

v-FORTH 1.7

ZX Spectrum Next version

1990-2023 Matteo Vitturi

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Introduction
&
Technical Information

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Build 20230908

1 Foreword

This document introduces a Forth implementation suitable to run on **Sinclair ZX Spectrum Next**. This is more a technical reference and not an introductory book to Forth.

One of the best book available on Forth is "**Starting Forth**" by **Leo Brodie**, and – since this Forth implementation uses old days' 16-bits Arithmetics – the older the version the better it will fit.

In essence, this is a *partly standardised* FIG-Forth ported to the new **Sinclair ZX Spectrum Next** based on my previous work **v-Forth 1.413** available somewhere in The Internet at <https://sites.google.com/view/vforth/vforth1413> and at <https://github.com/mattsteeldue/vforth>. The main difference from further previous version is that now vForth uses a single dedicated file on SD (instead of on ZX Microdrive cartridges or DISCiPLE disks) to provide a Block/Screen facility.

Though this is a working and functional piece of software, the porting is still “work-in-progress”, as there are many things to do to cope with all the new Sinclair ZX Spectrum Next's functionalities.

The latest **version 1.7** – available on the GitHub repository at <https://github.com/mattsteeldue/vforth-next> – splits the dictionary structure in two parts, a name-space and a code-space, by exploiting some 8K RAM pages available providing a more efficient usage of memory so that there is much more memory available for actual code. This also means there is no more fear in create long-name definitions, since the definition's name uses *heap memory* and don't uses *standard memory*. The very same facility provides some *heap-memory* capability described in § 6.3.

From **versions 1.6**, v-Forth runtime is way faster than any previous version thanks to the idea of dedicating more registers to keep track of the internal status of Forth virtual machine.

Starting from **version 1.52**, the behavior of `VARIABLE` is “standard” and doesn't need an initial value: this means that some older syntax *à la* White Lightning may not work properly, since it leave some spurious initialisation data on the stack that isn't used by `VARIABLE` anymore.

Starting from version **v-Forth 1.51**, this Forth comes with two flavors: Direct-Threaded or Indirect-Threaded code. Direct-Threaded offers some 25% of more speed at the cost of more memory allocation for each colon-definition. See § 3.7.1 for some technical detail.

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This very same MIT License can be viewed from within v-Forth environment via **VIEW LICENSE.MD** provided that **VIEW** is made available via **NEEDS VIEW**.

1.2 Typos and suggestions

I, the author am not a native English speaker and you, very likely, will find grammatical errors. In this case, it would be kindly appreciated if you could drop me a line with any suggestion and/or correction at *matteo -underscore-vitturi@yahoo.com*.

1.3 Acknowledgment

Special thanks goes to Roland Herrera that helped to edit this whole documentation.

1.4 Document structure

Chapter 2 describes how to install, activate and get acquainted with the Forth environment, briefly exposing various basic options and utilities, such as choosing case-sensitive, editing screens & blocks and feeding your source code to build new definitions.

Chapter 3 lists some important utilities and libraries you can use while in Forth, most of them can be imported in your session using **NEEDS**.

Chapter 3.1: Since the old fashion Screen/Block facility is a very quick way of coding in Forth, a **Full Screen Editor EDIT** is available. To edit *larger text files* (Chapter 3.3), I've coded the **Large file EDitor** aka **LED** that is able to handle files as large as 17.568 rows, 85 characters per row; it's a "work-in-progress" though.

Chapter 3.2 introduces **GRAPHICS** library to manage **Modes** and **Layers** Library along with **Color** and **Attributes** definitions;

Chapter 3.4 introduces the **MOUSE** facility relying upon the **Interrupt Service Routine** library (Chapter 3.5): see the `demo/color-picker.f` demo a nice example of interrupt-driven mouse movement.

Chapter 3.6 provides the old fashion **BLOCK** oriented **Search** and **Locate** Utility;

Chapter 3.7 explains the inner parts of Forth introducing the **SEE** Debugger Utility.

Chapter 3.8 shows how to call the Standard-ROM **FLOATING point** calculator.

Chapter 3.9 keeps the obsolete **Line Oriented Editor** that's the foundation for the aforementioned **Full Screen Editor**.

