APPENDIX A

The 8088 Instruction Set

The 8088 instruction set is summarized in the series of tables that makes up the bulk of this appendix. Examples of typical assembler-language statements are provided for each instruction listed. The time required to execute each instruction is indicated by the number of clocks specified. If "+EA" appears in this column, it indicates that time must be spent calculating the effective address of an operand that is located in main memory. This time depends on the addressing mode used to access the operand and can be obtained from Table A-1. The way each instruction affects the various 8088 flags is indicated in the box at the upper right corner of each table. The flag codes are explained in Table A-2.

The information provided here has been extracted from the *8086/8087/8088 Macro Assembly Language Reference Manual* and is reprinted with permission from Intel Corp.

Table A-1. Effective-Address Calculation Time

EA Components		Clocks*
Displacement Only		6
Base or Index Only	(BX, BP, SI, DI)	5
Displacement		
+		9
Base or Index	(BX, BP, SI, DI)	
Base	BP + DI, BX + SI	7
+		
Index	BP + SI, BX + DI	8
Displacement	BP + DI + DISP	
+	BX + SI + DISP	11
Base		
+	BP + SI + DISP	
Index	BX + DI + DISP	12

*Add 2 clocks for segment override.

Table A-2. Key to Flag Codes

Code	Meaning
1	unconditionally set
0	unconditionally cleared
X	altered to reflect operation result
U	undefined (mask it out)
R	replaced from memory (e.g., SAHF)
b	(blank) unaffected

INSTRUCTION-SET TABLES

AAA	AAA (no operands) ASCII adjust for addition			Flags ODITSZAPC U UUXUX
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	4	—	1	AAA

AAD	AAD (no operands) ASCII adjust for division			Flags ODITSZAPC U XXUXU
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	60	—	2	AAD

AAM	AAM (no operands) ASCII adjust for multiply			Flags ODITSZAPC U XXUXU
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	83	—	1	AAM

AAS	AAS (no operands) ASCII adjust for subtraction			Flags ODITSZAPC U UUXUX
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	4	—	1	AAS

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

ADC	ADC destination,source Add with carry			Flags ODITSZAPC X XXXXX
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register, register	3	—	2	ADC AX, SI
register, memory	9+EA	1	2-4	ADC DX, BETA [SI]
memory, register	16+EA	2	2-4	ADC ALPHA [BX] [SI], DI
register, immediate	4	—	3-4	ADC BX, 256
memory, immediate	17+EA	2	3-6	ADC GAMMA, 30H
accumulator, immediate	4	—	2-3	ADC AL, 5

ADD	ADD destination,source Addition			Flags ODITSZAPC X XXXXX
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register, register	3	—	2	ADD CX, DX
register, memory	9+EA	1	2-4	ADD DI, [BX], ALPHA
memory, register	16+EA	2	2-4	ADD TEMP, CL
register, immediate	4	—	3-4	ADD CL, 2
memory, immediate	17+EA	2	3-6	ADD ALPHA, 2
accumulator, immediate	4	—	2-3	ADD AX, 200

AND	AND destination,source Logical AND			Flags ODITSZAPC 0 XXUX0
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register, register	3	—	2	AND AL, BL
register, memory	9+EA	1	2-4	AND CX, FLAG_WORD
memory, register	16+EA	2	2-4	AND ASCII [DI],AL
register, immediate	4	—	3-4	AND CX0, F0H
memory, immediate	17+EA	2	3-6	AND BETA, 01H
accumulator, immediate	4	—	2-3	AND AX, 01010000B

CALL	CALL target Call a procedure			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Examples**
near-proc	19	1	3	CALL NEAR_PROC
far-proc	28	2	5	CALL FAR_PROC
memptr 16	21+EA	2	2-4	CALL PROC_TABLE [SI]
regptr 16	16	1	2	CALL AX
memptr 32	37+EA	4	2-4	CALL [BX], TASK [SI]

