Powerpc Assembler Instruction

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A machine-specific (assembler) instruction is represented as an `Instr`. For example, 32 integer and 32 floating-point registers on the PowerPC architecture. It also contains a list of the specific directives recognized by the assembler and complete instruction sets for the PowerPC and i386 processor architectures.

PowerPC is largely based on IBM's earlier POWER instruction set architecture, and retains a number of features from it. As new chips are introduced, the POWER series implements the full PowerPC instruction set. The PowerPC Compiler Writer's Guide.


The NVPTX classes represent assembly level constructs like labels, sections, and instructions. This step turns the LLVM code into a DAG of target instructions. A MIPS R4300i Assembler and soon a PowerPC Assembler for GC and Wii. I have yet to discover 2 or 3 other rsp asm instructions and write parser rules. The PowerPC instruction set solves part of this problem by making most instructions machine-dependent.

The TOC is created entirely by the compiler and linker --- TOC entries are not created. The machine instruction sets (almost by definition) differ from one machine to another. 9.31 PowerPC Dependent Features

The special name `all` may be used to allow the assembler to accept instructions valid for any Alpha processor.

3 * If a register definition has been changed in a different PowerPC variant, 53 #define MSR_IR_LG 5 /* Instruction Relocate */ 54 #define MSR_DR_LG 4. This is relatively standard code for powerpc assembler, in that we restore the (For a full reference guide to assembler instructions for powerpc check. I have access to a boatload of books on Assembler, which AFAIK isn't too incredible. And output PowerPC assembler (eg. access to things like instruction types, etc.)

Long story short: I'm making a PowerPC Gekko assembler and disassembler.