
<td>XBANZ</td>
<td>pma,*ind[,ARAPn]</td>
<td>4/2</td>
</tr>
<tr>
<td><strong>BANZ</strong></td>
<td>pma,*BR0+/*BR0−[,ARn]</td>
<td>4/2</td>
<td>32</td>
<td>Not applicable</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>BCND</strong></td>
<td>pma[,COND]</td>
<td>4/2</td>
<td>32</td>
<td>XB</td>
<td>pma,COND</td>
<td>7/4</td>
</tr>
<tr>
<td></td>
<td>or SB</td>
<td></td>
<td></td>
<td>skip,opposite of COND1</td>
<td>7+</td>
<td>48+</td>
</tr>
<tr>
<td><strong>BCND</strong></td>
<td>pma,COND1,COND2,...,CONDn</td>
<td>4/2</td>
<td>32</td>
<td>SB</td>
<td>skip,opposite of COND2</td>
<td>7+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>XB</td>
<td>pma,CONDn</td>
<td></td>
</tr>
<tr>
<td><strong>BIT</strong></td>
<td>loc16,15-bit</td>
<td>n+1</td>
<td>16</td>
<td>TBIT</td>
<td>loc16,#bit</td>
<td>1</td>
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<tr>
<td><strong>BITT</strong></td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>TBIT</td>
<td>loc16,T</td>
<td>1</td>
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<tr>
<td><strong>BLDD</strong></td>
<td>#src_addr,loc16</td>
<td>n+3</td>
<td>32</td>
<td>MOV</td>
<td>loc16,* (0:src_addr)</td>
<td>n+2</td>
</tr>
<tr>
<td><strong>BLDD</strong></td>
<td>loc16,#dest_addr</td>
<td>n+3</td>
<td>32</td>
<td>MOV</td>
<td>*(0:dest_addr),loc16</td>
<td>n+2</td>
</tr>
<tr>
<td><strong>BLPD</strong></td>
<td>#pma,loc16</td>
<td>n+3</td>
<td>32</td>
<td>XPREAD</td>
<td>loc16,* (pma)</td>
<td>n+2</td>
</tr>
<tr>
<td><strong>CALA</strong></td>
<td>pma</td>
<td>4</td>
<td>16</td>
<td>XCALL</td>
<td>*AL</td>
<td>7</td>
</tr>
<tr>
<td><strong>CALL</strong></td>
<td>pma,*ARn</td>
<td>4</td>
<td>32</td>
<td>XCALL</td>
<td>pma,*ARPn</td>
<td>4</td>
</tr>
<tr>
<td><strong>CALL</strong></td>
<td>pma,*ind</td>
<td>4</td>
<td>32</td>
<td>NOP</td>
<td>XCALL</td>
<td></td>
</tr>
<tr>
<td><strong>CALL</strong></td>
<td>pma,*ind,ARn</td>
<td>4</td>
<td>32</td>
<td>NOP</td>
<td>XCALL</td>
<td></td>
</tr>
<tr>
<td><strong>CC</strong></td>
<td>pma,COND</td>
<td>4/2</td>
<td>32</td>
<td>XCALL</td>
<td>pma,COND</td>
<td>7/4</td>
</tr>
<tr>
<td><strong>CC</strong></td>
<td>pma,COND1,...,CONDn</td>
<td>4/2</td>
<td>32</td>
<td>SB</td>
<td>skip,opposite of COND1</td>
<td>7+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>SB</td>
<td>pma,CONDn</td>
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<tr>
<td><strong>CLRC</strong></td>
<td>INTM</td>
<td>n+1</td>
<td>16</td>
<td>See Table D–6.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

† True/False
### Table E–2. C2xLP Instructions and C28x Equivalent Instructions (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Mnemonic</th>
<th>Cycles</th>
<th>Size</th>
<th>Instruction</th>
<th>Mnemonic</th>
<th>Cycles</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLRC</td>
<td>X0/0/0/0</td>
<td>n+1</td>
<td>16</td>
<td>CLRC</td>
<td>X0/0/0/0</td>
<td>2,1</td>
<td>16</td>
</tr>
<tr>
<td>CLRC</td>
<td>CNF</td>
<td>n+1</td>
<td>16</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>CMPL</td>
<td></td>
<td>n+1</td>
<td>16</td>
<td>NOT</td>
<td>ACC</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>CMPR</td>
<td>0/1/2/3</td>
<td>n+1</td>
<td>16</td>
<td>CMPR</td>
<td>0/1/2/3</td>
<td>1</td>
<td>16</td>
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<tr>
<td>DMOV</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>DMOV</td>
<td>loc16</td>
<td>n+1</td>
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<td>16</td>
<td>IDLE</td>
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<td>16</td>
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<tr>
<td>IN</td>
<td>loc16,PA</td>
<td>2(n+1)</td>
<td>32</td>
<td>IN</td>
<td>loc16,* (PA)</td>
<td>n+2</td>
<td>32</td>
</tr>
<tr>
<td>INTR</td>
<td>K</td>
<td>4</td>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LACC</td>
<td>loc16[.0]</td>
<td>n+1</td>
<td>16</td>
<td>MOV</td>
<td>ACC,loc16  [&lt;&lt; 0]</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>LACC</td>
<td>loc16,1..15</td>
<td>n+1</td>
<td>16</td>
<td>MOV</td>
<td>ACC,loc16  [&lt;&lt; 1..15]</td>
<td>1</td>
<td>32</td>
</tr>
<tr>
<td>LACC</td>
<td>loc16,16</td>
<td>n+1</td>
<td>16</td>
<td>MOV</td>
<td>ACC,loc16  &lt;&lt; 16</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>LACC</td>
<td>#16bit,0..15</td>
<td>2</td>
<td>32</td>
<td>MOV</td>
<td>ACC,#16bit  &lt;&lt; 0..15</td>
<td>1</td>
<td>32</td>
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<tr>
<td>LACL</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>MOVU</td>
<td>ACC,loc16</td>
<td>1</td>
<td>16</td>
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<tr>
<td>LACL</td>
<td>#8bit</td>
<td>1</td>
<td>16</td>
<td>MOVB</td>
<td>ACC,#8bit</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>LACT</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>MOV</td>
<td>ACC,loc16  [&lt;&lt; T]</td>
<td>1</td>
<td>32</td>
</tr>
<tr>
<td>LAR</td>
<td>ARn,loc16</td>
<td>2(n+1)</td>
<td>16</td>
<td>MOVZ</td>
<td>ARn,loc16</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>LAR</td>
<td>ARn,#8bit</td>
<td>2</td>
<td>16</td>
<td>MOVB</td>
<td>XARn,#8bit</td>
<td>1</td>
<td>16</td>
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<tr>
<td>LAR</td>
<td>ARn,#16bit</td>
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<td>32</td>
<td>MOVL</td>
<td>XARn,#22bit</td>
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<td>32</td>
</tr>
<tr>
<td>LDP</td>
<td>loc16</td>
<td>2(n+1)</td>
<td>16</td>
<td></td>
<td></td>
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<tr>
<td>LDP</td>
<td>#9bit</td>
<td>2</td>
<td>16</td>
<td>MOVZ</td>
<td>DP,#10bit  [&gt;&gt; 1]</td>
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<td>16</td>
</tr>
<tr>
<td>LPH</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>MOV</td>
<td>PH,loc16</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>LST</td>
<td>#0/1,loc16</td>
<td>2(n+1)</td>
<td>16</td>
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<td></td>
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</tr>
<tr>
<td>LT</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>MOV</td>
<td>T,loc16</td>
<td>1</td>
<td>16</td>
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<tr>
<td>LTA</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>MOVA</td>
<td>T,loc16</td>
<td>n+1</td>
<td>16</td>
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</table>

† True/False
Table E–2. C2xLP Instructions and C28x Equivalent Instructions (Continued)

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Mnemonic</th>
<th>Cycles</th>
<th>Size</th>
<th>Instruction</th>
<th>Mnemonic</th>
<th>Cycles</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>LTD</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>MOVAD</td>
<td>T,loc16</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>LTP</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>MOV</td>
<td>T,loc16</td>
<td>1</td>
<td>16</td>
</tr>
<tr>
<td>LTS</td>
<td>loc16</td>
<td>n+1</td>
<td>16</td>
<td>MOVS</td>
<td>T,loc16</td>
<td>n+1</td>
<td>16</td>
</tr>
<tr>
<td>MAC</td>
<td>pma,loc16</td>
<td>n+3</td>
<td>32</td>
<td>XMAC</td>
<td>P,loc16,*(pma)</td>
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<td>32</td>
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<td>MACD</td>
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<td>XMACD</td>
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<tr>
<td>MAR</td>
<td>*ind[ARn]</td>
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<td>16</td>
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<td>*ind[ARPn]</td>
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† True/False
### Table E–2. C2xLP Instructions and C28x Equivalent Instructions (Continued)

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<th>Size</th>
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† True/False
### Table E–2. C2xLP Instructions and C28x Equivalent Instructions (Continued)

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<th>Mnemonic</th>
<th>Cycles</th>
<th>Size</th>
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† True/False
E.3 Repeatable Instructions

Not all of the repeatable instructions on the C2xLP are repeatable on the C28x. The ones that were not made repeatable do not make sense to repeat from a functionality standpoint. Also, some instructions that were not repeatable on the C2xLP are repeatable on the C28x.