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

CBW

CBW (no operands)
Convert byte to word

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	CBW

CLC

CLC (no operands)
Clear carry flag

Flags ODITSZAPC
0

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	CLC

CLD

CLD (no operands)
Clear direction flag

Flags ODITSZAPC
0

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	CLD

CLI

CLI (no operands)
Clear interrupt flag

Flags ODITSZAPC
0

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	CLI

CMC

CMC (no operands)
Complement carry flag

Flags ODITSZAPC
X

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	CMC

CMP

CMP destination,source
Compare destination to source

Flags ODITSZAPC
X XXXXX

Operands	Clocks	Transfers*	Bytes	Coding Example
register, register	3	—	2	CMP BX, CX
register, memory	9+EA	1	2-4	CMP DH, ALPHA
memory, register	9+EA	1	2-4	CMP [BP+2],SI
register, immediate	4	—	3-4	CMP BL, 02H
memory, immediate	10+EA	1	3-6	CMP [BX].RADAR [DI], 3420H
accumulator, immediate	4	—	2-3	CMP AL, 00010000B

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

CMPS

CMPS dest-string,source-string
Compare string

Flags ODITSZAPC
X XXXXX

Operands	Clocks	Transfers*	Bytes	Coding Example
dest-string, source-string	22	2	1	CMPS BUFF1, BUFF2
(repeat) dest-string, source-string	9+22/rep	2/rep	1	REPE CMPS ID, KEY

CWD

CWD (no operands)
Convert word to doubleword

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	5	—	1	CWD

DAA

DAA (no operands)
Decimal adjust for addition

Flags ODITSZAPC
X XXXXX

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	4	—	1	DAA

DAS

DAS (no operands)
Decimal adjust for subtraction

Flags ODITSZAPC
U XXXXX

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	4	—	1	DAS

DEC

DEC destination
Decrement by 1

Flags ODITSZAPC
X XXXX

Operands	Clocks	Transfers*	Bytes	Coding Example
reg16	2	—	1	DEC AX
reg8	3	—	2	DEC AL
memory	15+EA	2	2-4	DEC ARRAY [SI]

DIV

DIV source
Division,unsigned

Flags ODITSZAPC
U UUUUU

Operands	Clocks	Transfers*	Bytes	Coding Example
reg8	80-90	—	2	DIV CL
reg16	144-162	—	2	DIV BX
mem8	(86-96) +EA	1	2-4	DIV ALPHA
mem16	(150-168) +EA	1	2-4	DIV TABLE [SI]

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

ESC	ESC external-opcode,source Escape			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
immediate, memory	8+EA	1	2-4	ESC 6,ARRAY [SI]
immediate, register	2	—	2	ESC 20,AL

HLT	HLT (no operands) Halt			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	2	—	1	HLT

IDIV	IDIV source Integer division			Flags ODITSZAPC U UUUUU
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
reg8	101-112	—	2	IDIV BL
reg16	165-184	—	2	IDIV CX
mem8	(107-118) +EA	1	2-4	IDIV DIVISOR BYTE [SI]
mem16	(171-190) +EA	1	2-4	IDIV [BX], DIVI- SOR_WORD

IMUL	IMUL source Integer multiplication			Flags ODITSZAPC X UUUUX
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
reg8	80-98	—	2	IMUL CL
reg16	128-154	—	2	IMUL BX
mem8	(86-104) +EA	1	2-4	IMUL RATE_BYTE
mem16	(134-160) +EA	1	2-4	IMUL RATE_WORD [BP]+ [DI]

IN	IN accumulator,port Input byte or word			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
accumulator, immed8	10	1	2	IN AL, 0FFEAH
accumulator, DX	8	1	1	IN AX, DX

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

INC	INC destination Increment by 1			Flags ODITSZAPC X XXXX
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
reg16	2	—	1	INC CX
reg8	3	—	2	INC BL
memory	15+EA	2	2-4	INC ALPHA [DI] [BX]

INT	INT interrupt-type interrupt			Flags ODITSZAPC 00
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
immed8 (type=3)	52	5	1	INT 3
immed8 (type≠3)	51	5	2	INT 67

INTR	INTR (external maskable in- terrupt) Interrupt if INTR and IF=1			Flags ODITSZAPC 00
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	61	7	N/A	N/A

INTO	INTO (no operands) Interrupt if overflow			Flags ODITSZAPC 00
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	53 or 4	5	1	INTO

