Vertex Shader Reference Manual

Version 2.5

Digital Media Professionals Inc.

PROVISIONAL TRANSLATION

The content of this document is highly confidential and should be handled accordingly.

CTR-06-0007-001-A
Released: Review

Table of Contents

Code

Tables

Figures

Revision History

Version	Revision Date	Description
2.5	2010/09/30	• Revised the reserved words for integer registers.
2.4	2010/09/14	• Revised information on the preprocessor pseudo-instruction `#pragma output_map`. • Added supplementary information to section 12.7.3 Output Order of Calculation Results. • Added supplementary information to section 12.7.5 Stalls Due To Arithmetic Unit Race Conditions. • Added section 12.7.6 Stalls Due To Instruction Dependencies.
2.3	2010/08/20	• Added support for UTF8 with a byte order mark as an assembler source format.
2.2	2010/07/07	• Deleted the TEG2 Limitations section.
2.1	2010/06/04	• Added Chapter 14 File Format. • Added preprocessor support for evaluating `#if` and `#elif`. • Added the preprocessor statement `#line`. • (English version only) Fixed typos, standardized terminology, and revised throughout for readability.
2.0	2010/05/11	• Added section 12.8 Results of Exceptional Operations. • Moved conditions for generating NaN output from section 12.9 Limitations Related to Invalid Data Output to section 12.8 Results of Exceptional Operations.
1.9	2010/04/23	• Added section 12.9 TEG2 Limitations. • Revised the format of the definition in section 8.5.1 bind_symbol (symbol_name , start_index [, end_index]) to support an unspecified `end_index`. • Added information to Chapter 11 Map Files. • Added section 12.8 Limitations Related to Invalid Data Output.
1.8	2010/04/02	• Added description of limitations on writing to output registers to sections 8.6.2 output_map (data_name , mapped_register) and 12.1 Starting and Ending a Shader.
1.7	2010/03/12	• Revised descriptions of the range of values for the address register. • Added section 12.7.3 Output Order for Calculation Results. • Added section 12.7.4 Stalls Due To Race Conditions When Outputting Calculation Results. • Added section 12.7.5 Stalls Due To Arithmetic Unit Race Conditions. • Added a specification that prohibits output registers from being overwritten. • Revised the description of the `end` instruction. • Added a restriction that requires input registers to be loaded.
1.6	2010/02/15	• Added support for `#elif` and `#if defined`. • Added support for comments delimited by `/*` and `*/`. • Added information on specifications concerning file paths during

Version	Revision Date	Description
		debug builds.
1.5	2009/12/25	• Fixed typos.
1.4	2009/11/30	• Revised `bind_symbol` specifications for input registers. • Removed `texture3` from the `output_map` settings. • Revised error messages. • Renamed tools.
1. 3	2009/10/30	• Explained a limitation that prohibits consecutive calls to the `mova` instruction. • Added a note on jump limitations to the `ret` instruction from `jp`-related instructions. • Revisedan error in the description of the `abs` instruction.
1. 2	2009/09/10	• Explained limitations on the number of registers with `#pragma output_map`. • Explained limitations of `call`-related instructions and control instructions. • Explained limitations of the `loop` instruction. • Removed output registers from the valid `dest` operands for the `crs` instruction.
1. 1	2009/06/25	• Added a note on the `end` instruction for vertex shaders.
1. 0	2009/04/30	• Initial version.

1 About This Document

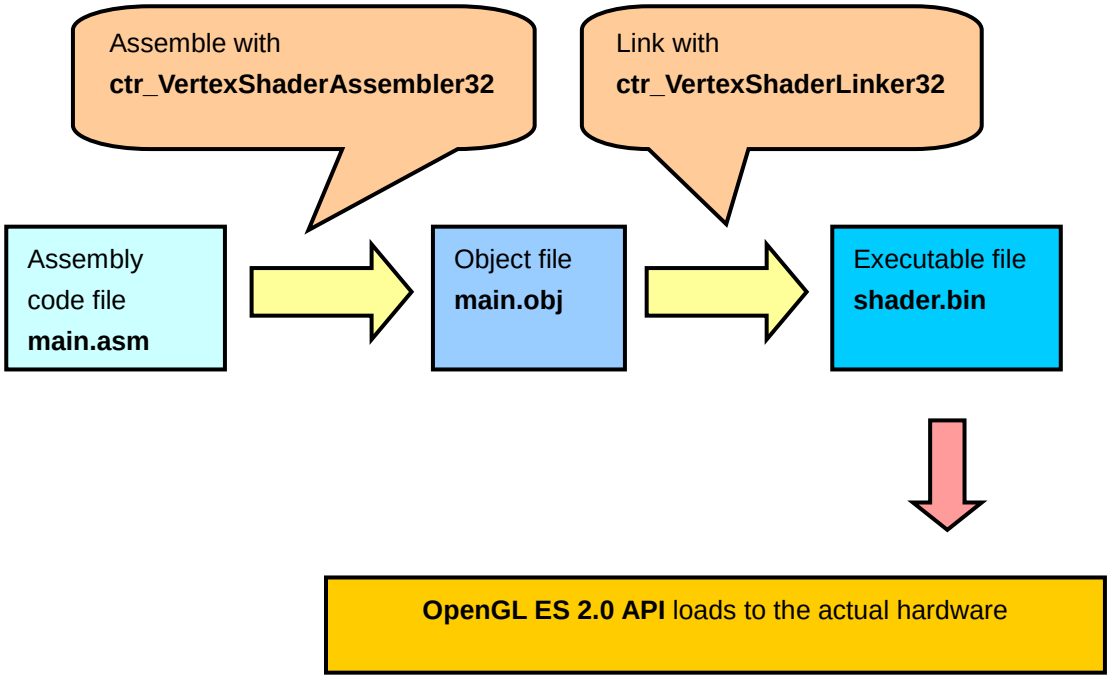
This documentation describes vertex shaders that run on the CTR-SDK.

2 Overview

Vertex shaders are the only programmable shaders implemented by the CTR-SDK. Vertex shaders are written in PICA-specific assembly language. To generate executable files, the `ctr_VertexShaderAssembler32.exe` and `ctr_VertexShaderLinker32.exe` programs assemble and link vertex shaders written in this assembly language.

The OpenGL ES 2.0 API loads the executable files and then runs the shaders. The OpenGL ES 2.0 API can load only executable files that have been assembled and linked in this way. You cannot load shader files written in GLSL.

Figure 2-1 Vertex Shader Overview



3 Operating Environment

The `ctr_VertexShaderAssembler32.exe` and `ctr_VertexShaderLinker32.exe` programs have been confirmed to run in the following operating environment.

Table 3-1 Operating Environment Specifications

Component	System Requirements
CPU	Pentium 4 3.06 GHz
Memory	1 GB
OS	Windows XP
Development Environment	Microsoft Visual Studio .NET 2003

4 Main Objects and Reference Objects

Vertex shaders are run from the `main` function. A *main object* is an object file that can be assembled from an assembly code file that has a `main` function. A *reference object* is an object file that can be assembled from an assembly code file that does not have a `main` function.

To put a `main` function in an assembly code file, set the `main` label at the location where shader execution starts and set the `endmain` label after the last instruction at the end of the `main` function (this is the last instruction in the `main` function, not the last instruction in the assembly code file).

A reference object only has subroutines and is referenced by a main object to resolve unresolved labels. When the objects are linked to create an executable file, the executable file will not include reference objects that are not referenced by any main objects.

If multiple main and reference objects are linked, a single executable file is generated that includes more than one main object. Specify the executable file with the `glShaderBinary` function to load it. The number of shader objects you specify to the `glShaderBinary` function at that time specifies the number of main objects to load.

Main objects do not reference each other for unresolved labels when they are linked. Also note that if multiple reference objects with the same label name are specified as link targets, an error will occur while linking.

You cannot link only reference objects to create an executable file; you must link at least one main object.

5 How to Use the Assembler Tools

5.1 ctr_VertexShaderAssembler32 (Assembler)

`ctr_VertexShaderAssembler32.exe` assembles assembly code files written in a PICA-specific assembly language and outputs object files.

The assembler is run from the command prompt as follows.

```
ctr_VertexShaderAssembler32 <input filename> [options]
```

Specify the input assembly code file in `<input filename>`. You can specify the options in section 5.1.1 for `[options]`.

This command has the following characteristics and requirements.

- An input file must be specified.
- The options can be omitted.
- Help is displayed when no arguments are given.
- The Shift-JIS and UTF-8 (with a byte order mark) file encodings are supported.
- The CR+LF newline code is supported.
- Use a filename that does not contain any spaces, is composed of no more than 128 single-byte alphanumeric characters, and does not use the symbols `\ / : * ? " < > |`.

5.1.1 Options

- `-O <filename>`

Specifies the output filename (this is `<input filename>.obj` if it is left unspecified).

- `-I <file path>`

Specifies the input file path. You can use this option to specify the path to both the assembly code file and the files that it includes. First the current directory and then the directory specified by this option are searched for the input file and include files.

- `-D <key> [= <value>]`

Defines a macro. Specify the macro name with `<key>` and its value with `<value>`.The `<value>` can be omitted.

- `-debug`

Generates an object file with debugging information. When this option is not specified, the output object file does not include the full input file path.

- `-nowarning`

Suppresses warning message output.

- `-?` or `-help`

Displays Help.

5.1.2 Example

Code 5-1 ctr_VertexShaderAssembler Example

```
ctr_VertexShaderAssembler32 main0.asm –IC:/sample/src –IC:/sample/inc –DDEBUG=1
```

In this example, `main0.asm` is the name of the input file; `C:/sample/src` and `C:/sample/inc` configure the input file paths. The `DEBUG` macro is also defined with a value of 1.

When this input file is successfully assembled, the file `main0.obj` is generated.

5.2 ctr_VertexShaderLinker32 (Linker)

`ctr_VertexShaderLinker32.exe` links object files output by `ctr_VertexShaderAssembler32.exe` and then outputs an executable file.

The linker is run from the command prompt as follows.

```
ctr_VertexShaderLinker32 <input files> [options]
```

Specify the input object files in `<input files>`. The input files must be object files that together include at least one `main` function. You can specify (or omit) the options in section 5.2.2 for `[options]`. Help is displayed if no arguments are given. Use filenames that do not contain any spaces, are composed of no more than 128 -single-byte alphanumeric characters, and do not use the symbols `\ / : * ? " < > |`.

If there is more than one main object in the input files, the application must specify the same number of shader objects to the `glShaderBinary` function. At that time, each shader object references a main object in the order the main objects were specified in the argument to `ctr_VertexShaderLinker32.exe`.

5.2.1 Input files

- `<input filenames> [input files]`

The input files must be object files that together include at least one `main` function.

5.2.2 Options

- `-I <file path>`

Specifies the input file path. First the current directory and then the directory specified by this option are searched for the input files.

- `-O <filename>`

Specifies the name of the output file. This is `shader.bin` by default.

- `-M`

Outputs a map file. This file has the same name as the executable file, but uses the `.map` extension. For details on map files, see Chapter 11 Map Files.

- `-debug`

Links all linked object files with debugging information.

- `-nodebug`

Links all linked object files without debugging information.

- `-?` or `-help`

Displays Help.

5.2.3 Example

Code 5-2 ctr_VertexShaderLinker Example

```
ctr_VertexShaderLinker32 main0.obj main1.obj subr0.obj subr1.obj －Oshader0.bin －M
```

This example links the main objects `main0.obj` and `main1.obj`, and the reference objects `subr0.obj` and `subr1.obj`.

6 Vertex Shader Resources

Vertex shaders have the following resources.

6.1 Program RAM

Program RAM is the region that stores assembly language instruction codes. It can store 512 instructions. If an assembly code file uses more than 512 assembly instructions, it will cause an error when it is assembled or linked.

6.2 Registers

6.2.1 Per-Register Resources

The following register types are used for calculations and flow control.

Table 6-1 Register Types

Name	ID	Components	Number	R/W	Index	Bit Width
Input registers	v#	4	12	R	-	24
Temporary registers	r#	4	16	RW	-	24
Floating-point constant registers	c#	4	96	R	a0/aL	24
Address register	a0	2	1	RW	-	8
Boolean registers	b#	1	16*	R	-	1
Integer registers	i#	1	4	R	-	24
Loop-counter register	aL	1	1	R	-	8
Output registers	o#	4	16	W	-	24
Status registers	-	1	2	RW	-	1

- ID
  This identifier is used when entering assembly instructions."#" indicates the register number. Specify a number from 0 to (number of registers - 1).
- Name
  This is the name of the register.
- Number
  This is the number of registers.
- Components
  This is the amount of data in a single register. When there are four components, a single register contains the x, y, z, and w components.

- R/W
  This indicates whether reads and writes are allowed. "R" indicates that a register can be specified only as an input operand. "W" indicates that a register can be specified only as an output operand. "RW" indicates that a register can be specified as either an input or output operand.
- Index
  It is possible to specify the register numbers of these registers using the content of other registers in Table 6-1. See section 7.5 Register Index Offsets for Input Operands.
- Bit Width
  This indicates the bit width of each register.

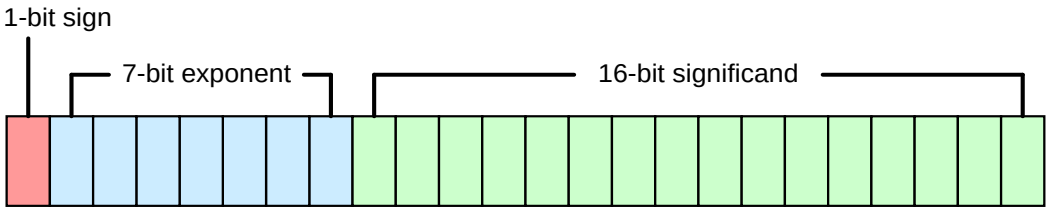
6.2.2 Precision of Floating-Point Registers

The input registers, temporary registers, and floating-point constant registers are all floating-point number registers. Floating-point numbers use 1 sign bit, 7 exponent bits, and 16 significand bits for a total of 24 bits. A sign bit of 0 is positive and 1 is negative. The exponent bits are in base 2 and have a bias of 63. The significand bits represent a value that is one less than the actual significand.

The actual value of a floating-point number is:

$$(-1)^{(\text{sign})} \times 2^{(\text{exponent} - 63)} \times (1 + \text{significand bits})$$

Figure 6-1 Floating-Point Number



6.2.3 Input Registers

Input registers are floating-point registers that store vertex attribute data ("attributes" in OpenGL ES 2.0 applications).

6.2.4 Temporary Registers

Temporary registers are floating-point registers that temporarily maintain calculation results to be reused later. Their values are preserved until they are overwritten.

6.2.5 Floating-Point Constant Registers

Floating-point constant registers are floating-point registers that store constants to use for calculations. Uniforms for OpenGL ES 2.0 applications are stored here.

6.2.6 Address Register

An address register is an integer register that accepts values in the range [-95, 95]. If you assign the value from a floating-point register to the address register, only the integer part is assigned. Behavior is undefined if you assign values that are not in the range [-95, 95].

You can use this register's value to specify another register's number. See section 7.5 Register Index Offsets for Input Operands.

6.2.7 Boolean Registers

Boolean registers hold Boolean values. They are used for branches and jumps.

Uniforms for OpenGL ES 2.0 applications are also stored here. Boolean register 15 (`b15`) is reserved for geometry shaders.

6.2.8 Integer Registers

Integer registers hold integer values and are used to control `loop` instructions.

These registers store loop counts, the initial values for the loop-counter register, and the amounts by which to increment the loop-counter register. They are 24 bits wide: bits 0-7 specify the loop count; bits 8-15 specify the initial value for the loop-counter register; and bits 16-23 specify the amount by which to increment the loop-counter register.

When control enters a `loop` instruction, the loop-counter register is first initialized with its initial value from one of the integer registers. Then the assembly code instructions from the `loop` to the `endloop` instructions are run repeatedly. The number of loop iterations is the loop count plus one (meaning that the instructions are run only once when the loop count in this register is 0). At each iteration of the loop, the loop-counter register is incremented by the amount given by this register.

Uniforms for OpenGL ES 2.0 applications are also stored here.

6.2.9 Loop-Counter Register

This register stores the counter value for loop instructions. Its value is in the range [0, 255].

You can use the value of this register to specify another register's number, just as you can with the address register. See section 7.5 Register Index Offsets for Input Operands.

6.2.10 Output Registers

These registers output data that has been processed by vertex shaders into a later stage of the graphics pipeline.

6.2.11 Status Registers

These registers have their values set by comparison instructions and are used for branch conditions.

7 Assembly Language Grammar Reference

7.1 Entering Assembly Instructions

Assembly instructions are entered in the following format. The comment can be omitted.

```
<Operation>  [Operand] [Comment]
```

Code 7-1 Assembly Instruction Example

```
add       r0, r1, r2      // r0 = r1 + r2
mul       r3, c0, v0      // r3 = c0 + v0
```

Assembly instructions are entered using ASCII characters, in compliance with the following rules.

7.1.1 Operation

For the operation, denote the assembly instruction to run. You can only code one operation per line.

7.1.2 Operand

```
Operand name[, Operand]
```

Denote the name of the operand, such as the register or the direct value targeted by the operation. The operation is followed by at least one space or tab before the operand name. Use commas to delimit multiple operands. You can denote one or more spaces or tabs between operands.

7.1.3 Comment

Denoting two forward-slashes ("//") causes the rest of the line to be treated as a comment. Text between the delimiters `/*` and `*/` is also treated as a comment.