Table E–3 shows which C2xLP operations are repeatable, and which ones are repeatable on the C28x.

Table E–3. Repeatable Instructions for the C2xLP and C28x

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<th>C28x Repeatable</th>
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<td>AND mem</td>
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Table E–3. Repeatable Instructions for the C2xLP and C28x (Continued)

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</tr>
<tr>
<td>NEG</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>NOP</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>NORM {ind}</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>OR mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>OUT mem,PA</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>PAC</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>POP</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>POPD mem</td>
<td>X</td>
<td></td>
</tr>
</tbody>
</table>
### Table E-3. Repeatable Instructions for the C2xLP and C28x (Continued)

<table>
<thead>
<tr>
<th>C2xLP Instruction</th>
<th>C2xLP Repeatable</th>
<th>C28x Repeatable</th>
</tr>
</thead>
<tbody>
<tr>
<td>PSHD mem</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>PUSH</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>ROL</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>ROR</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SACH mem[,shift]</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SACL mem[,shift]</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SAR AR,mem</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>SETC CNF/XF/INTM/OVM/SXM/TC/C</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>SFL</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SFR</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SPAC</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SPH mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SPL mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SPLK #lk,mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SQRA mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SQRS mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SST #n,mem</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>SUB mem[,shift1]</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SUBB mem</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>SUBC mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SUBS mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SUBT mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>TBLR mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>TBLW mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>XOR mem</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>ZALR mem</td>
<td>X</td>
<td></td>
</tr>
</tbody>
</table>
This appendix highlights the architecture differences between the C27x and the C28x and describes how to migrate your code from a C27x-based design to a C28x-based design.

### Topic Page

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<th>Topic</th>
<th>Page</th>
</tr>
</thead>
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<tr>
<td>F.2 Moving to C28x Object</td>
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<tr>
<td>F.3 Migrating to C28x Object Code</td>
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<tr>
<td>F.4 Compiling C28x Source Code</td>
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</table>
F.1 Architecture Changes

Certain changes to the architecture that are important when migrating from the C27x to the C28x include:
- Changes to registers
- Full context save and restore
- B0/B1 memory map consideration

F.1.1 Changes to Registers

The register modifications from the C27x are shown in Figure F−1. Shaded registers highlight the changes or enhancements for the C28x.

Figure F−1. C28x Registers

<table>
<thead>
<tr>
<th>T(16)</th>
<th>TL(16)</th>
<th>XT(32)</th>
<th>ST0(16)</th>
<th>IER(16)</th>
</tr>
</thead>
<tbody>
<tr>
<td>PH(16)</td>
<td>PL(16)</td>
<td>P(32)</td>
<td>ST1(16)</td>
<td>DBGIER(16)</td>
</tr>
<tr>
<td>AH(16)</td>
<td>AL(16)</td>
<td>ACC(32)</td>
<td></td>
<td>IFR(16)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SP(16)</th>
</tr>
</thead>
<tbody>
<tr>
<td>DP(16)</td>
</tr>
</tbody>
</table>

6/7bit offset

AR0H(16) AR0(16) XAR0(32)
AR1H(16) AR1(16) XAR1(32)
AR2H(16) AR2(16) XAR2(32)
AR3H(16) AR3(16) XAR3(32)
AR4H(16) AR4(16) XAR4(32)
AR5H(16) AR5(16) XAR5(32)
AR6H(16) AR6(16) XAR6(32)
AR7H(16) AR7(16) XAR7(32)

PC(22)
RPC(22)
A brief description of the register modifications is given below:

**XT(32), TL(16):** The T register is increased to 32-bits and called the XT register. The existing C27x T register portion represents the upper 16-bits of the new 32-bit register. The additional 16-bits, called the TL portion, represents the lower 16-bits.

**XAR0,...,XAR7(32):** All of the AR registers are stretched to 32-bits. This enables a full 22-bit address. For addressing operations, only the lower 22-bits of the registers are used, the upper 10-bits are ignored. For operations between the ACC, all 32-bits are valid (register addressing mode @XARx). For 16-bit operations to the low 16-bit of the registers (register addressing mode @ARx), the upper 16-bits are ignored.

**RPC(22):** This is the return PC register. When a call operation is performed, the return address is saved in the RPC register and the old value in the RPC is saved on the stack (in two 16-bit operations). When a return operation is performed, the return address is read from the RPC register and the value on the stack is written into the RPC register (in two 16-bit operations). The net result is that return operations are faster (4 instead of 8 cycles).

**SP(16):** By default the C28x SP register is initialized to 0x400 after a reset.

**ST0 (16):** Shaded items indicate a change or addition from the C27x

### Table F-1. ST0 Register Bits

<table>
<thead>
<tr>
<th>Bit(s)</th>
<th>Mnemonic</th>
<th>Description</th>
<th>Reset Value</th>
<th>R/W</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>SXM</td>
<td>Sign Extension Mode Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>1</td>
<td>OVM</td>
<td>Overflow Mode Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>2</td>
<td>TC</td>
<td>Test Control Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>3</td>
<td>C</td>
<td>Carry Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>4</td>
<td>Z</td>
<td>Zero Condition Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>5</td>
<td>N</td>
<td>Negative Condition Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>6</td>
<td>V</td>
<td>Overflow Condition Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>9:7</td>
<td>PM</td>
<td>Product Shift Mode</td>
<td>0 (+1 shift)</td>
<td>R/W</td>
</tr>
<tr>
<td>15:10</td>
<td>OVC/OVCU</td>
<td>ACC Overflow Counter</td>
<td>0</td>
<td>R/W</td>
</tr>
</tbody>
</table>

**PM:** Functionality of the Product Shift Mode changes if the AMODE bit in ST1 is set to 1. C27x users will not modify the AMODE bit and PM will function as they did on the C27x.

**OVC/OVCU:** The overflow counter is modified so that it behaves differently for signed or unsigned operations. For signed operations (OVC), it behaves as it does on the C27x (increment for positive overflow, decrement for negative underflow of a signed number). For unsigned operations (OVCU), the overflow counter increments for an ADD operation when there is a carry generated and decrements for a SUB operation when a borrow is generated. Basically, in unsigned mode, the OVCU behaves like a carry (C) counter and in signed mode the OVC behaves like an overflow (V) counter.
Table F–2. ST1 Register Bits

<table>
<thead>
<tr>
<th>Bit(s)</th>
<th>Syntax</th>
<th>Description</th>
<th>Reset Value</th>
<th>R/W</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>INTM</td>
<td>Interrupt Enable Mask Bit</td>
<td>1 (disabled)</td>
<td>R/W</td>
</tr>
<tr>
<td>1</td>
<td>DBGM</td>
<td>DeBug Enable Mask Bit</td>
<td>1 (disabled)</td>
<td>R/W</td>
</tr>
<tr>
<td>2</td>
<td>PAGE0</td>
<td>PAGE0 Direct/Stack Address Mode</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>3</td>
<td>VMAP</td>
<td>Vector Map Bit</td>
<td>VMAP input</td>
<td>R/W</td>
</tr>
<tr>
<td>4</td>
<td>SPA</td>
<td>Stack Pointer Align Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>5</td>
<td>LOOP</td>
<td>Loop Instruction Status Bit</td>
<td>0</td>
<td>R</td>
</tr>
<tr>
<td>6</td>
<td>EALLOW</td>
<td>Emulation Access Enable Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>7</td>
<td>IDLESTAT</td>
<td>IDLE Status Flag Bit</td>
<td>0</td>
<td>R</td>
</tr>
<tr>
<td>8</td>
<td>AMODE</td>
<td>Address Mode Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>9</td>
<td>OBJMODE</td>
<td>Object Compatibility Mode Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>10</td>
<td>RESERVED</td>
<td>Reserved for future use</td>
<td>0</td>
<td>R</td>
</tr>
<tr>
<td>11</td>
<td>M0M1MAP</td>
<td>M0 and M1 Mapping Mode Bit</td>
<td>1</td>
<td>R</td>
</tr>
<tr>
<td>12</td>
<td>XF</td>
<td>XF Status Bit</td>
<td>0</td>
<td>R/W</td>
</tr>
<tr>
<td>15:13</td>
<td>ARP</td>
<td>Auxiliary Register Pointer</td>
<td>0</td>
<td>R/W</td>
</tr>
</tbody>
</table>

**AMODE:**
This mode selects the appropriate addressing mode decodes for compatibility with the C2xLP device. For all C27x/C28x based projects leave this bit as 0.