Chapter 3.10 introduces the **ASSEMBLER** vocabulary.

Chapter 4 gives some deeper insight and technical information about the Inner-interpreter

Chapter 5 is a straight list of error messages.

Chapter 6 provides detailed information of **Forth Dictionary** where each definition is explained in a formal way

Chapter 6.1 is the "core" dictionary list, where almost all definitions are available at **COLD** start, then

Chapter 6.2 introduces the optional set of definitions that provides the **Case-Of structure**.

Chapter 6.3 describes the **Heap Memory Facility** to access the huge quantity of memory available: from this **Version 1.7** Forth's dictionary itself relies upon this Heap Memory Facility allowing the the most main memory to the actual code.

Chapter 6.4 introduces the **Testing Suite**, to show that vForth *wants to comply* to modern Standard.

Chapter 6.5 for other utilities.

Chapter 7 briefly shows the memory map.

1.5 Legend

Much effort was put to keep the document to the following conventions:

Courier New	is used whenever a Forth definition is referenced or to indicate some typed-in source code.
Calibri Bold	to highlight something important, like filenames, messages, or key-strokes.
Calibri	is used elsewhere

All definitions explained in the dictionary pages are introduced in the form:

A-WORD **n1 n2 ... --- n3 n4 ...**

where “**n1 n2 ...**” represents the Stack status before **A-WORD** is executed, and “**n3 n4 ...**” represents the Stack status after **A-WORD** is executed. Special behavior, such as **IMMEDIATE** definitions are explained properly.

a	memory address	16 bits
b	byte, small unsigned integer	8 bits
c	character	8 bits, but often only lower 7 are significant.
d	signed double integer	32 bits
fh	file-handle (NextZXOS)	8 bits
fp	floating point number (see §3.8)	32 bits
ha	heap-pointer address (see §6.3 and >FAR)	16 bits.
n	signed integer	16 bits
u	unsigned integer	16 bits
ud	unsigned double integer	32 bits
f	flag: a number evaluated as a boolean	16 bits
ff	false flag: zero	16 bits
tf	true flag: non-zero	16 bits
nfa	name field address	16 bits
lfa	link field address	16 bits
cfa	code field address	16 bits
pfa	parameters field address	16 bits
xt	execution token	16 bits
cccc	character string or definition-name available in the vocabulary	
...	a list of definitions	
TOS	top of calculator stack	

2 Getting started

2.1 Installation

The most recent version of this software can be downloaded from GitHub repository as .zip file at

<https://github.com/mattsteeldue/vforth-next/tree/master/download>

The same executable programs are available in the same repository:

<https://github.com/mattsteeldue/vforth-next/tree/master/SD/tools/vforth>

Unzip or copy the software to "C:/tools/vForth" directory inside your Next's SD card so it appears in the following directory hierarchy:

doc/ where I keep some help text files and this very same document.
inc/ contains source files of single definitions available via **NEEDS cccc**.
lib/ same as inc/ but these source files are a collection of several definitions that forms a "library utility".
src/ among others, the source file of this Forth System.
test/ contains an adaptation of John Hayes' Test Suite that tries to make this Forth more *standard*.
util/ with some Perl script to manage with !Blocks-64.bin file I collect over the time.
demo/ some useful demos.

↑Name	Ext	Size	Date	Attr
[.]		<DIR>	08/08/2023 19:07	---
[demo]		<DIR>	16/04/2023 16:44	---
[doc]		<DIR>	01/07/2023 19:00	---
[inc]		<DIR>	04/06/2023 23:01	---
[lib]		<DIR>	01/06/2023 22:50	---
[src]		<DIR>	16/04/2023 16:47	---
[test]		<DIR>	05/02/2023 00:24	---
[util]		<DIR>	16/09/2021 21:43	---
!Blocks-64	bin	16.777.216	08/08/2023 19:04	-a--
Forth17	bas	555	08/08/2023 18:52	-a--
Forth17_loader	bas	1.153	08/08/2023 18:51	-a--
forth17d	bin	9.999	08/08/2023 18:42	-a--
LICENSE	md	1.076	08/08/2023 19:06	-a--
ram7	bin	8.192	08/08/2023 18:42	-a--

