

# Proposed Assembler Commands

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- *From:* Mike Monett <[no@xxxxxxxx](mailto:no@xxxxxxxx)>
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To All,

Microprocessors have become so simple that it seems anyone can program them nowadays. But think of what it was like when the first processors came out and you had to program around noisy circuits and unreliable memory.

For example, here is a list of assembler commands that emulate the performance of the first computers. (They were found in old Deja View files.)

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Assembler Commands:

## MNEMONIC INSTRUCTION

AAAH Add And Automatically Halt  
AAC Alter All Commands  
AAN Add Ad Nauseam  
AAR Alter At Random  
AARTZ Add And Reset To Zero  
AB Add Backwards  
ACM Automatically Clear Memory  
ADG Add Garbage  
AIB Attack Innocent Bystander  
ARRN Add and Reset to Random Number  
AWTT Assemble With Tinker Toys  
BAC Branch to Alpha Centauri  
BAF Blow All Fuses  
BAFL Branch And Flush  
BAH Branch And Hang  
BB Branch on Bug  
BBBF Branch on Bit Bucket Full  
BBC Branch Before Compare  
BBIL Branch on Blown Indicator Light  
BBL Branch on Burnt Out Light  
BBO Branch on Bathtub Overflow  
BBT Branch on Binary Tree  
BBW Branch Both Ways

## Proposed Assembler Commands

BCF Branch on chip box full  
BCH Branch on carry flag at half mast  
BCIL Branch Creating Infinite Loop  
BD Backspace Disk  
BDC Break Down and Cry  
BDT Burn Data Tree  
BEW Branch Either Way  
BF Belch Fire  
BFA Branch to False Assumption  
BH Branch and Hang  
BKCRDR Backspace Card Reader  
BKO Branch and Kill Operator  
BKSPD Backspace Disk  
BKTPIR Break Tape In Reverse  
BLI Branch if Loop Infinite  
BLMNF BLow Main Fuse  
BLPIN Branch and Loop Indefinite  
BMR Branch Multiple Registers  
BOB Branch On Bug  
BOBI Branch On Blinking Indicator  
BOBOI Branch On Blown Indicator  
BOCBF Branch On Chip-Box Full  
BOD Beat On Drum  
BOHP Bribe Operator for Higher Priority  
BOI Byte Operator Immediately  
BOPLT Burn Out Pilot Lights  
BOPO Branch On Power Off  
BOSO Branch On Sleepy Operator  
BOXMS Branch On Index Missing  
BPB Branch on Program Bug  
BPDI Be Polite, Don't Interrupt  
BPE Bypass Program Error  
BPECK Bypass Error Check  
BPM Branch on the Phase of the Moon  
BPO Branch on Power Off  
BRPCB Burp and Clear Bytes  
BRSS Branch on Sunspot  
BS Branch Sometimes  
BSC Branch on Short Circuit  
BSCH Break Selected Channel  
BSO Branch on sleepy operator  
BST Backspace and Stretch Tape  
BTI Blow Trumpet Immediately  
BW Branch on Whim  
BYCRE Bypass Core  
CBS Crash Bothersome Source-code  
CDC Close Disk Cover  
CDHI Crash Disk Head Immediate  
CDIOOAZ Calm Down, It's Only Ones And Zeroes  
CEMU Close Eyes and Monkey With User Space  
CH Creat Havoc