**OBJMODE:**
This mode is used to select between C27x object mode (OBJMODE == 0) and C28x object mode (OBJMODE == 1) compatibility. This bit is set by the "C28OBJ" (or "SETC OBJMODE") instructions. This bit is cleared by the "C27OBJ" (or "CLRC OBJMODE") instructions. The pipeline is flushed when setting or clearing this bit using the given instructions. This bit can be saved and restored by interrupts and when restoring the ST1 register. This bit is set to 0 on reset.

**M0M1MAP:**
This mode is used to remap block M0 and M1 in program memory space as discussed in detail in section F.1.2. This bit is set by the "C28MAP" (or "SETC M0M1MAP") instructions. This bit is cleared by the "C27MAP" (or "CLRC M0M1MAP") instructions. The pipeline is flushed when setting or clearing this bit using the given instructions. This bit cannot be restored by interrupts and when restoring the ST1 register (read only).

**XF:**
This bit reflects the current state of the XFS output signal. This signal is for C2xLP compatibility and is not used by C27x users.
F.1.2  Full Context Save and Restore

On both C27x and C28x, the registers in Figure F–2 are automatically saved on the stack on an interrupt or trap operation and automatically restored on an IRET instruction.

Figure F–2. Full Context Save/Restore

<table>
<thead>
<tr>
<th></th>
<th>31</th>
<th>16</th>
<th>1</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td></td>
<td></td>
<td>ST0</td>
<td></td>
</tr>
<tr>
<td>AH</td>
<td></td>
<td></td>
<td>AL</td>
<td></td>
</tr>
<tr>
<td>PH</td>
<td></td>
<td></td>
<td>PL</td>
<td></td>
</tr>
<tr>
<td>AR1</td>
<td></td>
<td>AR0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DP</td>
<td></td>
<td>ST1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DBGSTAT</td>
<td></td>
<td>IER</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PCH</td>
<td></td>
<td>PCL</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Due to the register changes described in section F.1.1, C28x additional registers must be saved for a full-context store. Figure F–3 shows the difference between a C27x and C28x full-context save/restore for an interrupt or trap.
Figure F–3. Code for a Full Context Save/Restore for C28x vs C27x

<table>
<thead>
<tr>
<th>C28x Full Context Save/Restore</th>
</tr>
</thead>
<tbody>
<tr>
<td>IntX: ; 8 cycles</td>
</tr>
<tr>
<td>PUSH AR1H:AR0H ; 32-bit</td>
</tr>
<tr>
<td>PUSH XAR2 ; 32-bit</td>
</tr>
<tr>
<td>PUSH XAR4 ; 32-bit</td>
</tr>
<tr>
<td>PUSH XAR5 ; 32-bit</td>
</tr>
<tr>
<td>PUSH XAR6 ; 32-bit</td>
</tr>
<tr>
<td>PUSH XAR7 ; 32-bit</td>
</tr>
<tr>
<td>IRET ; 16 cycles</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>C27x Full Context Save/Restore</th>
</tr>
</thead>
<tbody>
<tr>
<td>IntX: ; 8 cycles</td>
</tr>
<tr>
<td>push AR3:AR2</td>
</tr>
<tr>
<td>push AR5:AR4</td>
</tr>
<tr>
<td>push XAR6</td>
</tr>
<tr>
<td>push XAR7</td>
</tr>
<tr>
<td>; + 4 = 12 cycles</td>
</tr>
<tr>
<td>pop XAR7</td>
</tr>
<tr>
<td>pop XAR6</td>
</tr>
<tr>
<td>pop AR5:AR4</td>
</tr>
<tr>
<td>pop AR3:AR2</td>
</tr>
<tr>
<td>iret ; 12 cycles</td>
</tr>
</tbody>
</table>

If you perform a task-switch operation (stack changes), the RPC register must be manually saved. You are not to save the RPC register if the stack is not changed.

F.1.3 B0/B1 Memory Map Consideration

Another architecture change to consider is the C27x mapping of blocks B0 and B1. To avoid confusion, on the C28x these blocks are known as M1 and M0 respectively. On the C27x, block B1 was mapped to only data space and block B0 was mapped both in program and data space. In addition, block B0 was mapped to different address ranges in program and in data space. The C27x mapping of these blocks is shown in Figure F–4.
Figure F–4. Mapping of Memory Blocks B0 and B1 on C27x

On a C28x device at reset, these blocks are mapped uniformly in both program and data space as shown in Figure F–5. This can cause issues when running C27x object code that relies on the C27x mapping. If your code relies on this mapping, you can flip-block M0 and M1 in program space only by clearing the M0M1MAP bit in status register 1 (ST1) to a 0. Executing the "C27MAP" (or "CLRC M0M1MAP") instruction is the only way to clear this bit. With M0M1MAP == 0, the mapping is compatible with the C27x B0 and B1 blocks as shown in Figure D-4. Remember that after a reset M0 and M1 revert to the C28x mapping.

It is strongly recommended that you migrate your code to use the default C28x mapping of these blocks and not rely on the compatible mapping.

Figure F–5. C27x Compatible Mapping of Blocks M0 and M1
F.1.4 C27x Object Compatibility

At reset, the C28x operates in C27x object mode (OBJMODE == 0). In this mode, the C28x CPU is 100% object-code compatible and cycle-count compatible with the C27x. In this case, you will compile your code just as you would for a C27x design as shown in Figure F–6.

**Figure F–6. Building a C27x Object File From C27x Source**

```
C27x Source Code (.asm .c .cpp) → CL2000-V27 → C27x Object (.out)
```

Accepts C27x syntax only. Generates C27x object only (assumes OBJMODE = 0)

Once you have taken the mapping of blocks M0 and M1 into account as previously described, you can simply load the C27x object (.out) code into the C28x and run it. When using the C27x compatible mode, you are limited to the C27x instruction set. To take advantage of advanced C28x operations, you should migrate to C28x object code.

When the device is operating in C27x object mode (OBJMODE == 0), the upper bits of the stretched registers (XAR0(31:16) to XAR5(31:16), XAR6(31:22), XAR7(31:22)) are protected from writes. Hence, if the registers are set to zero by a reset then the XARn pointers behave like they do on the C27x and overflow problems are not of concern.
F.2 Moving to a C28x Object

The C28x instruction set is a superset of the C27x instruction set. The syntax of a number of instructions however has changed slightly due to the modifications in registers as previously described. (For a summary of syntax changes, see Section F.3.1 Instruction Syntax Changes). To quickly move to C28x object code, the codegen tools allow you to build a C28x object file with a switch allowing for C27x source syntax:

Figure F−7. Building a C28x Object File From Mixed C27x/C28x Source

−v28−m27 Accepts C28x & C27x syntax. Generates C28x object only (assumes OBJMODE == 1)

Prior to running C28x object you must set the mode of the device appropriately (OBJMODE == 1). To do this, you set the OBJMODE bit in ST1 to 1 after reset. This can be done with a "C28OBJ" (or "SETC OBJMODE") instruction. Note that before the “C28OBJ” instruction is executed, the disassembly window in the debugger may display incorrect information. This is because the debugger will decode memory as C27x opcodes until after you execute the “C28OBJ” instruction.

When running in this mode, the disassembly window in your debugger will show the C28x instruction syntax for all instructions. For example, the C27x MOV AR0,@SP instruction will look like MOVZ AR0,@SP, which is the C28x-equivalent instruction.

Now that you are using a C28x object file, you can add C28x operations to your source code.

F.2.1 Caution When Changing OBJMODE

On reset, the XARn registers are forced to 0x0000 0000 and OBJMODE == 0. When operating in C27x compatible mode (OBJMODE == 0), the upper bits of the XARn registers are protected from writes. Some things to be aware of when changing OBJMODE:

- When operating in C28x object mode (OBJMODE == 1) overflow can occur to the extended portion of XARn registers and program execution is not specified. This would be an issue for assembly code that is reassembled in C28x mode when you relied on the fact that C27x registers were a certain size.

- If the user switches to C28x object mode (OBJMODE == 1), then the upper bits of XARn registers may be modified. If you then switch back to C27x
Moving to a C28x Object

mode (OBJMODE == 0), the upper bits of XARn registers may contain nonzero values. You MUST zero out the upper bits of the XARn registers when switching from OBJMODE == 1 to OBJMODE == 0.

It is recommended that you not switch modes frequently in your code. Typically, you will select the appropriate operating mode at boot time and stick to one mode for the whole program.
F.3 Migrating to C28x Object Code

This section describes additional changes to C27x necessary for migrating your C27x code to pure C28x code.