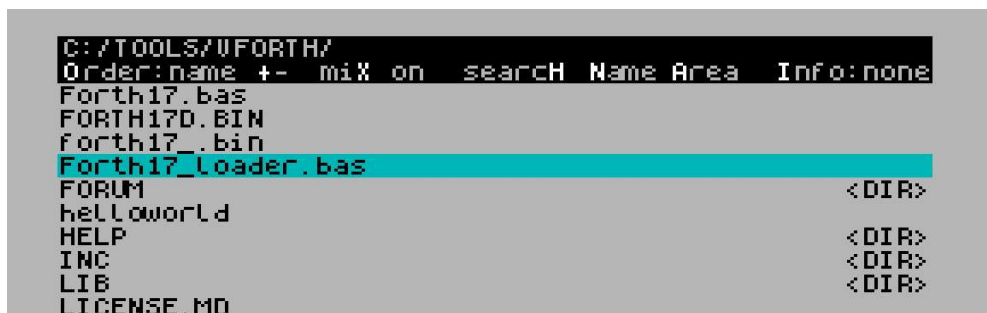
Forth17_loader.bas loads **Forth17d.bin** code that is the latest version.

If you wish to use a different directory instead of C:/tools/vforth, you need to modify the paths in the above Basic programs.

2.2 Activation and brief tutorial

The Forth System is activated running a Basic program **C:/tools/vforth/forth17_loader.bas**.

This can be done using the Browser and selecting it, then hitting ENTER.



The Basic loader **forth17_loader.bas** frees upper memory setting RAMTOP to a very low address 25345 and usually loads **ram7.bin** to BANK 16, then **forth17d.bin** to few bytes above RAMTOP and then it loads a smaller Basic launcher **forth17.bas** that you can customize for your purposes.



A Splash screen displays the Version Number and the Build Date followed by some technical system information that are produced by the Auto-Start sequence of **Screen # 11**. In fact, within a few seconds the system will ask if you would like to **"Run Scr # 11 autoexec"**: the only way to refuse is by using the **[N]** key. However, it's a good idea to allow Forth to continue to **LOAD Screen # 11** which in turn loads a few useful utilities making available, among the other definitions, two particular definitions: **EDIT** the **"Screen Editor"** and **SEE** the **"Debugger Inspector"**. This phase is executed only at *first* startup, but you can run it again using **AUTOEXEC**.

In general, in any source-file available in these directories to be imported, I always put some "print" statement just to show the user what is going on or what is being loaded, this is because often, whenever nothing moving nor blinking on the screen, a person is induced to think the machine just crashed.

```

| v-Forth 1.7 - NextZXOS version
| Heap Vocabulary - build 2023-08-09
| MIT License © 1990-2023 Matteo Vitturi

28.0 MHz Z80n CPU Speed.
20358 bytes free in Dictionary.
62209 bytes free in Heap.

Autoexec asks: Do you wish to load scr# 11 ? (Y/n) █

```

The Basic launcher **forth17.bas** usually auto-starts the first time at line 20, so you usually won't notice, but just in case you **STOP** it or the Forth system encounters a ROM Error that forces it to suddenly return to Basic, you have two main choices:

- a. type **RUN** at Basic prompt : This does a **WARM** Forth-start, preserving your previous work and buffers status.
- b. type **RUN 20** at Basic prompt: This does a **COLD** start, that should reset all as if you had just loaded from SD card.

2.3 Case-insensitive and Case-sensitive option

By default, the Forth interpreter is *case-insensitive*, so you can type your commands using lower-case or upper-case or a mix of them with no difference. To enable or disable the case-sensitive interpretation you can use **CASEON** and **CASEOFF** definitions.

The case-insensitive option applies to the Interpreter's dictionary search only. A new definition you code retains the exact case you coded it.

2.4 Block / Screen system and Text editor

This Forth System comes with a 16 MBytes file named **!Blocks-64.bin** that provides a **BLOCK**-like mass-storage system to keep 32,767 **BLOCKS** (or 16,383 Screens) that can be edited using the "Full Screen Editor" (see §3.1) utility available after you type:

NEEDS EDIT

Each **BLOCK** has 512 bytes and each Screen is 1 KByte long so it can store text in **16 lines x 64 columns way**. A **BLOCK** can be used as a *virtual-memory* area where you can persistently store anything you like. For instance, you can think a **BLOCK** as an 256-elements *integer array* with persistence.

