

## 9.4 AVR Dependent Features

### 9.4.1 Options

`-mmcu=mcu`

Specify ATMEL AVR instruction set or MCU type.

Instruction set `avr1` is for the minimal AVR core, not supported by the C compiler, only for assembler programs (MCU types: `at90s1200`, `attiny11`, `attiny12`, `attiny15`, `attiny28`).

Instruction set `avr2` (default) is for the classic AVR core with up to 8K program memory space (MCU types: `at90s2313`, `at90s2323`, `at90s2333`, `at90s2343`, `attiny22`, `attiny26`, `at90s4414`, `at90s4433`, `at90s4434`, `at90s8515`, `at90c8534`, `at90s8535`).

Instruction set `avr25` is for the classic AVR core with up to 8K program memory space plus the `MOVW` instruction (MCU types: `attiny13`, `attiny13a`, `attiny2313`, `attiny24`, `attiny44`, `attiny84`, `attiny25`, `attiny45`, `attiny85`, `attiny261`, `attiny461`, `attiny861`, `attiny87`, `attiny43u`, `attiny48`, `attiny88`, `at86rf401`, `ata6289`).

Instruction set `avr3` is for the classic AVR core with up to 128K program memory space (MCU types: `at43usb355`, `at76c711`).

Instruction set `avr31` is for the classic AVR core with exactly 128K program memory space (MCU types: `atmega103`, `at43usb320`).

Instruction set `avr35` is for classic AVR core plus `MOVW`, `CALL`, and `JMP` instructions (MCU types: `attiny167`, `attiny327`, `at90usb82`, `at90usb162`).

Instruction set `avr4` is for the enhanced AVR core with up to 8K program memory space (MCU types: `atmega48`, `atmega48p`, `atmega8`, `atmega88`, `atmega88p`, `atmega8515`, `atmega8535`, `atmega8hva`, `atmega4hvd`, `atmega8hvd`, `at90pwm1`, `at90pwm2`, `at90pwm2b`, `at90pwm3`, `at90pwm3b`, `at90pwm81`).

Instruction set `avr5` is for the enhanced AVR core with up to 128K program memory space (MCU types: `atmega16`, `atmega161`, `atmega162`, `atmega163`, `atmega164p`, `atmega165`, `atmega165p`, `atmega168`, `atmega168p`, `atmega169`, `atmega169p`, `atmega32`, `atmega323`, `atmega324p`, `atmega325`, `atmega325p`, `atmega3250`, `atmega3250p`, `atmega328p`, `atmega329`, `atmega329p`, `atmega3290`, `atmega3290p`, `atmega406`, `atmega64`, `atmega640`, `atmega644`, `atmega644p`, `atmega645`, `atmega6450`, `atmega649`, `atmega6490`, `atmega16hva`, `atmega16hvb`, `atmega32hvb`, `at90can32`, `at90can64`, `at90pwm216`, `at90pwm316`, `atmega32c1`, `atmega64c1`, `atmega16m1`, `atmega32m1`, `atmega64m1`, `atmega16u4`, `atmega32u4`, `atmega32u6`, `at90usb646`, `at90usb647`, `at94k`, `at90scr100`).

Instruction set `avr51` is for the enhanced AVR core with exactly 128K program memory space (MCU types: `atmega128`, `atmega1280`, `atmega1281`, `atmega1284p`, `atmega128rfal`, `at90can128`, `at90usb1286`, `at90usb1287`, `m3000f`, `m3000s`, `m3001b`).

Instruction set `avr6` is for the enhanced AVR core with a 3-byte PC (MCU types: `atmega2560`, `atmega2561`).

**-mall-opcodes**

Accept all AVR opcodes, even if not supported by `-mmcu`.

**-mno-skip-bug**

This option disable warnings for skipping two-word instructions.

**-mno-wrap**

This option reject `rjmp/rcall` instructions with 8K wrap-around.

**9.4.2 Syntax****9.4.2.1 Special Characters**

The presence of a `';` on a line indicates the start of a comment that extends to the end of the current line. If a `#` appears as the first character of a line, the whole line is treated as a comment.

The `'$'` character can be used instead of a newline to separate statements.

