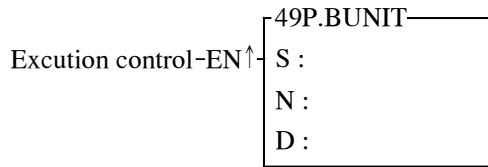


Data movement instruction

FUN49 BUNIT	BYTE UNITE	FUN49 BUNIT
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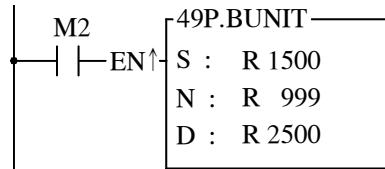


S : Starting address of source register to be united
 N : Number of bytes to be united
 D : Registers to store the united data
 S , N , D may associate with V , Z index register to serve the indirect addressing application .

	Range	HR	ROR	DR	K
	Ope-	R0 R3839	R5000 R8071	D0 D3071	
	S	○	○	○	
	N	○	○	○	1~256
	D	○	○*	○	

- When execution control "EN" =1 or "EN↑" (P instruction) changes from 0→1 , it will perform the byte combination starting from S , length by N , and then store the results into D registers .
- This instruction will not act if invalid range of length .
- When communicating with intelligent peripheral in binary data format , this instruction may be applied to do byte combination for following word data processing .

Example :



Description : When M2 changes from 0→1 , it will perform the byte combination starting from R1500 , the length is assigned by R999 , and then store the results into registers starting from R2500 .
 It is supposed R999=10 , the results of combination will store into R2500~R2504 .

S			D		
	High Byte	Low Byte		High Byte	Low Byte
R1500	Don't care	Byte-0	R2500	Byte-0	Byte-1
R1501	Don't care	Byte-1	R2501	Byte-2	Byte-3
R1502	Don't care	Byte-2	R2502	Byte-4	Byte-5
R1503	Don't care	Byte-3	R2503	Byte-6	Byte-7
R1504	Don't care	Byte-4	R2504	Byte-8	Byte-9
R1505	Don't care	Byte-5			
R1506	Don't care	Byte-6			
R1507	Don't care	Byte-7			
R1508	Don't care	Byte-8			
R1509	Don't care	Byte-9			