A **BLOCK number** is always twice the corresponding *Screen number*, for example **Screen # 11** uses **BLOCKS** 22 and 23. You may argue that this way **BLOCK** number 1 is never accessible, in fact it is reserved for internal purposes (see **NEEDS**).

Accessing of the first blocks is faster than the others, so that reading the last **BLOCKS** available using, for example

DECIMAL 16383 LIST

it takes a noticeable amount of time. This may depend on how **F_SEEK** primitive is implemented.

2.5 Character size

In this Forth implementation I preferred LAYER 1,2 display mode to allows 64 character per line: this is quite necessary to be able to display a whole 1024 characters in a single screen.

If you prefer LAYER 1,1 you can add a line 61 in **forth17.bas** wrapper as follow

```
61 LAYER 1,1: PRINT CHR$ 30; CHR$ 4;
```

to switch to LAYER 1,1 and condensed character set. The result is quite poor in my opinion.

You can also change **LAYER** mode using some Layer-related definitions available after **NEEDS GRAPHICS** or **NEEDS LAYERS**.

2.6 Source feeding and output spooling

Before entering Forth, the Basic launcher may open text files via **OPEN#**, for instance

```
OPEN# 13,"o>output.txt"
```

that can be later selected for output from Forth via **13 SELECT** to collect any output you send to this output-channel. To restore sending output to video there is an easy **VIDEO** definition that simply does **2 SELECT**.

Two specific definitions allow you to include source from any file: **INCLUDE** and **NEEDS**. For example,

```
INCLUDE demo/chomp-chomp.f
```

or

```
NEEDS GRAPHICS
```

Moreover, you may edit almost any source text-file using **LED**, the built-in editor available via

```
NEEDS LED
```

See chapter 3.3 “LED – The Large Editor” for more details.

2.7 Number literals interpretation

Numbers interpretation, at prompt or during compilation, depends on current **BASE**. The two definitions **DECIMAL** and **HEX** change the current **BASE** to decimal and hexadecimal respectively. The interpreter (**NUMBER**) accepts an optional number-prefix “\$” or “%” to temporarily modify **BASE** accordingly for the current number interpretation only: “\$” for hexadecimal (base 16), “%” for binary (base 2). The side effect is that \$ and % alone are somehow equivalent to 0.

2.8 Definitions grouped by category

Here is my own personal classification of most definitions available in this system.

2.8.1 Comments

Block oriented	Line oriented	No-operation
(...)	\ ...	NOOP

2.8.2 Stack manipulation

Broadly speaking, a *Calculator-Stack* entry is a 16-bits number (§ 4.2) i.e. a **CELL**, while a Double-Integer value is a 32-bits number (§ 4.3) which needs two **CELLS** in the Calculator-Stack, the higher significant part on top of stack.

Return-Stack is used on entering-exiting phase of a definition *and also* to keep track of **DO** – **LOOP** index and limit.

Floating-Point-Stack is the standard ZX Spectrum floating-point Calculator Stack that is accessible after loading the Floating-Point-Option (§ 3.8). See “Technical specifications” (§ 4) for more details.

Single Cell	Double cells	Return Stack	Stack Inspection	Floating point Stack
DUP OVER DROP SWAP NIP TUCK ROT -ROT PICK ROLL ?DUP -DUP	2DUP 2OVER 2DROP 2SWAP 2ROT	>R R> R@ I ' DUP>R R>DROP	DEPTH .S	>F F> FOP

2.8.3 Comparison

Comparison involves the top element or the two top elements available on the Calculator Stack. Double precision integers (§ 4.3), formed by two elements each, involves twice the elements, obviously.

Against zero	Signed	Unsigned	Double-precision
0= 0< 0> NOT	= < > <> MIN MAX	U<	D0= D< D= DU<

2.8.4 Output

Any output is sent to video by default, but the actual device depends on which Stream is chosen via **SELECT**.