F.3.1 Instruction Syntax Changes

Syntax changes were necessary for clarity and because of changes in the auxiliary registers stretched pointers. Table F−3 shows the C27x instructions that changed syntax on the C28x. For all other C27x instructions, the syntax remains the same. For new C28x instructions, the syntax is documented in Chapter 6.
## Migrating to C28x Object Code

### Table F-3. Instruction Syntax Change

<table>
<thead>
<tr>
<th>C27x Syntax</th>
<th>C28x Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADDB ARn,#7bit</td>
<td>ADDB XARn,#7bit</td>
</tr>
<tr>
<td>ADDB XAR6/7,#7bit</td>
<td>ADDB XAR6/7,#7bit</td>
</tr>
<tr>
<td>SUBB ARn,#7bit</td>
<td>SUBB XARn,#7bit</td>
</tr>
<tr>
<td>SUBB XAR6/7,#7bit</td>
<td>SUBB XAR6/7,#7bit</td>
</tr>
<tr>
<td>MOV AR0/..5,loc16</td>
<td>MOVZ AR0/..5,loc16</td>
</tr>
<tr>
<td>MOVZ AR0/..5,#8bit</td>
<td>MOVZ XAR0/..5,#8bit</td>
</tr>
<tr>
<td>MOV XAR6/7,loc32</td>
<td>MOVL XAR6/7,loc32</td>
</tr>
<tr>
<td>MOVL XAR6/7,loc32</td>
<td>MOVL XAR6/7,loc32</td>
</tr>
<tr>
<td>MOV XAR6/7,#22bit</td>
<td>MOVL XAR6/7,#22bit</td>
</tr>
<tr>
<td>MOVL XAR6/7,#22bit</td>
<td>MOVL XAR6/7,#22bit</td>
</tr>
<tr>
<td>MOV loc32,XAR6/7</td>
<td>MOVL loc32,XAR6/7</td>
</tr>
<tr>
<td>MOVL loc32,XAR6/7</td>
<td>MOVL loc32,XAR6/7</td>
</tr>
<tr>
<td>CALL 22bit</td>
<td>LC 22bit</td>
</tr>
<tr>
<td>LC 22bit</td>
<td>LC 22bit</td>
</tr>
<tr>
<td>CALL *XAR7</td>
<td>LC *XAR7</td>
</tr>
<tr>
<td>LC *XAR7</td>
<td>LC *XAR7</td>
</tr>
<tr>
<td>RET</td>
<td>LRET</td>
</tr>
<tr>
<td>LRET</td>
<td>LRET</td>
</tr>
<tr>
<td>RETE</td>
<td>LRETE</td>
</tr>
<tr>
<td>LRETE</td>
<td>LRETE</td>
</tr>
<tr>
<td>MOV ACC,P {MOVP T,@T decode}</td>
<td>MOVL ACC,P &lt;&lt; PM {MOVP T,@T decode}</td>
</tr>
<tr>
<td>ADD ACC,P {MOVA T,@T decode}</td>
<td>ADDL ACC,P &lt;&lt; PM {MOVA T,@T decode}</td>
</tr>
<tr>
<td>SUB ACC,P {MOVS T,@T decode}</td>
<td>SUBL ACC,P &lt;&lt; PM {MOVS T,@T decode}</td>
</tr>
<tr>
<td>CMP ACC,P</td>
<td>CMPL ACC,P &lt;&lt; PM</td>
</tr>
<tr>
<td>MOV P,ACC</td>
<td>MOVL P,ACC</td>
</tr>
<tr>
<td>NORM ACC,ARn++</td>
<td>NORM ACC,XARn++</td>
</tr>
<tr>
<td>NORM ACC,ARn++</td>
<td>NORM ACC,XARn++</td>
</tr>
<tr>
<td>NORM ACC,ARn--</td>
<td>NORM ACC,XARn--</td>
</tr>
<tr>
<td>NORM ACC,ARn--</td>
<td>NORM ACC,XARn--</td>
</tr>
<tr>
<td>B 16bitOff {unconditional}</td>
<td>B 16bitOff,UNC [2]</td>
</tr>
<tr>
<td>SB 8bitOff {unconditional}</td>
<td>SB 8bitOff,UNC [2]</td>
</tr>
</tbody>
</table>
For conditional branches on the C28x, the UNC code must always be specified for unconditional tests. This will help to distinguish between unconditional C2xLP branches (which have the same mnemonic "B").

### F.3.2 Repeatable Instructions

On the C28x, additional instructions have been made repeatable. The following two tables list those instructions that are repeatable on the C28x device. These instructions are repeatable in both C27x compatible mode (OBJMODE = 0) and C28x native mode (OBJMODE = 1). Any instruction that is not listed, which follows a repeat instruction, will execute only once.

C27x operations that were already repeatable include the following:

- ROR ACC
- ROL ACC
- NORM ACC,XARn++
- NORM ACC,XARn--
- SUBCU ACC,loc16
- MAC P;loc16,0;pma
- MOV *(0:addr),loc16
- MOV loc16,*(0:addr)
- MOV loc16,#16bit
- MOV loc16,#0
- PREAD loc16,*XAR7
- PWRITE *XAR7,loc16
- NOP loc16
C27x Operations That Are Made Repeatable On C28x include the following:

- `MOV loc16,AX`
- `ADD ACC,loc16 << 16`
- `ADDU ACC,loc16`
- `SUB ACC,loc16 << 16`
- `SUBU ACC,loc16`
- `ADDL ACC,loc32`
- `SFR ACC,1..16`
- `LSL ACC,1..16`
- `MOVH loc16,P`
- `MOV loc16,P`
- `MOVA T,loc16`
- `MOVS T,loc16`
- `MPYA P,T,loc16`
- `MPYS P,T,loc16`

**F.3.3 Changes to the SUBCU Instruction**

The SUBCU instruction changed slightly from the C27x to the C28x. Under the prescribed usage of the SUBCU operation, the change will yield the same result as the C27x.

The SUBCU instruction operates as follows on the C27x device:

```
temp(31:0) = ACC - [loc16] << 15
if( temp32 >= 0 )
    ACC = temp(31:0) >> 1 + 1;
else
    ACC = ACC << 1;
```

To simplify the implementation, the SUBCU operation changed as follows on the C28x:

```
temp(32:0) = ACC << 1 - [loc16] << 16
if( temp32 >= 0 )
    ACC = temp(31:0) + 1;
else
    ACC = ACC << 1;
```

- The “temp(32:0)” value is the result of an unsigned 33-bit compare. The carry bit is used to select between \(\geq\) or \(<\) condition.
The C flag is affected by the unsigned 33-bit compare operation. The Z, N flags reflect the value in the ACC after the operation is complete. The operation of the C, N, Z flags should be identical to the C27x implementation.

The V flag and overflow counter (OVC) are not affected by the operation. On the C27x the V and OVC flags are affected.

The V and OVC flags may be affected on the C27x and not on the C28x implementation. The values of these flags are not usable under prescribed usage of such an operation.
F.4 Compiling C28x Source Code

Once you move your code to C28x native instructions, you will no longer use the \texttt{-m27} switch to allow for C27x source as shown in Figure F–8.

\textit{Figure F–8. Compiling C28x Source}

\begin{figure}[h]
\centering
\begin{tikzpicture}
  \node [draw, rectangle, minimum width=2cm, minimum height=1cm] (A) {C28x Source Code \texttt{(.asm .c .cpp)}};
  \node [draw, rectangle, minimum width=2cm, minimum height=1cm, right of=A] (B) {CL2000 \texttt{-V28}};
  \node [draw, rectangle, minimum width=2cm, minimum height=1cm, right of=B] (C) {C28x Object \texttt{(.out)}};
  \draw [->] (A) -- (B);
  \draw [->] (B) -- (C);
\end{tikzpicture}
\end{figure}

\texttt{-v28:} Accepts C28x syntax only. Generates C28x object only (assumes OBJMODE = 1)
16-bit operation: An operation that reads or writes 16 bits.

32-bit operation: An operation that reads or writes 32 bits.

absolute branch: A branch to an address that is permanently assigned to a memory location. See also offset branch.

ACC: See accumulator (ACC).

access: A term used in this document to mean read from or write to. For example, to access a register is to read from or write to that register.

accumulator (ACC): A 32-bit register involved in a majority of the arithmetic and logical calculations done by the C28x. Some instructions that affect ACC use all 32 bits of the register. Others use one of the following portions of ACC: AH (bits 31 through 16), AL (bits 15 through 0), AH.MSB (bits 31 through 24), AH.LSB (bits 23 through 16), AL.MSB (bits 15 through 8), and AL.LSB (bits 7 through 0).

address-generation logic: Hardware in the CPU that generates the addresses used to fetch instructions or data from memory.

address reach: The range of addresses beginning with 00 000016 that can be used by a particular addressing mode.

address register arithmetic unit (ARAU): Hardware in the CPU that generates addresses for values that must be fetched from data memory. The ARAU is also the hardware used to increment or decrement the stack pointer (SP) and the auxiliary registers (AR0, AR1, AR2, AR3, AR4, AR5, XAR6, and XAR7).

addressing mode: The method by which an instruction interprets its operands to acquire the data and/or addresses it needs.