IRET	IRET (no operands) Interrupt Return			Flags ODITSZAPC RRRRRRRRR
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	24	3	1	IRET

JA/JNBE	JA/JNBE short-label Jump if above/Jump if not below nor equal			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	16 or 4	—	2	JA ABOVE

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

JAE/JNB

JAE/JNB short-label
Jump if above or equal/Jump if not below

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JAE ABOVE_EQUAL

JB/JNAE

JB/JNAE short-label
Jump if below/Jump if not above nor equal

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JB BELOW

JBE/JNA

JBE/JNA short-label
Jump if below or equal/Jump if not above

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JNA NOT ABOVE

JC

JC short-label
Jump if carry

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JC CARRY SET

JCXZ

JCXZ short-label
Jump if CX is zero

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	18 or 6	—	2	JCXZ COUNT DONE

JE/JZ

JE/JZ short-label
Jump if equal/Jump if zero

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JZ ZERO

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

JG/JNLE

JG/JNLE short-label
Jump if greater/Jump if not less nor equal

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JG GREATER

JGE/JNL

JGE/JNL short-label
Jump if greater or equal/Jump if not less

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JGE GREATER EQUAL

JL/JNGE

JL/JNGE short-label
Jump if less/Jump if not greater nor equal

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JL LESS

JLE/JNG

JLE/JNG short-label
Jump if less or equal/Jump if not greater

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JNG NOT GREATER

JMP

JMP target
Jump

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	15	—	2	JMP SHORT
near-label	15	—	3	JMP WITHIN SEGMENT
far-label	15	—	5	JMP FAR LABEL
memptr16	18+EA	1	2-4	JMP [BX],TARGET
regptr16	11	—	2	JMP CX
memptr32	24+EA	2	2-4	JMP OTHER,SEG [SI]

JNC

JNC short-label
Jump if not carry

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
short-label	16 or 4	—	2	JNC NOT CARRY

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

JNE/JNZ	JNE/JNZ short-label Jump if not equal/Jump if not zero			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	16 or 4	—	2	JNE NOT EQUAL

JNO	JNO short-label Jump if not overflow			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	16 or 4	—	2	JNO NO OVERFLOW

JNP/JPO	JNP/JPO short-label Jump if not parity/Jump if parity odd			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	16 or 4	—	2	JPO ODD PARITY

JNS	JNS short-label Jump if not sign			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	16 or 4	—	2	JNS POSITIVE

JO	JO short-label Jump if overflow			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	16 or 4	—	2	JO SIGNED_OVRFLW

JP/JPE	JP/JPE short-label Jump if parity/Jump if parity even			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	16 or 4	—	2	JPE EVEN_PARITY

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

JS	JS short-label Jump if sign			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	16 or 4	—	2	JS NEGATIVE

LAHF	LAHF (no operands) Load AH from flags			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	4	—	1	LAHF

LDS	LDS destination,source Load pointer using DS			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
reg16, mem32	16+EA	2	2-4	LDS SI,DATA,SEG [DI]

LOCK	LOCK (no operands) Lock bus			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	2	—	1	LOCK XCHG FLAG,AL

LODS	LODS source-string Load string			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
source-string (repeat) source-string	12 9+13/rep	1 1/rep	1 1	LODS CUSTOMER NAME REP LODS NAME

LOOP	LOOP short-label Loop			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	17/5	—	2	LOOP AGAIN

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

LOOPE/ LOOPZ	LOOPE/LOOPZ short-label Loop if equal/Loop if zero			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	18 or 6	—	2	LOOPE AGAIN

LOOPNE/ LOOPNZ	LOOPNE/LOOPNZ short-label Loop if not equal/Loop if not zero			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
short-label	19 or 5	—	2	LOOPNE AGAIN

LEA	LEA destination,source Load effective address			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
reg16, mem16	2+EA	—	2-4	LEA BX, [BP] [DI]

LES	LES destination,source Load pointer using ES			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
reg16, mem32	16+EA	2	2-4	LES DI, [BX], TEXT_BUFF

NMI	NMI (external nonmaskable interrupt) Interrupt if NMI=1			Flags ODITSZAPC 00
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	50	5	N/A	N/A