Single-integer definition Stack Value	Double-integer definition stack value and Floating point Stack	String	Other
. .R ? U.	D. D.R F.	. " . (.C SPACE SPACES EMIT EMITC INVV TRUV MARK MESSAGE TYPE	SPLASH CLS CR DEVICE SELECT

2.9 Integer Arithmetics

Normally all definitions act upon 16-bits (signed or unsigned) integers (§ 4.2).

Definitions that act upon 32-bits integers (§ 4.3) have names that begin with **D** for *double*.

Mixed definitions, that involve both 16-bits and 32-bits integers begin with **M** for *mixed*.

Arithmetics	Signed / Unsigned	Double	Constants
+ - * / /MOD MOD 2/ 2*	+ ABS NEGATE UM/MOD UM*	D+ D- DNEGATE DABS D+-	0 1 2 3 -1 PI

Mixed	Bitwise	Increment/Decrement	Floored / Simmetric Division
M+ M* M/ M/MOD */ */MOD	AND OR XOR NOT RSHIFT LSHIFT FLIP INVERT SPLIT UPPER	1+ 2+ CELL+ 1- 2- CELL-	FM/MOD SM/MOD

2.10 Memory

Normally all definitions act upon 16-bits (signed or unsigned) integers (§ 4.2).

Definitions that act upon 32-bits integers (§ 4.3) have names that begin with **2** for *two-cells*.

Store & Fetch	Memory chunks	Pointers & Variables	8K RAM Paging
! @ 2! 2@ C! C@ +! TOGGLE TO (used with VALUE) +TO	FILL ERASE BLANK CMOVE CMOVE> PAD BUFFER BLOCK CELL CELLS ALIGNED DUMP	RP@ RP! SP@ SP! S0 R0 USE PREV	S" HEAP FAR POINTER H" +" +C >FAR <FAR HEAP-INIT HEAP-DONE SKIP-PAGE

2.10.1 Flow control

Counted Loop	Uncontd Loop	Conditionals	System related
DO ?DO LOOP +LOOP LEAVE I I' J K	BEGIN WHILE REPEAT UNTIL or END AGAIN BACK	IF THEN ENDIF ELSE CASE ENDCASE OF ENDOF EXEC:	BYE AUTOEXEC COLD WARM ABORT ERROR CALL# INTERPRET EXECUTE QUIT BASIC

2.10.2 Definition related

Creators	Status & Variables	Compilation / Interpretation	Dictionary Allocation
: ; :NONAME CREATE VARIABLE CONSTANT CODE	?COMP ?CSP ?ERROR ?EXEC ?LOADING ?PAIRS ?STACK	COMPILE [COMPILE] [CHAR] []	ALLOT , C, ." . (COMPILE, LITERAL

EXIT !CSP DOES> <BUILDS VALUE USER	STATE CSP		DLITERAL
---	--------------	--	----------

2.10.3 I/O and Hardware

I/O Ports	HW Registers	Keyboard	
P! P@	REG! REG@ MMU7! MMU7@	?TERMINAL KEY CURS	

2.10.4 BLOCK / Screen related

Block & Buffer	Input	Block-file primitives	Variables & Constants
.LINE BLOCK EMPTY-BUFFERS FLUSH INDEX LIST UPDATE OPEN<	LOAD --> QUERY ACCEPT ENCLOSE CHAR EXPECT WHERE LOCATE GREP BSEARCH	BLK-INIT BLK-READ BLK-SEEK BLK-WRITE	TIB FIRST LIMIT SOURCE-ID BLK >IN OUT SCR OFFSET BLK-FH BLK-FNAME #SEC #BUFF SPAN B/BUF B/SCR C/L

2.10.5 Numbers & strings

Number to string	Base	Interpretation	Variables
<# # #S #> SIGN HOLD	BASE HEX DECIMAL BINARY OCTAL	NUMBER (NUMBER) (SGN)	NMODE HLD DPL FLD PLACE EXP

2.10.6 Dictionary related

Input Stream	Vocabulary manipulation	Definition data	Variables & Constants
' -FIND INCLUDE MARKER NEEDS CASEOFF CASEON	FORTH DEFINITIONS ASSEMBLER SMUDGE RENAME FORGET ALIGN ID.	CFA PFA NFA LFA <NAME >BODY TRAVERSE .WORD	WIDTH WARNING FENCE DP VOC-LINK CONTEXT CURRENT BL

