

Operand Map

RP	sp	rp	0	1	2	3	4	5	6	7
0	0	r (0)		rrr	n	ttt	(nn)	(n)	(C)	A
2	1			rrr	ii	I	(BC)	R	(DE)	A
1	0	p (1)		rr	nn	e	(nn)	qq	ccc	HL
3	1			DE	AF'	AF	(SP)	SP	(HL)	HL

DD/FD									(XY+d)	XY
									(XY)	

BT=E9

XF=1:IX、2:IY、0:NoIndex

RG\$	rrr	r	0	1	2	3	4	5	6	7
	bbb	r	B	C	D	E	H	L	(HL)	A

CC\$	ccc/cc	p	NZ	Z	NC	C	PO	PE	P	M
	ttt	r	00H	08H	10H	18H	20H	28H	30H	38H

RR\$	rr	p	BC	DE	HL	SP
RQ\$	qq	p	BC	DE	HL	AF
IM	ii	r	0		1	2

P=RG(Pn)··· Pn::DD/SS
P=HEX(DD) ··· "CB"
"JR": P=CC(DL) / "JP": P=CC(DD)
P=HEX\$(DD*8)+"H"
P=RG(DH)
P=RQ(DH)
P=IM(DL)

【 DisAssembler 】

E(255)	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	Operand2 Code (Q2)				sp	Operand1 Code (Q1)			r/p	Operation Code No. (QC) 【67】						

Pn	sp = 0				sp = 1			
	r/p = 0		r/p = 1		r/p = 0		r/p = 1	
0	No Operand		No Operand		No Operand		No Operand	
1	P=RG(Pn)		P=RR(DH)		P=RG(Pn)		P="DE"	
2	P=n[b2]		P=nn[b2,b3]		P=IM(DL)		P="AF"	
3	P=HEX\$(DD*8)+"H"		P=e[b2]		P="I"		P="AF"	
4	P="("nn[b2,b3]"")		P="("nn[b2,b3]"")		P="(BC)"		P="(SP)"	
5	P="("n[b3]"")		P=RQ(DH)		P="R"		P="SP"	
6	P="C"		P=CC(DD),CC(DL)		P="(DE)"		P="(HL)"	
7	P="A"		P="HL"		P="A"		P="HL"	

【 Operation Code 】

(NoOp)	0	Hex	Code	Hex
ADC	1	1	NEG	35
ADD	2	2	NOP	36
AND	3	3	OR	37
BIT	4	4	OTDR	38
CALL	5	5	OTIR	39
CCF	6	6	OUT	40
CP	7	7	OUTD	41
CPD	8	8	OUTI	42
CPDR	9	9	POP	43
CPI	10	A	PUSH	44
CPIR	11	B	RES	45
CPL	12	C	RET	46
DAA	13	D	RETI	47
DEC	14	E	RETN	48
DI	15	F	RL	49
DJNZ	16	10	RLA	50
EI	17	11	RLC	51
EX	18	12	RLCA	52
EXX	19	13	RLD	53
HALT	20	14	RR	54
IM	21	15	RRA	55
IN	22	16	RRC	56
INC	23	17	RRCA	57
IND	24	18	RRD	58
INDR	25	19	RST	59
INI	26	1A	SBC	60
INIR	27	1B	SCF	61
JP	28	1C	SET	62
JR	29	1D	SLA	63
LD	30	1E	SRA	64
LDD	31	1F	SRL	65
LDDR	32	20	SUB	66
LDI	33	21	XOR	67
LDIR	34	22		

【 Instruction Code 】

7	6	5	4	3	2	1	0
(II)		(DD)			(SS)		
		(DH)					
			(DL)				
B7	B6	B5	B4	B3	B2	B1	B0

【 Operation 】

MT\$	mmm	0	1	2	3	4	5	6	7
	fff	RLCA	RRCA	RLA	RRA	DAA	CPL	SCF	CCF
SR\$	III	RLC	RRC	RLA	RRA	SLA	SRA		SRL
BO\$	bb		BIT	SET	RES				