

Z0 Instruction Set version 1.1

32-bit fixed length instruction, 32-bit data path, register r0-r15, F is one bit flag
 format op:8 arg:24

	opcode	name	syntax	result
add	1	add	add r	ac = ac + r
sub	2	subtract	sub r	ac = ac - r
inc	3	increment	inc r	r = r + 1
dec	4	decrement	dec r	r = r - 1
mov	5	move	mov r	ac = r
mvi	6	move immediate	mvi n	ac = n
put	8	put	put r	r = ac
eq	9	equal	eq r	F = ac == r
ne	10	not equal	ne r	F = ac != r
lt	11	less than	lt r	F = ac < r
le	12	less than or equal	le r	F = ac <= r
gt	13	greater than	gt r	F = ac > r
ge	14	greater than or eq	ge r	F = ac >= r
z	15	zero	z r	F = r == 0
jmp	16	jump	jmp ads	goto ads
jt	17	jump if true	jt ads	if F != 0 goto ads
jf	18	jump if false	jf ads	if F == 0 goto ads
stop	19	stop	stop	stop simulation
ld	20	load	ld ads	ac = M[ads]
st	21	store	st ads	M[ads] = ac
ldd	22	load defer	ldd r	ac = M[r]
std	23	store defer	std r	M[r] = ac
call	24	call subroutine	call ads	next pc ->stk, jmp ads
ret	25	return	ret	stk -> pc