## Proposed Assembler Commands

CIRM Circulate Memory  
CLBR Clobber Register  
CLBRI Clobber Register Immediately  
CM Circulate Memory  
CMBG Create Machine Bug  
CMD Compare Meaningless Data  
CML Compute Meaning of Life  
CNB Cause Nervous Breakdown  
CNFM Confuse Memory  
CNFOP Confuse Operator  
COLB Crash for Operator's Lunch Break  
CPAR Crumple Paper and Rip  
CPB Create Program Bug  
CRASH Continue Running After Stop or Halt  
CRB Crash and Burn  
CRDT CReate Data  
CRE Create Random Error  
CRN Convert to Roman Numerals  
CS Crash System  
CSL Curse and Swear Loudly  
CTRNS Convert To Roman Numerals  
CU Convert to Unary  
CUN Cancel all User Numbers  
CVG Convert to Garbage  
CVUME Cover Up Machine Errors  
CWOM Complement Write-Only Memory  
CZZC Convert Zone to Zip Code  
DAC Divide and Crash  
DADL Disable Address and Data Lines  
DAMIT Transfer Control to Perdition  
DAO Divide and Overflow  
DAX Divide and Explode  
DBTP Drop Back Ten and Punt  
DBZ Divide By Zero  
DC Divide and Conquer  
DCTCB Dump Core To Chad Box  
DD Destroy disk  
DDC Dally During Calculations  
DMWH Dump Map of Western Hemisphere  
DESSPK Destroy Storage Protect Key  
DEVIA Develop Ineffective Address  
DITCK Drop Into Check  
DLN Don't Look Now...  
DLTCR Delete Core  
DMNS Do What I Mean, Not What I Say  
DMPE Decide to Major in Phys Ed.  
DMPK Destroy Memory Protect Key  
DMV Double Mains Voltage  
DNPG Do Not Pass Go  
DO Divide and Overflow  
DOC Drive Operator Crazy

## Proposed Assembler Commands

DPGM Destroy Program  
DPK Destroy Storage Protect Key  
DPMI Declare Programmer Mentally Incompetent  
DRPBTS Drop Bits  
DSTME Destroy Memory  
DTC Destroy This Command  
DTE Decrement Telephone Extension  
DTVFL Destroy Third Variable From Left  
DW Destroy World  
DZSR Divide by Zero and Store Remainder  
EBB Edit and Blank Buffer  
ECO Electrocute Computer Operator  
ECP Erase card punch  
ED Eject disk  
EDB Execute Disable Bit  
EDPMAB Electrocute DP Manager And Branch  
EFD Emulate Frisbee Using Disk Pack  
EIAO Execute In Any Order  
EIOC Execute Invalid Opcode  
EIS Encrypt Instruction Set  
EJCAB Eject Chad Box  
EJD Eject Disk  
EMCP Eject Math Co-processor  
EMPC Emulate Pocket Calculator  
EMSE Edit and Mark Something Else  
EMW Emulate Maytag Washer  
EN Emulate Nintendo  
ENF Emit Noxious Fumes  
EP Execute Programmer  
EPE Execute Program Error  
EPI Execute Programmer Immediately  
EPMAS Erase Protected Memory Areas  
ERCDP Erase Card Punch  
ERCDS Erase Cards  
ERD Eject Removable Disk  
EROS Erase Read-Only Storage  
ERPTW Erase Print Wheel  
ERROS Erase Read Only Storage  
ETCRD Eat Card  
EXIOC Execute Invalid Op Code  
EXOP Execute Operator  
EXOPI Execute Operator Immediately  
FDCDJ Feed Card and Jam  
FLI Flash Lights Impressively  
FSG Fill Screen with Garbage  
FSM Fold, Spindle and Mutilate  
GCAR Get Correct Answer Regardless  
GDP Grin Defiantly at Programmer  
GFD Go Forth and Divide  
GFM Go Forth and Multiply  
GLPSB Gulp and Store Bytes

## Proposed Assembler Commands

GPAER Generate Parity Error  
HCF Halt and catch fire  
HCP Hide Central Processor  
HSO Halt and Sterilize Operator  
IAD Illogical AND  
IAE Ignore All Exceptions  
IAI Inquire And Ignore  
IBP Insert Bug and Proceed  
IFKTR Initiate Fake-out Routine  
IGSPC Ignore Supervisor Call  
II Interrupt and ignore  
IIB Ignore Inquiry and Branch  
IISH Ignore Interrupt And Hang  
IL Infinite loop  
ILLAD Illogical AND  
ILLOR Illogical OR  
ILPS Invert Logical Power Supply  
INVRB Invert Record and Branch  
IOR Illogical OR  
IPS Ignite Power Supply  
IRB Invert record and branch  
IRT Ignore write-protect tab  
ISC Insert Sarcastic Comments  
ISR Illogical Shift to the Right  
ITLKC Interlock Core  
JDO Jump and Destroy Operator  
JMKYP Jam Keypunches  
JTC Jump To Conclusions  
JTZ Jump to Twilight Zone  
KCE Kill Consultant on Error  
LAP Laugh At Programmer  
LCC Load and Clear Core  
LED Load and Erase Data  
LGOWY Load and Go Away  
LHOS Load Hostile Operating System  
LIA Load Ineffective Address  
LMB Lose Message and Branch  
LPA Lead Programmer Astray  
LPCON Loop Continuous  
LRI Lose Register Immediate  
MAZ Multiply Answer by Zero  
MBF Multiply and be Fruitful  
MDB Multiply and Drop Bits  
MDRBT Move and Drop Bits  
MLR Move and Lose Record  
MST Mount Scotch Tape  
MTI Make Tape Invalid  
MVAR Move to Random Address  
MVCON Move Continuous  
MVLR Move and Lose Record  
MVWRC Move and Wrap Core

