SETFLG FLAG, VALUE *Set or clear selected floating-point status flags*

Operands

FLAG	11 bit mask indicating which floating-point status flags to change.
VALUE	11 bit mask indicating the flag value; 0 or 1.

Opcode

```
LSW: 1110 0110 00FF FFFF
MSW: FFFF FVVV VVVV VVVV
```

Description

The SETFLG instruction is used to set or clear selected floating-point s
STF register. The FLAG field is an 11-bit value that indicates which flag
changed. That is, if a FLAG bit is set to 1 it indicates that flag will be ch
flags will not be modified. The bit mapping of the FLAG field is shown b

10	9	8	7	6	5	4	3	2	
reserved	RNDF32	reserved	reserved	TF	ZI	NI	ZF	NF	

The VALUE field indicates the value the flag should be set to; 0 or 1.

Restrictions

Do not use the SETFLG instruction in the delay slots for pipelined oper
can yield invalid results. To avoid this, the proper number of NOPs or n
instructions must be inserted before the SETFLG operation.

```
; The following is INVALID
  MPYF32 R2H, R1H, R0H   ; 2 pipeline-cycle instruction (2p)
  SETFLG RNDF32=1        ; INVALID, do not use SETFLG in a delay s

; The following is VALID
  MPYF32 R2H, R1H, R0H   ; 2 pipeline-cycle instruction (2p)
  NOP                    ; 1 delay cycle, R2H updated after this i
  SETFLG RNDF32=1        ; VALID
```

Flags

This instruction modifies the following flags in the STF register:

Flag	TF	ZI	NI	ZF	NF	LUF
Modified	Yes	Yes	Yes	Yes	Yes	Yes

Any flag can be modified by this instruction.

Pipeline

This is a single-cycle instruction.

Example

To make it easier and legible, the assembler will accept a FLAG=VALU
STFLG operation as shown below:

```
SETFLG RNDF32=0, TF=1, ZF=0 ; FLAG = 01001001000, VALUE = X0XX1XX0
MOVST0 TF, ZF, LUF          ; Copy the indicated flags to ST0
                            ; X means this flag is not modified.
                            ; The assembler will set X values to 0
```

See also

SAVE FLAG, VALUE