AH: High word of the accumulator. The name given to bits 31 through 16 of the accumulator.
AH.LSB:  *Least significant byte of AH*. The name given to bits 23 through 16 of the accumulator.

AH.MSB:  *Most significant byte of AH*. The name given to bits 31 through 24 of the accumulator.

AL:  *Low word of the accumulator*. The name given to bits 15 through 0 of the accumulator.

AL.LSB:  *Least significant byte of AL*. The name given to bits 7 through 0 of the accumulator.

AL.MSB:  *Most significant byte of AL*. The name given to bits 15 through 8 of the accumulator.

ALU:  See *arithmetic logic unit (ALU)*.

analysis logic:  A portion of the emulation logic in the core. The analysis logic is responsible for managing the following debug activities: hardware breakpoints, hardware watchpoints, data logging, and benchmark/event counting.

approve an interrupt request:  Allow an interrupt to be serviced. If the interrupt is maskable, the CPU approves the request only if it is properly enabled. If the interrupt is nonmaskable, the CPU approves the request immediately. See also *interrupt request* and *service an interrupt*.

ARAU:  See *address register arithmetic unit (ARAU)*.

arithmetic logic unit (ALU):  A 32-bit hardware unit in the CPU that performs 2s-complement arithmetic and Boolean logic operations. The ALU accepts inputs from data from registers, from data memory, or from the program control logic. The ALU sends results to a register or to data memory.

arithmetic shift:  A shift that treats the shifted value as signed. See also *logical shift*.

ARP:  See *auxiliary register pointer (ARP)*.

ARP indirect addressing mode:  The indirect addressing mode that uses the current auxiliary register to point to a location in data space. The current auxiliary register is the auxiliary register pointed to by the ARP. See also *auxiliary register pointer (ARP)*.

automatic context save:  A save of system context (modes and key register values) performed by the CPU just prior to executing an interrupt service routine. See also *context save*. 
auxiliary register: One of eight registers used as a pointer to a memory location. The register is operated on by the auxiliary register arithmetic unit (ARAU) and is selected by the auxiliary register pointer (ARP). See also AR0–AR5, AR6/AR7, and XAR6/XAR7.

auxiliary-register indirect addressing mode: The indirect addressing mode that allows you to use the name of an auxiliary register in an operand and that uses that register as a pointer. See also ARP indirect addressing mode.

auxiliary register pointer (ARP): A 3-bit field in status register ST1 that selects the current auxiliary register. When an instruction uses ARP indirect addressing mode, that instruction uses the current auxiliary register to point to data space. When an instruction specifies auxiliary register \( n \) by using auxiliary-register indirect addressing mode, the ARP is updated, so that it points to auxiliary register \( n \). See also current auxiliary register.

background code: The body of code that can be halted during debugging because it is not time-critical.

barrel shifter: Hardware in the CPU that performs all left and right shifts of register or data-space values.

bit field: One or more register bits that are differentiated from other bits in the same register by a specific name and function.

bit manipulation: The testing or modifying of individual bits in a register or data-space location.

boundary scan: The use of scan registers on the border of a chip or section of logic to capture the pin states. By scanning these registers, all pin states can be transmitted through the JTAG port for analysis.

branch: 1) A forcing of program control to a new address. 2) An instruction that forces program control to a new address but neither saves a return address (like a call) nor restores a return address (like a return).

break event: A debug event that causes the CPU to enter the debug-halt state.

breakpoint: A place in a routine specified by a breakpoint instruction or hardware breakpoint, where the execution of the routine is to be halted and the debug-halt state entered.
C bit:  See carry (C) bit.

call:  1) The operation of saving a return address and then forcing program control to a new address.  2) An instruction that performs such an operation. See also return.

carry (C) bit:  A bit in status register ST0 that reflects whether an addition has generated a carry or a subtraction has generated a borrow.

circular addressing mode:  The indirect addressing mode that can be used to implement a circular buffer.

circular buffer:  A block of addresses referenced by a pointer using circular addressing mode, so that each time the pointer reaches the bottom of the block, the pointer is modified to point back to the top of the block.

clear:  To clear a bit is to write a 0 to it. To clear a register or memory location is to load all its bits with 0s. See also set.

COFF:  Common object file format. A binary object file format that promotes modular programming by supporting the concept of sections, where a section is a relocatable block of code or data that ultimately occupies a space adjacent to other blocks of code in the memory map.

conditional branch instruction:  A branch instruction that may or may not cause a branch, depending on a specified or predefined condition (for example, the state of a bit).

context restore:  A restoring of the previous state of a system (for example, modes and key register values) prior to returning from a subroutine. See also context save.

context save:  A save of the current state of a system (for example, modes and key register values) prior to executing the main body of a subroutine that requires a different context. See also context restore.

core:  The portion of the C28x that consists of a CPU, a block of emulation circuitry, and a set of signals for interfacing with memory and peripheral devices.

current auxiliary register:  The register selected by the auxiliary register pointer (ARP) in status register. For example, if ARP = 3, the current auxiliary register is AR3. See also auxiliary registers.

current data page:  The data page selected by the data page pointer. For example, if DP = 0, the current data page is 0. See also data page.
D1 phase: See decode 1 (D1) phase.

D2 phase: See decode 2 (D2) phase.

data logging: Transferring one or more packets of data from CPU registers or memory to an external host processor.

data log interrupt (DLOGINT): A maskable interrupt triggered by the on-chip emulation logic when a data logging transfer has been completed.

data page: A 64-word portion of the total 4M words of data space. Each data page has a specific start address and end address. See also data page pointer (DP) and current data page.

data page pointer (DP): A 16-bit pointer that identifies which 64-word data page is accessed in DP direct addressing mode. For example, for as long as DP = 500, instructions that use DP direct addressing mode will access data page 500.

data-/program-write data bus (DWDB): The bus that carries data during writes to data space or program space.

data-read address bus (DRAB): The bus that carries addresses for reads from data space.

data-read data bus (DRDB): The bus that carries data during reads from data space.

data-write address bus (DWAB): The bus that carries addresses for writes to data space.

DBGIER: See debug interrupt enable register (DBGIER).

DBGM bit: See debug enable mask (DBGM) bit.

DBGSTAT: See debug status register (DBGSTAT).

debug-and-test direct memory access (DT–DMA): An access of a register or memory location to provide visibility to this location during debugging. The access is performed with variable levels of intrusiveness by a hardware DT-DMA mechanism inside the core.

debug enable mask (DBGM) bit: A bit in status register ST1 used to enable (DBGM = 0) or disable (DBGM = 1) debug events such as analysis breakpoints or debug-and-test direct memory accesses (DT-DMAs).
**debug event**: An action such as the decoding of a software breakpoint instruction, the occurrence of an analysis breakpoint/watchpoint, or a request from a host processor that may result in special debug behavior, such as halting the device or pulsing one of the debug interface signals EMU0 or EMU1. See also break event and debug enable mask (DBGM) bit.

**debug-halt state**: A debug execution state that is entered through a break event. In this state the CPU is halted. See also single-instruction state and run state.

**debug host**: See host processor.

**debug interrupt enable register (DBGIER)**: The register that determines which of the maskable interrupts are time-critical when the CPU is halted in real-time mode. If a bit in the DBGIER is 1, the corresponding interrupt is time-critical/enabled; otherwise, it is disabled. Time-critical interrupts also must be enabled in the interrupt enable register (IER) to be serviced.

**debug status register (DBGSTAT)**: A register that holds special debug status information. This register, which need not be read from or written to, is saved and restored during interrupt servicing, to preserve the debug context during debugging.

**decode an instruction**: To identify an instruction and prepare the CPU to perform the operation the instruction requires.

**decode 1 (D1) phase**: The third of eight pipeline phases an instruction passes through. In this phase, the CPU identifies instruction boundaries in the instruction-fetch queue and determines whether the next instruction to be executed is an illegal instruction. See also pipeline phases.

**decode 2 (D2) phase**: The fourth of eight pipeline phases an instruction passes through. In this phase, the CPU accepts an instruction from the instruction-fetch queue and completes the decoding of that instruction, performing such activities as address generation and pointer modification. See also pipeline phases.

**decrement**: To subtract 1 or 2 from a register or memory value. The value subtracted depends on the circumstance. For example, if you use the operand *--AR4, the auxiliary register AR4 is decremented by 1 for a 16-bit operation and by 2 for a 32-bit operation.