## Proposed Assembler Commands

MW Malfunction Whenever  
MWAG Make Wild-Assed Guess  
MWC Move and warp core  
MWT Malfunction Without Telling  
NPN No program necessary  
OCS Overwrite code segment  
OHS Order Ham Sandwich  
OOHH Only On Half-hours  
OOS Override operating system  
P\$\*! Punch Obsenity  
PBC Print and Break Chain  
PBS Pop Before Stacking  
PCHD Punch Disk  
PCHOP Punch Operator  
PD Play Dead  
PDKBN Punch Disk Binary  
PDM Play Drum Memory  
PDSK Punch Disk  
PEHC Punch Extra Holes in Cards  
PFD Punt on Fourth Down  
PINV Punch Invalid  
PLSC Perform Light Show on Console  
PM Punch Memory  
PNRP Print Nasty Replies to Programmer  
PO Punch operator  
POCL Punch Out Console Lights  
POF Print On Fly  
POPI Punch Operator Immediately  
PPS Push or Pop Stack  
PPSW Pack Program Status Word  
PRANB Pick up Random Bits  
PRSMR Print and Smear  
PS!@\* Print Obscenity  
PSD Pause and smoke dope  
PSI Print and Smear Ink  
PVLC Punch Variable Length Card  
RA Randomize Answer  
RASC Read and Shred Card  
RBAFG Read Binary And Forget  
RBT Rewind and Break Tape  
RCB Read Command Backwards  
RCDRD Rewind Card Reader  
RCDSCD Read Card and Scramble Data  
RCR Rewind card reader  
RCS Read card and scramble data  
RCSD Read Card and Scramble Deck  
RCTKG Read Count Key and Garbage  
RD Reverse Direction  
RDA Refuse to Disclose Answer  
RDB Run Disk Backwards  
RDBR Read Bad Record

## Proposed Assembler Commands

RDCBX Read Chad Box  
RDCHS Read Chaos  
RDI Reverse Disk Immediate  
RDIRG Read Inter Record Gap  
RDS Read Sideways  
REDTH Reduce Throughput  
REIMT Reinitialize Meter  
REPAB Reverse Parity And Branch  
REWFR Rewind Forward  
RID Read Invalid Data  
RIM Read Instruction Manual  
RIODNR Rotate Input/Output Device Numbers Randomly  
RLI Rotate Left Indefinitely  
RNR Read Noise Record  
ROC Randomize Op Codes  
ROLPR Rewind On-Line Printer  
ROM Read operator's mind  
ROO Rub Out Operator  
RPBL Read Print and Blush  
RPI Reverse Priority of Interrupts  
RPLT Read from Plotter  
RPM Read Programmer's Mind  
RPTR Read from Printer  
RRCR Rotate Right Cash Register  
RRR Read Record and Run Away  
RRR Rotate Right Randomly  
RRT Record and Rip Tape  
RSC Read and Shred Card  
RSC Rewind System Clock  
RSD Read and Scramble Data  
RSD Read and Self Destruct  
RSO Resume on stack overflow  
RSTOM Read From Store-only Memory  
RT Reduce throughput  
RTS Return To Sender  
RVDOD Reverse Drum Or Disk  
RVDRI Reverse Drum Immediate  
RWBKT Rewind and Break Tape  
RWCR Rewind Card Reader  
RWDSK Rewind Disk  
RWM Rewind Memory  
RWRT Read While Ripping Tape  
RWTOD Rewind Tape Onto Disk  
RWWRT Read and Write While Ripping Tape  
SAI Skip All Instructions  
SARTZ Subtract And Reset To Zero  
SAS Sit And Spin  
SC Scramble channels  
SCCA Short Circuit on Correct Answer  
SCCHS Scramble Channels  
SCDTA Scatter Data

