

# Magutz Microchip \*MPLab Programming Instructions

**A collection of macros to facilitate assembly language programming.**

Along with simplifying the use of words, 16 bit registers.

A collection of 158 instruction that also include the standard \*Microchip commands. 110 for working with single register and 48 for working with double registers or words.

Once you get use to them; you'll wonder how you managed without them!

## **License:**

This information and macros are free, you can redistribute modify or do with them what ever makes you happy, just at least give me some of the credit. I spent many hours writing and testing them. Also you may want to check with \*Microchip, the language it self is theirs.

## **Disclaimer:**

And of course there is no guarantee what so ever. By using this information and/or macros you agree that all risks involved are yours.

Any collaboration from your part will be appreciated, like bugs or additional material that could be added.

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Let's Keep Life Simple, Why Complicate It?  
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Version 1.11

**MG Instruction Set**

Step	Instruction	Format	Description	Step	Instruction	Format	Description
2	<b>ADD</b>	fr, lit	Add literal to fr	5	<b>INVF</b>	fr1, fr2	Exchanges fr1 with fr2
2	<b>ADDF</b>	fr1, fr2	Add 2 frs	1	<b>INCFSZ</b>	fr, w	Inc fr result in W - Skp
1	<b>ADDWF</b>	fr, f	Add W to fr	2	<b>JB</b>	bit, label	Jump if bit = 1
1	<b>ADDWF</b>	fr, w	Add fr to W	2	<b>JC</b>	label	Jump to label if Carry
1	<b>ADDLW</b>	lit	Add literal to W	1	<b>GOTO</b>	label	Jump to label
2	<b>ADDB</b>	fr, bit	Add bit to fr	2	<b>JNB</b>	bit, label	Jump if no bit
2	<b>AND</b>	fr, lit	AND fr with literal	2	<b>JNC</b>	label	Jump if no Carry
2	<b>ANDF</b>	fr1, fr2	AND 2 frs	2	<b>JNZ</b>	label	Jump if not Zero
1	<b>ANDWF</b>	fr, f	AND fr with W	2	<b>JZ</b>	label	Jump if Zero
1	<b>ANDWF</b>	fr, w	AND W with fr	1-3	<b>LCALL</b>	label	Long Call
1	<b>ANDLW</b>	lit	AND W with literal	1-3	<b>LGOTO</b>	label	Long Jump
1	<b>CALL</b>	label	Call function	2	<b>MOV</b>	fr, lit	Move literal to fr
4	<b>CJA</b>	fr, lit, label	CJA fr to literal	2	<b>MOVX</b>	fr1, fr2	Copy fr2 to fr1
4	<b>CJAF</b>	fr1, fr2, label	CJA 2 frs	1	<b>MOVWF</b>	fr	Copy W to fr
4	<b>CJAE</b>	fr, lit, label	CJAE fr to literal	1	<b>MOVLW</b>	lit	Copy literal to W
4	<b>CJAEF</b>	fr1, fr2, label	CJAE 2 frs	4	<b>MOVB</b>	bit1, bit2	Copy bit2 to bit1
4	<b>CJB</b>	fr, lit, label	CJB fr to literal	4	<b>MOVVBX</b>	bit1, bit2	Copy not-bit2 to bit1
4	<b>CJBF</b>	fr1, fr2, label	CJB 2 frs	1	<b>NOP</b>		No operation