7.2 Masking Output Components

When you output calculation results to registers that have more than one component, you can specify which components to output. Values are updated only for the specified components. If nothing is specified, all components are updated. Specify the components in x, y, z, w order (you cannot, for example, denote "wzyx").

Code 7-2 Component Masking Example

```
add   r0.x, r1, r2   // The x component is updated.
                    // The y, z, and w components are not updated.
mov   r0.yz, r1      // The y and z components are updated.
                    // The x and w components are not updated.
dp3   r0, r1, r2     // The x, y, z, and w components are all updated.
```

7.3 Rearranging Input Components (Swizzling)

When using registers with multiple components as input operands, you can rearrange the components that are used by calculations. If nothing is specified, components are used in x, y, z, w order. If you do not specify all four components, the component specified last is repeated.

Code 7-3 Swizzling Example

```
add       r0, r1.xzyy, r2        // r0.x = r1.x + r2.x
                                 // r0.y = r1.z + r2.y
                                 // r0.z = r1.y + r2.z
                                 // r0.w = r1.y + r2.w
mov       r0, r1.ywz             // r0.x = r1.y
                                 // r0.y = r1.w
                                 // r0.z = r1.z
                                 // r0.w = r1.z ; The z-component, specified last,
                                 // is repeated
add       r0, r1.zw, r2.xy       // r0.x = r1.z + r2.x
                                 // r0.y = r1.w + r2.y
                                 // r0.z = r1.w + r2.y
                                 // r0.w = r1.w + r2.y
```

7.4 Adding a Negative Sign to Input Components

You can prefix input operands with a negative sign.

Code 7-4 Negative Sign Example

```
add       r0, r1, -r2    // r0 = r1 – r2
mul       r0, –r1, r2    // r0 = (–r1) * r2
```

7.5 Using Register Index Offsets for Input Operands

You can offset the register number of an input operand by entering it in brackets ("[ ]"). You can enter the sum of multiple integers in the brackets. If this integer sum (indicating the offset) exceeds the number of registers, an error occurs during assembly.

The floating-point constant registers, and only these registers, can also be offset by the values of the address register and/or the loop-counter register. If you use the address register, you must specify either its x or y component. Behavior is undefined when the total index offset, including the address register and loop-counter register, is not within the range [0, 95]

Code 7-5 Index Offset Example

```
c2              // The index is 2
v[5 + 2]         // The index is 5 + 2
r8[1 + 2 + 4]    // The index is 8 + 1 + 2 + 4
c[3 + a0.x]      // The index is 3 + a0.x
c4[11 + aL]      // The index is 4 + 11 + aL
```

7.6 Labels

Labels are specified as jump targets for the `call` and `jpb` instructions.

To encode a label, add a colon (":") after a name that is a combination of single-byte alphanumeric characters and underscores ("_"). Labels cannot include a decimal or hexadecimal number (such as `123` or `0xf`), a register name (such as r0 or c0), or any other reserved word. A line encoding a label cannot have any other notation except a comment.

Code 7-6 Label Example

```
function0:
  mov     r0, r1
  ...
  ret
main:
  ...
call      function0
```

7.6.1 The main Label

A vertex shader always begins executing at the `main` label. A shader without a `main` label is referenced as a subroutine. When vertex shader assembly code files are assembled and linked, at least one of the linked objects must be a main object that contains at least one `main` label. In the same way, main objects must also set at least one `endmain` label. Set the `endmain` label immediately after the last instruction to be run (this is the instruction that does the final write to the output registers).

7.6.2 Label Name Collisions

You cannot use the same label name more than once in a single object file. Likewise, when linking multiple object files, you cannot use the same label name more than once in object files used for multiple subroutines. Main objects do not reference each other, so the same label name can be used within more than one main object.

7.7 Reserved Words

The assembler defines the following strings to be reserved words. Do not use reserved words for labels, symbols, or other names.

7.7.1 Register Names

`v0–v15`, `r0–r15`, `c0–c95`, `a0`, `b0–b15`, `i0–i3`, `aL`, `o0–o15`

7.7.2 Assembly Language Instructions

`def`, `defb`, `defi`, `add`, `dp3`, `dp4`, `dph`, `dst`, `exp`, `flr`, `litp`, `log`, `mad`, `max`, `min`, `mov`, `mova`, `mul`, `nop`, `rcp`, `rsq`, `sge`, `slt`, `sub`, `abs`, `crs`, `frc`, `lrp`, `m3x2`, `m3x3`, `m3x4`, `m4x3`, `m4x4`, `nrm`, `pow`, `sgn`, `sincos`, `call`, `callc`, `callb`, `jpb`, `jpc`, `ret`, `ifb`, `ifc`, `else`, `endif`, `loop`, `endloop`, `breakc`, `cmp`, `end`

7.7.3 Preprocessor

`include`, `define`, `undef`, `ifdef`, `ifndef`, `if`, `defined`, `else`, `elif`, `endif`, `error`, `pragma`, `bind_symbol`, `output_map`

8 Preprocessor Pseudo-Instructions

8.1 #include

Use this to insert a file. Place the file in double quotation marks.

Code 8-1 #include Example

```
#include “defs.asm”
```

8.2 #define

This defines a macro. A macro is denoted using no more than 128 single-byte alphanumeric characters and underscores ("_") and cannot begin with a number. Behavior is undefined if more than 128 characters are used.

Code 8-2 #define Example

```
#define   MAX_COUNT              100
```

8.3 #undef

This deletes a macro defined by `#define`.

Code 8-3 #undef Example

```
#undef    MAX_COUNT
```

8.4 #ifdef, #ifndef, #if, #else, #elif, #endif

These are used for conditional compilation with macros.

Code 8-4 #ifdef, endif Example

```
#define   USE_FUNCTION_A
#ifdef    USE_FUNCTION_A
FunctionA:
  ...
#endif
```

Evaluation of the following `#if` and `#elif` expressions is also supported.

- Literal values (that can be expressed as signed 32-bit integers; behavior is undefined for all other values)
- Minus signs on literal values (addition and subtraction are not supported)
- `defined(`*`macro`*`)`
- `!defined(`*`macro`*`)`

- Equality signs (==, !=)
- Inequality signs (<, <=, >, >=)
- Bitwise AND (&&) and OR (||)
- Any combination of the above

Code 8-5 #if, #endif Example

```
#if (defined(AAA) && (BBB == 1))
  ...
#endif
```

Note: An error is generated when an expression uses an undefined macro.

8.5 #error

This outputs an error.

Code 8-6 #error Example

```
#error    "error message"
```

8.6 #pragma

The `pragma` instruction configures extended information for the assembler.

8.6.1 bind_symbol (symbol_name , start_index [, end_index])

This binds a symbol name to a register. Specify any symbol name in `symbol_name` and specify the starting and ending positions of registers to bind in `start_index` and `end_index`, respectively. You can bind to input registers, floating-point constant registers, integer registers, or Boolean registers.

If you use a `#pragma bind_symbol(symbol_name, start_index)` definition without specifying `end_index`, `start_index` specifies both the starting and ending positions of the registers to bind and thereby specifies a single register.

When an application loads the executable file for the shader assembly code that defines `bind_symbol`, it can use the defined symbol names as arguments to `glGetAttribLocation`, `glBindAttribLocation`, and other functions, and thereby configure the input registers. In the same way, these can also be used as arguments to `glGetUniformLocation` and other functions to configure the floating-point constant registers, integer registers, and Boolean registers.

The `def`, `defb`, and `defi` instructions cannot be used to define a constant value for any registers already specified by `bind_symbol`, either within the same shader assembly code file or within any objects referenced at link time.

You can specify and configure individual components of floating-point constant registers when configuring those registers. To do so, specify the components in the format "`.xyzw`" after the name in `symbol_name`. Specify only consecutive components in xyzw order (although you can configure

subsets of components such as "xy", "yzw", and "zw", you cannot configure nonconsecutive subsets such as "xz", "yw", or "xyw").

With input registers, you cannot set more than one symbol name for a single input register. Also, the same value must be used for start_index and end_index.

Note: The input register settings determine which vertex attributes are used as inputs to the graphics pipeline. In other words, an input register that does not have a symbol bound to it by these settings is not recognized as an input vertex attribute and thus stores undefined values.

When you specify individual components of an input register, the number of components only affects the value of type that is obtained by the glGetActiveAttrib function. If you set size equal to 1, 2, or 3 in the glVertexAttribPointer function, vertex attribute data is loaded respectively into either the x, xy, or xyz components of the corresponding register. The default value is loaded into any component into which vertex attribute data is not loaded. By default, the value for y is 0, z is 0, and w is 1.

Note: The hardware does not operate properly when the vertex shaders have not read any input registers. Reading even a single component of any input register during a single cycle of vertex processing is enough to fulfill this requirement. It is acceptable for this input register to have undefined content.

Code 8-7 bind_symbol Example, in Assembly Code and Application Code

```
// Assembly language source code
#pragma  bind_symbol ( ModelViewMatrix , c0 , c3 )
#pragma  bind_symbol ( Position , v0 )
#pragma  bind_symbol ( LoopCounter0 , i1 , i1 )
#pragma  bind_symbol ( bFirst , b2 , b2 )
#pragma  bind_symbol ( Scalar.x , c4, c4 )   // c4.x is assigned to the Scalar
symbol

// Application source code
glBindAttribLocation ( program , 0 , ”Position” );
glEnableVertexAttribArray ( 0 );

uniform_location = glGetUniformLocation ( program , “ModelViewMatrix” );
GLfloat matrix[4][4];
glUniform4fv ( uniform_location , 4 , matrix );

GLfloat scalar_value;
uniform_location = glGetUniformLocation ( program , “Scalar” );
glUniform1f ( uniform_location , scalar_value );

uniform_location = glGetUniformLocation ( program , “bFirst” );
glUniform1i ( uniform_location , GL_TRUE );
```

```
GLint loop_setting[3] = { 4 , 0 , 1 } ;          // loop_count−1 , init , step
uniform_location = glGetUniformLocation ( program , “LoopCounter0” );
glUniform3iv ( uniform_location , loop_setting );
```

8.6.2 output_map (data_name , mapped_register)

This configures the attributes of the data output by the vertex shaders. These settings determine which data to output to the fragment pipeline.

You can specify any of the following for `data_name`.

- `position` Vertex coordinates (x y z w)
- `color` Vertex color (R G B A)
- `texture0` Texture coordinate 0 (u v)
- `texture0w` The third component (w) of texture coordinate 0
- `texture1` Texture coordinate 1 (u v)
- `texture2` Texture coordinate 2 (u v)
- `quaternion` Quaternion (x y z w)
- `view` View vector (x y z)
- `generic` General-purpose attribute (freely definable components)

Specify the corresponding output register in `mapped_register`. Because you can specify individual components of the output register, you can pack multiple attributes into a single register. The `generic` attribute is used with geometry shaders.

Note: Once a vertex shader has written to all of the output registers specified by these settings, that vertex shader is forced to end its processing and control moves to the next vertex data operation. (The `end` instruction must be called after all the output registers have been written to.) As a result, instructions might not be run if they come after the last attribute data has been written to the output registers.

Code 8-8 Running an Instruction After Writing to the Output Registers

```
mov       o0, r0
mov       o1, r1 // Execution ends here if only o0 and o1 are specified
end             // The end instruction is required
nop             // This instruction might not run
nop             // This instruction might not run
```

Note: Vertex shaders are required to write to the entirety of all of the registers specified by this setting. (All components—x, y, z, and w—of the specified registers must be written. Even if `output_map` has not set all of the components, they must all be written. Dummy values can be written to components that have not been set.)

Code 8-9 Writing to All Specified Registers

```
#pragma  output_map ( position , o0 )
```

```
#pragma  output_map ( color , o1 )
#pragma  output_map ( texture0 , o2.xy )
#pragma  output_map ( texture1 , o3.xy )
#pragma  output_map ( texture2 , o4.xy )

...
mov       o0, r0
mov       o1, r1
mov       o2, r2 // Although only ‘xy’ is specified for o2, o3, and o4,
mov       o3, r3 // some value must be written to the zw components
mov       o4, r4 //
```

Note: After a vertex shader has written to all of the output registers specified by these settings, you must not use any instructions that read or write the various registers. We do not guarantee behavior if you attempt to use register read-write instructions after the last write to an output register.

Code 8-10 Running Instructions Illegally After Writing to the Output Registers

```
mov       o0, r0
mov       o1, r1 // Execution ends here if only o0 and o1 were specified
mov       r0, c0 // Instructions that access registers here are prohibited
end             // The end instruction is required
mov       r1, c1 // Instructions that access registers here are prohibited
```

Note: Vertex shaders cannot write to the same output register more than once. Perform only one write operation on all of an output register's components per processing of each single vector. You cannot use multiple writes to write data one component at a time. We do not guarantee behavior if you use multiple write operations.

Code 8-11 Writing to a Register Multiple Times

```
// Example of valid processing
mov o0.xy, c0.xy
mov o0.zw, c1.zw // Each component has only been written once

// Example of invalid processing
mov o0.xy, c0.xy
mov o0.yzw, c1.yzw // o0.y has been written twice
```

Note: You can use `output_map` to specify attributes other than `generic` in up to 7 output registers. To set 8 or more attributes other than `generic` in the output registers, you must pack multiple attributes into a single output register. When attributes other than `generic` are set in 8 or more output registers, an `INVALID_OPERATION` error will be generated when the `glShaderBinary` function loads the code.

Code 8-12 Packing Multiple Attributes into a Single Output Register

```
#pragma  output_map ( position , o0 )
#pragma  output_map ( color , o1 )
#pragma  output_map ( texture0 , o2.xy )
#pragma  output_map ( texture1 , o2.zw ) // Pack multiple attributes into o2

...
mov       o0, r0
mov       o1, r1
mov       o2.xy, r2.xy
mov       o2.zw, r3.xy
```

8.7 #line

This changes the line number and the filename using the following syntax.

`#line` *`line_number`* [*“filename”*]

There must be a space between the line number and filename. Use double quotes around the filename and specify a line number that can be represented as a 32-bit integer (`int`) greater than or equal to 1. Behavior is undefined for any other value. Use a filename that is no longer than 128 single-byte alphanumeric characters and does not include spaces or special characters other than the following: `\/:*?”<>.`

Code 8-13 #line Example

```
#line 100 “newname.vsh”
```

9 Assembly Language Instruction Reference

9.1 Define Instructions

A define instruction sets a constant register value. The value does not change while the shader is running. Regardless of where it is declared in shader assembly code, it is valid throughout the entire linked object. You cannot set more than one value for the same register within the same set of linked objects. You also cannot use define instructions on registers already specified with `#pragma bind_symbol` within the same set of linked objects.

9.1.1 def : Define Floating-Point Constants

9.1.1.1 Calling Format

```
def       dest , value0 , value1 , value2 , value3
```

9.1.1.2 Operands

- `dest`: Floating-point constant register
- `value0-4`: Floating-point values

9.1.1.3 Overview

Sets the value of a floating-point constant register. You can set the value in decimal notation (using a decimal point) or integer notation (base 10 or base 16). When you specify values in hexadecimal notation, the hexadecimal bitmap specifies a 24-bit floating-point value (1 sign bit, 7 exponent bits, 16 significand bits). If a value larger than 24 bits is specified, the lower 24 bits are used and the rest is thrown away.

9.1.1.4 Example

```
def       c0 , 1 , 1.5 , -0.5 , 0.25
def       c1 , 0x3f0000 , 0x3f8000 , 0xbe0000 , 0x3d0000  // This sets the same
                                                  // values as above
```

9.1.2 defb : Define Boolean Constant

9.1.2.1 Calling Format

```
defb      dest , value
```

9.1.2.2 Operands

- `dest`: Boolean register
- `value`: `true` or `false`

9.1.2.3 Overview

Sets the value of a Boolean register.

9.1.2.4 Example

```
defb      b0 , true
```

```
defb      b1 , false
```

9.1.3 defi : Define Integer Constants

9.1.3.1 Calling Format

```
defi      dest , count , init , step
```

9.1.3.2 Operands

- `dest`: Integer register
- `count`: Integer value
- `init`: Integer value
- `step`: Integer value

9.1.3.3 Overview

Sets the value of an integer register. Integer registers are used by the `loop` instruction. The `count` operand specifies a value that is one less than the number of times to run the group of instructions between the `loop` and `endloop` instructions. The `init` operand specifies the initial value of the loop-counter register. The `step` operand specifies the amount by which to increment the loop-counter register during each loop iteration. Specify a value in the range `[0, 255]` for both `count` and `init`. Specify a value in the range `[-128, 127]` for `step`. When its integer value is given in hexadecimal, `step` is specified as a two's complement number.

9.1.3.4 Example

```
defi      i0 , 8 , 0 , 1  // Loops 9 times. aL has an initial value of 0 and is
                          // incremented by one during each loop iteration.
defi      i1 , 10 , 4 , 2 // Loops 11 times. aL has an initial value of 4 and is
                          // incremented by two during each loop iteration.
```

9.2 Arithmetic Instructions

Arithmetic instructions run arithmetic computations. In all these instructions, the components x, y, z, and w in the `src` operand(s) are swizzled before the instruction operation.