**device reset**: See reset.
direct addressing modes:  The addressing modes that access data space as if it were 65,536 separate blocks of 64 words each. DP direct addressing mode uses the data page pointer (DP) to select a data page from 0 to 65,535. PAGE0 direct addressing mode uses data page 0, regardless of the value in the DP.

discontinuity:  See program-flow discontinuity.

DLOGINT:  See data log interrupt (DLOGINT).

DP:  See data page pointer (DP).

DP direct addressing mode:  A direct addressing mode that uses the data page pointer (DP) to select a data page from 0 to 65,535. See also PAGE0 direct addressing mode.

DRAB:  See data-read address bus (DRAB).

DRDB:  See data-read data bus (DRDB).

DT-DMA:  See debug-and-test direct memory access (DT-DMA).

DWAB:  See data-write address bus (DWAB).

DWDB:  See data-/program-write data bus (DWDB).

E phase:  See execute (E) phase.

EALLOW bit:  See emulation access enable (EALLOW) bit.

EMU0 and EMU1 pins:  Pins known as the TI extensions to the JTAG interface. These pins can be used as either inputs or outputs and are available to help monitor and control an emulation target system that is using a JTAG interface.

emulation access enable (EALLOW) bit:  A bit in status register ST1 that enables (EALLOW = 1) or disables (EALLOW = 0) access to the emulation registers. The EALLOW instruction sets the EALLOW bit, and the EDIS instruction clears the EALLOW bit.

emulation logic:  The block of hardware in the core that is responsible controlling emulation activities such as data logging and switching among debug execution states.

emulation registers:  Memory-mapped registers that are available for controlling and monitoring emulation activities.
enable bit:  See interrupt enable bits.

execute an instruction:  Take an instruction from the decode 2 phase of the pipeline through the write phase of the pipeline.

execute (E) phase:  The seventh of eight pipeline phases an instruction passes through. In this phase, the CPU performs all multiplier, shifter, and arithmetic-logic-unit (ALU) operations. See also pipeline phases.

extended auxiliary registers:  See XAR6/XAR7.

F1 phase:  See fetch 1 (F1) phase.

F2 phase:  See fetch 2 (F2) phase.

FC:  See fetch counter (FC).

fetch 1 (F1) phase:  The first of eight pipeline phases an instruction passes through. In this phase, the CPU places on the program-read bus the address of the instruction(s) to be fetched. See also pipeline phases.

fetch 2 (F2) phase:  The second of eight pipeline phases an instruction passes through. In this phase, the CPU fetches an instruction or instructions from program memory. See also pipeline phases.

fetch counter (FC):  The register that contains the address of the instruction that is being fetched from program memory.

field:  See bit field.

hardware interrupt:  An interrupt initiated by a physical signal (for example, from a pin or from the emulation logic). See also software interrupt.

hardware interrupt priority:  A priority ranking used by the CPU to determine the order in which simultaneously occurring hardware interrupts are serviced.

hardware reset:  See reset.

high addresses:  Addresses closer to 3F FFFF16 than to 00 000016. See also low addresses.

high bits:  See MSB.
high word: The 16 MSBs of a 32-bit value. See also low word.

host processor: The processor running the user interface for a debugger.

IC: See instruction counter (IC).

IDLESTAT (IDLE status) bit: A bit in status register ST1 that indicates when an IDLE instruction has the CPU in the idle state (IDLESTAT = 1).

idle state: The low-power state the CPU enters when it executes the IDLE instruction.

IEEE 1149.1 standard: “IEEE Standard Test Access Port and Boundary-Scan Architecture”, first released in 1990. See also JTAG.

IER: See interrupt enable register (IER).

IFR: See interrupt flag register (IFR).

illegal instruction: An unacceptable value read from program memory during an instruction fetch. Unacceptable values are 0000₁₆, FFFF₁₆, or any value that does not match a defined opcode.

illegal-instruction trap: A trap that is serviced when an illegal instruction is decoded.

immediate address: An address that is specified directly in an instruction as a constant.

immediate addressing modes: Addressing modes that accept a constant as an operand.

immediate constant/data: A constant specified directly as an operand of an instruction.

immediate-constant addressing mode: An immediate addressing mode that accepts a constant as an operand and interprets that constant as data to be stored or processed.

immediate-pointer addressing mode: An immediate addressing mode that accepts a constant as an operand and interprets that constant as the 16 LSBs of a 22-bit address. The six MSBs of the address are filled with 0s.

increment: To add 1 or 2 to a register or memory value. The value added depends on the circumstance. For example, if you use the operand *AR4++, the auxiliary register AR4 is incremented by 1 for a 16-bit operation and by 2 for a 32-bit operation.
indirect addressing modes: Addressing modes that use pointers to access memory. The available pointers are auxiliary registers AR0–AR5, extended auxiliary registers XAR6 and XAR7, and the stack pointer (SP).

instruction boundary: The point where the CPU has finished one instruction and is considering what it will do next — move on to the next instruction.

instruction counter (IC): The register that points to the instruction in the decode 1 phase (the instruction that is to enter the decode 2 phase next). Also, on an interrupt or call operation, the IC value represents the return address, which is saved to the stack or to auxiliary register XAR7.

instruction-fetch mechanism: The hardware for the fetch 1 and fetch 2 phases of the pipeline. This hardware is responsible for fetching instructions from program memory and filling an instruction-fetch queue.

instruction-fetch queue: A queue of four 32-bit registers that receives fetched instructions and holds them for decoding. When a program-flow discontinuity occurs, the instruction-fetch queue is emptied.

instruction-not-available condition: The condition that occurs when the decode 2 pipeline hardware requests an instruction but there are no instructions waiting in the instruction-fetch queue. This condition causes the decode 2 through write phases of the pipeline to freeze until one or more new instructions have been fetched.

instruction register: The register that contains the instruction that has reached the decode 2 pipeline phase.

instruction word: Either an entire 16-bit opcode or one of the halves of a 32-bit opcode.

INTT–INTT4: Fourteen general-purpose interrupts that are triggered by signals at pins of the same names. These interrupts are maskable and have corresponding bits in the interrupt flag register (IFR), the interrupt enable register (IER), and the debug interrupt enable register (DBGIER).

Interrupt boundary: An instruction boundary where the CPU can insert an interrupt between two instructions. See also instruction boundary.

interrupt enable bits: Bits responsible for enabling or disabling maskable interrupts. The enable bits are all the bits in the interrupt enable register (IER), all the bits in the debug interrupt enable register (DBGIER), and the interrupt global mask bit (INTM in status register ST1).

interrupt enable register (IER): Each of the maskable interrupts has an interrupt enable bit in this register. If a bit in the IER is 1, the corresponding interrupt is enabled; otherwise, it is disabled. See also debug interrupt enable register (DBGIER).
**interrupt flag bit:** A bit in the interrupt flag register (IFR). If the interrupt flag bit is 1, the corresponding interrupt has been requested by hardware and is awaiting approval by the CPU.

**interrupt flag register (IFR):** The register that contains the interrupt flag bits for the maskable interrupts. If a bit in the IFR is 1, the corresponding interrupt has been requested by hardware and is awaiting approval by the CPU.

**interrupt global mask (INTM) bit:** A bit in status register ST1 that globally enables or disables the maskable interrupts. If an interrupt is enabled in the interrupt enable register (IER) but not by the INTM bit, it is not serviced. The only time this bit is ignored is when the CPU is in real-time mode and is in the debug-halt state; in this situation, the interrupt must be enabled in the IER and in the DBGIER (debug interrupt enable register).

**interrupt priority:** See hardware interrupt priority.

**interrupt request:** A signal or instruction that requests the CPU to execute a particular interrupt service routine. See also approve an interrupt request and service an interrupt.

**interrupt service routine (ISR):** A subroutine that is linked to a specific interrupt by way of an interrupt vector.

**interrupt vector:** The start address of an interrupt service routine. After approving an interrupt request, the CPU fetches the interrupt vector from your interrupt vector table and uses the vector to branch to the start of the corresponding interrupt service routine.

**interrupt vector location:** The preset location in program memory where an interrupt vector must reside.

**interrupt vector table:** The list of interrupt vectors you assign in program memory.

**INTM bit:** See interrupt global mask (INTM) bit.

**ISR:** See interrupt service routine (ISR).
**Glossary**

**J**

**JTAG:**  *Joint Test Action Group.* The Joint Test Action Group was formed in 1985 to develop economical test methodologies for systems designed around complex integrated circuits and assembled with surface-mount technologies. The group drafted a standard that was subsequently adopted by IEEE as IEEE Standard 1149.1-1990, "IEEE Standard Test Access Port and Boundary-Scan Architecture". See also *boundary scan; test access port (TAP).*

**JTAG port:**  See *test access port (TAP).*

**L**

**latch:**  Hold a bit at the same value until a given event occurs. For example, when an overflow occurs in the accumulator, the V bit is set and latched at 1 until it is cleared by a conditional branch instruction or by a write to status register ST0. An interrupt is latched when its flag bit has been latched in the interrupt flag register (IFR).