## Proposed Assembler Commands

SCMRY Scatter Memory  
SCPR Scatter Print Record  
SCPSW Scatter Program Status Word  
SD Scatter Deck  
SDRB Search and Destroy Register Byte  
SFH Set Flags to Half-mast  
SFRA Skip Forms and Run Away  
SFT Stall For Time  
SHAB Shift a Bit  
SHLBM Shift a Little Bit More  
SHLPN Sharpen Light Pencil  
SKRSD Seek Record and Scratch Disk  
SLC Shift Left Continuous  
SLD Slip Disk  
SLP Sharpen Light Pen  
SMR Skip on Meaningless Result  
SNC Skip Next Command  
SOS Sign off, Stupid  
SOSAJ Select Output Stacker And Jam  
SOT Sit on a Tack  
SPOFF Switch processor off  
SPON Switch processor on  
SPRDK Shuffle Program Deck  
SPS Set Panel Switches  
SPSW Scramble Program Status Word  
SPT Scramble Protected Tapes  
SQPC Sit Quietly and Play With Your Crayons  
QSW Scramble Program Status Word  
SRCC Select Reader and Chew Cards  
SRDR Shift Right Double Ridiculous  
SRSD Seek Record and Scratch Disk  
SRZ Subtract and Reset to Zero  
SSD Seek and Scratch Disk  
SSJ Select Stacker and Jam  
SST Stop and Stretch Tape  
STA Store Anywhere  
STB Stretch Tape Binary  
STROM Store in Read-only Memory  
STUP Stacker Upset  
TAB Throw away byte  
TADBT Transfer And Drop Bits  
TAM Transfer Accumulator to Minneapolis  
TARC Take Arithmetic Review Course  
TCLSR Transfer Control and Lose Return  
TCTDK Transfer Control To Disk  
TCTOL Transfer Control To Overhead Lights  
TCTPL Transfer Control To Pilot Lights  
TCTWS Transfer Control To Wall Socket  
TDB Transfer and Drop Bits  
TLO Turn Indicator Lights Off  
TMTDK Transfer Monitor To Disk

## Proposed Assembler Commands

TN Take a Nap  
TPDEC Triple Pack Decimal  
TPDH Tell Programmer to Do it Him/Herself  
TPF Turn Power Off  
TPN Turn Power On  
TPO Turn power off  
TPR Tear Paper  
TRAHG Transfer And Hang  
TRDB Transfer And Drop Bits  
TRSCH Trap Secretary and Halt  
TSE Test and Swap if Equal  
TSTT Test a Bit for Two  
TTA Try, Try Again  
TVT Test vacuum tubes  
UCB Uncouple CPU and Branch  
UCCS Use Chinese Character Set  
UER Update and Erase Record  
UINDA Use Inverse Digital Array  
ULDA Unload Accumulator  
UMH Use Mains Voltage as Logic High  
UP Understand Program  
UPC Uncouple Program Counter  
UPCI Update Card In Place  
UPERR Update and Erase Record  
WB Wait for Bus  
WBT Water Binary Tree  
WCTKG Write Count Key and Garbage  
WED Write and Erase Data  
WEMG Write Eighteen Minute Gap  
WF Wait Forever  
WHFO Wait Until Hell Freezes Over  
WI Write Illegibly  
WID Write Invalid Data  
WMTAE Write Memory, Transfer, And Erase  
WNR Write Noise Record  
WPM Write Programmer's Mind  
WRC Write on Read–Cycle  
WRS Write to ROM storage  
WSWW Work in Strange and Wonderous Ways  
WWLR Write Wrong–Length Record  
XIO Execute Invalid Opcode  
XIP Execute Invalid Program  
XMAS Execute Main Areas of Storage  
XNH Execute No–op and Hang  
XPR Execute Programmer  
XSP Execute Systems Programmer  
XUI Execute Undefined Instruction  
ZAR Zero Any Register

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Best Wishes,

Proposed Assembler Commands

Mike Monett

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- *Follow-Ups:*
  - ◆ **Re: Proposed Assembler Commands**
    - ◇ *From:* John Larkin
  - ◆ **Re: Proposed Assembler Commands**
    - ◇ *From:* Ken Smith
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