9.2.1 add : Add

9.2.1.1 Calling Format

```
add       dest , src0 , src1
```

9.2.1.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.1.3 Overview

Stores the sum of `src0` and `src1` in `dest`. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.1.4 Operation

```
dest.x = src0.x + src1.x
dest.y = src0.y + src1.y
dest.z = src0.z + src1.z
dest.w = src0.w + src1.w
```

9.2.1.5 Example

```
add       r0 , c1 , v2
add       o0.xy , r7.yz , c4.xx
```

9.2.2 dp3 : Three-Component Dot Product

9.2.2.1 Calling Format

```
dp3       dest , src0 , src1
```

9.2.2.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.2.3 Overview

Stores the dot product of three components of `src0` and `src1` in `dest`. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.2.4 Operation

```
dot = ( src0.x × src1.x ) + ( src0.y × src1.y ) + ( src0.z × src1.z )
dest.x = dot
dest.y = dot
dest.z = dot
dest.w = dot
```

9.2.2.5 Example

```
dp3       r0 , c1 , v2
dp3       o0 , r7.yzw , c4.xxy
```

9.2.3 dp4 : Four-Component Dot Product

9.2.3.1 Calling Format

```
dp4       dest , src0 , src1
```

9.2.3.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.3.3 Overview

Stores the dot product of four components of `src0` and `src1` in `dest`. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.3.4 Operation

```
dot = ( src0.x × src1.x ) + ( src0.y × src1.y ) + ( src0.z × src1.z ) + ( src0.w × src1.w )
dest.x = dot
dest.y = dot
dest.z = dot
dest.w = dot
```

9.2.3.5 Example

```
dp4       r0 , c1 , v2
dp4       o0 , r7.yzwx , c4.xxyw
```

9.2.4 dph : Homogeneous Dot Product

9.2.4.1 Calling Format

```
dph       dest , src0 , src1
```

9.2.4.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.4.3 Overview

Stores in `dest` the result of adding the w component of `src1` to the dot product of three components of `src0` and `src1`. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.4.4 Operation

```
dot = ( src0.x × src1.x ) + ( src0.y × src1.y ) + ( src0.z × src1.z ) + src1.w
dest.x = dot
dest.y = dot
dest.z = dot
dest.w = dor
```

9.2.4.5

```
dest.w = dot
```

9.2.4.6 Example

```
dph       r0 , c1 , v2
dph       o0 , r7.yzwx , c4.xxyw
```

9.2.5 dst : Distance Vector

9.2.5.1 Calling Format

```
dst       dest , src0 , src1
```

9.2.5.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.5.3 Overview

Calculates the vector distance. Set the y and z components of `src0` to the squared distance, and the y and w components of `src1` to the reciprocal of the distance. The components of `dest` respectively store `1`, the distance, the squared distance, and the reciprocal of the distance. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.5.4 Operation

```
dest.x = 1
dest.y = src0.y × src1.y
dest.z = src0.z
dest.w = src1.w
```

9.2.5.5 Example

9.2.5.6

```
dst       r0 , c1 , v2
```

9.2.6 exp : Exponential Base 2

9.2.6.1 Calling Format

```
exp       dest , src{ .x | .y | .z | .w }
```

9.2.6.2 Operands

- `dest`: Output register or temporary register
- `src`: Temporary register, input register, or floating-point constant register

9.2.6.3 Overview

Calculates a power of 2. Because this instruction can only calculate a single component, you must specify only one component in `src`.

9.2.6.4 Operation

```
tmp = src { .x | .y | .z | .w }
dest.x = 2 ^ tmp
dest.y = 2 ^ tmp
dest.z = 2 ^ tmp
dest.w = 2 ^ tmp
```

```
exp       r0 , c1.x
```

9.2.7 flr : Floor

9.2.7.1 Calling Format

```
flr       dest , src
```

9.2.7.2 Operands

- `dest`: Output register or temporary register
- `src`: Temporary register, input register, or floating-point constant register

9.2.7.3 Overview

Stores the largest integer less than or equal to `src` in `dest`.

9.2.7.4 Operation

```
dest.x = floor ( src.x )
dest.y = floor ( src.y )
dest.z = floor ( src.z )
dest.w = floor ( src.w )
```

9.2.7.5

```
flr       r0, r1
```

9.2.8 litp : Light Coefficients

9.2.8.1 Calling Format

```
litp      dest , src
```

9.2.8.2 Operands

- `dest`: Output register or temporary register
- `src`: Temporary register, input register, or floating-point constant register

9.2.8.3 Overview

Partially calculates lighting. This instruction also changes the status registers at the same time.

9.2.8.4 Operation

```
dest.x = ( src.x < 0 ) ? 0 : src.x
dest.y = ( src.y < -128 ) ? -128 : ( src.y > 128 ? 128 : src.y )
dest.z = 0
dest.w = ( src.w < 0 ) ? 0 : src.w
```

```
status_reg0 = ( src.x > 0 ) ? 1 : 0
status_reg1 = ( src.w > 0 ) ? 1 : 0
```

9.2.8.5 Example

```
litp      r0 , c1
```

9.2.9 log : Logarithm Base 2

9.2.9.1 Calling Format

```
log       dest , src{ .x | .y | .z | .w }
```

9.2.9.2 Operands

- `dest`: Output register or temporary register
- `src`: Temporary register, input register, or floating-point constant register

9.2.9.3 Overview

Calculates the base-2 logarithm. Because this instruction can only calculate a single component, you must specify only one component in `src`.

9.2.9.4 Operation

```
tmp = src { .x | .y | .z | .w }
dest.x = log2 ( tmp )
dest.y = log2 ( tmp )
dest.z = log2 ( tmp )
dest.w = log2 ( tmp )
```

9.2.9.5 Example

```
log       r0 , c1.x
```

9.2.10 mad : Multiply and Add

9.2.10.1 Calling Format

```
mad       dest , src0 , src1 , src2
```

9.2.10.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register or input register
- `src1`: Temporary register, input register, or floating-point constant register
- `src2`: Temporary register, input register, or floating-point constant register

9.2.10.3 Overview

Stores in `dest` the result of adding `src2` to the product of `src0` and `src1`. You cannot specify a floating-point constant register for both `src1` and `src2`. Nor can you specify input registers with different indices in `src0`, `src1`, and `src2` at the same time.

9.2.10.4 Operation

```
dest.x = src0.x × src1.x + src2.x
dest.y = src0.y × src1.y + src2.y
dest.z = src0.z × src1.z + src2.z
dest.w = src0.w × src1.w + src2.w
```

9.2.10.5 Example

```
mad       r0 , r1, c1 , v2
```

9.2.11 max : Maximum

9.2.11.1 Calling Format

```
max       dest , src0 , src1
```

9.2.11.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.11.3 Overview

Compares `src0` and `src1` and stores the larger value in `dest`. You cannot specify a floating-point constant register for both `src0` and `src1`. Noro can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.11.4 Operation

```
dest.x = ( src0.x > src1.x ) ? src0.x : src1.x
dest.y = ( src0.y > src1.y ) ? src0.y : src1.y
dest.z = ( src0.z > src1.z ) ? src0.z : src1.z
dest.w = ( src0.w > src1.w ) ? src0.w : src1.w
```

9.2.11.5 Example

```
max       r0 , r1 , c1
```

9.2.12 min : Minimum

9.2.12.1 Calling Format

```
min       dest , src0 , src1
```

9.2.12.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.12.3 Overview

Compares `src0` and `src1` and stores the smaller value in `dest`. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.12.4 Operation

```
dest.x = ( src0.x > src1.x ) ? src1.x : src0.x
dest.y = ( src0.y > src1.y ) ? src1.y : src0.y
dest.z = ( src0.z > src1.z ) ? src1.z : src0.z
dest.w = ( src0.w > src1.w ) ? src1.w : src0.w
```

9.2.12.5 Example

```
min       r0 , r1 , c1
```

9.2.13 mov : Move

9.2.13.1 Calling Format

```
mov       dest , src
```

9.2.13.2 Operands

- `dest`: Output register or temporary register
- `src`: Temporary register, input register, or floating-point constant register

9.2.13.3 Overview

Copies the content of `src` into `dest`.

9.2.13.4 Operation

```
dest = src
```

9.2.13.5 Example

```
mov       r0 , c1
```

9.2.14 mova : Move to Address Register

9.2.14.1 Calling Format

```
mova      dest{ .x | .y | .xy } , src
```

9.2.14.2 Operands

- `dest`: Address register
- `src`: Temporary register, input register, or floating-point constant register

9.2.14.3 Overview

Copies the content of `src` into `dest`. The fractional part of `src` (everything below the decimal point) is truncated. Behavior is undefined if you assign a value that does not lie in the range `[-95, 95]`. The address register must use a mask of `.x`, `.y`, or `.xy`. Consecutive calls to this instruction will result in an error.

9.2.14.4 Operation

```
dest = src
```

9.2.14.5 Example

```
mova      a0.x , c1
```

9.2.15 mul : Multiply

9.2.15.1 Calling Format

```
mul       dest , src0 , src1
```

9.2.15.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.15.3 Overview

Stores the product of `src0` and `src1` in `dest`. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.15.4 Operation

```
dest.x = src0.x × src1.x
dest.y = src0.y × src1.y
dest.z = src0.z × src1.z
dest.w = src0.w × src1.w
```

9.2.15.5 Example

```
mul       r0 , c1 , v2
mul       o0.xy , r7.yzww , c4.xxyz
```

9.2.16 nop : No Operation

9.2.16.1 Calling Format

```
nop
```

9.2.16.2 Operands

None

9.2.16.3 Overview

This instruction does nothing.

9.2.16.4 Operation

None

9.2.16.5 Example

```
nop
```

9.2.17 rcp : Recipirocal

9.2.17.1 Calling Format

```
rcp       dest , src{ .x | .y | .z | .w }
```

9.2.17.2 Operands

- `dest`: Output register or temporary register
- `src`: Temporary register, input register, or floating-point constant register

9.2.17.3 Overview

Calculates the reciprocal. Because this instruction can only calculate a single component, you must specify only one component in `src`.

9.2.17.4 Operation

```
tmp = src { .x | .y | .z | .w }
dest.x = 1 / tmp
dest.y = 1 / tmp
dest.z = 1 / tmp
dest.w = 1 / tmp
```

9.2.17.5

```
rcp       r0 , c1.x
```

9.2.18 rsq : Recipirocal Square Root

9.2.18.1 Calling Format

```
rsq       dest , src{ .x | .y | .z | .w }
```

9.2.18.2 Operands

- `dest`: Output register or temporary register
- `src`: Temporary register, input register, or floating-point constant register

9.2.18.3 Overview

Calculates the square root of the reciprocal. Because this instruction can only calculate a single component, you must specify only one component in `src`.

9.2.18.4 Operation

```
tmp = src { .x | .y | .z | .w }
dest.x = 1 / sqrt ( tmp )
dest.y = 1 / sqrt ( tmp )
dest.z = 1 / sqrt ( tmp )
dest.w = 1 / sqrt ( tmp )
```

9.2.18.5 Example

```
rsq       r0 , c1.x
```

9.2.19 sge : Set on Greater Than or Equal

9.2.19.1 Calling Format

```
sge       dest , src0 , src1
```

9.2.19.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.19.3 Overview

Stores `1` in `dest` when `src0` is greater than or equal to `src1` and stores `0` in `dest` otherwise. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.19.4 Operation

```
dest.x = ( src0.x >= src1.x ) ? 1 : 0
dest.y = ( src0.y >= src1.y ) ? 1 : 0
dest.z = ( src0.z >= src1.z ) ? 1 : 0
dest.w = ( src0.w >= src1.w ) ? 1 : 0
```

9.2.19.5 Example

```
sge       r0 , c1 , v2
sge       o0.xy , r7.yzww , c4.xxyz
```

9.2.20 slt : Set on Less Than

9.2.20.1 Calling Format

```
slt       dest , src0 , src1
```

9.2.20.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.2.20.3 Overview

Stores `1` in `dest` when `src0` is smaller than `src1` and stores `0` in `dest` otherwise. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.2.20.4 Operation

```
dest.x = ( src0.x < src1.x ) ? 1 : 0
dest.y = ( src0.y < src1.y ) ? 1 : 0
dest.z = ( src0.z < src1.z ) ? 1 : 0
dest.w = ( src0.w < src1.w ) ? 1 : 0
```

9.2.20.5 Example

```
slt       r0 , c1 , v2
slt       o0.xy , r7.yzww , c4.xxyz
```

9.3 Macro Instructions

Macro instructions expand into a combination of arithmetic instructions.

9.3.1 sub : Subtract

9.3.1.1 Calling Format

```
sub       dest , src0 , src1
```

9.3.1.2 Operands

- `dest`: Output register or temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.3.1.3 Overview

Stores the difference of `src0` and `src1` in dest. You cannot specify a floating-point constant register for both `src0` and `src1`. Nor can you specify input registers with different indices in `src0` and `src1` at the same time.

9.3.1.4 Operation

```
dest.x = src0.x - src1.x
dest.y = src0.y - src1.y
dest.z = src0.z - src1.z
dest.w = src0.w - src1.w
```

9.3.1.5 Post-Macro Expansion

```
add       dest , src0 , -src1
```

9.3.1.6 Example

```
sub       r0 , c1 , v2
sub       o0.xy , r7.yzww , c4.xxyz
```

9.3.2 abs : Absolute

9.3.2.1 Calling Format

```
abs       dest , src
```

9.3.2.2 Operands

- `dest`: Output register or temporary register
- `src`: Temporary register or input register

9.3.2.3 Overview

Stores the absolute value of `src` in `dest`.

9.3.2.4 Operation

```
dest.x = abs ( src0.x )
dest.y = abs ( src0.y )
dest.z = abs ( src0.z )
dest.w = abs ( src0.w )
```

9.3.2.5 Post-Macro Expansion

```
max       dest , src , -src
```

9.3.2.6 Example

```
abs       r0, r1
abs       o0 , r7.yzww
```

9.3.3 crs : Cross Product

9.3.3.1 Calling Format

```
crs       dest{ .x | .y | .z | .xy | .xz | .yz | .xyz } , src0 , src1
```

9.3.3.2 Operands

- `dest`: Temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.3.3.3 Overview

Stores the cross product of three components of `src0` and `src1` in `dest`. Neither `src0` nor `src1` can be swizzled. You must use one of the following masks for the `dest` operand: `.x`, `.y`, `.z`, `.xy`, `.xz`, `.yz`, or `.xyz`.

You cannot specify any of the following:

- the same register for `src0` and `dest`
- the same register for `src1` and `dest`
- a mask other than the default (`.xyzw`) for either `src0` or `src1`
- a floating-point constant register for both `src0` and `src1`
- input registers with different indices for `src0` and `src1` at the same time

9.3.3.4 Operation

```
dest.x = src0.y × src1.z - src0.z × src1.y
dest.y = src0.z × src1.x - src0.x × src1.z
dest.z = src0.x × src1.y - src0.y × src1.x
```

9.3.3.5 Post-Macro Expansion

```
mul       dest.xyz , src0.yzx , src1.zxy
mad       dest.xyz , -src1.yzx , src0.zxy , dest
```

9.3.3.6 Example

```
crs       r0.xyz , c1 , v2
```

9.3.4 frc : Fraction

9.3.4.1 Calling Format

```
frc       dest , src
```

9.3.4.2 Operands

- `dest`: Temporary register
- `src`: Temporary register, input register, or floating-point constant register

9.3.4.3 Overview

Stores in `dest` the difference between the value of `src` and the largest integer less than or equal to `src`. You cannot specify the same register for `src` and `dest`.

9.3.4.4 Operation

```
dest.x = src.x - floor ( src.x )
dest.y = src.y - floor ( src.y )
dest.z = src.z - floor ( src.z )
dest.w = src.w - floor ( src.w )
```

9.3.4.5 Post-Macro Expansion

```
flr       dest , src
add       dest , src , −dest
```

9.3.4.6 Example

```
frc       r0 , v1
```

9.3.5 lrp : Linear Interpolation

9.3.5.1 Calling Format

```
lrp       dest , src0 , src1 , src2
```

9.3.5.2 Operands

- `dest`: Temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register
- `src2`: Temporary register, input register, or floating-point constant register

9.3.5.3 Overview

Stores in `dest` the result of using `src0` to linearly interpolate between `src1` and `src2`. You can specify only one floating-point constant register among the three operands `src0`, `src1`, and `src2`. However, there is one exception: you can specify two floating-point constant registers at the same time if you specify them for `src0` and `src1`.

You cannot do any of the following:

- specify the same register for `dest` and `src0`
- use the same register for `dest` and `src2`
- specify input registers with different indices in any combination of `src0`, `src1`, and `src2` at the same

time

9.3.5.4 Operation

```
dest.x = src0.x × src1.x + (1 — src0.x )×src2.x
dest.y = src0.y × src1.y + (1 — src0.y )×src2.y
dest.z = src0.z × src1.z + (1 — src0.z )×src2.z
dest.w = src0.w × src1.w + (1 — src0.w )×src2.w
```

9.3.5.5 Post-Macro Expansion

```
add       dest , src1 , —src2
mad       dest , dest , src0 , src2
```

9.3.5.6 Example

```
lrp       r0 , v1 , c2 , r3
```

9.3.6 m3x2 : 3x2 Multiply

9.3.6.1 Calling Format

```
m3x2      dest.xy , src0 , src1
```

9.3.6.2 Operands

- `dest`: Temporary register or output register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.3.6.3 Overview

Stores the result of multiplying a 3x2 matrix and a 3-component vector in `dest`. Specify the first register of the 3x2 matrix in `src1` (in other words, when `src1` is `r0`, that means the 3x2 matrix is stored in `r0` and `r1`).

You cannot specify any of the following:

- a floating-point constant register for both `src0` and `src1`
- an input register for both `src0` and `src1`
- the same register for `dest` and `src0`

You must use the mask `.xy` for `dest`.

