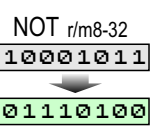
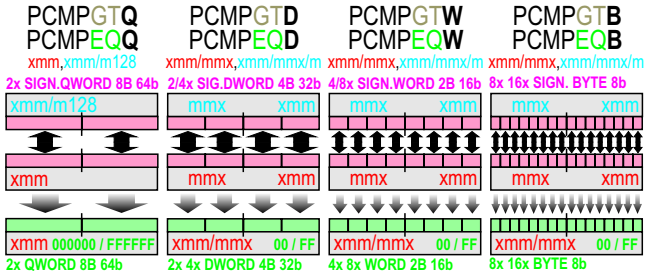
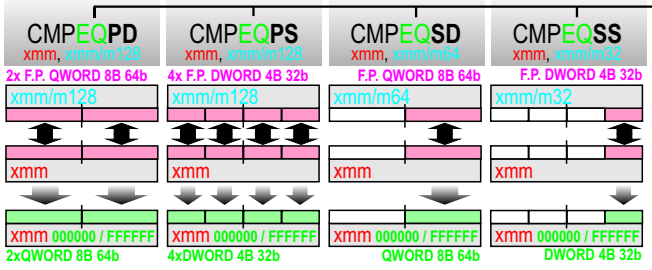


LOGICKÉ INŠTRUKCIE

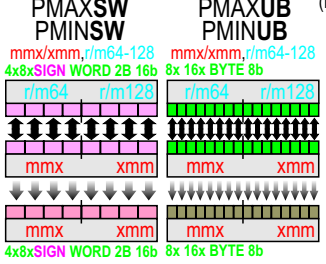
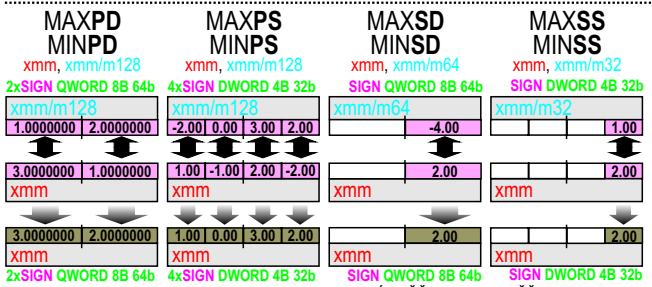
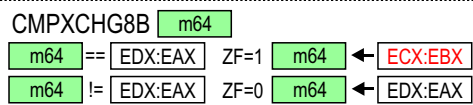
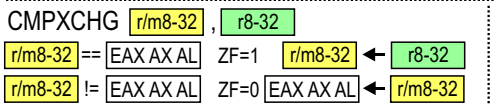


NEG $r/m8-32$ (NOT + 1)

Z=1 ŽIADNY BIT ROVNAKÝ
Z=0 NEJAKÝ BIT ROVNAKÝ
C=1 $xmm = xmm$
C=0 $xmm != xmm$



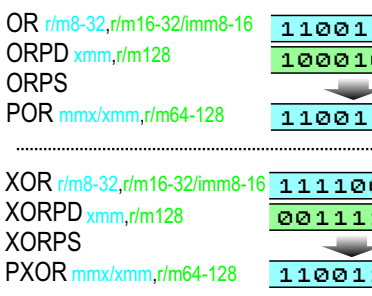
PCMPDQ: FF = rovnaké 00 = nerovnaké **PCMPGT**: FF = $xmm, mmx > xmm, mmx, m$
00 = $xmm, mmx <= xmm, mmx, m$



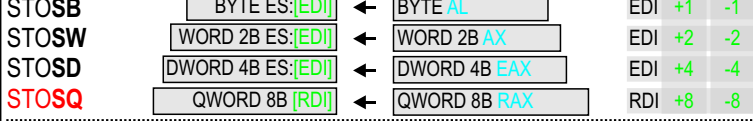
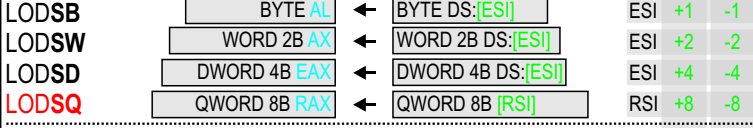
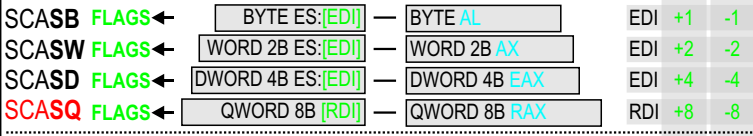
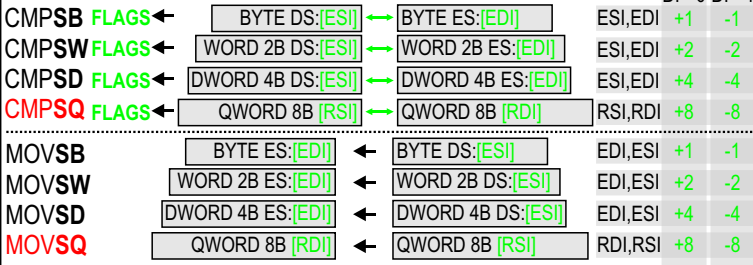
ARPL $reg./m16, reg.16$
if $dst < src$ then $dst=src$ $zf=1$