**9.4.2.2 Register Names**

The AVR has 32 x 8-bit general purpose working registers `'r0'`, `'r1'`, ... `'r31'`. Six of the 32 registers can be used as three 16-bit indirect address register pointers for Data Space addressing. One of the these address pointers can also be used as an address pointer for look up tables in Flash program memory. These added function registers are the 16-bit `'X'`, `'Y'` and `'Z'` - registers.

```
X = r26:r27
Y = r28:r29
Z = r30:r31
```

**9.4.2.3 Relocatable Expression Modifiers**

The assembler supports several modifiers when using relocatable addresses in AVR instruction operands. The general syntax is the following:

```
modifier(relocatable-expression)
```

**lo8**

This modifier allows you to use bits 0 through 7 of an address expression as 8 bit relocatable expression.

**hi8**

This modifier allows you to use bits 7 through 15 of an address expression as 8 bit relocatable expression. This is useful with, for example, the AVR `'ldi'` instruction and `'lo8'` modifier.

For example

```
ldi r26, lo8(sym+10)
ldi r27, hi8(sym+10)
```

**hh8**

This modifier allows you to use bits 16 through 23 of an address expression as 8 bit relocatable expression. Also, can be useful for loading 32 bit constants.

**hlo8**

Synonym of `'hh8'`.

**hhi8**

This modifier allows you to use bits 24 through 31 of an expression as 8 bit expression. This is useful with, for example, the AVR ‘ldi’ instruction and ‘lo8’, ‘hi8’, ‘hlo8’, ‘hhi8’, modifier.

For example

```
ldi r26, lo8(285774925)
ldi r27, hi8(285774925)
ldi r28, hlo8(285774925)
ldi r29, hhi8(285774925)
; r29,r28,r27,r26 = 285774925
```

**pm\_lo8**

This modifier allows you to use bits 0 through 7 of an address expression as 8 bit relocatable expression. This modifier useful for addressing data or code from Flash/Program memory. The using of ‘pm\_lo8’ similar to ‘lo8’.

**pm\_hi8**

This modifier allows you to use bits 8 through 15 of an address expression as 8 bit relocatable expression. This modifier useful for addressing data or code from Flash/Program memory.

**pm\_hh8**

This modifier allows you to use bits 15 through 23 of an address expression as 8 bit relocatable expression. This modifier useful for addressing data or code from Flash/Program memory.

### 9.4.3 Opcodes

For detailed information on the AVR machine instruction set, see [www.atmel.com/products/AVR](http://www.atmel.com/products/AVR).

**as** implements all the standard AVR opcodes. The following table summarizes the AVR opcodes, and their arguments.

*Legend:*

<b>r</b>	any register
<b>d</b>	‘ldi’ register (r16-r31)
<b>v</b>	‘movw’ even register (r0, r2, ..., r28, r30)
<b>a</b>	‘fmul’ register (r16-r23)
<b>w</b>	‘adiw’ register (r24,r26,r28,r30)
<b>e</b>	pointer registers (X,Y,Z)
<b>b</b>	base pointer register and displacement ([YZ]+disp)
<b>z</b>	Z pointer register (for [e]lpm Rd,Z[+])
<b>M</b>	immediate value from 0 to 255
<b>n</b>	immediate value from 0 to 255 ( n = ~M ). Relocation impossible
<b>s</b>	immediate value from 0 to 7
<b>P</b>	Port address value from 0 to 63. (in, out)
<b>p</b>	Port address value from 0 to 31. (cbi, sbi, sbic, sbis)
<b>K</b>	immediate value from 0 to 63 (used in ‘adiw’, ‘sbiw’)
<b>i</b>	immediate value
<b>l</b>	signed pc relative offset from -64 to 63
<b>L</b>	signed pc relative offset from -2048 to 2047
<b>h</b>	absolute code address (call, jmp)
<b>S</b>	immediate value from 0 to 7 (S = s << 4)
<b>?</b>	use this opcode entry if no parameters, else use next opcode entry

