

Instruction mov - move in x86 mnemonics

mov destination, source

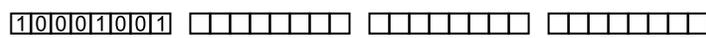
mov memory16, reg8



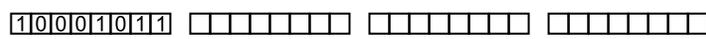
mov reg8, memory16



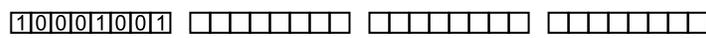
mov memory16, reg16



mov reg16, memory16



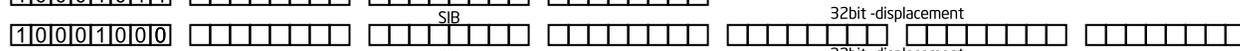
mov memory16, reg32



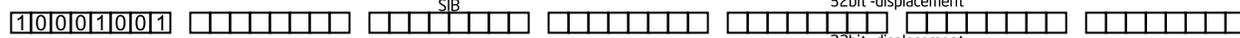
mov reg32, memory16



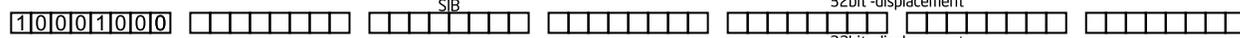
mov memory32, reg8



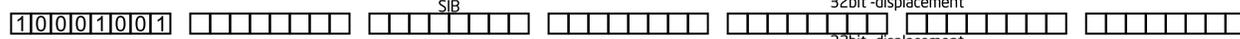
mov reg8, memory32



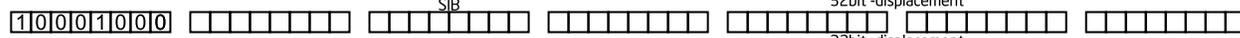
mov memory32, reg16



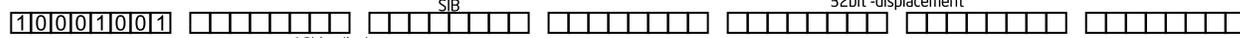
mov reg16, memory32



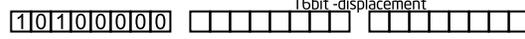
mov memory32, reg32



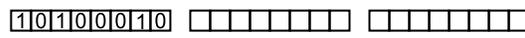
mov reg32, memory32



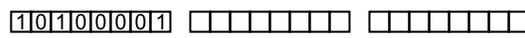
mov al, disp16



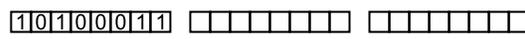
mov disp16, al



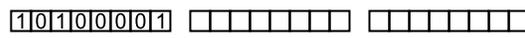
mov ax, disp16



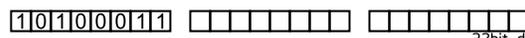
mov disp16, ax



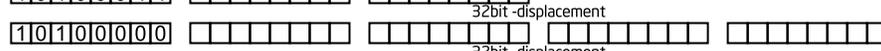
mov eax, disp16



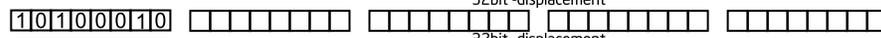
mov disp16, eax



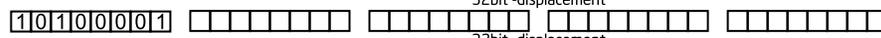
mov al, disp32



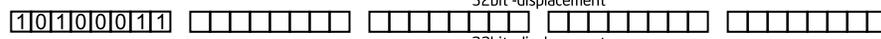
mov disp32, al



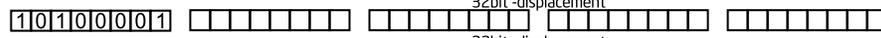
mov ax, disp32



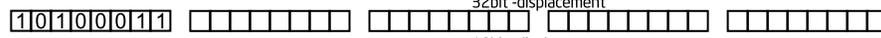
mov disp32, ax



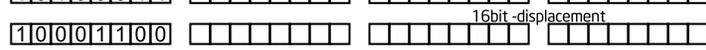
mov eax, disp32



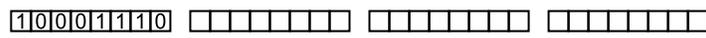
mov disp32, eax



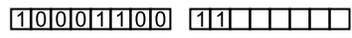
mov memory16, sreg



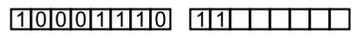
mov sreg, memory16



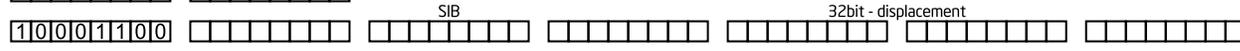
mov reg16, sreg



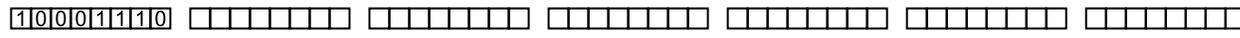
mov sreg, reg16



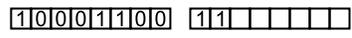
mov memory32, sreg



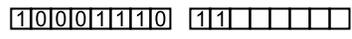
mov sreg, memory32



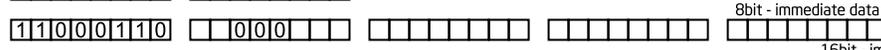
mov reg32, sreg



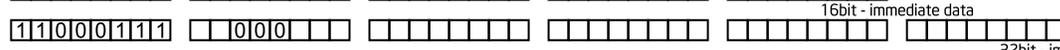
mov sreg, reg32



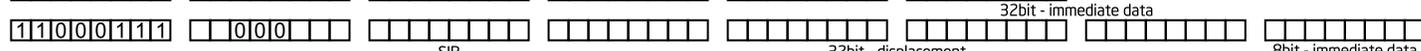
mov memory16, imm8



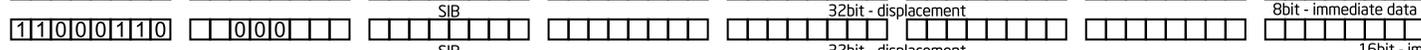
mov memory16, imm16



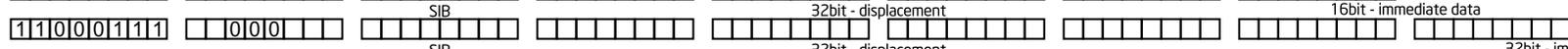
mov memory16, imm32



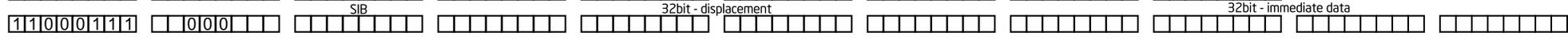
mov memory32, imm8



mov memory32, imm16



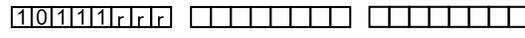
mov memory32, imm32



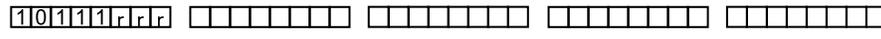
mov reg8, imm8



mov reg16, imm16



mov reg32, imm32



An example: mov [bx+0x6], dx 101001100101 011011011111 010101011110