



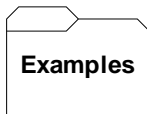
OP Code	I₂I₂	B₁D₁	D₁D₁
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The Or Immediate instruction performs a logical bit by bit “or” between a byte in memory and an immediate constant. Operand 1, the target, is a byte in memory and Operand 2, the source, specifies the immediate constant. The byte in memory is 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 “or-ing” two bits together.

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

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 Or Immediates

```

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

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OI  BYTE1,X'12'           BYTE1 = X'12'           Condition Code = 1
OI  BYTE1,X'FF'           BYTE1 = X'FF'           Condition Code = 1
OI  BYTE1,C'A'            BYTE1 = X'C1'           Condition Code = 1
OI  BYTE1,B'11110000'     BYTE1 = X'F0'           Condition Code = 1
OI  BYTE1,B'00000000'     BYTE1 = X'00'           Condition Code = 0
OI  BYTE2,X'12'           BYTE2 = X'FF'           Condition Code = 1
OI  BYTE2,X'FF'           BYTE2 = X'FF'           Condition Code = 1
OI  BYTE2,C'A'            BYTE2 = X'FF'           Condition Code = 1
OI  BYTE2,B'11110000'     BYTE2 = X'FF'           Condition Code = 1
OI  BYTE3,X'12'           BYTE3 = X'D3'           Condition Code = 1
OI  BYTE3,X'FF'           BYTE3 = X'FF'           Condition Code = 1
OI  BYTE3,C'A'            BYTE3 = X'C3'           Condition Code = 1
OI  BYTE3,B'11110000'     BYTE3 = X'F3'           Condition Code = 1

```