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

MOV	MOV destination,source Move			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
memory, accumulator	10	1	3	MOV ARRAY [SI], AL
accumulator, memory	10	1	3	MOV AX, TEMP_RESULT
register, register	2	—	2	MOV AX,CX
register, memory	8+EA	1	2-4	MOV BP, STACK_TOP
memory, register	9+EA	1	2-4	MOV COUNT [DI], CX
register, immediate	4	—	2-3	MOV CL, 2
memory, immediate	10+EA	1	3-6	MOV MASK [BX] [SI], 2 CH
seg-reg, reg16	2	—	2	MOV ES, CX
seg-reg, mem16	8+EA	1	2-4	MOV DS, SEGMENT_BASE
reg16, seg-reg	2	—	2	MOV BP, SS
memory, seg-reg	9+EA	1	2-4	MOV [BX], SEG_SAVE, CS

MOVS	MOVS dest-string,source-string Move string			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
dest-string, source-string	18	2	1	MOVS LINE,EDIT_DATA
(repeat) dest-string, source-string	9+17/rep	2/rep	1	REP MOVS SCREEN, BUFFER

MOVSB/ MOVSW	MOVSB/MOVSW (no operands) Move string (byte/word)			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	18	2	1	MOVSB
(repeat) (no operands)	9+17/rep	2/rep	1	REP MOVSW

MUL	MUL source Multiplication, unsigned			Flags ODITSZAPC X UUUUX
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
reg8	70-77	—	2	MUL BL
reg16	118-133	—	2	MUL CX
mem8	(76-83)+EA	1	2-4	MUL MONTH [SI]
mem16	(124-139)+EA	1	2-4	MUL BAUD_RATE

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

NEG	NEG destination Negate			Flags ODITSZAPC X XXXX1*
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register	3	—	2	NEG AL
memory	16+EA	2	2-4	NEG MULTIPLIER

*0 if destination = 0

NOP	NOP (no operands) No Operation			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	3	—	1	NOP

NOT	NOT destination Logical NOT			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register	3	—	2	NOT AX
memory	16+EA	2	2-4	NOT CHARACTER

OR	OR destination,source Logical inclusive OR			Flags ODITSZAPC 0 XXUX0
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register, register	3	—	2	OR AL, BL
register, memory	9+EA	1	2-4	OR DX, PORT ID [DI]
memory, register	16+EA	2	2-4	OR FLAG BYTE, CL
accumulator, immediate	4	—	2-3	OR AL,0110110B
register, immediate	4	—	3-4	OR CX,01FH
memory, immediate	17+EA	2	3-6	OR [BX] CMD WORD,0CFH

OUT	OUT port,accumulator Output byte or word			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
immed8, accumulator	10	1	2	OUT 44, AX
DX, accumulator	8	1	1	OUT DX, AL

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

POP	POP destination Pop word off stack			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register	8	1	1	POP DX
seg-reg (CS illegal)	8	1	1	POP DS
memory	17+EA	2	2-4	POP PARAMETER

POPF	POPF (no operands) Pop flags off stack			Flags ODITSZAPC RRRRRRRRR
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	8	1	1	POPF

PUSH	PUSH source Push word onto stack			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register	11	1	1	PUSH SI
seg-reg (CS legal)	10	1	1	PUSH ES
memory	16+EA	2	2-4	PUSH RETURN CODE [SI]

PUSHF	PUSHF (no operands) Push flags onto stack			Flags ODITSZAPC
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
(no operands)	10	1	1	PUSHF

RCL	RCL destination,count Rotate left through carry			Flags ODITSZAPC X X
Operands	**Clocks**	**Transfers***	**Bytes**	**Coding Example**
register, 1	2	—	2	RCL CX,1
register, CL	8+4/bit	—	2	RCL AL, CL
memory, 1	15+EA	2	2-4	RCL ALPHA, 1
memory, CL	20+EA+ 4/bit	2	2-4	RCL [BP], PARM, CL

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

RCR

RCR destination,count
Rotate right through carry

Flags O D I T S Z A P C
X X

Operands	Clocks	Transfers*	Bytes	Coding Example
register, 1	2	—	2	RCR BX, 1
register, CL	8+4/bit	—	2	RCR BL, CL
memory, 1	15+EA	2	2-4	RCR [BX], STATUS, 1
memory, CL	20+EA+4/bit	2	2-4	RCR ARRAY [DI], CL