Note: If you set `dest` to the register that consecutively follows `src1` (this is `src2` in the expanded macro below), the content of that register is updated after macro expansion when the instruction executes, causing unexpected results.

9.3.6.4 Operation

```
src2 = Next_Index_Of ( src1 )
dest.x = ( src0.x × src1.x ) + ( src0.y × src1.y ) + ( src0.z × src1.z )
dest.y = ( src0.x × src2.x ) + ( src0.y × src2.y ) + ( src0.z × src2.z )
```

9.3.6.5 Post-Macro Expansion

```
dp3       dest.x , src0 , src1
dp3       dest.y , src0 , src2          // src2 = next index after src1
```

9.3.6.6 Example

```
m3x2      r0.xy , r1 , c0
// This is expanded as follows
// dp3    r0.x , r1 , c0
// dp3    r0.y , r1 , c1
```

9.3.7 m3x3 : 3x3 Multiply

9.3.7.1 Calling Format

```
m3x3      dest.xyz , src0 , src1
```

9.3.7.2 Operands

- `dest`: Temporary register or output register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.3.7.3 Overview

Stores the result of multiplying a 3x3 matrix and a 3-component vector in `dest`. Specify the first register of the 3x3 matrix in `src1` (in other words, when `src1` is `r0`, that means the 3x3 matrix is stored in `r0`, `r1`, and `r2`).

You cannot specify any of the following:

- a floating-point constant register for both `src0` and `src1`
- an input register for both `src0` and `src1`
- the same register for `dest` and `src0`

You must use the mask `.xyz` for `dest`.

Note: If you set `dest` to a register that consecutively follows `src1` (these registers are `src2` and `src3` in the expanded macro below), the content of that register is updated after macro expansion when the instruction executes, causing unexpected results.

9.3.7.4 Operation

```
src2 = Next_Index_Of ( src1 )
src3 = Next_Index_Of ( src2 )
dest.x = ( src0.x × src1.x ) + ( src0.y × src1.y ) + ( src0.z × src1.z )
dest.y = ( src0.x × src2.x ) + ( src0.y × src2.y ) + ( src0.z × src2.z )
dest.z = ( src0.x × src3.x ) + ( src0.y × src3.y ) + ( src0.z × src3.z )
```

9.3.7.5 Post-Macro Expansion

```
dp3       dest.x , src0 , src1
dp3       dest.y , src0 , src2          // src2 = next index after src1
dp3       dest.z , src0 , src3          // src3 = next index after src2
```

9.3.7.6 Example

```
m3x3      r0.xyz , r1 , c0
// This is expanded as follows
// dp3    r0.x , r1 , c0
// dp3    r0.y , r1 , c1
// dp3    r0.z , r1 , c2
```

9.3.8 m3x4 : 3x4 Multiply

9.3.8.1 Calling Format

```
m3x4      dest , src0 , src1
```

9.3.8.2 Operands

- `dest`: Temporary register or output register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.3.8.3 Overview

Stores the result of multiplying a 3x4 matrix and a 3-component vector in `dest`. Specify the first register of the 3x4 matrix in `src1` (in other words, when `src1` is `r0`, that means the 3x4 matrix is stored in `r0`, `r1`, `r2`, and `r3`).

You cannot specify any of the following:

- a floating-point constant register for both `src0` and `src1`
- an input register for both `src0` and `src1`
- a mask other than the default (`.xyzw`) for `dest`
- the same register for `dest` and `src0`

Note: If you set `dest` to a register that consecutively follows `src1` (these registers are `src2, src3` and `src4` in the expanded macro below), the content of that register is updated after macro expansion when the instruction executes, causing unexpected results.

9.3.8.4 Operation

```
src2 = Next_Index_Of ( src1 )
src3 = Next_Index_Of ( src2 )
src4 = Next_Index_Of ( src3 )
dest.x = ( src0.x × src1.x ) + ( src0.y × src1.y ) + ( src0.z × src1.z )
dest.y = ( src0.x × src2.x ) + ( src0.y × src2.y ) + ( src0.z × src2.z )
dest.z = ( src0.x × src3.x ) + ( src0.y × src3.y ) + ( src0.z × src3.z )
dest.w = ( src0.x × src4.x ) + ( src0.y × src4.y ) + ( src0.z × src4.z )
```

9.3.8.5 Post-Macro Expansion

```
dp3       dest.x , src0 , src1
dp3       dest.y , src0 , src2          // src2 = next index after src1
dp3       dest.z , src0 , src3          // src3 = next index after src2
dp3       dest.w , src0 , src4          // src4 = next index after src3
```

9.3.8.6 Example)

```
m3x4      r0 , r1 , c0
// This is expanded as follows
// dp3    r0.x , r1 , c0
// dp3    r0.y , r1 , c1
// dp3    r0.z , r1 , c2
// dp3    r0.w , r1 , c3
```

9.3.9 m4x3 : 4x3 Multiply

9.3.9.1 Calling Format

```
m4x3      dest.xyz , src0 , src1
```

9.3.9.2 Operands

- `dest`: Temporary register or output register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.3.9.3 Overview

Stores the result of multiplying a 4x3 matrix and a 4-component vector in `dest`. Specify the first register of the 4x3 matrix in `src1` (in other words, when `src1` is `r0`, that means the 4x3 matrix is stored in `r0`, `r1`, and `r2`).

You cannot specify any of the following:

- a floating-point constant register for both `src0` and `src1`
- an input register for both `src0` and `src1`
- the same register for `dest` and `src0`

You must use the mask `.xyz` for `dest`.

Note: If you set `dest` equal to a register that consecutively follows `src1` (these registers are `src2` and `src3` in the expanded macro below), the content of that register is updated after macro expansion when the instruction executes, causing unexpected results.

9.3.9.4 Operation

```
src2 = Next_Index_Of ( src1 )
src3 = Next_Index_Of ( src2 )
dest.x = ( src0.x × src1.x ) + ( src0.y × src1.y ) + ( src0.z × src1.z ) + ( src0.w
× src1.w )
dest.y = ( src0.x × src2.x ) + ( src0.y × src2.y ) + ( src0.z × src2.z ) + ( src0.w
```

```
× src2.w )
dest.z = ( src0.x × src3.x ) + ( src0.y × src3.y ) + ( src0.z × src3.z ) + ( src0.w
× src3.w )
```

9.3.9.5 Post-Macro Expansion

```
dp4       dest.x , src0 , src1
dp4       dest.y , src0 , src2          // src2 = next index after src1
dp4       dest.z , src0 , src3          // src3 = next index after src2
```

9.3.9.6 Example

```
m4x3      r0.xyz , r1 , c0
// This is expanded as follows
// dp4    r0.x , r1 , c0
// dp4    r0.y , r1 , c1
// dp4    r0.z , r1 , c2
```

9.3.10 m4x4 : 4x4 Multiply

9.3.10.1 Calling Format

```
m4x4      dest , src0 , src1
```

9.3.10.2 Operands

- `dest`: Temporary register or output register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.3.10.3 Overview

Stores the result of multiplying a 4x4 matrix and a 4-component vector in `dest`. Specify the first register of the 4x4 matrix in `src1` (in other words, when `src1` is `r0`, that means the 4x4 matrix is stored in `r0`, `r1`, `r2`, and `r3`).

You cannot specify any of the following:

- a floating-point constant register for both `src0` and `src1`
- an input register for both `src0` and `src1`
- the same register for `dest` and `src0`

You cannot use a mask other than the default (`.xyzw`) for `dest`.

Note: If you set `dest` equal to a register that consecutively follows `src1` (these registers are `src2`, `src3` , and `src4` in the expanded macro below), the content of that register is updated after macro expansion when the instruction executes, causing unexpected results.

9.3.10.4 Operation

```
src2 = Next_Index_Of ( src1 )
src3 = Next_Index_Of ( src2 )
src4 = Next_Index_Of ( src3 )
dest.x = ( src0.x × src1.x ) + ( src0.y × src1.y ) + ( src0.z × src1.z ) + ( src0.w
```

```
× src1.w )
dest.y = ( src0.x × src2.x ) + ( src0.y × src2.y ) + ( src0.z × src2.z ) + ( src0.w
× src2.w )
dest.z = ( src0.x × src3.x ) + ( src0.y × src3.y ) + ( src0.z × src3.z ) + ( src0.w
× src3.w )
dest.w = ( src0.x × src4.x ) + ( src0.y × src4.y ) + ( src0.z × src4.z ) + ( src0.w
× src4.w )
```

9.3.10.5 Post-Macro Expansion

```
dp4       dest.x , src0 , src1
dp4       dest.y , src0 , src2          // src2 = next index after src1
dp4       dest.z , src0 , src3          // src3 = next index after src2
dp4       dest.w , src0 , src4          // src4 = next index after src3
```

9.3.10.6 Example

```
m4x3      r0 , r1 , c0
// This is expanded as follows
// dp4    r0.x , r1 , c0
// dp4    r0.y , r1 , c1
// dp4    r0.z , r1 , c2
// dp4    r0.w , r1 , c3
```

9.3.11 nrm : Normalize

9.3.11.1 Calling Format

```
nrm       dest , src
```

9.3.11.2 Operands

- `dest`: Temporary register
- `src`: Temporary register or input register

9.3.11.3 Overview

Stores the result of normalizing `src` in `dest`. You cannot specify the same register for `src` and `dest`.

9.3.11.4 Operation

```
tmp = sqrt ( src.x × src.x + src.y × src.y + src.z × src.z + src.w × src.w )
dest.x = src.x× ( 1 / tmp )
dest.y = src.y× ( 1 / tmp )
dest.z = src.z× ( 1 / tmp )
dest.w = src.w× ( 1 / tmp )
```

9.3.11.5 Post-Macro Expansion

```
dp4       dest.x , src , src
rsq       dest.x , dest.x
mul       dest , src , dest.x
```

9.3.11.6 Example

```
nrm       r0 , v0
```

9.3.12 pow : Power

9.3.12.1 Calling Format

```
pow       dest , src0{ .x | .y | .z | .w} , src1{ .x | .y | .z | .w}
```

9.3.12.2 Operands

- `dest`: Temporary register
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.3.12.3 Overview

Stores the result of raising `src0` to the `src1` power in `dest`. You must specify one of the four components (`.x`, `.y`, `.z`, or `.w`) for `src0` and `src1`. You cannot specify the same register for `src1` and `dest`.

9.3.12.4 Operation

```
tmp = src0{ .x | .y | .z | .w} ^ src1{ .x | .y | .z | .w}
dest.x = tmp
dest.y = tmp
dest.z = tmp
dest.w = tmp
```

9.3.12.5 Post-Macro Expansion

```
log       dest.z , src0{ .x | .y | .z | .w}
mul       dest.z , dest.z , src1{ .x | .y | .z | .w}
exp       dest , dest.z
```

9.3.12.6 Example

```
pow       r0 , r1.y , r2.x
```

9.3.13 sgn : Sign

9.3.13.1 Calling Format

```
sgn       dest , src0 , src1 , src2
```

9.3.13.2 Operands

- `dest`: Temporary register or output register
- `src0`: Temporary register or input register
- `src1`: Temporary register
- `src2`: Temporary register

9.3.13.3 Overview

Stores 1, 0, or -1 in `dest` when `src0` is positive, zero, or negative, respectively. `src1` and `src2` are used to perform the calculations. You cannot use swizzling or specify negative signs with `src1` and `src2`. You cannot specify the same register for `src1` and `src2`. You cannot specify the same register for `src0` and `src1`.

9.3.13.4 Operation

```
for ( each component )
{
  if ( src0.component < 0 )
          dest.component = -1
  else if ( src0.component == 0 )
          dest.component = 0
  else
          dest.component = 1
}
```

9.3.13.5 Post-Macro Expansion

```
slt       src1 , src0 , -src0
slt       src2 , -src0 , src0
add       dest , src2 , -src1
```

9.3.13.6 Example

```
sgn       r0 , v1 , r2 , r3
```

9.3.14 sincos : Sine and Cosine

9.3.14.1 Calling Format

```
sincos            dest{ .x | .y | .xy } , src0{ .x | .y | .z | .w } , src1 , src2
```

9.3.14.2 Operands

- `dest`: Temporary register
- `src0`: Temporary register or input register
- `src1`: Temporary register
- `src2`: Temporary register

9.3.14.3 Overview

Calculates the sine and cosine of the component value specified by `src0` and stores the result in `dest`. Values are given in radians. The cosine and sine values are output to the x and y components, respectively, in `dest`. You must specify one of the following masks for `dest`: `.x`, `.y`, or `.xy`. The content of the z component in `dest` is not preserved because it is used during calculations. You must specify one of the four components (`.x`, `.y`, `.z`, or `.w`) for `src0`. `src1` and `src2` are used to perform the calculations. You cannot use swizzling or specify negative signs with `src1` and `src2`. A different register must be specified for each operand. The component specified by `src0` must have a value between $-\pi$ and π. This macro calculates an approximate value using a Taylor expansion. Because

a Taylor expansion requires several coefficients, the floating-point constant registers `c93`, `c94`, and `c95` are automatically defined. You cannot use this instruction and define either `c93`, `c94`, or `c95` with the `def` instruction.

9.3.14.4 Operation

```
tmp = src0{ .x | .y | .z | .w }
dest.x = cos ( tmp )
dest.y = sin ( tmp )
dest.z = undefined       // This is used during calculations
```

9.3.14.5 Post-Macro Expansion

```
def   c93 , 0xbe0000, 0xbc5555, 0x3f0000, 0x3f0000   // -0.5, -1/3!, 1.0, 1.0
def   c94 , 0xb56c16, 0xb2a01a, 0x3a5555, 0x381111   // -1/6!, -1/7!, 1/4!, 1/5!
def   c95 , 0xa927e4, 0xa5ae64, 0x2fa01a, 0x2c71de   // -1/10!, -1/11!, 1/8!, 1/9!

mov   src1 , c95
mov   src2 , c94
mul   dest.z , src0{ .x | .y | .z | .w } , src0{ .x | .y | .z | .w }
mad   dest.xy , dest.z , src1.xy , src1.zw
mad   dest.xy , dest.z , dest.xy , src2.xy
mad   dest.xy , dest.z , dest.xy , src2.zw
mov   src1 , c93
mad   dest.xy , dest.z , dest.xy , src1.xy
mad   dest.xy , dest.z , dest.xy , src1.zw
mul   dest.y , dest.y , src0{ .x | .y | .z | .w }
```

9.3.14.6 Example

```
sincos    r0.xy , v1.x , r2 , r3
```

9.4 Flow Control Instructions

The flow control instructions control the flow of execution.

9.4.1 call : Call Subroutine

9.4.1.1 Calling Format

```
call      label
```

9.4.1.2 Operands

- `label`: Label name

9.4.1.3 Overview

Causes control to jump to the address of the specified label name. If processing ends before reaching a `ret` instruction after the label address, it will return to the address immediately after this instruction. You cannot call a label if a `ret` instruction has not been set for it. You can nest up to four call

instructions (`call`, `callc`, and `callb`). Behavior is undefined for five or more nested calls. When call instructions are nested, behavior is undefined if a call instruction is invoked immediately before a `ret` instruction.

9.4.1.4 Operation

```
retaddr = pc + 1
pc = get_label_address ( label )
while (1)
{
  execute_current_instruction ( )
  if ( current_instruction () == ret )
  {
          pc = retaddr
          break
  }
}
```

9.4.1.5 Example

```
call      subfunction0

subfunction0:
..
ret
```

9.4.2 callb : Boolean Call

9.4.2.1 Calling Format

```
callb     src, label
```

9.4.2.2 Operands

- `src`: Boolean register
- `label`: Label name

9.4.2.3 Overview

Causes control to jump to the address of the specified label name when the content of the specified Boolean register is `true`. If processing ends before reaching a `ret` instruction after the label address, it will return to the address immediately after this instruction. You cannot call a label if a `ret` instruction has not been set for it. You can nest up to four call instructions (`call`, `callc`, and `callb`). Behavior is undefined for five or more nested calls. When call instructions are nested, behavior is undefined if a call instruction is invoked immediately before a `ret` instruction.

9.4.2.4 Operation

```
if ( src )
  call    label
```

9.4.2.5 Example

```
callb     b0 , subfunction0

subfunction0:
..
ret
```

9.4.3 callc : Condition Call

9.4.3.1 Calling Format

```
callc     status0 , status1 , mode , label
```

9.4.3.2 Operands

- `status0`: Value (either 0 or 1) of status register 0
- `status1`: Value (either 0 or 1) of status register 1
- `mode`: Conditional mode
  - 0: OR
  - 1: AND
  - 2: Only status register 0
  - 3: Only status register 1
- `label`: Label name

9.4.3.3 Overview

Calls a function conditionally based on the status register values.

The equality of the values specified by `status0` (or `status1`) and status register 0 (or 1) is taken to be the condition. This condition is true when either status register 0 or 1 match when `mode` is 0; when both status registers match when `mode` is 1; when status register 0 matches when `mode` is 2; and when status register 1 matches when `mode` is 3.

This instruction causes control to jump to the address of the specified label when the condition is true. If processing ends before reaching a `ret` instruction after the label address, it will return to the address immediately after this instruction. You cannot call a label if a `ret` instruction has not been set for it. You can nest up to four call instructions (`call`, `callc`, and `callb`). Behavior is undefined for five or more nested calls. When call instructions are nested, behavior is undefined if a call instruction is invoked immediately before a `ret` instruction.