RIADIACE INŠTRUKCIE

CMC invertuje CF
CLC CF = 0
STC CF = 1
CLD DF = 0 smer hore +
STD DF = 1 smer dole -
CLI IF = 0 zakaz prerusenias
STI IF = 1 povolenie prerusenias
CLTS reg.CR0(MSW-286) 3-bit.TS=0
CPUID EAX=1 then $kod_cpu > EAX$ $priznak > EDX$
EAX=0 then EAX=1 ...EBX= ECX= EDX=



BLOKOVÉ INŠTRUKCIE

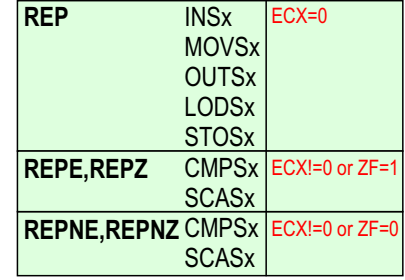


INSB blokovie IN bajtu/word/dword **OUTSB** blokovie OUT bajtu/word/dword

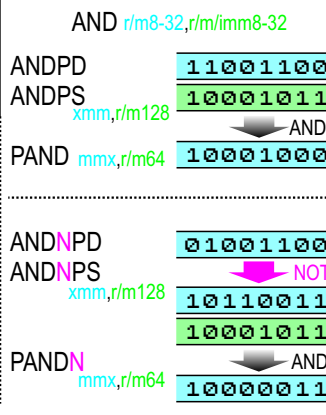
INSW $ES:[DI], port[DX]$ **OUTSW** $port[DX], ES:[DI]$

INSD if DF=0 then $DI=DI+n$ else $DI=DI-n$ **OUTSD** if DF=0 then $DI=DI+n$ else $DI=DI-n$

PREFIXY OPAKOVANIA ECX-1



dosadi hodnotu	1	0
SETA dst	(CF==0)&&(ZF==0)	
SETNB dst		CF==0
SETAE dst		CF==0
SETNB dst		CF==0
SETNC dst		CF==1
SETB dst		CF==1
SETC dst		CF==1
SETNAE dst		(CF==1) !(ZF==1)
SETBE dst		(CF==1) !(ZF==1)
SETNA dst		ZF==1
SETE dst		ZF==1
SETZ dst		ZF==1
SETG dst		(ZF==0)&&(SF==OF)
SETNLE dst		(ZF==0)&&(SF==OF)
SETGE dst		SF==OF
SETNL dst		SF==OF
SETL dst		(ZF==0)&&(SF<>OF)
SETNGE dst		(ZF==0)&&(SF<>OF)
SETLE dst		(ZF==1)&&(SF<>OF)
SETNLE dst		(ZF==1)&&(SF<>OF)
SETNO dst		OF==0
SETNP dst		PF==0
SETPO dst		PF==0
SETNS dst		SF==0
SETNO dst		OF==1
SETP dst		PF==1
SETPE dst		PF==1
SETS dst		SF==1



SKOKOVÉ INŠTRUKCIE

BIT	FLAG	1	0
6	ZF	JZ JE	JNZ JNE
0	CF	JC JB JNAE	JNC JNB JAE
7	SF	JS	JNS
2	PF	JP JPE	JNP JPO
11	OF	JO	JNO
CF or ZF =		JBE JNA	JA JNBE
SF xor OF =		JL JNGE	JNL JGE
(SF xor OF) or ZF		JNG JLE	JG JNLE
CX = 0		JCXZ	
ECX = 0		JECXZ	

LOOP (E)CX- (E)CX!=0

LOOPZ (E)CX- (E)CX!=0 && ZF=1

LOOPNZ (E)CX- (E)CX!=0 && ZF=0

LOOPD ECX- ECX!=0

LOOPDE ECX- ECX!=0 && CF=1

LOOPDNE ECX- ECX!=0 && CF=0

JMP CALL SKOK NA ADRESU CS,IP->(SP) JMP ADRESA

INT INTO F->(SP) CS,IP->(SP) JMP VECTOR INT4 PRETEČENIE AK OF=1

IRET RET RETN RETF RETQ NÁVRAT Z INT NÁVRAT IP<-(SP) NÁVRAT (E)IP<-(SP) NÁVRAT CS:EIP<-(SP) NÁVRAT RIP

RSM NÁVRAT Z MÓDU



16.01.2010

PREFIXY ZMENY SEGMENTU

SEGCS	SEGDS	SEGES
SEGFS	SEGGS	SEGSS

BITOVÉ INŠTRUKCIE

$reg./mem16-32, reg.16-32/imm8$

BT bit určený src z dst → CF

BTC bit určený src z dst → CF; bit v dst = neg.

BTR bit určený src z dst → CF; bit v dst = 0

BTS bit určený src z dst → CF; bit v dst = 1

$reg.16-32b, reg.16-32b$

BSF 7 6 5 4 3 2 1 0 ← $reg.=1$; ZF=1

BSR 7 6 5 4 3 2 1 0 → $reg.=4$; ZF=1

LZCNT (zapiše pozíciu nenulového bitu)

POPCNT $reg.16-32b, r/m16-32$
→ $reg.16-32 = 4$
(zapiše počet nenulových bitov)