1001010010001000	clc	
1001010011011000	clh	
1001010011111000	cli	
1001010010101000	cln	
1001010011001000	cls	
1001010011101000	clt	
1001010010111000	clv	
1001010010011000	clz	
1001010000001000	sec	
1001010001011000	seh	
1001010001111000	sei	
1001010000101000	sen	
1001010001001000	ses	
1001010001101000	set	
1001010000111000	sev	
1001010000011000	sez	
100101001SSS1000	bclr	S
100101000SSS1000	bset	S
1001010100001001	icall	
1001010000001001	ijmp	
1001010111001000	lpm	?
1001000dddd010+	lpm	r,z
1001010111011000	elpm	?
1001000dddd011+	elpm	r,z
0000000000000000	nop	
1001010100001000	ret	
1001010100011000	reti	
1001010110001000	sleep	
1001010110011000	break	
1001010110101000	wdr	
1001010111101000	spm	
000111rddddrrrr	adc	r,r
000011rddddrrrr	add	r,r
001000rddddrrrr	and	r,r
000101rddddrrrr	cp	r,r
000001rddddrrrr	cpc	r,r
000100rddddrrrr	cpse	r,r
001001rddddrrrr	eor	r,r
001011rddddrrrr	mov	r,r
100111rddddrrrr	mul	r,r
001010rddddrrrr	or	r,r
000010rddddrrrr	sbc	r,r
000110rddddrrrr	sub	r,r
001001rddddrrrr	clr	r
000011rddddrrrr	lsl	r
000111rddddrrrr	rol	r
001000rddddrrrr	tst	r
0111KKKKdddKKKK	andi	d,M
0111KKKKdddKKKK	cbr	d,n
1110KKKKdddKKKK	ldi	d,M
11101111ddd1111	ser	d
0110KKKKdddKKKK	ori	d,M
0110KKKKdddKKKK	sbr	d,M
0011KKKKdddKKKK	cpi	d,M
0100KKKKdddKKKK	sbc	d,M
0101KKKKdddKKKK	subi	d,M
1111110rrrrr0sss	sbr	r,s
1111111rrrrr0sss	sbrs	r,s

1111100000000000	bld	r,s
1111101000000000	bst	r,s
10110PP00000PPPP	in	r,P
10111PPrrrrrPPPP	out	P,r
10010110KKddKKKK	adiw	w,K
10010111KKddKKKK	sbiw	w,K
10011000pppppsss	cbi	p,s
10011010pppppsss	sbi	p,s
10011001pppppsss	sbic	p,s
10011011pppppsss	sbis	p,s
1111011111111000	brcc	l
1111001111111000	brcs	l
1111001111111001	breq	l
1111011111111100	brge	l
1111011111111101	brhc	l
1111001111111101	brhs	l
1111011111111111	brid	l
1111001111111111	brie	l
1111001111111000	brlo	l
1111001111111100	brlt	l
1111001111111010	brmi	l
1111011111111001	brne	l
1111011111111010	brpl	l
1111011111111000	brsh	l
1111011111111110	brtc	l
1111001111111110	brts	l
1111011111111011	brvc	l
1111001111111011	brvs	l
1111011111111111	brbc	s,l
1111001111111111	brbs	s,l
1101LLLLLLLLLLLL	rcall	L
1100LLLLLLLLLLLL	rjmp	L
1001010hhhhh111h	call	h
1001010hhhhh110h	jmp	h
1001010rrrrr0101	asr	r
1001010rrrrr0000	com	r
1001010rrrrr1010	dec	r
1001010rrrrr0011	inc	r
1001010rrrrr0110	lsr	r
1001010rrrrr0001	neg	r
1001000rrrrr1111	pop	r
1001001rrrrr1111	push	r
1001010rrrrr0111	ror	r
1001010rrrrr0010	swap	r
000000010000rrrr	movw	v,v
000000010000rrrr	muls	d,d
0000000110000rrr	mulsu	a,a
0000000110001rrr	fmul	a,a
00000001110000rrr	fmuls	a,a
00000001110001rrr	fmulsu	a,a
1001001000000000	sts	i,r
1001000000000000	lds	r,i
10o0oo000000booo	ldd	r,b
100!00000000dee-+	ld	r,e
10o0oo1rrrrrbooo	std	b,r
100!001rrrrreee-+	st	e,r
1001010100011001	eicall	
1001010000011001	eijmp	