



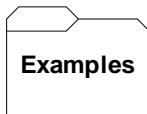
<b>OP Code</b>	<b>I<sub>2</sub>I<sub>2</sub></b>	<b>B<sub>1</sub>D<sub>1</sub></b>	<b>D<sub>1</sub>D<sub>1</sub></b>
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The Exclusive Or Immediate instruction performs a logical bit by bit “exclusive or” between a byte in memory and an immediate constant. Operand 1, the target, is a byte in memory and Operand 2, the source, specifies the immediate constant. The byte in memory is exclusive or-ed internally with the immediate constant and contains the final result. The immediate constant is not changed. The table below shows the results of “exclusive or-ing” two bits together.

Bit 1	Bit 2	Result
0	0	0
0	1	1
1	0	1
1	1	0

This instruction sets the condition code as follows:

- 0 if all target bits are set to 0. Test this condition with **BZ** or **BNZ**.
- 1 if any target bit is set to 1. Test this condition with **BM** or **BNM**.



### Some Unrelated Exclusive Or immediates

```

BYTE1 DC X'00'
BYTE2 DC X'FF'
BYTE3 DC X'C3'

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```

XI BYTE1,X'12'          BYTE1 = X'12'          Condition Code = 1
XI BYTE1,X'FF'          BYTE1 = X'FF'          Condition Code = 1
XI BYTE1,C'A'           BYTE1 = X'C1'          Condition Code = 1
XI BYTE1,B'11110000'    BYTE1 = X'F0'          Condition Code = 1
XI BYTE2,X'12'          BYTE2 = X'ED'          Condition Code = 1
XI BYTE2,X'FF'          BYTE2 = X'00'          Condition Code = 0
XI BYTE2,C'A'           BYTE2 = X'3E'          Condition Code = 1
XI BYTE2,B'11110000'    BYTE2 = X'0F'          Condition Code = 1
XI BYTE3,X'12'          BYTE3 = X'D1'          Condition Code = 1
XI BYTE3,X'FF'          BYTE3 = X'3C'          Condition Code = 1
XI BYTE3,C'A'           BYTE3 = X'02'          Condition Code = 1
XI BYTE3,B'11110000'    BYTE3 = X'33'          Condition Code = 1

```