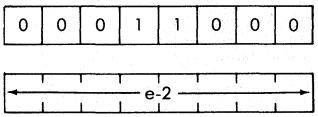
JR e Jump e relative.

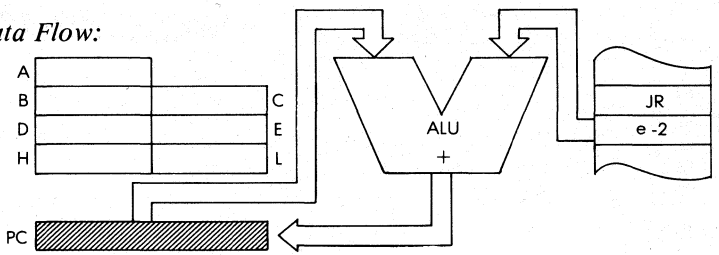
Function: PC ← PC + e

Format:



Description: **The given offset value is added to the program counter using two's complement arithmetic so as to enable both forward and backwards jumps. The offset value is added to the value of PC + 2 (after the jump). As a result, the effective offset is −126 to +129 bytes. The assembler automatically subtracts the value of PC + 2 from the source offset value to generate the hex code.**

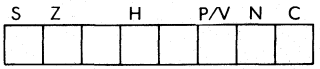
Data Flow:



Timing: 3 M cycles; 12 T states; 6 usec @ 2 MHz

Addressing Mode: Relative.

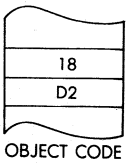
Flags:



(no effect)

Example: JR D4

Before:



After:

(This is a backwards jump.)