4	<b>CJBE</b>	fr, lit, label	CJBE fr to literal	2	<b>OR</b>	fr, lit	OR fr with literal
4	<b>CJBEF</b>	fr1, fr2, label	CJBE 2 frs	2	<b>ORF</b>	fr1, fr2	OR 2 frs
4	<b>CJE</b>	fr, lit, label	CJE fr to literal	1	<b>IORWF</b>	fr, f	OR fr with W
4	<b>CJEF</b>	fr1, fr2, label	CJE 2 frs	1	<b>IORWF</b>	fr, w	OR W with fr
4	<b>CJNE</b>	fr, lit, label	CJNE fr to literal	1	<b>IORLW</b>	lit	OR W with literal
4	<b>CJNEF</b>	fr1, fr2, label	CJNE 2 frs	1	<b>RETURN</b>		Return 1 stack level
1	<b>CLRB</b>	bit	Clear bit	?	<b>RETLW</b>	lit	Return literal in W
1	<b>CLRC</b>		Clear Carry	1	<b>RL</b>	fr	Rotate Left fr
1	<b>CLRDC</b>		Clear Digit Carry	1	<b>RLF</b>	fr, w	RL fr result in W
1	<b>CLR</b>	fr	Clear register	1	<b>RR</b>	fr	Rotate Right fr
1	<b>CLRW</b>		Clear W	1	<b>RRF</b>	fr, w	RR fr result in W
1	<b>CLRWDT</b>		Clear Watch Dog Tmr	1	<b>SB</b>	bit	Skip if bit
1	<b>CLRZ</b>		Clear Zero	1	<b>SC</b>		Skip if Carry
1	<b>COMF</b>	fr, f	Complement fr	1	<b>SETB</b>	bit	Set bit
1	<b>COMF</b>	fr, w	Complement fr to W	1	<b>SKIP</b>		Skip following instrct
3	<b>CSA</b>	fr, lit	CSA fr to literal	1	<b>SLEEP</b>		Sleep Mode set
3	<b>CSAF</b>	fr1, fr2	CSA 2 frs	1	<b>SNB</b>	bit	Skip if no bit
3	<b>CSAE</b>	fr, lit	CSAE fr to literal	1	<b>SNC</b>		Skip if No Carry
3	<b>CSAEF</b>	fr1, fr2	CSAE 2 frs	1	<b>SNZ</b>		Skip if Not Zero
3	<b>CSB</b>	fr, lit	CSB fr to literal	1	<b>SETC</b>		Set Carry
3	<b>CSBF</b>	fr1, fr2	CSB 2 frs	1	<b>SETZ</b>		Set Zero
3	<b>CSBE</b>	fr, lit	CSBE fr to literal	2	<b>SUB</b>	fr, lit	Sub literal from fr
3	<b>CSBEF</b>	fr1, fr2	CSBE 2 frs	2	<b>SUBF</b>	fr1, fr2	Sub fr2 from fr1
3	<b>CSE</b>	fr, lit	CSE fr to literal	1	<b>SUBWF</b>	fr, f	Sub W from fr
3	<b>CSEF</b>	fr1, fr2	CSNE 2 frs	1	<b>SUBWF</b>	fr, w	Sub W from fr result W
3	<b>CSNE</b>	fr, lit	CSNE fr to literal	2	<b>SUBB</b>	fr, bit	Sub bit from fr
3	<b>CSNEF</b>	fr1, fr2	CSNE 2 frs	1	<b>SWAP</b>	fr	Swap nibbles if fr
1	<b>DEC</b>	fr	Decrement fr	1	<b>SWAPF</b>	fr, w	Swap nibbles fr to W
1	<b>DECf</b>	fr, w	Dec fr result in W	1	<b>SZ</b>		Skip if Zero
1	<b>DECFSZ</b>	fr, f	Dec fr result in fr - Skp	1	<b>TEST</b>	fr	Test fr for zero
1	<b>DECFSZ</b>	fr, w	Dec fr result in W - Sk	1	<b>TESTW</b>		Test W for zero
2	<b>DJNZ</b>	fr, label	Dec fr Jump if not Z	2	<b>XOR</b>	fr, lit	XOR fr with literal
2	<b>IJNZ</b>	fr, label	Inc fr Jump if not Zero	5	<b>XORB</b>	fr, lit	Invert bit
1	<b>INC</b>	fr	Increment register	2	<b>XORF</b>	fr1, fr2	XOR 2 frs
1	<b>INCF</b>	fr, w	Inc fr result in W	1	<b>XORWF</b>	fr, f	XOR fr with W
1	<b>INCFSZ</b>	fr, f	Inc fr result in fr - Skip	1	<b>XORWF</b>	fr, w	XOR W with fr
3	<b>INW</b>	fr	Exchanges W with fr1	1	<b>XORLW</b>	lit	XOR W with literal

