

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` 10100110101 01101101111 01010101110