2.10.7 Editor

Screen oriented	Line oriented		File oriented
EDIT B N L SAVE	H D RE INS S E	.PAD P -MOVE TEXT LINE	LED LED-EDIT LED-SAVE LED-FILE

2.10.8 NextZXOS

File hook	Directory hook	+3DOS hook	Other
F_SEEK F_CLOSE F_SYNC F_FGETPOS F_READ F_WRITE F_OPEN	F_OPENDIR F_READDIR	M_P3DOS	R# LP HANDLER

2.11 Known bugs, workarounds, and improvement needed

INTERPRET Screen	Interpretation of long structure via LOAD cannot cope with BLOCK s boundaries within the same Screen. This means, for example, that you cannot start an ENUMERATED structure in the first BLOCK of a and continue it in the next one.
INCLUDE	The INCLUDED source text file <i>must end with an empty line</i> , otherwise the system crashes usually showing some vertical grid. NEEDS suffers the same bug since it uses INCLUDE .
NEEDS	In case of interpretation/compilation error, the file/handle remains open and you have to manually close it using something like <code>2 F_CLOSE DROP</code> and you cannot use REMOUNT until then.
OPEN<	At the moment, this definition is experimental and can be used only in interpretation mode.
BCOPY	When used repeatedly, it seem to miss half Screen every three, expecially when you work backard in block number . Maybe this depends from the number of BUFFER s available. A simple workaround is to FLUSH often.

3 Utilities

WARNING: many of these definitions are still under development and specifications may change in the future. Much effort is put to keep backward compatibility.

3.1 The Full Screen Editor Utility – Screen oriented

The **EDIT** definition is available after you type: **NEEDS EDIT** (or in the old way **190 LOAD** if the source it is still there and you didn't reused these Screens).

On this Forth system, as in many others, a Screen has 1,024 bytes of data spread in 16 lines, 64 bytes each.

This “Full Screen Editor Utility” is invoked using the **EDIT** definition that enters a simple page-editor that allows modifying the current Screen, i.e. the one contained in **SCR** variable. During **EDIT**, you are allowed move to the next Screen or to the previous one using the commands explained below.

Remember: to quit **EDIT** phase, you have to use **[Edit]** key followed by **[Q]** key, in a way that mimics Unix **vi** editor.

This editor works only if the display-mode allows 64 character per line at least.



EDIT

For example, to select, show and edit **Screen # 197** you can type:

```
DECIMAL 197 LIST      ( to set 197 the “current screen” )
EDIT                  ( to enter the editor on “current screen” )
```

```
Screen # 197
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
( Full Screen Editor 8/8 )
FORTH DEFINITIONS
: EDIT ( -- )
EDITOR CLS HOMEC PUTPAGE EDIT-FRAME
BEGIN
EDIT-STAT INITC
CURC@ NROW @ NCOL @ TO-SCR 2DUP AT-XY
KEYB ?TERMINAL IF DROP @ INSC REFRESH THEN
DUP BL < IF
>R AT-XY EMIT R> CTRLC
ELSE
CURC! AT-XY DROP CURC@ EMIT RIGHTC
THEN
AGAIN \ quit using EDIT-key + Q
;
FORTH DEFINITIONS
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
row: 0 col: 63 hex: 20 dec: 32 chr:
pad:
cmd:
U-ndo B-ack D-el I-nsert H-old
Q-uit N-ext S-hift R-eplace P-ut hex byte
```


The previous picture shows a header reporting the Screen number and a line-ruler followed by 16 lines that make up the Screen itself.

A flashing cursor is visible at home position: The cursor has two flashing mode to distinguish **CAPS-LOCK** enabled () or disabled ().

The cursor keys, **[Shift]** key + **5 / 6 / 7 / 8** keys, allow the flashing cursor to be moved across the screen to point the current position inside the Screen, so text can be typed at any position in the Screen.

Current cursor positions (**row** number and **column** number) are shown at the bottom status bar along with current character, **decimal** ASCII code and **hexadecimal** code of it.

