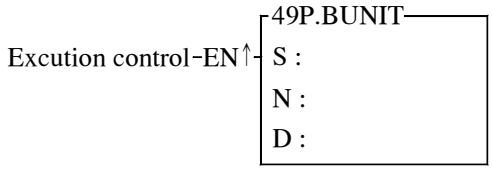
Data movement instruction

FUN49 BUNIT	BYTE UNITE	FUN49 BUNIT



S ：Starting address of source register to be united

N ：Number of bytes to be united

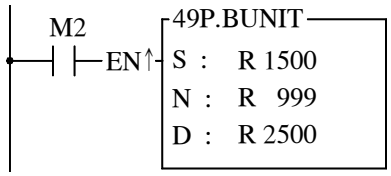
D ：Registers to store the united data

S, N, D may associate with V、Z、P0~P9 index register to serve the indirect addressing application

Ope- \ Range	HR R0 ~ R3839	ROR R5000 ~ R8071	DR D0 ~ D4095	K
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

	High Byte	Low Byte
R1500	Don't care	Byte-0
R1501	Don't care	Byte-1
R1502	Don't care	Byte-2
R1503	Don't care	Byte-3
R1504	Don't care	Byte-4
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

D

	High Byte	Low Byte
R2500	Byte-0	Byte-1
R2501	Byte-2	Byte-3
R2502	Byte-4	Byte-5
R2503	Byte-6	Byte-7
R2504	Byte-8	Byte-9