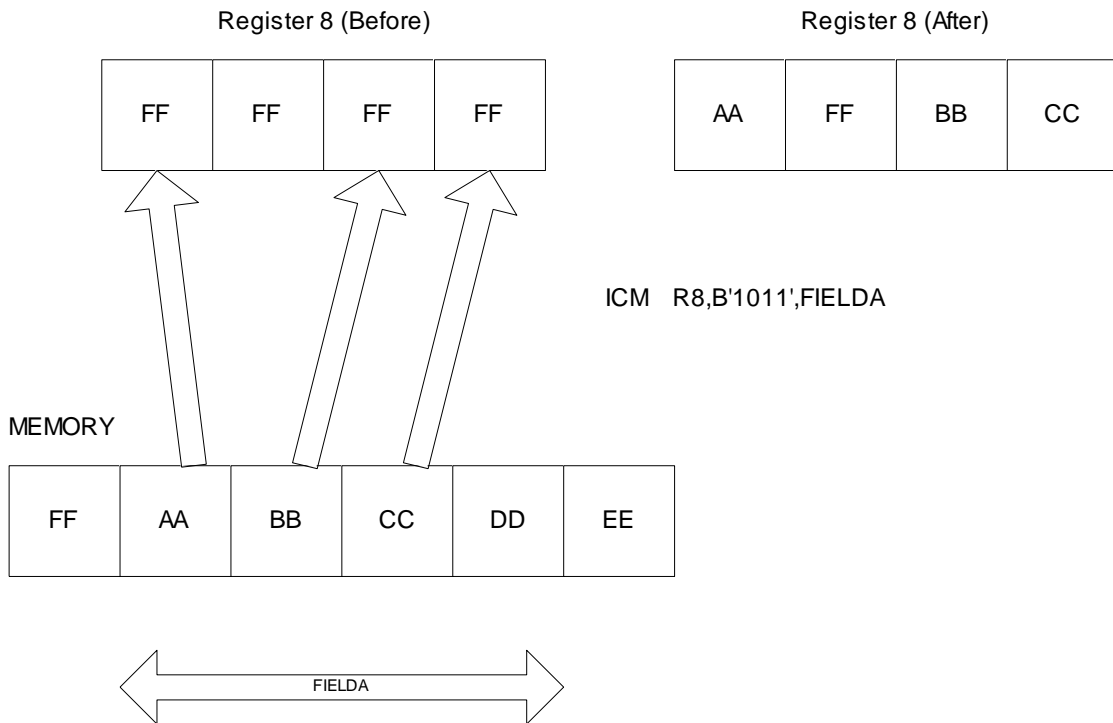
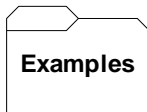


**ICM** is used to copy consecutive bytes from memory into selected bytes of a register. Up to 4 bytes can be copied into the register which is specified by operand 1. The bytes that are copied, come from consecutive bytes in memory specified by operand 3. Additionally, the programmer supplies a mask (pattern), usually in binary, that indicates which bytes in the register should be changed. For example, a binary pattern of B'1010' indicates that bytes 1 and 3 (numbering from left to right) are targets of the copying operation. A binary mask of B'0011' indicates that two consecutive bytes from memory should be copied into the bytes 3 and 4 of the register. Consider the following example.



Often, **ICM** is used instead of "LH" or "L" to load halfwords and fullwords when these fields are not properly aligned. The use of a load instruction for a 4-byte field that is not aligned on a fullword produces a warning from the assembler. Similar remarks apply to the load halfword instruction.



For the following examples, assume that R8 contains x'AABBCCDD'.

```
FIELDA  DS  X'11223344'  
FIELDB  DS  C'ABCD'  
FIELDC  DC  HL2'20'    MAY NOT BE PROPERLY ALIGNED  
  
ICM     R8,B'1100',FIELDA  R8 = x'1122CCDD'  
ICM     R8,B'0011',FIELDA  R8 = x'AABB1122'  
ICM     R8,B'1111',FIELDA  R8 = x'11223344'  
ICM     R8,B'1001',FIELDA  R8 = x'11BBCC22'  
ICM     R8,B'0101',FIELDB  R8 = x'AAC1CCC2'  
ICM     R8,B'0011',FIELDC  R8 = x'AABB0014'  
                                     Binary 20 = x'0014'  
ICM     R8,3,FIELDC        R8 = x'AABB0014'  
Note - a decimal 3 = B'0011' and so the last  
       two instructions are equivalent. It would  
       be better, however, to use a binary mask.
```

## Tips

1. Use ICM instead of load or load halfword when the field you are loading may not be properly aligned.
2. Remember that the mask applies to the bytes in the register and not the bytes in memory. Bytes in memory are consecutively loaded.
3. It is good documentation to always use a binary self-defining term when creating the mask.