### MG Word Instruction Set

Step	Instruction	Format	Description
6	<b>WADD</b>	wd, litH, litL	Adds a 2-byte literal value to word.
6	<b>WADDF</b>	wd1, wd2	Adds two words together and puts the result in wd1.
6	<b>WSUB</b>	wd, litH, litL	Subtracts a 2-byte literal value from word wd1.
6	<b>WSUBF</b>	wd1, wd2	Subtracts word wd2 from word wd1, result in wd1.
3	<b>WINC</b>	wd	Increment word.
4	<b>WDEC</b>	wd	Decrement word.
30	<b>WDIV</b>	Rslt, wd, litH, litL	Divide wd(fr1H/L) by 2-byte literal, result in Rslt(16bit)
30	<b>WDIVF</b>	Rslt, wd1, wd2	Divide word wd1 by wd2, result goes to RsltH/L(16bit)
10	<b>WMULT</b>	Result, fr	Multiplies fr x W, result goes to Result_H/L.(16bit)
12	<b>WCJA</b>	wd, litH, litL, Label	Compare word jump if above 2-byte literal value.
12	<b>WCJAF</b>	wd1, wd2, Label	Compare two words jump if wd1 is above wd2.
12	<b>WCJAE</b>	wd, litH, litL, Label	Compare word jump if above or equal to 2-byte literal value.
12	<b>WCJAEF</b>	wd1, wd2, Label	Compare two words jump if wd1 is above or equal to wd2.
12	<b>WCJB</b>	wd, litH, litL, Label	Compare word jump if below 2-byte literal value.
12	<b>WCJBF</b>	wd1, wd2, Label	Compare two words jump if wd1 is below wd2.
12	<b>WCJBE</b>	wd, litH, litL, Label	Compare word jump if below or equal to 2-byte literal value.
12	<b>WCJBEF</b>	wd1, wd2, Label	Compare two words jump if wd1 is below or equal to wd2.
8	<b>WCJE</b>	wd, litH, litL, Label	Compare word jump if equal to 2-byte literal value.
8	<b>WCJEF</b>	wd1, wd2, Label	Compare two words jump if equal.
8	<b>WCJNE</b>	wd, litH, litL, Label	Compare word jump if not equal to 2-byte literal value.
8	<b>WCJNEF</b>	wd1, wd2, Label	Compare two words and jump if not equal.
11	<b>WCSA</b>	wd, litH, litL	Compare word skip if above 2-byte literal value.
11	<b>WCSAF</b>	wd1, wd2	Compare two wordss skip if wd1 is above wd2.
11	<b>WCSAE</b>	wd, litH, litL	Compare word skip if above or equal 2-byte literal value.
11	<b>WCSAEF</b>	wd1, wd2	Compare two words skip if wd1 is above or equal to wd2.
11	<b>WCSB</b>	wd, litH, litL	Compare word skip if below the 2-byte literal value.
11	<b>WCSBF</b>	wd1, wd2	Compare two words skip if wd1 is below wd2.
11	<b>WCSBE</b>	wd, litH, litL	Compare word skip if below or equal 2-byte literal value.
11	<b>WCSBEF</b>	wd1, wd2	Compare two words skip if wd1 is below or equal to wd2.
7	<b>WCSE</b>	wd, litH, litL	Compare word skip if equal to 2-byte literal value.
7	<b>WCSEF</b>	wd1, wd2	Compare two words skip if equal.
7	<b>WCSNE</b>	wd, litH, litL	Compare word skip if not equal to 2-byte literal value.
7	<b>WCSNEF</b>	wd1, wd2	Compare two words skip if not equal.
4	<b>WAND</b>	wd, litH, litL	AND word with a 2-byte literal value.
4	<b>WANDF</b>	wd1, wd2	AND word wd1 with value in word wd2.
4	<b>WOR</b>	wd, litH, litL	OR word wd1 with a 2-byte literal value.
4	<b>WORF</b>	wd1, wd2	OR word wd1 with value in word wd2.
4	<b>WXOR</b>	wd, litH, litL	XOR word wd1 with a 2-byte literal value.
4	<b>WXORF</b>	wd1, wd2	XOR word wd1 with value in word wd2.
2	<b>WCLR</b>	wd	Clears the contents in word.
4	<b>WTEST</b>	wd	Check word Z status.
2	<b>WRL</b>	wd	Rotate word bits left wd1.
2	<b>WRR</b>	wd	Rotate word bits right wd1.
10	<b>WDJNZ</b>	wd, Label	Decrement word jump if not zero, try using wijnz.
5	<b>WIJNZ</b>	wd, Label	Increment word jump if not zero, more efficient than wdjnz.
4	<b>WMOV</b>	wd, litH, litL	Copy 2-byte Literal value to word wd1.
4	<b>WMOVX</b>	wd1, wd2	Copy word wd2 to word wd1.
5	<b>WSWAP</b>	wd	Swap the contents between H and L bytes of word wd1.

Defining words:

```
#define      volts      volts_H, volts_L
#define      timer     timer_H, timer_L
```

**NOTE:** It is very important to always remember that there is a difference between working with registers and literal values, the little "f" makes a huge difference.

A word is composed of frH and frL.

## Notes:

To use this macros, they must be included in the header of the program as shown below. (also see below for using word macros)

```
#include <MG Macros.inc> ; List of Macro definitions
```

For use with Microchip MPLab MPASM.

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When using values in registers, just add an f to the end of the instruction, all except mov, use movx because movf is already used by Mpsasm. The other exception is movbx = move NOT bit.

example: add = for literal value, addf = for value in register.

Use lower case z & c, Upper case only points to a bit number.

Word Macros, working with two registers. This are the same as the basic instructions, just with a "w" on front of them.

To use the word macros, the words must be defined in the program.

Defining a word:

```
#define volts      volts_H, volts_L
#define timer      timer_H, timer_L
```

NOTE: It is very important to always remember that their is a difference between working with registers and literal values, the little "f" makes a huge difference.

A word is composed of frH and frL.

Other Instructions:

```
Return      Return form call function
```

This Bank set instructions are the same as "banksel" which also use two instructions even if they are not needed.

```
Bank0      Move to Bank0
Bank1      Move to Bank1
Bank2      Move to Bank2
Bank3      Move to Bank3
```