Pad line shows the current **PAD** content. Line oriented commands handle and work with **PAD**. See the “Line Editor” chapter. If **PAD** contains garbage, the whole screen may become corrupted: in this case you can type **[Edit] + H** to copy the current line to **PAD** that should fix that issue.

After the **[Edit]** key (Shift + 1 using standard PC keyboard) the Editor recognizes the following single or double key-stroke commands:

[Edit] + Q : Quit **EDIT** Utility

[Edit] + U : Undo, that is re-read current screen from disk ignoring any modification done since last **FLUSH**. This feature is quite important, since it does for a single Screen what **EMPTY-BUFFERS** does for all of them.

[Edit] + H : take (or Hold) current line content and keep it in **PAD**

[Edit] + R : Replace current line with the current **PAD** content.

[Edit] + S : make Space at current cursor position shifting lower lines down; last line will be lost.

[Edit] + D : Delete current line shifting up lower line, but a copy is copied to **PAD** before deletion, like **H**

[Edit] + I : Insert at current cursor line position the content of **PAD**: it does commands **S** and **R**.

[Edit] + N : go to Next screen



[Edit] + B : go Back to previous screen

[Edit] + P : accepts *two hexadecimal digits* representing a byte and Put it at cursor position. This way, non-printable characters, i.e. ASCII code between 0 and 31 (\$00 - \$1F), can be stored inside a Screen, but care must be paid to avoid corrupting the display because most of them are *control characters*. Characters with ASCII code between \$80 and \$FF can be stored in a Screen, but they are emitted to video translated to the corresponding codes between \$00 and \$7F.

any other key has no meaning and returns the flashing cursor back to its position.

[Delete] (that is **Caps-Shift + ZERO**) removes a character at current cursor position, shifting left the rest of the line.

[Break] (that is **Caps-Shift + SPACE**) inserts a space at current cursor position, shifting right the rest of the line.

[Caps-Lock] (that is **Caps-Shift + 2**) accounts for a keystroke, but it is interpreted by the system to change the Caps-Lock state switching between enabled () and disabled ().

Beware, any modification you do immediately affects the underlying Buffers, so if you mess things too much so that **[Edit] + U** is not enough, there is only a way to recover it, to quit and type **EMPTY-BUFFERS** to erase all buffers without flushing them to disk, before it's too late.

This “Full Screen Editor” is a work-in-progress and can be improved if needed either acting on Screens between 190 and 197 or editing **./lib/edit.f** source file.

3.2 Graphics mode and Layer facility

The following definitions are available after you type **NEEDS GRAPHICS**.

To forget this library from dictionary you can type **NO-GRAPHICS** or **FORGET GRAPHICS**.

This library is still work-in-progress because I'm improving it every so often.

The ZX Spectrum Next's machine can handle several Graphic-Modes and vForth is able to use them.

In all the following definitions, the x-coordinate is the vertical distance from the top-left corner of the grid, the y-coordinate is the horizontal distance from the top-left corner of the grid

LAYER! n ---

This definition changes Graphic-Mode. The parameter **n** can be one of the following values:

- **00** to switch to **Layer 0** - Standard Spectrum (ULA) mode, 256 w x 192 h pixels, 8 colors total (2 intensities), 32 x 24 cells, 2 colors per cell. Equivalent to Basic's LAYER 0.
- **10** to switch to **Layer 1,0** - LoRes (Enhanced ULA) mode, 128 w x 96 h pixels, 256 colors total, 1 color per pixel. Equivalent to Basic's LAYER 1,0.
- **11** to switch to **Layer 1,1** – Standard Res (Enhanced ULA) mode, 256 w x 192 h pixels, 256 colors total, 32 x 24 cells, 2 colors per cell. Equivalent to Basic's LAYER 1,1.
- **12** to switch to **Layer 1,2** – Timex HiRes (Enhanced ULA) mode, 512 w x 192 h pixels, 256 colors total, only 2 colors on whole screen. Equivalent to Basic's LAYER 1,2.
- **13** to switch to **Layer 1,3** – Timex HiColour (Enhanced ULA) mode, 256 w x 192 h pixels, 256 colors total, 32 x 192 cells, 2 colors per cell. Equivalent to Basic's LAYER 1,3.
- **20** to switch to **Layer 2** – 256 w x 192 h pixels, 256 colors total, one color per pixel. Equivalent to Basic's LAYER 2,1.