**least significant bit (LSB):**  The bit in the lowest position of a binary number. For example, the LSB of a 16-bit register value is bit 0. See also *MSB, LSByte, and MSByte.*

**least significant byte (LSByte):**  The byte in the lowest position of a binary value. The LSByte of a value consists of the eight LSBs. See also *MSByte, LSB, and MSB.*

**location:**  A space where data can reside. A location may be a CPU register or a space in memory.

**logical shift:**  A shift that treats the shifted value as unsigned. See also *arithmetic shift.*

**LOOP (loop instruction status) bit:**  A bit in status register ST1 that indicates when a LOOPNZ or LOOPZ instruction is being executed (LOOP = 1).

**low addresses:**  Addresses closer to 00 0000₁₆ than to 3F FFFF₁₆. See also *high addresses.*

**low bits:**  See *LSB.*

**low word:**  The 16 LSBs of a 32-bit value. See also *high word.*
LSB: When used in a syntax of the MOVB instruction, LSB means least significant byte. Otherwise, LSB means least significant bit. See least significant bit (LSB) and least significant byte (LSByte).

LSByte: See least significant byte (LSByte).

Maskable interrupt: An interrupt that can be disabled by software so that the CPU does not service it until it is enabled by software. See also non-maskable interrupt.

Memory interface: The buses and signals responsible for carrying communications between the core and on-chip memory/peripherals.

Memory-mapped register: A register that can be accessed at addresses in data space.

Memory wrapper: The hardware around a memory block that identifies access requests and controls accesses for that memory block.

Mirror: A range of addresses that is the same size and is mapped to the same physical memory block as another range of addresses.

Most significant bit (MSB): The bit in the highest position of a binary number. For example, the MSB of a 16-bit register value is bit 15. See also LSB, LSByte, and MSByte.

Most significant byte (MSByte): The byte in the highest position of a binary value. The MSByte of a value consists of the eight MSBs. See also LSByte, LSB, and MSB.

MSB: When used in a syntax of the MOVB instruction, MSB means most significant byte. Otherwise MSB means most significant bit. See most significant bit (MSB) and most significant byte (MSByte).

MSByte: See most significant byte (MSByte).

Multiplicand register (T): The primary function of this register, also called the T register, is to hold one of the values to be multiplied during a multiplication. The following shift instructions use the four LSBs to hold the shift count: ASR (arithmetic shift right), LSL (logical shift left), LSR (logical shift right), and SFR (shift accumulator right). The T register can also be used as a general-purpose 16-bit register.
Glossary

N

**N (negative flag) bit:** A bit in status register ST0 that indicates whether the result of a calculation is a negative number \((N = 1)\). \(N\) is set to match the MSB of the result.

**nested interrupt:** An interrupt that occurs within an interrupt service routine.

**NMI:** A hardware interrupt that is nonmaskable, like reset \((RS)\), but does not reset the CPU. \(NMI\) simply forces the CPU to execute its interrupt service routine.

**nonmaskable interrupt:** An interrupt that cannot be blocked by software and is approved by the CPU immediately. See also *maskable interrupt*.

O

**offset branch:** A branch that uses a specified or generated offset value to jump to an address relative to the current position of the program counter (PC). See also *absolute branch*.

**opcode:** This document uses opcode to mean the complete code for an instruction. Thus, an opcode includes the binary sequence for the instruction type and the binary sequence and/or constant in which the operands are encoded.

**operand:** This document uses operand to mean one of the values entered after the instruction mnemonic and separated by commas (or for a shift operand, separated by the symbol \(<\)\). For example, in the \(CLRC\) \(INTM\) instruction, \(CLRC\) is the mnemonic and \(INTM\) is the operand.

**operation:** 1) A defined action; namely, the act of obtaining a result from one or more operands in accordance with a rule that completely specifies the result of any permitted combination of operands. 2) The set of such acts specified by a rule, or the rule itself. 3) The act specified by a single computer instruction. 4) A program step undertaken or executed by a computer; for example, addition, multiplication, extraction, comparison, shift, transfer, etc. 5) The specific action performed by a logic element.

**OVC:** See *overflow counter* \((OVC)\).

**OVM:** See *overflow mode* \((OVM)\) bit.
**overflow counter (OVC):** A 6-bit counter in status register ST0 that can be used to track overflows in the accumulator (ACC). The OVC is enabled only when the overflow mode (OVM) bit in ST0 is 0. When OVM = 0, the OVC is incremented by 1 for every overflow in the positive direction (too large a positive number) and decremented by 1 for every overflow in the negative direction (too large a negative number). The saturate (SAT) instruction modifies ACC to reflect the net overflow represented in the OVC.

**overflow flag (V):** A bit in status register ST0 that indicates when the result of an operation causes an overflow in the location holding the result (V = 1). If no overflow occurs, V is not modified.

**overflow mode (OVM) bit:** A bit in the status register ST0 that enables or disables overflow mode. When overflow mode is on (OVM = 1) and an overflow occurs, the CPU fills the accumulator (ACC) with a saturation value. When overflow mode is off (OVM = 0), the CPU lets ACC overflow normally but keeps track of each overflow by incrementing or decrementing by 1 the overflow counter (OVC) in ST0.

**P register:** See *product register (P).*

**PAB:** See *program address bus (PAB).*

**PAGE0 bit:** *PAGE0 addressing mode configuration bit.* This bit, in status register ST1, selects between two addressing modes: PAGE0 stack addressing mode (PAGE = 0) and PAGE0 direct addressing mode (PAGE0 = 1).

**PAGE0 direct addressing mode:** The direct addressing mode that uses data page 0 regardless of the value in the data page pointer (DP). This mode is available only when the PAGE0 bit in status register ST1 is 1. See also *DP direct addressing mode* and *PAGE0 stack addressing mode.*

**PAGE0 stack addressing mode:** The indirect addressing mode that references a value on the stack by subtracting a 6-bit offset from the current position of the stack pointer (SP). This mode is available only when the PAGE0 bit in status register ST1 is 0. See also *stack-pointer indirect addressing mode.*

**PC:** See *program counter (PC).*

**pending interrupt:** An interrupt that has been requested but is waiting for approval from the CPU. See also *approve an interrupt request.*
**peripheral-interface logic:** Hardware that is responsible for handling communications between a processor and a peripheral.

**PH:** The high word (16 MSBs) of the P register.

**phases:** See pipeline phases.

**pipeline:** The hardware in the CPU that takes each instruction through eight independent phases for fetching, decoding, and executing. During any given CPU cycle, there can be up to eight instructions in the pipeline, each at a different phase of completion. The phases, listed in the order in which instructions pass through them, are fetch 1, fetch 2, decode 1, decode 2, read 1, read 2, execute, and write.

**pipeline conflict:** A situation in which two instructions in the pipeline try to access a register or memory location out of order, causing improper code operation. The C28x pipeline inserts as many inactive cycles as needed between conflicting instructions to prevent pipeline conflicts.

**pipeline freeze:** A halt in pipeline activity in one of the two decoupled portions of the pipeline. Freezes in the fetch 1 through decode 1 portion of the pipeline are caused by a not-ready signal from program memory. Freezes in the decode 2 through write portion are caused by lack of instructions in the instruction-fetch queue or by not-ready signals from memory.

**pipeline phases:** The eight stages an instruction must pass through to be fetched, decoded, and executed. The phases, listed in the order in which instructions pass through them, are fetch 1, fetch 2, decode 1, decode 2, read 1, read 2, execute, and write.

**pipeline-protection mechanism:** The mechanism responsible for identifying potential pipeline conflicts and preventing them by adding inactive cycles between the conflicting instructions.

**PL:** The low word (16 LSBs) of the P register.

**PM bits:** See product shift mode (PM) bits.

**PRDB:** See program-read data bus (PRDB).

**priority:** See interrupt priority.

**product register (P):** This register, also called the P register, is given the results of most multiplications done by the CPU. The only other register that can be given the result of a multiplication is the accumulator (ACC). See also PH and PL.
**product shift mode (PM) bits:** A 3-bit field in status register ST0 that enables you to select one of eight product shift modes. The product shift mode determines whether or how the P register value is shifted before being used by an instruction. You have the choices of a left shift by 1 bit, no shift, or a right shift by N, where N is a number from 1 to 6.

**program address bus (PAB):** The bus that carries addresses for reads and writes from program space.

**program address generation logic:** This logic generates the addresses used to fetch instructions or data from program memory and places each address on the program address bus (PAB).

**program control logic:** This logic stores a queue of instructions that have been fetched from program memory by way of the program-read bus (PRDB). It also decodes these instructions and passes commands and constant data to other parts of the CPU.