9.4.3.4 Operation

```
switch ( mode )
{
case 0 :
  if ( status0 == Status_register0 || status1 == Status_register1 )
          call  label
  break;
case 1 :
```

```
  if ( status0 == Status_register0 && status1 == Status_register1 )
          call  label
  break;
case 2 :
  if ( status0 == Status_register0 )
          call  label
  break;
case 3 :
  if ( status1 == Status_register1 )
          call  label
  break;
}
```

9.4.3.5 Example

```
Callc   1 , 1 , 0 , subfunction0   // Calls subfunction0 when status register 0
                                   // or status register 1 is equal to 1

subfunction0:
..
ret
```

9.4.4 jpb : Boolean Jump

9.4.4.1 Calling Format

```
jpb       src, value , label
```

9.4.4.2 Operands

- `src`: Boolean register
- `value`: `true` or `false`
- `label`: Label name

9.4.4.3 Overview

Causes control to jump to the address of the specified label name when the content of the Boolean register specified by `src` matches the value specified by `value`. Unlike the `call` instruction, control does not return at a `ret` instruction and you can also specify labels without setting a `ret` instruction. You cannot call this instruction within an `if` or `loop` block. Jumping to an external location from between the `main` and `endmain` labels and from within subroutines results in undefined behavior. In the same way, jumping to a `ret` instruction within a subroutine also results in undefined behavior.

9.4.4.4 Operation

```
if ( src == value )
  jump to label
```

9.4.4.5 Example

```
jpb       b0 , true , subfunction0
```

```
jpb       b1 , false , subfunction0

subfunction0:
..
```

9.4.5 jpc : Condition Jump

9.4.5.1 Calling Format

```
jpc       status0 , status1 , mode , label
```

9.4.5.2 Operands

- `status0`: Value (either 0 or 1) of status register 0
- `status1`: Value (either 0 or 1) of status register 1
- `mode`: Conditional mode
  - 0: OR
  - 1: AND
  - 2: Only status register 0
  - 3: Only status register 1
- `label`: Label name

9.4.5.3 Overview

Causes control to jump conditionally based on the status register values.

The equality of the values specified by `status0` (or `status1`) and status register 0 (or 1) is taken to be the condition. This condition is true when either status register 0 or 1 match when `mode` is 0; when both status registers match when `mode` is 1; when status register 0 matches when `mode` is 2; and when status register 1 matches when `mode` is 3.

This instruction causes control to jump to the address of the specified label when the condition is true. Unlike the `call` instruction, control does not return at a `ret` instruction and you can also specify labels without setting a `ret` instruction. You cannot call this instruction within an `if` or `loop` block. Jumping to an external location from between the `main` and `endmain` labels and from within subroutines results in undefined behavior. In the same way, jumping to a `ret` instruction within a subroutine also results in undefined behavior.

9.4.5.4 Operation

```
switch ( mode )

{
case 0 :
  if ( status0 == Status_register0 || status1 == Status_register1 )
          jump to   label
  break;
case 1 :
  if ( status0 == Status_register0 && status1 == Status_register1 )
          jump to   label
```

```
  break;
case 2 :
  if ( status0 == Status_register0 )
          jump to   label
  break;
case 3 :
  if ( status1 == Status_register1 )
          jump to   label
  break;
}
```

9.4.5.5 Example

```
jpc   1 , 1 , 0 , subfunction0   // Calls subfunction0 when status register 0 or
                                 // status register 1 is equal to 1

subfunction0:
..
```

9.4.6 ret : Return From Subroutine

9.4.6.1 Calling Format

```
ret
```

9.4.6.2 Operands

None

9.4.6.3 Overview

Jumps to the caller of a call instruction. This instruction does nothing if control is not in the middle of a jump from a call instruction (unlike `nop`, no processing occurs). To call a label as a subroutine from a call instruction, this instruction must be called after the label is set.

9.4.6.4 Operation

```
if ( retaddr )
  pc = retaddr
```

9.4.6.5 Example

```
callb     b0 , subfunction0

subfunction0:
..
ret
```

9.4.7 ifb : Start if Block by Boolean

9.4.7.1 Calling Format

```
ifb       src
```

9.4.7.2 Operands

- `src`: Boolean register

9.4.7.3 Overview

Executes conditional processing based on the content of the Boolean register specified by `src`. When it is `true`, the instructions between `ifb` and `endif` are executed. If there is an `else` instruction between `ifb` and `endif`, the instructions between `ifb` and `else` are executed. When it is `false`, the instructions between `ifb` and `endif` are skipped and control moves to the instruction immediately after `endif`. If there is an `else` instruction between `ifb` and `endif`, the instructions between `else` and `endif` are executed. This instruction must be followed by an `endif` instruction. You can nest up to eight `ifb` and `ifc` instructions. You must denote at least one instruction between `ifb` and `endif` as well as between `ifb` and `else`.

9.4.7.4 Operation

```
if ( src == true )
{
  ...
}
```

9.4.7.5 Example

```
ifb       b0
...
endif
```

9.4.8 ifc : Start if Block by Condition

9.4.8.1 Calling Format

```
ifc       status0 , status1 , mode
```

9.4.8.2 Operands

- `status0`: Value (either 0 or 1) of status register 0
- `status1`: Value (either 0 or 1) of status register 1
- `mode`: Conditional mode
  - 0: OR
  - 1: AND
  - 2: Only status register 0
  - 3: Only status register 1

9.4.8.3 Overview

Runs conditional processing based on the status register values.

The equality of the values specified by `status0` (or `status1`) and status register 0 (or 1) is taken to be the condition. This condition is true when either status register 0 or 1 match when `mode` is 0; when both status registers match when `mode` is 1; when status register 0 matches when `mode` is 2; and when status register 1 matches when `mode` is 3.

When the condition is true, the instructions between `ifc` and `endif` are executed. If there is an `else` instruction between `ifc` and `endif`, the instructions between `ifc` and `else` are executed. When the condition is false, the instructions between `ifc` and `endif` are skipped and control moves to the instruction immediately after `endif`. If there is an `else` instruction between `ifc` and `endif`, the instructions between `else` and `endif` are executed. This instruction must be followed by an `endif` instruction. You can nest up to eight `ifb` and `ifc` instructions.You must denote at least one instruction between `ifc` and `endif` as well as between `ifc` and `else`.

9.4.8.4 Operation

```
switch ( mode )
{
case 0 :
  if ( status0 == Status_register0 || status1 == Status_register1 )
          condition = true
  break;
case 1 :
  if ( status0 == Status_register0 && status1 == Status_register1 )
          condition = true
  break;
case 2 :
  if ( status0 == Status_register0 )
          condition = true
  break;
case 3 :
  if ( status1 == Status_register1 )
          condition = true
  break;
}
if ( condition == true )
{
  ...
}
```

9.4.8.5 Example

```
ifc       1 , 1 , 0       // Runs the instructions between ifc and else when
...                      // status register 0 or status register 1 is equal to 1
else
  ...
endif
..
```

9.4.9 else : Start else Block

9.4.9.1 Calling Format

```
else
```

9.4.9.2 Operands

None

9.4.9.3 Overview

This is used in combination with `ifc` or `ifb`. When the `if` statement is true, processing runs until this instruction and then skips all instructions until the next `endif`. When the `if` statement is false, processing skips from the `if` instruction to this one and then runs all instructions between this and `endif`. You must denote at least one instruction between `ifb` and `else`, between `ifc` and `else`, and between `else` and `endif`.

9.4.9.4 Operation

```
if ( src == true )
{
  ...
}
else
{
  ...
}
endif
```

9.4.9.5 Example

```
ifb       b0
...
else
...
endif
```

9.4.10 endif : End if Block

9.4.10.1 Calling Format

```
endif
```

9.4.10.2 Operands

None

9.4.10.3 Overview

Ends a control block started by `ifc` or `ifb`. You must denote at least one instruction between `ifb` and `endif`, between `ifc` and `endif`, and between `else` and `endif`.

9.4.10.4 Operation

```
if ( src == true )
{
  ...
}
else
{
  ...
```

```
}
endif
```

9.4.10.5 Example

```
ifb       b0
...
else
...
endif
```

9.4.11 loop - Start Loop Statement

9.4.11.1 Calling Format

```
loop      src
```

9.4.11.2 Operands

- `src`: Integer register

9.4.11.3 Overview

This is used together with `endloop`. It repeatedly runs the instructions between `loop` and `endloop` according to the content of the integer register specified by `src`. The integer register comprises a loop count, an initial value for the loop-counter register, and an amount by which to increment the loop-counter register. The loop-counter register (`aL`) is initialized when the `loop` instruction is executed. When control reaches `endloop`, the loop-counter register is incremented by the increment amount and control returns to the `loop` instruction. After this process repeats one time more than the loop count in the integer register, the `loop` instruction ends and the next instruction after `endloop` is executed. Up to four `loop` instructions can be nested. If the loop-counter register is incremented by a negative number, its value could become 0 or less but will actually be set to 255 by an underflow. Behavior is undefined if a floating-point constant register is offset by a value of 96 or greater. You must denote at least one instruction between `loop` and `endloop`.

9.4.11.4 Operation

```
for ( int i = 0, aL = src.init ; i < src.count+1 ; i++, aL += src.step )
{
  ...
}
```

9.4.11.5 Example

```
defi      i0 , 10 , 0 , 1

loop      i0
add       r0 , r0 , c0[ aL ]     // Adds the total value of c0-c9 to r0
endloop
```

9.4.12 endloop : End Loop Statement

9.4.12.1 Calling Format

```
endloop
```

9.4.12.2 Operands

None

9.4.12.3 Overview

Specifies the location to end a loop controlled by the `loop` instruction. You must denote at least one instruction between `loop` and `endloop`.

9.4.12.4 Operation

```
for ( int i = 0, aL = src.init ; i < src.count+1 ; i++, aL += src.step )
{
  ...
}
```

9.4.12.5 Example

```
defi      i0 , 10 , 0 , 1

loop      i0
add       r0 , r0 , c0[ aL ]     // Adds the total value of c0-c9 to r0
endloop
```

9.4.13 breakc : Break from Loop Statement by Condition

9.4.13.1 Calling Format

```
breakc            status0 , status1 , mode
```

9.4.13.2 Operands

- `status0`: Value (either 0 or 1) of status register 0
- `status1`: Value (either 0 or 1) of status register 1
- `mode`: Conditional mode
  - 0: OR
  - 1: AND
  - 2: Only status register 0
  - 3: Only status register 1

9.4.13.3 Overview

Forcibly exits a loop control block based on the status register values.

The equality of the values specified by `status0` (or `status1`) and status register 0 (or 1) is taken to be the condition. This condition is true when either status register 0 or 1 match when `mode` is 0; when both status registers match when `mode` is 1; when status register 0 matches when `mode` is 2; and when status register 1 matches when `mode` is 3.

When the condition is true, control is forced to exit a loop started by a `loop` instruction and then jumps to the next instruction following `endloop`.

9.4.13.4 Operation

```
for ( int i = 0, aL = src.init ; i < src.count+1 ; i++, aL += src.step )
{
  ...
switch ( mode )
{
case 0 :
  if ( status0 == Status_register0 || status1 == Status_register1 )
          condition = true
  break;
case 1 :
  if ( status0 == Status_register0 && status1 == Status_register1 )
          condition = true
  break;
case 2 :
  if ( status0 == Status_register0 )
          condition = true
  break;
case 3 :
  if ( status1 == Status_register1 )
          condition = true
  break;
}
if ( condition == true )
  break;
}
```

9.4.13.5 Example

```
defi      i0 , 10 , 0 , 1

loop      i0
add       r0 , r0 , c0[ aL ]     // Adds the total value of c0-c9 to r0
breakc    1, 0, 2                // Break if status register 0 is equal to 1
endloop
```

9.4.14 cmp : Compare

9.4.14.1 Calling Format

```
cmp       mode0 , mode1 , src0 , src1
```

9.4.14.2 Operands

- `mode0`: Comparison mode 0
  - 0: ==
  - 1: !=
  - 2: <
  - 3: <=
  - 4: >
  - 5: >=
- `mode1`: Comparison mode 1
  - 0: ==
  - 1: !=
  - 2: <
  - 3: <=
  - 4: >
  - 5: >=
- `src0`: Temporary register, input register, or floating-point constant register
- `src1`: Temporary register, input register, or floating-point constant register

9.4.14.3 Overview

Compares the content of registers `src0` and `src1` and stores the result in the status registers.

Only the x and y components (after swizzling) of `src0` and `src1` are compared. Status register 0 stores the result of comparing the x components with the condition specified by `mode0`. Status register 1 stores the result of comparing the y components with the condition specified by `mode1`.

A status register is set to 1 if the following comparison results are true and 0 if they are false.

- `src0 == src1` when `mode0` (or `mode1`) is 0
- `src0 != src1` when `mode0` (or `mode1`) is 1
- `src0 < src1` when `mode0` (or `mode1`) is 2
- `src0 <= src1` when `mode0` (or `mode1`) is 3
- `src0 > src1` when `mode0` (or `mode1`) is 4
- `src0 >= src1` when `mode0` (or `mode1`) is 5

Both status register 0 and 1 are always updated. You cannot update only one of them.

You cannot specify a floating-point constant register for both `src0` and `src1`. You cannot specify input registers with different indices in `src0` and `src1` at the same time.

9.4.14.4 Operation

```
switch ( mode0 )
{

case 0: status_register0 = ( src0.x == src1.x ) ? 1 : 0 ; break ;
case 1: status_register0 = ( src0.x != src1.x ) ? 1 : 0 ; break ;
case 2: status_register0 = ( src0.x < src1.x ) ? 1 : 0 ; break ;
```

```
case 3: status_register0 = ( src0.x <= src1.x ) ? 1 : 0 ; break ;
case 4: status_register0 = ( src0.x > src1.x ) ? 1 : 0 ; break ;
case 5: status_register0 = ( src0.x >= src1.x ) ? 1 : 0 ; break ;
}
switch ( mode1 )
{
case 0: status_register1 = ( src0.y == src1.y ) ? 1 : 0 ; break ;
case 1: status_register1 = ( src0.y != src1.y ) ? 1 : 0 ; break ;
case 2: status_register1 = ( src0.y < src1.y ) ? 1 : 0 ; break ;
case 3: status_register1 = ( src0.y <= src1.y ) ? 1 : 0 ; break ;
case 4: status_register1 = ( src0.y > src1.y ) ? 1 : 0 ; break ;
case 5: status_register1 = ( src0.y >= src1.y ) ? 1 : 0 ; break ;
}
```

9.4.14.5 Example

```
def       c0 , 0, 1, 2, 3

mov       r0, c0
cmp       0 , 0 , r0, c0
ifc       1 , 1 , 2
   // This is executed when r0.x == 0
endif
```

9.4.15 end : End Process

9.4.15.1 Calling Format

```
end
```

9.4.15.2 Operands

None

9.4.15.3 Overview

Ends vertex shader processing. This instruction must be called after a vertex shader has finished writing all output data. If this instruction is called before all output data has finished being written, the output data will be undefined. This instruction uses two instructions' worth of the program size.

10 Debug Build

Specifying the `-debug` option to `ctr_VertexShaderAssembler32.exe` will result in a debug build. Although you can use the shader debugger to debug assembler objects created by a debug build, the objects may run more slowly in POD. If the `-debug` option is specified to `ctr_VertexShaderLinker32.exe`, all linked assembler objects will be forced to use a debug build. If the `-nodebug` option is specified to `ctr_VertexShaderLinker32.exe`, all linked assembler objects will be forced to not use a debug build.

When you link assembler objects created by a debug build with ones that are not, each of the main objects will use a debug build when it references at least one assembler object that does.

When you do not specify the `-debug` option to `ctr_VertexShaderAssembler32.exe`, the input file path is removed from the object file. Without the full input file path, the shader debugger is sometimes unable to find the source file.

11 Map Files

11.1 Overview

Specifying the -M option to `ctr_VertexShaderLinker32.exe` when linking executable files will cause files to be output with information on the executable files. These are called *map files*. A map file is created with the same name as its executable file but uses the extension `.map`.

The following information is generated: *loading objects order*, *image sizes*, and *object information*. The following sections provide more details.

11.2 Loading Objects Order

This item shows the order in which the main objects were linked, which is the same as the order specified as an argument to `ctr_VertexShaderLinker32.exe`. The object order indicated here is the same as the individual reference points for shader objects specified with the `glShaderBinary` function. This also shows which main objects use a debug build.

11.3 Image Sizes

This item shows the data size of the linked object files. `Instruction` indicates the number of assembly code instructions and `Swizzle` indicates the number of swizzling and masking patterns (for details, see section 12.3 Pattern Counts for Swizzling and Masking). `Total` indicates the entire size after linking.

11.4 Program Code Information

This item shows the location used to store the program code in the executable file. `Program code offset` is the offset (in bytes) from the start of the executable file to the address at which the program code's data is stored. `Program code size` is the number of bytes of program code's data.

11.5 Object Information

This item shows individual symbol information, output data attribute information, and the starting program address for the linked main objects. These settings are specified using `#pragma bind_symbol` and `#pragma output_map`, and the program address is set by the `main` label, respectively.

11.6 Swizzle Pattern Data

This item shows the swizzle pattern data in the executable file.

12 Precautions and Restrictions

Vertex shaders have the following limitations due to characteristics of the hardware.

12.1 Starting and Ending a Shader

A shader starts processing from the `main` label. If all components (x, y, z, and w) are written to the output registers specified by `#pragma output _map` and the `end` instruction is called, processing ends and then restarts for the next vertex. The shader does not run properly if values are not written to the registers specified by `#pragma output _map`. You must explicitly call the `end` instruction at the end of processing.