REP

REP (no operands)
Repeat string operation

Flags O D I T S Z A P C

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	REP MOVS DEST, SRCE

REPE/REPZ

REPE/REPZ (no operands)
Repeat string operation while equal/while zero

Flags O D I T S Z A P C

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	REPE CMPS DATA, KEY

REPNE/REPNZ

REPNE/REPNZ (no operands)
Repeat string operation while not equal/not zero

Flags O D I T S Z A P C

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	REPNE SCAS INPUT LINE

RET

RET optional-pop-value
Return from procedure

Flags O D I T S Z A P C

Operands	Clocks	Transfers*	Bytes	Coding Example
(intra-segment, no pop)	8	1	1	RET
(intra-segment, pop)	12	1	3	RET 4
(inter-segment, no pop)	18	2	1	RET
(inter-segment, pop)	17	2	3	RET 2

* *For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.*

ROL

ROL destination,count
Rotate left

Flags O D I T S Z A P C
X X

Operands	Clocks	Transfers*	Bytes	Coding Example
register, 1	2	—	2	ROL BX, 1
register, CL	8+4/bit	—	2	ROL DI, CL
memory, 1	15+EA	2	2-4	ROL FLAG BYTE [DI], 1
memory, CL	20+EA+4/bit	2	2-4	ROL ALPHA, CL

ROR

ROR destination,count
Rotate right

Flags O D I T S Z A P C
X X

Operands	Clocks	Transfers*	Bytes	Coding Example
register, 1	2	—	2	ROR AL, 1
register, CL	8+4/bit	—	2	ROR BX, CL
memory, 1	15+EA	2	2-4	ROR PORT STATUS, 1
memory, CL	20+EA+4/bit	2	2-4	ROR CMD WORD, CL

SAHF

SAHF (no operands)
Store AH into flags

Flags O D I T S Z A P C
R R R R R

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	4	—	1	SAHF

SAL/SHL

SAL/SHL destination,count
Shift arithmetic left/Shift logical left

Flags O D I T S Z A P C
X X

Operands	Clocks	Transfers*	Bytes	Coding Example
register, 1	2	—	2	SAL AL, 1
register, CL	8+4/bit	—	2	SHL DI, CL
memory, 1	15+EA	2	2-4	SHL [BX], OVERDRAW, 1
memory, CL	20+EA+4/bit	2	2-4	SAL STORE_COUNT, CL

SAR

SAR destination,source
Shift arithmetic right

Flags O D I T S Z A P C
X X X U X X

Operands	Clocks	Transfers*	Bytes	Coding Example
register, 1	2	—	2	SAR DX, 1
register, CL	8+4/bit	—	2	SAR DI, CL
memory, 1	15+EA	2	2-4	SAR N BLOCKS, 1
memory, CL	20+EA+4/bit	2	2-4	SAR N BLOCKS, CL

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

SBB

SBB destination,source
Subtract with borrow

Flags ODITSZAPC
X XXXXX

Operands	Clocks	Transfers*	Bytes	Coding Example
register, register	3	—	2	SBB BX, CX
register, memory	9+EA	1	2-4	SBB DI, [BX], PAYMENT
memory, register	16+EA	2	2-4	SBB BALANCE, AX
accumulator, immediate	4	—	2-3	SBB AX, 2
register, immediate	4	—	3-4	SBB CL, 1
memory, immediate	17+EA	2	3-6	SBB COUNT [SI], 10

SCAS

SCAS dest-string
Scan string

Flags ODITSZAPC
X XXXXX

Operands	Clocks	Transfers*	Bytes	Coding Example
dest-string	15	1	1	SCAS INPUT_LINE
(repeat) dest-string	9+15/rep	1/rep	1	REPNE SCAS BUFFER

SHR

SHR destination,count
Shift logical right

Flags ODITSZAPC
X X

Operands	Clocks	Transfers*	Bytes	Coding Example
register, 1	2	—	2	SHR SI, 1
register, CL	8+4/bit	—	2	SHR SI, CL
memory, 1	15+EA	2	2-4	SHR ID BYTE [SI] [BX], 1
memory, CL	20+EA+4/bit	2	2-4	SHR INPUT WORD, CL