**program counter (PC):** When the pipeline is full, the 22-bit PC always points to the instruction that is currently being processed—the instruction that has just reached the decode 2 phase of the pipeline.

**program-flow discontinuity:** A branching to a nonsequential address caused by a branch, a call, an interrupt, a return, or the repetition of an instruction.

**program-read data bus (PRDB):** The bus that carries instructions or data during reads from program space.

**R1 phase:** See read 1 (R1) phase.

**R2 phase:** See read 2 (R2) phase.

**read 1 (R1) phase:** The fifth of eight pipeline phases an instruction passes through. In this phase, if data is to be read from memory, the CPU drives the address(es) on the appropriate address bus(es). See also pipeline phases.

**read 2 (R2) phase:** The sixth of eight pipeline phases an instruction passes through. In this phase, data addressed in the read 1 phase is fetched from memory. See also pipeline phases.
**ready signals:** When the core requests a read from or write to a memory device or peripheral device, that device can take more time to finish the data transfer than the core allots by default. Each device must use one of the core’s **ready signals** to insert wait states into the data transfer when it needs more time. Wait-state requests freeze a portion of the pipeline if they are received during the fetch 1, read 1, or write pipeline phase of an instruction.

**real-time mode:** An emulation mode that enables you execute certain interrupts (time-critical interrupts), even when the CPU is halted. See also **stop mode**.

**real-time operating system interrupt (RTOSINT):** A maskable hardware interrupt generated by the emulation hardware in response to certain debug events. This interrupt should be disabled in the interrupt enable register (IER) and the debug interrupt enable register (DBGIER) unless there is a real-time operating system present in your debug system.

**reduced instruction set computer (RISC):** A computer whose instruction set and related decode mechanism are much simpler than those of microprogrammed complex instruction set computers.

**register addressing mode:** An addressing mode that enables you to reference registers by name.

**register conflict:** A pipeline conflict that would occur if an instruction read a register value before that value were changed by a prior instruction. The C28x pipeline inserts as many inactive cycles as needed between conflicting instructions to prevent register conflicts.

**register pair:** One of the pairs of CPU register stored to the stack during an automatic context save.

**repeat counter (RPTC):** The counter that is loaded by the RPT (repeat) instruction. The number in the counter is the number of times the instruction qualified by RPT is to be repeated after its initial execution.

**reserved:** A term used to describe memory locations or other items that you cannot use or modify.

**reset:** To return the DSP to a known state; an action initiated by the reset (RS) signal.

**return:** 1) The operation of forcing program control to a return address. 2) An instruction that performs such an operation. See also **call**.

**return address:** The address at which the CPU resumes processing after executing a subroutine or interrupt service routine.
RISC:  See reduced instruction set computer (RISC).

rotate operation:  An operation performed by the ROL (rotate accumulator left) or ROR (rotate accumulator right) instruction. The operation, which involves a shift by 1 bit, can be seen as the rotation of a 33-bit value that is the concatenation of the carry bit (C) and the accumulator (ACC).

RPTC:  See repeat counter (RPTC).

RTOSINT:  See real-time operating system interrupt (RTOSINT).

RUN command:  A debugger command used to execute all or a portion of a program. The RUN 1 command causes the debugger to execute a single instruction.

run state:  A debug execution state. In this state, the CPU is executing code and servicing interrupts freely. See also debug-halt state and single-instruction state.

select signal:  An output signal from the C28x that can be used to select specific memory or peripheral devices for particular types of read and write operations.

scan controller:  A device that performs JTAG state sequences sent to it by a host processor. These sequences, in turn, control the operation of a target device.

service an interrupt:  The CPU services an interrupt by preparing for and then executing the corresponding interrupt service routine. See also interrupt request and approve an interrupt request.

set:  To set a bit is to write a 1 to it. If a bit is set, it contains 1. See also clear.

sign extend:  To fill the unused most significant bits (MSBs) of a value with copies of the value’s sign bit.

sign-extension mode (SXM) bit:  A bit in status register ST0 that enables or suppresses sign extension. When sign-extension is enabled (SXM = 1), operands of certain instructions are treated as signed and are sign extended during shifting.

single-instruction state:  A debug execution state. In this state, the CPU executes one instruction and then returns to the debug-halt state. See also debug-halt state and run state.
16-bit operation:  An operation that reads or writes 16 bits.

software interrupt:  An interrupt initiated by an instruction. See also hardware interrupt.

SP:  See stack pointer (SP).

SPA bit:  See stack pointer alignment (SPA) bit.

ST0:  See status registers ST0 and ST1.

ST1:  See status registers ST0 and ST1.

stack:  The C28x stack is a software stack implemented by the use of a stack pointer (SP). The SP, a 16-bit CPU register, can be used to reference a value in the first 64K words of data memory (addresses 00 000016−00 FFFF16).

stack pointer (SP):  A 16-bit CPU register that enables you to use any portion of the first 64K words of data memory as a software stack. The SP always points to the next empty location in the stack.

stack pointer alignment (SPA) bit:  A bit in status register ST1 that indicates whether an ASP instruction has forced the SP to align to the next even address (SPA = 1).

stack-pointer indirect addressing mode:  The indirect addressing mode that references a data-memory value at the current position of the stack pointer (SP). See also PAGE0 stack addressing mode.

status registers ST0 and ST1:  These CPU registers contain control bits that affect the operation of the C28x and contain flag bits that reflect the results of operations.

STEP command:  A debugger command that causes the debugger to single-step through a program. The STEP1 command causes the debugger to execute a single instruction.

stop mode:  An emulation mode that provides complete control of program execution. When the CPU is halted in stop mode, all interrupts (including reset and nonmaskable interrupts) are ignored until the CPU receives a directive to run code again. See also real-time mode.

suppress sign extension:  Prevent sign extension from occurring during a shift operation. See also sign extend.

SXM bit:  See sign-extension mode (SXM) bit.
T register: The primary function of this register, also called the multiplicand register, is to hold one of the values to be multiplied during a multiplication. The following shift instructions use the four LSBs to hold the shift count: ASR (arithmetic shift right), LSL (logical shift left), LSR (logical shift right), and SFR (shift accumulator right). The T register can also be used as a general-purpose 16-bit register.

TAP: See test access port (TAP).

target device/system: The device/system on which the code you have developed is executed.

TC bit: See test/control flag (TC).

test access port (TAP): A standard communication port defined by IEEE standard 1149.1–1990 included in the DSP to implement boundary scan functions and/or to provide communication between the DSP and emulator.

test/control flag (TC): A bit in status register ST0 that shows the result of a test performed by the TBIT (test bit) instruction or the NORM (normalize) instruction.

test-logic-reset: A test and emulation logic condition that occurs when the TRST signal is pulled low or when the TMS signal is used to advance the JTAG state machine to the TLR state. This logic is a different type than that used by the CPU, which resets functional logic.

32-bit operation: An operation that reads or writes 32 bits.

TI extension pins: See EMU0 and EMU1 pins.

time-critical interrupt: An interrupt that must be serviced even when background code is halted. For example, a time-critical interrupt might service a motor controller or a high-speed timer. See also debug interrupt enable register (DBGIER).

USER1–USER12 interrupts: The interrupt vector table contains twelve locations for user-defined software interrupts. These interrupts, called USER1–USER12 in this document, can be initiated only by way of the TRAP instruction.
V

V bit (overflow flag): A bit in status register ST0 that indicates when the result of an operation causes an overflow in the location holding the result \((V = 1)\). If no overflow occurs, \(V\) is not modified.

vector: See interrupt vector.

vector location: See interrupt vector location.

vector map (VMAP) bit: A bit in status register ST1 that determines the addresses to which the interrupt vectors are mapped. When VMAP = 0, the interrupt vectors are mapped to addresses 00 0000\textsubscript{16}–00 003F\textsubscript{16} in program memory. When VMAP = 1, the vectors are mapped to addresses 3F FFC0\textsubscript{16}–3F FFFF\textsubscript{16} in program memory.

vector table: See interrupt vector table.

W

W phase: See write (W) phase.

wait state: A cycle during which the CPU waits for a memory or peripheral device to be ready for a read or write operation.

watchpoint: A place in a routine where it is to be halted if an address or an address and data combination match specified compare values. When a watchpoint is reached, the routine is halted and the CPU enters the debug-halt state.

word: In this document, a word is 16 bits unless specifically stated to be otherwise.

write (W) phase: The last of eight pipeline phases an instruction passes through. In this phase, if a value or result is to be written to memory, the CPU sends to memory the destination address and the data to be written. See also pipeline phases.

Z

zero fill: Fill the unused low- and/or high-order bits of a value with 0s.

zero flag (Z): A bit in status register ST0 that indicates when the result of an operation is 0 \((Z = 1)\).
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