Once data has been written to every output register, all required processing is recognized to be complete. It is therefore uncertain whether instructions will run after the last instruction that writes to the output registers. Normal operations might not result when calling an instruction to read or write registers after the last instruction to write to the output registers. Do not call any instructions other than `nop` between the instruction for the last write to output registers and the `end` instruction.

You can only write to an output register once. Behavior is not guaranteed if you write to an output register more than once. This also applies to writing to each component.

If you don't read an input register at least once during processing of a single vertex, the shader might not behave normally. Be sure to execute at least one read instruction on at least one component of any input register.

12.2 Step Count

Programs have a maximum step count of 512.

The `def`, `defi`, `defb`, `ret`, `else`, `endif`, and `endloop` instructions are not calculated as step counts.

12.3 Pattern Counts for Swizzling and Masking

There is a maximum number of patterns for the combination of masking, replacing (swizzling), and adding signs to input components. This upper limit is 128, of which no more than 64 patterns are usable with the `mad` instruction, as well.

Code 12-1 Pattern Count Example 1

```
add       r0 , r1.xy , -r2.zw
add       r2 , r0.x, r3
mul       r3 , r2.xy , -r3.zw
add       r4, r2.xxxx, r5.xyzw
```

The first and third instructions used here have the same pattern. The second and fourth instructions also have the same pattern, so the combined pattern count is 2.

Code 12-2 Pattern Count Example 2

```
add       r0 , r1.xy , -r2.zw
mul       r2.xy , r0.x , c2.y
mad       r3 , r2.xy , -r3.zw , r1.w
cmp       0 , 1 , r1.x , c0.y
```

The first and third instructions used here are considered to have the same pattern because the combination for the third instruction (`mad`) is the same as the combination for the first instruction (`add`) except for the `src2` operand. This pattern is treated as being usable by the `mad` instruction, as well.

The combination of `src0` and `src1` in the fourth instruction (`cmp`) is the same as the combination of `src0` and `src1` in the second instruction (`mul`), so the second and fourth instructions are considered to have the same pattern.

12.4 Control Instruction Limitations

You must call an ending control instruction after a starting control instruction. Specifically, you must use the following combinations.

- `ifb (-else)-endif`
- `ifc (-else)-endif`
- `call-ret`
- `callb-ret`
- `callc-ret`
- `loop-endloop`

It is illegal to jump outside of these control blocks using the `jpc` or `jpb` jump instructions. You also cannot call `ret` from within an `if` or `loop` block.

When `call` instructions are nested, behavior is undefined when another `call` instruction is called immediately before a `ret` instruction within a subroutine.

You cannot use the `jpc` or `jpb` instruction between the `main` and `endmain` labels to jump to an external location. You also cannot call the instructions from a subroutine to jump to an external location. You cannot jump to a `ret` instruction within a subroutine. Behavior is undefined for all of these controls.

12.5 Instructions That Cannot Be Called Consecutively

The `else`, `endif`, `ret`, and `endloop` instructions cannot be called consecutively. The `else` and `endif` instructions that correspond to the same `if` block may be called consecutively (you can call `else` and then `endif` consecutively).

Code 12-3 Instructions That Cannot Be Called Consecutively

```
ifb   b0
  nop
```

```
  nop
  ifb   b1
    nop
  else
    nop
    nop
  endif               // Error
else
  nop
  nop
  call   subroutine    // This causes an error because ret is called at the end
                      // of the call destination
endif
```

In the same way, the `mova` instruction cannot be called consecutively.

12.6 Registers That Cannot Be Used Simultaneously

In general, you cannot specify two or more floating-point constant registers for assembly code instructions that specify two or more `src` operands. You also cannot specify two or more input registers. However, you can specify any number of input registers if they have the same index.

Code 12-4 Registers That Cannot Be Used Simultaneously

```
add  r0 , c0 , c0        // Error
add  r0 , c0 , c1        // Error
add  r0 , v0 , v0        // This is not an error.
add  r0 , v0 ,v1         // Error
```

Macro instructions are checked for errors after they have been expanded.

12.7 Instruction Latency

The following table shows the latency of running each instruction.

Table 12-1 Instruction Latency

Instruction	Latency (in clock cycles)
add	3
dp3	5
dp4	5
dph	5
dst	3

Instruction	Latency (in clock cycles)
exp	4
flr	2
litp	2
log	4
mad	4
max	2
min	2
mov	2
mova	4
mul	3
nop	1
rcp	4
rsq	4
sge	2
slt	2
cmp	4
Other branch instructions	3 or 1

12.7.1 Arithmetic and cmp Instruction Latency

Although the previous table gives the approximate number of clock cycles for the latency of arithmetic instructions and the `cmp` instruction, these values may change depending on the preceding and following instructions. Latency may be reduced by queueing up instructions that use unrelated registers for their calculations.

12.7.2 Branch Instruction Latency

The previous table gives a latency of 3 or 1 for branch instructions. The latency is 1 when a branch increments the program counter by one and is 3 in all other cases.

12.7.3 Output Order of Calculation Results

Instruction results are never written to a register before the results of an earlier instruction. This is guaranteed even when low-latency instructions are executed after high-latency instructions.

Code 12-5 Output Order of Calculation Results

```
exp  r0 , r1.x
```

```
mov  r1 , c0
```

When this code is run, `exp` takes four clock cycles and `mov` takes two clock cycles. However, the `mov` result is never written to `r1` before `exp` finishes. In this case, `mov` stalls while reading from the register and thus delays execution. This is not unique to `mov`: other instructions stall while reading from a register in similar situations.

12.7.4 Stalls Due to Conflicts When Outputting Calculation Results

If a low-latency instruction is executed after a high-latency instruction and they both complete simultaneously, the results of the low-latency instruction are output after one clock cycle. Multiple registers are never written simultaneously.

Code 12-6 Simultaneous Instruction Completion

```
exp  r0 , r1.x
mul  r2 , c3 , r4
```

When this code is run, `exp` takes four clock cycles and `mul` takes three clock cycles, such that the results of both `r0` and `r2` would be output simultaneously. However, to avoid multiple register writes at once, the output of `r2` is delayed by one clock cycle.

12.7.5 Stalls Due to Conflicts Among Arithmetic Units

The `mad`, `dp3`, `dp4`, `dph`, and `add` instructions all require use of the adder. If these instructions are executed in sequence, the adder pipeline may get backed up, with instructions executed later waiting for previously executed instructions to finish, causing higher latency.

The adder is used during the first cycle of the `add` instruction, the second cycle of the `mad` instruction, and the second and third cycles of the `dp3`, `dp4`, and `dph` instructions.

12.7.6 Stalls Due to Instruction Dependencies

Dependencies between issued instructions may cause stalls. This phenomenon occurs when an instruction stores its calculated results in a register that is used as a source register by the next instruction, as shown in the following code.

```
add r0, r1, r2
mul r4, r0, r3
```

When run, the preceding code stalls because the results output to `r0` are used by the next instruction. This code would not stall, however, if the register is the same but the components are different.

```
add r0.x, r1, r2
mul r4, r0.y, r3
```

The preceding code does not stall because the results output to `r0.x` are not used by the next instruction. Register `r0` is used consecutively but with different components, so it does not satisfy the conditions for stalling.

12.8 Results of Exceptional Operations

The vertex shader exhibits the following behavior as the result of calculating an exceptional operation.

- NaN is output for the logarithm of a negative value or -0.
- NaN is output for the square root of a negative value or -0.
- NaN is output for operations that use NaN as an input value (except for the `cmp` instruction).
- Negative inifinity (-∞) is output when infinity (∞) is subtracted from a number.
- Negative infinity (-∞) is output for the logarithm of a non-normalized number (a number with an exponent of 0 and a nonzero significand) or +0.
- Infinity (∞) is output when there is an overflow.
- Negative infinity (-∞) is output when there is an underflow.
- Infinity (∞) or negative infinity (-∞) is output for a division by positive or negative 0.

12.9 Limitations Related to Invalid Data Output

Behavior is not guaranteed when a vertex attribute value of NaN (Not a Number) is output from the vertex shader (written to an output register). Do not give NaN as an input vertex attribute or uniform value from the application, nor as the calculation result output from a vertex shader.

13 Error Messages for the Assembler and Linker

13.1 Overview

This chapter describes the error messages output by the assembler and linker. Errors are output in the following format.

```
Input filename (error line number): Error level (Error Code): Error description
```

The error level is either *warning* or *error*. Processing can continue when there is a warning. The input filename, error line number, and other information may not be displayed for some types of errors.

13.2 Assembler Error Messages

This section describes the errors and error codes output by the assembler.

13.2.1 80010001

```
(80010001): -O option cannot be specified more than once.
```

The -O option cannot be specified more than once.

13.2.2 80010003

```
(80010003): Definition key is not specified with –D option
```

The key to define for the -D option has not been specified.

Specify it in the format "`-Dkey`" or "`-Dkey=value`".

13.2.3 80010004

```
(80010004): Definition value is not specified with ‘argument name’ macro.
```

A value has not been correctly set for the definition macro with the -D option.

Specify it in the format "`-Dkey`" or "`-Dkey=value`".

13.2.4 80010005

```
(80010005): ‘argument name’ include illegal character.
```

You attempted to define a macro for the -D option using illegal characters.

Use single-byte alphanumeric characters and underscores for macro names.

13.2.5 80010006

```
(80010006): ‘Macro name’ macro is redifinition.
```

More than one macro with the same name has been defined with the -D option.

13.2.6 80010007

```
(80010007): Only one assembler file can be specified as input.
```

More than one assembler file has been specified as an input file. Specify only one assembler file.

13.2.7 80010008

```
(80010008): Input file is not specified.
```

An assembler file has not been specified as an input file.

13.2.8 8001000b

```
(8001000b): ‘Macro name’ macro name cannot start from number.
```

You cannot use a number as the first character of a macro with the -D option.

13.2.9 80030001

```
(80030001): Cannot open ‘filename’
```

Could not open the specified assembler file.

13.2.10 80030002

```
(80030002): Include file name is not specified.
```

A filename has not been specified with an #include statement.

Specify it in the format "`#include 'filename'`".

13.2.11 80030003

```
(80030003): Syntax error in #include
```

An `#include` statement was denoted incorrectly.

Specify it in the format "`#include 'filename'`".

13.2.12 80030004

```
(80030004): Cannot open include file “filename”.
```

Could not open an include file.

Specify the include path using the -I option.

13.2.13 80030005

```
(80030005): Definition key is not specified.
```

A `#define` statement was denoted incorrectly.

Use the format "`#define key value`".

13.2.14 80030006

```
(80030006): Definition key include illegal character.
```

Use single-byte alphanumeric characters and underscores for macro names defined by `#define` statements.

13.2.15 80030007

```
(80030007): ‘Macro name’ macro is redefined.
```

Duplicate macros have been defined by `#define` statements.

13.2.16 80030008

```
(80030008): Definition key is not specified.
```

An `#undef` statement was denoted incorrectly.

Use the format "`#undef key`".

13.2.17 8003000b

```
(8003000b): Correspondent “#ifdef” is not found.
```

An `#endif` statement is missing a corresponding `#ifdef` statement.

13.2.18 8003000c

```
(8003000c): Undefined directive.
```

An unsupported preprocessor pseudo-instruction has been specified.

13.2.19 8003000d

```
(8003000d): #ifdef is not closed.
```

An `#ifdef` statement is missing a corresponding `#endif` statement.

13.2.20 8003000e

```
(8003000e): Syntax error. Macro is not specified.
```

A macro has not been specified for an `#ifdef` statement.

Specify the format "`#ifdef macro`".

13.2.21 8003000f

```
(8003000f): Syntax error. Invalid string is detected after macro.
```

An `#ifdef` statement was entered incorrectly.

Specify the format "`#ifdef macro`".

13.2.22 80030010

```
(80030010): Syntax error. Macro is not specified.
```

A macro has not been specified for an `#ifndef` statement.

Specify the format "`#ifndef macro`".

13.2.23 80030011

```
(80030011): Syntax error. Invalid string is detected after macro.
```

An `#ifndef` statement was entered incorrectly.

Specify the format "`#ifndef macro`".

13.2.24 80030012

```
(80030012): Syntax Error. Invalid string is detected after directive.
```

Use single-byte alphanumeric characters and underscores for macro names specified by `#if`, `#ifdef`, and `#ifndef` statements.

13.2.25 80030013

```
(80030013): Syntax Error. Invalid string is detected after directive.
```

An invalid string was detected after an `#else` statement.

13.2.26 80030014

```
(80030014): Correspondent “#ifdef” is not found.
```

Could not find an `#ifdef` statement corresponding to an `#else` statement.

13.2.27 80030015

```
(80030015): Syntax error. Invalid expression is detected.
```

An `#if` statement was denoted incorrectly.

13.2.28 80030017

```
(80030017): Syntax error. Invalid expression is detected.
```

A macro entered after an `#if` statement uses invalid characters.

Use single-byte alphanumeric characters and underscores for macro names specified with `#if` statements.

13.2.29 80030018

```
(80030018): #error
```

This error is intentionally output by an `#error` statement.

13.2.30 80030019

```
(80030019): The top character of definition key must not be number.
```

You cannot use a number as the first character of a macro name defined using a `#define` statement.

13.2.31 8003001a

```
(8003001a): Macro parentheses have not been closed properly.
```

Parentheses are not denoted correctly in a definition using the `#define` statement.

13.2.32 8003001b

```
(8003001b): Invalid character is detected in macro argument.
```

One of the arguments to a function macro uses an illegal string.

Use single-byte alphanumeric characters and underscores for macro names.

13.2.33 8003001c

```
(8003001c): Duplicate macro argument is detected.
```

The same string is used more than once in the arguments to a function macro.

13.2.34 8003001d

```
(8003001d): Invalid macro argument is specified.
```

An incorrectly-defined macro function was used.

13.2.35 8003001e

```
(8003001e): pragma command bind_symbol is invalid format..
```

The `#pragma bind_symbol` statement was denoted incorrectly.

13.2.36 8003001f

```
(8003001f): Undefined pragma command.
```

An unsupported `pragma` command was specified.

13.2.37 80030020

```
(80030020): Start index should be less than or equal to end index.
```

The starting register index is larger than the ending register index in a `#pragma bind_symbol` statement.

13.2.38 80030021

```
(80030021): Binding symbol name is duplicated.
```

Duplicate symbol names are defined by `#pragma bind_symbol` statements.

13.2.39 80030022

```
(80030022): Invalid register index is specified.
```

An invalid register index has been defined by a `#pragma bind_symbol` statement.

(The maximum number of registers was exceeded.)

13.2.40 80030023

```
(80030023): Specified registers are already bound to other symbol.
```

The same input register was bound to more than one symbol by `#pragma bind_symbol` statements.

An input register corresponds to a single register and cannot be bound to more than one symbol name.

13.2.41 80030024

```
(80030024): Pragma command output_map is invalid format.
```

The `#pragma output_map` statement was denoted incorrectly.

13.2.42 80030025

```
(80030025): Invalid data name is specified for pragma command output_map.
```

An invalid data attribute name has been specified in a `#pragma output_map` statement.

13.2.43 8003002c

```
(8003002c): Specified register is already mapped.
```

The register specified by a `#pragma output_map` statement has already been specified by another `#pragma output_map` statement.

13.2.44 8003002d

```
(8003002d): Specified attribute is already mapped.
```

The data attribute name specified by a `#pragma output_map` statement has already been specified by another `#pragma output_map` statement.

13.2.45 80030033

```
(80030033): If all textures are mapped, texture1 and texture2 need to be mapped to
same register.
```

`texture1` and `texture2` must be mapped to the same register when all textures have been defined by `#pragma output_map` statements.

13.2.46 80030034

```
(80030034): comment /* */ is not closed.
```

A comment of the `/*` … `*/` type has not been closed properly.

13.2.47 80040001

```
(80040001): No vertex shader instruction.
```

No shader instruction has been denoted.

13.2.48 80040005

```
(80040005): loop instruction is not closed by endloop.
```

A `loop` instruction is missing a corresponding `endloop` instruction.

13.2.49 80040007

```
(80040007): if or else instruction is not closed by endif.
```

An `ifc` or `ifb` instruction is missing a corresponding `endif` instruction.

13.2.50 80040009

```
(80040009): Unknown instruction.
```

An unknown shader instruction was denoted.

13.2.51 8004000c

```
(8004000c): The number of operand is short.
```

There are not enough operands.

13.2.52 8004000d

```
(8004000d): There are some extra operand.
```

Too many operands have been specified.

13.2.53 8004000e

```
(8004000e): “Operand” is unknown operand type.
```

An unknown operand type was specified.

13.2.54 8004000f

```
(8004000f): “Operand” is invalid format operand.
```

An invalid operand type was specified.

13.2.55 80040010

```
(80040010): “Operand” is invalid offset.
```

The register offset notation is not correct.

13.2.56 80040011

```
(80040011): “Operand” is invalid address register offset.
```

The register offset notation for the address register is not correct.

13.2.57 80040012

```
(80040012): “Operand” include unknown component.
```

An unknown component has been specified.

13.2.58 80040015

```
(80040015): break instruction is not between loop and endloop.
```

A `break` instruction was not placed between a `loop` and `endloop` instruction.

13.2.59 80040016

```
(80040016): loop instruction nest achieved limit.
```

A `loop` instruction was used beyond the nesting limit.