SINGLE STEP

SINGLE STEP (Trap flag interrupt)
Interrupt if TF = 1

Flags ODITSZAPC
00

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	50	5	N/A	N/A

STC

STC (no operands)
Set carry flag

Flags ODITSZAPC
1

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	STC

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

STD

STD (no operands)
Set direction flag

Flags ODITSZAPC
1

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	STD

STI

STI (no operands)
Set interrupt enable flag

Flags ODITSZAPC
1

Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	2	—	1	STI

STOS

STOS dest-string
Store byte or word string

Flags ODITSZAPC

Operands	Clocks	Transfers*	Bytes	Coding Example
dest-string	11	1	1	STOS PRINT LINE
(repeat) dest-string	9+10/rep	1/rep	1	REP STOS DISPLAY

SUB

SUB destination,source
Subtraction

Flags ODITSZAPC
X XXXXX

Operands	Clocks	Transfers*	Bytes	Coding Example
register, register	3	—	2	SUB CX, BX,
register, memory	9+EA	1	2-4	SUB DX, MATH TOTAL [SI]
memory, register	16+EA	2	2-4	SUB [BP+2], CL
accumulator, immediate	4	—	2-3	SUB AL, 10
register, immediate	4	—	3-4	SUB SI, 5280
memory, immediate	17+EA	2	3-6	SUB [BP], BALANCE, 1000

TEST

TEST destination,source
Test or nondestructive logical AND

Flags ODITSZAPC
0 XXUX0

Operands	Clocks	Transfers*	Bytes	Coding Example
register, register	3	—	2	TEST SI, DI
register, memory	9+EA	1	2-4	TEST SI, END_COUNT
accumulator, immediate	4	—	2-3	TEST AL, 00100000B
register, immediate	5	—	3-4	TEST BX, 0CC4H
memory, immediate	11+EA	—	3-6	TEST RETURN CODE, 01H

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

WAIT	WAIT (no operands) Wait while TEST pin not asserted			Flags ODITSZAPC
Operands	Clocks	Transfers*	Bytes	Coding Example
(no operands)	3+5n	—	1	WAIT

XCHG	XCHG destination,source Exchange			Flags ODITSZAPC
Operands	Clocks	Transfers*	Bytes	Coding Example
accumulator, reg16	3	—	1	XCHG AX, BX
memory, register	17+EA	2	2-4	XCHG SEMAPHORE, AX
register, register	4	—	2	XCHG AL, BL

XLAT	XLAT source-table Translate			Flags ODITSZAPC
operands	Clocks	Transfers*	Bytes	Coding Example
source-table	11	1	1	XLAT ASCII_TAB

XOR	XOR destination,source Logical exclusive OR			Flags ODITSZAPC 0 XXUX0
Operands	Clocks	Transfers*	Bytes	Coding Example
register, register	3	—	2	XOR CX, BX
register, memory	9+EA	1	2-4	XOR CL, MASK BYTE
memory, register	16+EA	2	2-4	XOR ALPHA [SI],DX
accumulator, immediate	4	—	2-3	XOR AL, 01000010B
register, immediate	4	—	3-4	XOR SI, 00C2H
memory, immediate	17+EA	2	3-6	XOR RETURN CODE, 0D2H

* For the 8086, add four clocks for each 16-bit word transfer with an odd address. For the 8088, add four clocks for each 16-bit word transfer.

APPENDIX B

References

1. The IBM Personal Computer Technical Reference Manual
2. The IBM Personal Computer Disk Operating System Manual
3. The IBM Personal Computer Macro Assembler Manual
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5. *Intel 8086 Family User's Manual*
6. *Intel 8086/8087/8088 Macro Assembly Language Reference Manual for 8086-Based Development Systems*
7. Intel product specifications for the following devices:
   A. 8255 Programmable Peripheral Interface
   B. 8259 Interrupt Controller
   C. 8237 DMA Controller
   D. 8253 Timer
8. Motorola product specification for the 6845 CRT Controller