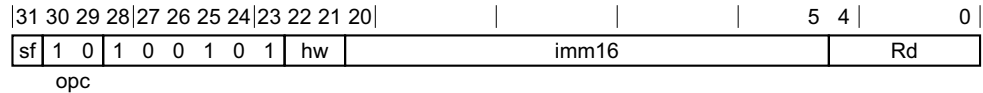


### C6.2.167 MOV (wide immediate)

Move (wide immediate) moves a 16-bit immediate value to a register.

This instruction is an alias of the [MOVZ](#) instruction. This means that:

- The encodings in this description are named to match the encodings of [MOVZ](#).
- The description of [MOVZ](#) gives the operational pseudocode for this instruction.



#### 32-bit variant

Applies when `sf == 0`.

MOV <Wd>, #<imm>

is equivalent to

MOVZ <Wd>, #<imm16>, LSL #<shift>

and is the preferred disassembly when `!(IsZero(imm16) && hw != '00')`.

#### 64-bit variant

Applies when `sf == 1`.

MOV <Xd>, #<imm>

is equivalent to

MOVZ <Xd>, #<imm16>, LSL #<shift>

and is the preferred disassembly when `!(IsZero(imm16) && hw != '00')`.

#### Assembler symbols

<Wd> Is the 32-bit name of the general-purpose destination register, encoded in the "Rd" field.

<Xd> Is the 64-bit name of the general-purpose destination register, encoded in the "Rd" field.

<imm> For the 32-bit variant: is a 32-bit immediate which can be encoded in "imm16:hw".  
 For the 64-bit variant: is a 64-bit immediate which can be encoded in "imm16:hw".

<shift> For the 32-bit variant: is the amount by which to shift the immediate left, either 0 (the default) or 16, encoded in the "hw" field as <shift>/16.  
 For the 64-bit variant: is the amount by which to shift the immediate left, either 0 (the default), 16, 32 or 48, encoded in the "hw" field as <shift>/16.

#### Operation

The description of [MOVZ](#) gives the operational pseudocode for this instruction.