Up to 4 `loop` statements can be nested.

13.2.60 80040017

```
(80040017): Correspondent loop instruction is not found.
```

An `endloop` instruction is missing a corresponding `loop` instruction.

13.2.61 8004001a

```
(8004001a): if instruction nest achieved limit.
```

An `ifb` or `ifc` instruction was used beyond the nesting limit.

You can nest up to eight `ifb` and `ifc` instructions.

13.2.62 8004001b

```
(8004001b): Correspondent if instruction is not found.
```

An `else` instruction is missing a corresponding `ifc` or `ifb` instruction.

13.2.63 8004001d

```
(8004001d): loop instruction is not closed, but ret instruction is called.
```

A `ret` instruction cannot be placed between a `loop` and `endloop` instruction.

13.2.64 8004001f

```
(8004001f): if else instruction is not closed, but ret instruction is called.
```

A `ret` instruction cannot be placed between an `ifc`, `ifb`, or `else` instruction and an `endif` instruction.

13.2.65 80040021

```
(80040021): “Operand” is invalid format operand.
```

An invalid operand format was specified.

13.2.66 80040022

```
(80040022): “Operand” is invalid index.
```

An invalid index was specified for an operand register.

13.2.67 80040023

```
(80040023): “Operand” is invalid format operand.
```

The parentheses used to specify an offset for an operand register have not been closed.

13.2.68 80040024

```
(80040024): “Operand” is invalid offset.
```

An invalid offset has been specified for an operand register.

13.2.69 80040025

```
(80040025): “Operand” is invalid offset.
```

A register specified with an offset for an operand register is not allowed to use an index.

13.2.70 80040026

```
(80040026): “Operand” is invalid offset.
```

An invalid index was specified for an operand register.

13.2.71 80040027

```
(80040027): Correspondent if instruction is not found.
```

An `endif` instruction is missing a corresponding `ifc` or `ifb` instruction.

13.2.72 8004002a

```
(8004002a): Const register definition is duplicate.
```

Duplicate floating-point constant registers have been defined by `def` instructions.

13.2.73 8004002b

```
(8004002b): Bool register definition is duplicate.
```

Duplicate Boolean registers have been defined by `defb` instructions.

13.2.74 8004002c

```
(8004002c): Integer register definition is duplicate.
```

Duplicate integer registers have been defined by `defi` instructions.

13.2.75 80040031

```
(80040031): “Label name” is already used label name.
```

Duplicate label names have been used.

13.2.76 80040032

```
(80040032): Invalid label name is specified.
```

An invalid character has been used in a label name.

Use single-byte alphanumeric characters and underscores for label names.

13.2.77 80040035

```
(80040035): Error occured while replacing macro instruction.
```

An error occurred while expanding a macro instruction.

Check whether you have already used a `def` instruction to define the floating-point constant registers that are automatically defined by `sincos` and other instructions.

13.2.78 80040039

```
(80040039): Cannot break from if statement.
```

You cannot place a `break` instruction within an `ifc` or `ifb` control block.

13.2.79 8004003a

```
(8004003a): ret instruction cannot be used just after endloop or endif.
```

A `ret` instruction cannot be called immediately after an `endloop` or `endif` instruction.

13.2.80 8004003b

```
(8004003b):At least 1 instruction need to be between if and else.
```

At least one assembly code instruction is required between an `ifb` or `ifc` instruction and an `else` instruction.

13.2.81 8004003c

```
(8004003c):At least 1 instruction need to be between else and endif.
```

At least one assembly code instruction is required between an `else` instruction and an `endif` instruction.

13.2.82 8004003d

```
(8004003d):def instruction cannot specify the register defined by pragma
bind_symbol.
```

A register specified with `#pragma bind_symbol` cannot be specified with a `def` instruction.

13.2.83 8004003e

```
(8004003e):defb instruction cannot specify the register defined by pragma
bind_symbol.
```

A register specified with `#pragma bind_symbol` cannot be specified with a `defb` instruction.

13.2.84 8004003f

```
(8004003f):defi instruction cannot specify the register defined by pragma
bind_symbol.
```

A register specified with `#pragma bind_symbol` cannot be specified with a `defi` instruction.

13.2.85 80040040

```
(80040040):At least 1 instruction need to be between loop and endloop.
```

At least one assembly code instruction is required between a `loop` instruction and an `endloop` instruction.

13.2.86 80040041

```
(80040041):mova cannot be called continuously.
```

The `mova` instruction cannot be called consecutively.

13.2.87 80050001

```
(80050001): Cannot open output file.
```

Cannot open the output file.

Confirm whether there is another file with the same name and read-only or other attributes.

13.2.88 80050003

```
(80050003): The size of swizzle register is short.
```

The maximum number of swizzling and masking patterns has been exceeded.

13.2.89 80050005

```
(80050005): ret instruction cannot be found for Label “label name”.
```

A label is missing a corresponding `ret` instruction.

A `ret` instruction is required for labels that are called as subroutines.

13.2.90 80050007

```
(80050007): The number of label is too big.
```

You cannot configure more than 65,535 labels.

13.2.91 8005000a

```
(8005000a): The exceptional jump is detected.
```

Exceptional jump control has occurred.

See section 12.5 Instructions That Cannot Be Called Consecutively.

13.2.92 8005000b

```
(8005000b): Cannot jump out from if statement and loop statement.
```

A `jpb` or `jpc` instruction cannot be used to jump from within an `ifc` or `ifb` instruction and an `endif` instruction, or from within a `loop` instruction and an `endloop` instruction, to outside a control block.

13.2.93 40070001

```
(40070001): Label “label name” is undefined.
```

A label could not be found.

(You can resolve this by linking another object that includes the label.)

13.2.94 80060004

```
(80060004): “Operand” is invalid operand type.
```

An unsupported operand was specified for a shader instruction.

13.2.95 80060005

```
(80060005): Value cannot be specified for “operand”.
```

You cannot specify a direct value for an operand.

13.2.96 80060006

```
(80060006): Index cannot be specified for “operand”.
```

You cannot specify a register number for an operand.

13.2.97 80060007

```
(80060007):Component cannot be specified for “operand”.
```

You cannot specify a component for the operand.

13.2.98 80060009

```
(80060009): '-' cannot be specified for "operand".
```

You cannot specify a minus sign ("-") with the operand.

13.2.99 8006000b

```
(8006000b): Offset index cannot be specified for "operand".
```

You cannot specify an index offset for the operand.

13.2.100 8006000c

```
(8006000c): Address register offset cannot be specified for "operand".
```

You cannot specify an index offset using an address register for the operand.

13.2.101 8006000d

```
(8006000d): Loop counter register offset cannot be specified for "operand".
```

You cannot specify an index offset using the loop-counter register for the operand.

13.2.102 8006000e

```
(8006000e): Loop counter register and address register cannot be specified
together.
```

The loop-counter register and address register cannot be used at the same time.

13.2.103 8006000f

```
(8006000f): Index is not specified in "operand".
```

A register number has not been specified for the operand's register.

13.2.104 80060010

```
(80060010): Invalid index is specified in "operand".
```

The operand's register number exceeds the maximum number of registers.

13.2.105 80060011

```
(80060011): Invalid mask is specified for dest.
```

Masking has been incorrectly specified with the `dest` operand.

Specify masking in x, y, z, w order.

13.2.106 80060012

```
(80060012): Multiple constant registers cannot be specified at the same time.
```

You cannot specify more than one floating-point constant register as an operand at the same time.

13.2.107 80060016

```
(80060016): Src must have one of the following masks: .x|.y|.z|.w.
```

You must use one of the following swizzling specifications with the `src` operand: `.x`, `.y`, `.z`, or `.w`.

13.2.108 80060017

```
(80060017):Src0 and dest cannot be the same.
```

You cannot specify the same register for `src0` and `dest`.

13.2.109 80060018

```
(80060018): Src0 cannot have any swizzle except the default swizzle (.xyzw)
```

You cannot use a swizzling specification other than `.xyzw` with `src0`.

13.2.110 80060019

```
(80060019): Dest must have one of the following masks: .x|.y|.z|.xy|.xz|.yz|.xyz.
```

You must specify one of the following masks with dest: `.x`, `.y`, `.z`, `.xy`, `.xz`, `.yz`, or `.xyz`.

13.2.111 8006001b

```
(8006001b): Dest must have "mask pattern" mask.
```

You must specify one of the masks shown by the mask pattern with `dest`.

13.2.112 8006001f

```
(8006001f): Dest and src0 cannot be the same.
```

You cannot specify the same register for `dest` and `src0`.

13.2.113 80060020

```
(80060020): Dest and src cannot be the same.
```

You cannot specify the same register for `dest` and `src`.

13.2.114 80060021

```
(80060021): Src0 must have one of the following masks: .x|.y|.z|.w.
```

You must use one of the following swizzling specifications with `src0`: `.x`, `.y`, `.z`, or `.w`.

13.2.115 80060022

```
(80060022): Src1 must have one of the following masks: .x|.y|.z|.w.
```

You must use one of the following swizzling specifications with `src1`: `.x`, `.y`, `.z`, or `.w`.

13.2.116 80060023

```
(80060023): Dest and src1 cannot be the same.
```

You cannot specify the same register for `dest` and `src1`.

13.2.117 80060024

```
(80060024): All operand must be the different register.
```

All operands must be different registers.

13.2.118 80060025

```
(80060025): Dest must have one of the following masks: .x|.y|.xy.
```

You must specify one of the following masks with `dest`: `.x`, `.y`, or `.xy`.

13.2.119 80060026

```
(80060026): Source modifier and swizzling cannot be specified for src1 and src2.
```

You cannot use swizzling or minus signs with `src1` and `src2`.

13.2.120 80060028

```
(80060028): Dest and src1 cannot be the same.
```

You cannot specify the same register for `dest` and `src1`.

13.2.121 80060029

```
(80060029): Src1 cannot have any swizzle except the default swizzle (.xyzw).
```

You cannot use a swizzling specification other than `.xyzw` with `src1`.

13.2.122 8006002a

```
(8006002a): Dest must have one of the following masks: .x|.y|.z|.xy|.xz|.yz|.xyz.
```

You must specify one of the following masks with `dest`: `.x`, `.y`, `.z`, `.xy`, `.xz`, `.yz`, or `.xyz`.

13.2.123 8006002c

```
(8006002c): Source modifier and swizzling cannot be specified for src1.
```

You cannot use swizzling or minus signs with `src1`.

13.2.124 8006002d

```
(8006002d): Source modifier and swizzling cannot be specified for src2.
```

You cannot use swizzling or minus signs with `src2`.

13.2.125 8006002e

```
(8006002e): Invalid index is specified in "operand".
```

An invalid register number has been specified for the operand.

Specify the first register number for the operands of `m4x4` and other instructions. Confirm whether the register numbers used following macro expansion exceed the maximum number of registers.

13.2.126 8006002f

```
(8006002f): Constant register cannot be used for src0.
```

You cannot use a floating-point constant register for `src0`.

13.2.127 80060030

```
(80060030): Compare mode must be 0 or 1, 2, 3, 4, 5.
```

You must specify a value between 0 and 5 for the comparison mode with the `cmp` instruction.

13.2.128 80060031

```
(80060031): Status register bit must be 0 or 1.
```

You must specify a value of 0 or 1 for the status register.

13.2.129 80060032

```
(80060032): Condition mode is 0:OR 1:AND 2:OnlyStatus0 3:OnlyStatus1.
```

You must specify one of the following conditional modes: 0 (OR), 1 (AND), 2 (OnlyStatus0), or 3 (OnlyStatus1).

13.2.130 80060033

```
(80060033): Address register component must be x or y.
```

You must specify either the x or y component for the address register.

13.2.131 80060036

```
(80060036): Src0 and src1 cannot be the same.
```

You cannot specify the same register for `src0` and `src1`.

13.2.132 80060037

```
(80060037): Src1 and src2 cannot be the same.
```

You cannot specify the same register for `src1` and `src2`.

13.2.133 80060038

```
(80060038): Dest and src2 cannot be the same.
```

You cannot specify the same register for `dest` and `src2`.

13.2.134 8006003b

```
(8006003b): Loop count must be in the range [0, 255].
```

You must use a value between 0 and 255 to set the loop count for the integer register defined by the `defi` instruction.

13.2.135 8006003c

```
(8006003c): Loop counter initial value must be in the range [0, 255].
```

You must use a value between 0 and 255 to set the initial value for the loop-counter register for the integer register defined by the `defi` instruction.

13.2.136 8006003d

```
(8006003d): Loop counter step must be in the range [-128, 127].
```

You must use a value between -128 and 127 to set the amount by which to increment the loop-counter register for the integer register defined by the `defi` instruction.

13.2.137 80060040

```
(80060040): Multiple input registers cannot be specified at the same time.
```

You cannot specify more than one input register at the same time for the `src` operand. You can specify the same register twice at the same time.

Code 13-1 Example for Error 80060040

```
add  r0 , v0 , v0  // This does not cause an error
add  r0 , v0, v1   // This causes an error
```

13.3 Linker Error Messages

This chapter describes the errors and error codes output by the linker.

13.3.1 80080001

```
(80080001): Input file is not specified.
```

An input file has not been specified.

13.3.2 80080005

```
(80080005): “Argument” is not found.
```

The input file could not be found.

13.3.3 80080006

```
(80080006): Exceeded max number of long swizzle masks/patterns.
```

Exceeded the maximum number of swizzling patterns for the `mad` instruction.

13.3.4 80080007

```
(80080007): Exceeded max number of swizzle masks/patterns.
```

The total number of swizzling patterns has exceeded the limit.

13.3.5 8008000f

```
(8008000f): Label "label name" is duplicate.
```

Duplicate label names have been defined in a subroutine object.

13.3.6 80080012

```
(80080012): Cannot open output file.
```

Cannot generate the excecutable file.

Confirm whether another file with the same name and read-only or other attributes exists.

13.3.7 80080014

```
(80080014): "Input filename" is invalid file format.
```

The input file is not an object file.

13.3.8 80080015

```
(80080015): Some input files are the same name.
```

Input files with the same name have been specified.

13.3.9 8008001d

```
(8008001d): "Label name" is not subroutine.
```

A `ret` instruction has not been set for a label called as a subroutine from a `call` instruction.

13.3.10 800800f

```
(8008001f): "Label name" cannot be found in input object files.
```

Could not find a label referenced from an input file.

13.3.11 80080020

```
(80080020): Vertex shader size is over the limit.
```

The maximum number of shader instructions has been exceeded.

You can link a shader with up to 512 instructions.

13.3.12 80080022

```
(80080022): "Register name" is duplicatedly defiend in "object name" and "object
name".
```

A register has been defined with different values in multiple objects using `def`, `defi`, or `defb` instructions.

13.3.13 80080024

```
(80080024): "Register name" is duplicatedly defined in "object name" and "object
name".
```

`#pragma output_map` definitions have mapped an output register to different output data attributes in multiple objects.

13.3.14 80080025

```
(80080025): symbol "symbol name" is duplicatedly defined in "object name" and
"object name".
```

`#pragma bind_symbol` definitions have bound a symbol name to different registers in multiple objects.

13.3.15 8008002a

```
(8008002a): symbol "symbol name" in "object name" and "symbol name" in "object
name" are bound to the same register.
```

`#pragma bind_symbol` definitions have bound symbols in two different objects to the same input register.

13.3.16 8008002b

```
(8008002b): "Label name" is duplicatedly defined in "subroutine object name"
```

A label name in a main object has also been defined in a subroutine object.

13.3.17 8008002c

```
(8008002c): "Output data attribute name" is duplicatedly defined in "object name"
and "object name".
```

`#pragma output_map` definitions have mapped an output data attribute to different output registers in multiple objects.

13.3.18 8008002d

```
(8008002d): Main routine cannot be found.
```

The input files do not have an object with the `main` and `endmain` labels.

13.3.19 8008002e

```
(8008002e): Cannot open map file.
```

Cannot generate the map file.

Confirm whether another file with the same name and read-only or other attributes exists.

13.3.20 8008002f

```
(8008002f): No input attribute is defined.
```

No input attributes have been defined.

13.3.21 80080030

```
(80080030): No output map is defined.
```

No output attributes have been defined.

13.3.22 80080031

```
(80080031): -debug and –nodebug cannot be specified together.
```

You cannot specify the `-debug` and `-nodebug` options together.

13.3.23 80080032

```
(80080032): def(bi) in ***.obj and bind_symbol in ***.obj specify the same register
**.
```

You cannot specify the same register with `bind_symbol` and `def` instructions.

13.3.24 80080033

```
(80080033): texture1 and texture2 need to be mapped to same register if 4 textures
are mapped.
```

`texture1` and `texture2` must be mapped to the same register when four textures have been set by `output_map` statements.

14 File Format

This chapter describes the format of files generated by the assembler tools.

