

Datentransfer-Befehle			Arithmetisch-logische Befehle		
LB[U]	r◇, □(r◇)	Load Byte [Unsigned]	ADD[U][I]	r◇, r◇, r◇/□	Add [Unsigned] [Immediate]
LH[U]	r◇, □(r◇)	Load Half word [Unsigned]	SUB[U][I]	r◇, r◇, r◇/□	Subtract [Unsigned] [Immediate]
LW	r◇, □(r◇)	Load Word	MULT[U]	r◇, r◇, r◇	Multiply [Unsigned]
LF	f◇, □(r◇)	Load Float	DIV[U]	r◇, r◇, r◇	Divide [Unsigned]
LD	f◇, □(r◇)	Load Double	AND[I]	r◇, r◇, r◇/□	Logical And [Immediate]
SB	□(r◇), r◇	Store Byte	OR[I]	r◇, r◇, r◇/□	Logical Or [Immediate]
SH	□(r◇), r◇	Store Half word	XOR[I]	r◇, r◇, r◇/□	Logical Xor [Immediate]
SW	□(r◇), r◇	Store Word	LHI	r◇, □	Load High Immediate
SF	□(r◇), f◇	Store Float	SLL[I]	r◇, r◇, r◇/□	Shift Left Logical
SD	□(r◇), f◇	Store Double	SRL[I]	r◇, r◇, r◇/□	Shift Right Logical
MOVI2S		Move Integer To Special	SRA[I]	r◇, r◇, r◇/□	Shift Right Arithmetic
MOVS2I		Move Special To Integer	S{EQ,NE}[U][I]	r◇, r◇, r◇/□	Set {Equal, Not Equal} [Uns.] [Imm.]
MOVF	f◇, f◇	Move Float	S{GT,LT}[U][I]	r◇, r◇, r◇/□	Set {Greater, Less} Than [Uns.] [Imm.]
MOVD	f◇, f◇	Move Double	S{GE,LE}[U][I]	r◇, r◇, r◇/□	Set {Greater, Less} or Equal [Uns.] [Imm.]
MOVFP2I	r◇, f◇	Move Float To Integer			
MOVI2FP	f◇, r◇	Move Integer To Float			

Sprungbefehle			Gleitkomma-Befehle		
BEQZ	r◇, □	Branch on Equal Zero	ADD{F,D}	f◇, f◇, f◇	Add {Float, Double}
BNEZ	r◇, □	Branch on Not Equal Zero	SUB{F,D}	f◇, f◇, f◇	Subtract {Float, Double}
BFPT	□	Branch on Float True	MULT{F,D,[U]I}	f◇, f◇, f◇	Multiply {Float, Double, Integer}
BFPF	□	Branch on Float False	DIV{F,D,[U]I}	f◇, f◇, f◇	Divide {Float, Double, Integer}
J	□	Jump	CVT{F,D,I}2{F,D,I}	f◇, f◇	Convert {Float, Double, Integer} to {...}
JR	r◇	Jump Register	{EQ,NE}{F,D}	f◇, f◇	{Equal, Not Equal} {Float, Double}
JAL	□	Jump And Link	{GT,LT}{F,D}	f◇, f◇	{Greater, Less} Than {Float, Double}
JALR	r◇	Jump And Link Register	{GE,LE}{F,D}	f◇, f◇	{Greater, Less} or Equal {Float, Double}
TRAP	□	Trap			
RFE		Return From Exception			

r◇... Register, f◇... Float-Register, □... Immediate (#xxx) oder Label