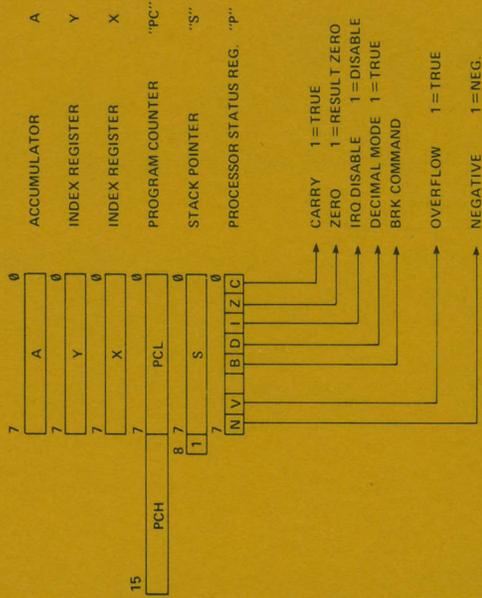


# SY6500 INSTRUCTION SET SUMMARY

## PROCESSOR PROGRAMMING MODEL



Copyright 1979 by Syntek Inc. All rights reserved. No part of the publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of Syntek. Reproduced by permission.

MSD		LSD								
0	0000	NUL	DLE	SP	0					
1	0001	SOH	DC1	1	A	Q	a	q	p	
2	0010	STX	DC2	"	1	A	Q	a	q	p
3	0011	ETX	DC3	#	2	B	R	b	r	s
4	0100	EOT	DC4	\$	3	C	S	c	s	t
5	0101	ENG	NAK	%	4	D	T	d	t	u
6	0110	ACK	SYN	&	5	E	U	e	v	w
7	0111	BEL	ETB	.	6	F	V	f	v	x
8	1000	CAN	EM	(	7	G	W	g	w	y
9	1001	HT	SUB	*	8	H	X	x	z	DEL
10	1010	LF	VT	+	9	I	Y	y	DEL	DEL
11	1011	CR	FS	/	10	J	Z	z	DEL	DEL
12	1100	FF	GS	-	11	K	[	[	DEL	DEL
13	1101	CS	RS	.	12	L	\	\	DEL	DEL
14	1110	SO	VS	/	13	M	]	]	DEL	DEL
15	1111	SI	VS	/	14	N	^	^	DEL	DEL

ASCII CHARACTER SET (7-BIT CODE)

- OPT - SPECIFIES OPTIONS FOR ASSEMBLY
  - OPTIONS ARE: OPTIONS LISTED FIRST ARE THE DEFAULT VALUES.
  - NOC (OCC ON CNT) - DO NOT LIST ALL INSTRUCTIONS AND THEIR USAGE.
  - NOG (GEN) - DO NOT GENERATE MORE THAN ONE LINE OF CODE FOR ASCII STRINGS.
  - ERR (NOE) - CREATE AN ASSEMBLER OUTPUT FILE.
  - MEM (NOM) - CREATE AN ASSEMBLER OBJECT OUTPUT FILE.
  - LIS (NOL) - PRODUCE A FULL ASSEMBLY LISTING.
  - BYTE - PRODUCES A SINGLE BYTE IN MEMORY EQUAL TO EACH OPERAND SPECIFIED.
  - WORD - PRODUCES TWO BYTES IN MEMORY EQUAL TO EACH OPERAND SPECIFIED.
  - DWYD - GENERATE THE NUMBER OF BLANK LINES SPECIFIED BY THE OPERAND.
  - SKIP - ADVANCE THE LISTING TO THE TOP OF A NEW PAGE AND CHANGE TITLE.
  - END - DEFINES THE END OF A SOURCE PROGRAM.
  - \* - DEFINES THE BEGINNING OF A NEW PROGRAM COUNTER SEQUENCE.
- LABELS ARE THE FIRST FIELD AND MUST BE FOLLOWED BY AT LEAST ONE SPACE.  
 LABELS CAN BE UP TO 8 ALPHANUMERIC CHARACTERS LONG AND MUST BEGIN WITH AN ALPHA CHARACTER.  
 A,X,Y,S,P AND THE 56 OPCODES ARE RESERVED AND CANNOT BE USED AS LABELS.  
 LABEL = EXPRESSION CAN BE USED TO EQUATE LABELS TO VALUES.  
 LABEL \*\* +N CAN BE USED TO RESERVE AREAS IN MEMORY.
- CHARACTERS USED AS SPECIAL PREFIXES:  
 • INDICATES AN ASSEMBLER DIRECTIVE  
 = SPECIFIES THE IMMEDIATE MODE OF ADDRESSING  
 \$ SPECIFIES A HEXADECIMAL NUMBER  
 @ SPECIFIES AN OCTAL NUMBER  
 % SPECIFIES A BINARY NUMBER  
 / SPECIFIES AN ASCII LITERAL CHARACTER  
 ( ) INDICATES INDIRECT ADDRESSING  
 : INDICATES FOLLOWING TEXT ARE COMMENTS  
 < > SPECIFIES LOWER HALF OF A 16 BIT VALUE  
 > SPECIFIES UPPER HALF OF A 16 BIT VALUE