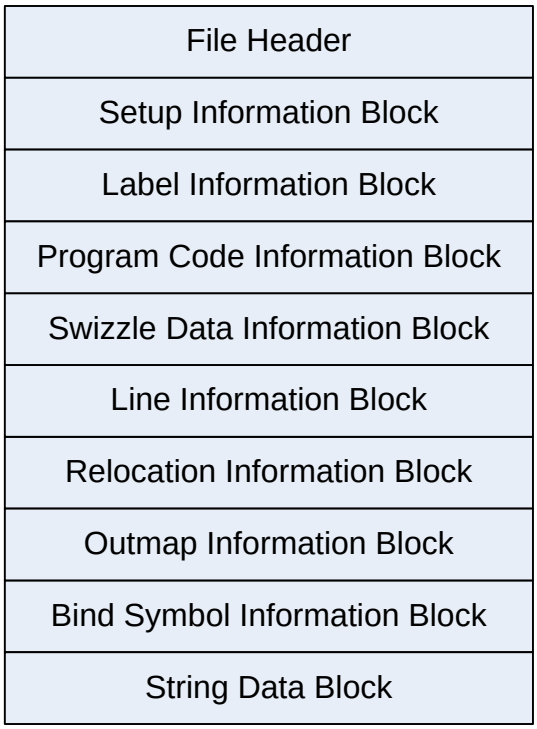
14.1 Intermediate Object Files

This section describes the format of intermediate object files generated by `ctr_VertexShaderAssembler32.exe`.

14.1.1 Overview

Each file has the following structure.

Figure 14-1 Intermediate Object File Structure



The following sections give details on each component.

14.1.2 File Header

A fixed file header is placed at the beginning of each file. The header information is used to get the placement and number of data entries for each information block. The file header has the following structure.

Code 14-1 File Header Structure

```
typedef struct tagOBJFILEHEADER {
 char         signature[4];
 char         version[2];
 unsigned char  shaderType;
 unsigned char  mergeOutputMapsDebug;
 unsigned short inputMask;
 unsigned short outputMask;
 unsigned char  geometryDataMode;
 unsigned char  startIndex;
 unsigned char  subdivPatchSize;
 unsigned char  constVertexNumber;
 unsigned int   setupOffset;
 unsigned int   setupCount;
 unsigned int   labelOffset;
 unsigned int   labelCount;
 unsigned int   instOffset;
 unsigned int   instCount;
 unsigned int   swizzleOffset;
 unsigned int   swizzleCount;
 unsigned int   lineOffset;
 unsigned int   lineCount;
 unsigned int   relocOffset;
 unsigned int   relocCount;
 unsigned int   outmapOffset;
 unsigned int   outmapCount;
 unsigned int   bsymOffset;
 unsigned int   bsymCount;
 unsigned int   stringOffset;
 unsigned int   stringSize;
} OBJFILEHEADER
```

Table 14-1 File Header Fields

Name	Description
`signature`	Stores the string "DVOJ".
`version`	Includes the version of the assembler tool. The first byte is the major version and the second byte is the minor version.
`shaderType`	This is set to 0 for a vertex shader object and to 1 for a geometry shader object.
`mergeOutputMapsDebug`	Bit 0 is used by internal settings for the geometry shader. Bit 1 is set equal to 1 for debug builds and to 0 otherwise.

Name	Description
inputMask	The input registers information to use. A value of 1 is set for input registers defined by #pragma bind_symbol.
outputMask	The output registers information to use. A value of 1 is set for output registers defined by #pragma output_map.
geometryDataMode	Internal information for the geometry shader.
startIndex	Internal information for the geometry shader.
subdivPatchSize	Internal information for the geometry shader.
constVertexNumber	Internal information for the geometry shader.
setupOffset	The byte index within the file to the setup information block.
setupCount	The number of data entries for setup information.
labelOffset	The byte index within the file to the label information block.
labelCount	The number of data entries for label information.
instOffset	The byte index within the file to the program code information block.
instCount	The number of data entries for program code information.
swizzleOffset	The byte index within the file to the swizzle data information block.
swizzleCount	The number of data entries for swizzle data information.
lineOffset	The byte index within the file to the line information block.
lineCount	The number of data entries for line information.
relocOffset	The byte index within the file to the relocation information block.
relocCount	The number of data entries for relocation information.
outmapOffset	The byte index within the file to the Outmap information block.
outmapCount	The number of data entries for Outmap information.
bsymOffset	The byte index within the file to the Bind symbol information block.
bsymCount	The number of data entries for Bind symbol information.
stringOffset	The byte index within the file to the string data block.
stringSize	The number of bytes in the string data block.

14.1.3 Setup Information

There are setupCount entries in the setup information block given by setupOffset in the file header that store the setup information. Setup data is configured by the def, defi and defb instructions in shader assembly. Each setup information entry has the following structure.

Code 14-2 Setup Information Structure

```
typedef struct tagSETUPINFO{
 unsigned short  type;
 unsigned short  index;
 unsigned int   value[4];
} SETUPINFO
```

Table 14-2 Setup Information Fields

Name	Description
`type`	• 0: Setup information for a Boolean register • 1: Setup information for an integer register • 2: Setup information for a floating-point constant register
`index`	Register index
`value`	For a Boolean register, this has a value of 1 when `value[0]` is `true` and 0 when `value[0]` is `false`. For an integer register, this stores the three values defined by a defi instruction in bits [7:0], [15:8], and [23:15] of `value[0]`, respectively. For a floating-point constant register, this converts the four values defined by a def instruction into 24-bit floating-point numbers and then stores them in `value[0]` through `value[3]`.

14.1.4 Label Information

There are `labelCount` entries in the label information block given by `labelOffset` in the file header where label information is stored. Label information is set in shader assembly. Each label information entry has the following structure.

Code 14-3 Label Information Structure

```
typedef struct tagLABELINFO{
 unsigned int  index;
 unsigned int  address;
 unsigned int  length;
 unsigned int  stringIndex;
} LABELINFO
```

Table 14-3 Label Information Fields

Name	Description
`index`	The label information index. These are numbered starting at `0x00010000` in the order that they were defined in shader assembly.
`address`	The shader program address set by the label.
`length`	The distance from the address set by the label to the `ret` instruction. This is the subroutine length.
`stringIndex`	The byte index in the string data block that stores the label name.

14.1.5 Program Code Information

There are `instCount` entries in the program code information block given by `instOffset` in the file header that store the program code information. 32 bits of program code information correspond to a single instruction in shader assembly.

Note: This does not include definition instructions. Macro instructions and control flow instructions may not always have a one-to-one correspondence with program code information.

14.1.6 Swizzle Data Information

There are `swizzleCount` entries in the swizzle data information block given by `swizzleOffset` in the file header that store the swizzle data information. Each swizzle data information entry has the following structure.

Code 14-4 Swizzle Data Information Structure

```
typedef struct tagSWIZZLEINFO{
 unsigned int    value;
 unsigned short   usedInfo;
 unsigned short   reserve;
} SWIZZLEINFO
```

Table 14-4 Swizzle Data Information Fields

Name	Description
`value`	The swizzle data itself.
`usedInfo`	Internal information used when linking.
`reserve`	A reserved region.

14.1.7 Line Information

There are `lineCount` entries in the line information block indicated by `lineOffset` in the file header that store the line information. Each line information entry has a one-to-one correspondence with a program code information entry: it stores the filename and line count of the shader object for the program code information entry with the same index. Each line information entry has the following structure.

Code 14-5 Line Information Structure

```
typedef struct tagLINEINFO{
 unsigned int  stringIndex;
 unsigned int  lineNo;
} LINEINFO
```

Table 14-5 Line Information Fields

Name	Description
stringIndex	The index to the region storing the filename of the shader assembly for the corresponding program code. This is the index (in bytes) within the string data block.
lineNo	The number of lines of shader assembly for the corresponding program code.

14.1.8 Relocation Information

There are relocCount entries in the relocation information block indicated by relocOffset in the file header that store the relocation information. The relocation information is accessed at link time. Each relocation entry has the following structure.

Code 14-6 Relocation Information Structure

```
typedef struct tagRELOCATIONINFO{
 unsigned int   address;
 unsigned short  type;
 unsigned short  reserve;
 unsigned int   stringIndex;
} RELOCATIONINFO
```

Table 14-6 Relocation Information Fields

Name	Description
address	The program address associated with the relocation entry.
type	• 0: Address relocation • 1: Unresolved subroutine relocation • 4: Swizzle index relocation
reserve	A reserved region.
stringIndex	The byte offset within the string data block to the location storing the label name for the unresolved subroutine.

14.1.9 Outmap Information

There are outmapCount entries in the Outmap information block indicated by outmapOffset in the file header that stores the Outmap information. Outmap information is defined by #pragma output_map in shader assembly. Each Outmap information entry has the following structure.

Code 14-7 Outmap Information Structure

```
typedef struct tagOUTMAPINFO{
 unsigned short  type;
 unsigned short  index;
 unsigned short  mask;
 unsigned short  reserve;
```

```
} OUTMAPINFO
```

Table 14-7 Outmap Information Fields

Name	Description
type	This stores the attribute type. • 0: position • 1: quaternion • 2: color • 3: texcoord0 • 4: texcoord0w • 5: texcoord1 • 6: texcoord2 • 8: view • 9: generic
index	The output register index.
mask	The specified components. These are x, y, z, and w in order from the least-significant bit.
reserve	A reserved region.

14.1.10 Bind Symbol Information

There are bsymCount entries in the Bind symbol information block indicated by bsymOffset in the file header that store the Bind symbol information. Bind symbol information is defined by #pragma bind_symbol in shader assembly. Each Bind symbol information entry has the following structure.

Code 14-8 Bind Symbol Information Structure

```
typedef struct tagBINDSYMBOLINFO{
 unsigned int   stringIndex;
 unsigned short  startIndex;
 unsigned short  endIndex;
} BINDSYMBOLINFO
```

Table 14-8 Bind Symbol Information Fields

Name	Description
stringIndex	The byte index within the string data block that stores symbol names.
startIndex	The starting register index. • 0–15: Input registers 0–15 • 16–111: Floating-point constant registers 0–95 • 112–115: Integer registers 0–3 • 120–135: Boolean registers 0–15
endIndex	The ending register index. This has the same values as startIndex.

14.1.11 String Data

There are `stringSize` bytes of string data placed in the string data block indicated by `stringOffset` in the file header. These include label names, symbol names, filenames, and so on. Each string is delimited by the null character ('`\0`').

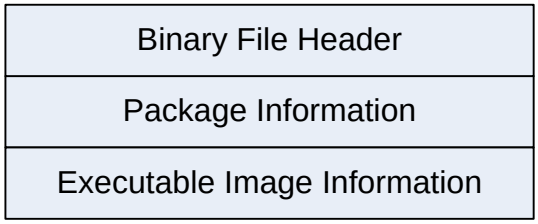
14.2 Executable Binary Files

This section describes the format of executable binary files generated by `ctr_VertexShaderLinker32.exe`.

14.2.1 Overview

Each file has the following structure.

Figure 14-2 Executable Binary File Structure



The following sections give details on each component.

14.2.2 Binary File Header

A variable-length binary file header is placed at the start of the file. The binary file header has the following structure.

Code 14-9 Binary File Header Structure

```
typedef struct tagBINFILEHEADER{
 char        signature[4];
 unsigned int  exeCount;
 unsigned int  exeOffsetTop;
} BINFILEHEADER
```

Table 14-9 Binary File Header Fields

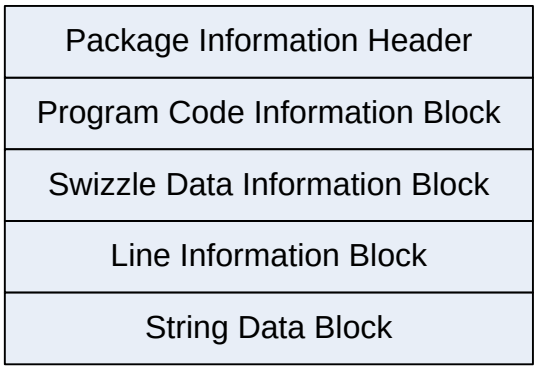
Name	Description
`signature`	Stores the string "DVLB".
`exeCount`	The number of information entries for executable images.

Name	Description
exeOffsetTop	Stores the byte offset within the file to the first information entry for an executable image. If exeCount is 2 or greater, the binary file has multiple executable image information entries. The byte offsets to the executable image information are stored immediately after exeOffsetTop using four bytes per entry.

14.2.3 Package Information

Package information is placed immediately after the binary file header. Package information has the following structure.

Figure 14-3 Package Information Structure



The following sections describe each component.

14.2.3.1 Package Information Header

A fixed header is placed at the start of the package information. The placement and number of data entries for each information block is obtained from the header information. The package information header has the following structure.

Code 14-10 Package Information Header Structure

```
typedef struct tagPKGHEADER{
 char         signature[4];
 char         version[2];
 unsigned short reserved0;
 unsigned int   instOffset;
 unsigned int   instCount;
 unsigned int   swizzleOffset;
 unsigned int   swizzleCount;
 unsigned int   lineOffset;
 unsigned int   lineCount;
 unsigned int   stringOffset;
 unsigned int   stringSize;
} PKGHEADER
```

Table 14-10 Package Information Header Fields

Name	Description
`signature`	Stores the string "DVLP".
`version`	Includes the version of the linker tool. The first byte is the major version and the second byte is the minor version.
`instOffset`	The byte index within the package information to the program code information block.
`instCount`	The number of data entries for program code information.
`swizzleOffset`	The byte index within the package information to the swizzle data information block.
`swizzleCount`	The number of swizzle data information entries.
`lineOffset`	The byte index within the package information to the line information block.
`lineCount`	The number of data entries for line information.
`stringOffset`	The byte index within the package information to the string data block.
`stringSize`	The number of bytes in the string data block.

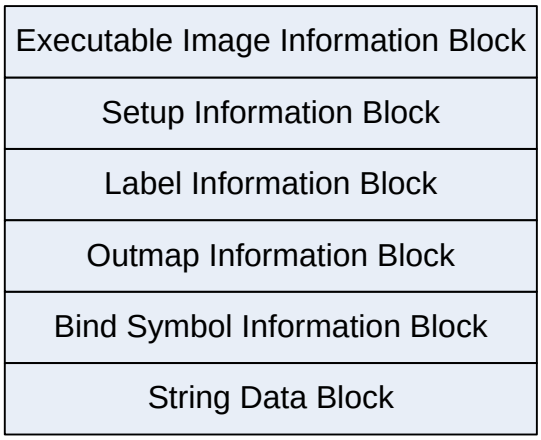
14.2.3.2 Package Information Blocks

Package information and intermediate object file information use the same structure for program code, swizzle data, and line information blocks. For details on each of these, see sections 14.1.5 Program Code Information, 14.1.6 Swizzle Data Information, and 14.1.7 Line Information, respectively. Each package information block that references string data uses an index within the string data block in the package information.

14.2.4 Executable Image Information

Executable image information holds information that is set for each linked object file. Executable image information is generated for each linked main object. Executable image files are placed at the byte offset (within the file) stored in `exeOffsetTop` in the binary file header. When there are multiple executable image information entries, byte offsets to them are stored immediately after `exeOffsetTop` using four bytes apiece. Each information entry for an executable image has the following structure.

Figure 14-4 Executable Image Information Structure



The following sections describe each component.

14.2.4.1 Executable Image Information Header

Each information entry for an executable image has a header. The executable image's information header has the following structure.

Code 14-11 Executable Image Information Header Structure

```
typedef struct tagEXEIMAGEHEADER{
 char          signature[4];
 char          version[2];
 unsigned char  shaderType;
 unsigned char  mergeOutputMapsDebug;
 unsigned int   mainAddr;
 unsigned int   endAddr;
 unsigned short inputMask;
 unsigned short outputMask;
 unsigned char  geometryDataMode;
 unsigned char  startIndex;
 unsigned char  subdPatchSize;
 unsigned char  constVertexNumber;
 unsigned int   setupOffset;
 unsigned int   setupCount;
 unsigned int   labelOffset;
 unsigned int   labelCount;
 unsigned int   outmapOffset;
 unsigned int   outmapCount;
 unsigned int   bsymOffset;
 unsigned int   bsymCount;
 unsigned int   stringOffset;
```

```
 unsigned int   stringSize;
} EXEIMAGEHEADER
```

Table 14-11 Executable Image Information Header Fields

Name	Description
signature	Stores the string "DVLE".
version	Includes the version of the assembler tool. The first byte is the major version and the second byte is the minor version.
shaderType	This is set to 0 for a vertex shader object and to 1 for a geometry shader object.
mergeOutputMapsDebug	Bit 0 is used by internal settings for the geometry shader. Bit 1 is set equal to 1 for debug builds and to 0 otherwise.
mainAddr	The program address set by the `main` label.
endAddr	The program address set by the `endmain` label.
inputMask	The input registers information to use. A value of 1 is set for input registers defined by `#pragma bind_symbol`.
outputMask	The output registers information to use. A value of 1 is set for output registers defined by `#pragma output_map`.
geometryDataMode	Internal information for the geometry shader.
startIndex	Internal information for the geometry shader.
subdivPatchSize	Internal information for the geometry shader.
constVertexNumber	Internal information for the geometry shader.
setupOffset	The byte index within the executable image information to the setup information block.
setupCount	The number of data entries for setup information.
labelOffset	The byte index within the executable image information to the label information block.
labelCount	The number of data entries for label information.
outmapOffset	The byte index within the executable image information to the Outmap information block.
outmapCount	The number of data entries for Outmap information.
bsymOffset	The byte index within the executable image information to the Bind symbol information block.
bsymCount	The number of data entries for Bind symbol information.
stringOffset	The byte index within the executable image information to the string data block.
stringSize	The number of bytes in the string data block.

14.2.4.2 Executable Image Information Blocks

Executable image information and intermediate object file information use the same information data structure for setup, label, Outmap, and `Bind symbol` information blocks. For details on each of these, see sections 14.1.3 Setup Information, 14.1.4 Label Information, 14.1.9 Outmap Information, and 14.1.10 Bind symbol Information, respectively. Each executable image information block that references string data uses an index within the string data block in the executable image information.