To ease of use, this definition accepts **n** which can be expressed both in **DECIMAL** or in **HEX**, without confusion, and since there is no ambiguity, the following two lines gives the same result

```
HEX      12 LAYER!  
DECIMAL 12 LAYER!
```

This primitive definition *just* changes Graphics-Mode without any other side effect. Instead, the hereby definitions **LAYER0**, **LAYER10**, **LAYER11**, **LAYER12**, **LAYER13** and **LAYER20** also modify the overall behavior of some other graphics definitions.

LAYER0 ---

Set screen mode to Standard ULA, legacy ZX Spectrum mode, also set the characters to 4 pixel wide, and modify the overall behavior of all graphics definitions to work with this specific pixel resolution.

LAYER10 ---

Set screen mode to LoRes mode, set the characters to 4 pixel wide, and modify the overall behavior of all graphics definitions to work with this specific pixel resolution.

LAYER11 ---

Set screen mode to Standard Res (Enhanced ULA) mode, set the characters to 4 pixel wide, and modify the overall behavior of all graphics definitions to work with this specific pixel resolution.

LAYER12 ---

Set screen mode to Timex HiRes (Enhanced ULA) mode, set the characters to 8 pixel wide, and modify the overall behavior of all graphics definitions to work with this specific pixel resolution, for example, the correct aspect-ratio for **CIRCLE** is enforced.

LAYER13 ---

Set screen mode to Timex HiColour (Enhanced ULA) mode, set the characters to 4 pixel wide, and modify the overall behavior of all graphics definitions to work with this specific pixel resolution.

LAYER2 ---

Set screen mode to Layer 2, set the characters to 4 pixel wide, and modify the overall behavior of all graphics definitions to work with this specific pixel resolution.

IDE_MODE! n ---

This is a primitive definition to switch Graphic-Mode via NextZXOS using **M_P3DOS** call \$01D5

It's called by **LAYER!** that prepares **n** in a suitable way. This definition is also available via **NEEDS IDE_MODE!**

LAYER0	:	\$0000
LAYER10	:	\$0100
LAYER11	:	\$0101
LAYER12	:	\$0102
LAYER13	:	\$0103
LAYER2	:	\$0200

IDE_MODE@ --- hl de bc a

This is a primitive definition to query current Graphic-Mode via NextZXOS using **M_P3DOS** call \$01D5.

Usual result are:

LAYER	:	hl	de	bc	a	(a in binary)
LAYER0	:	\$1620	\$000F	\$0800	\$00	(00 00 00 00)
LAYER10	:	\$0C20	\$FF00	\$0400	\$01	(00 00 00 01)
LAYER11	:	\$1840	\$000F	\$0400	\$05	(00 00 01 01)
LAYER12	:	\$1840	\$0000	\$0800	\$09	(00 00 10 01)
LAYER13	:	\$1840	\$0038	\$0400	\$0D	(00 00 11 01)
LAYER2	:	\$1840	\$0038	\$0400	\$02	(00 00 00 10)

3.2.1 Low-level definitions

ATTRIB --- n

Value that specifies the byte used as color-attribute in all subsequent graphics command. To modify it you have to use the "TO" semantics

DECIMAL 216 TO ATTRIB

The value of **ATTRIB** is saved across any Layer switch so that each Graphic-Mode keeps its value.

PIXELADD x y --- n

Depenging on current Graphic-Mode, determine address of a pixel and fit MMU7 8K page if needed.

PLOT x y ---

Depenging on current Graphic-Mode, plot a pixel using current **ATTRIB**.

POINT x y --- c

Depenging on current Graphic-Mode, it returns the attribute value of a pixel.

For Layer 1,0 and Layer 2 modes this is simply the sequence **PIXELADD C@**.

For Layer 0 Layer 1,1 Layer 1,2 and Layer 1,3 modes, this definition returns a true-flag if the pixel is set or a false-flag if the pixel is unset.

3.2.2 High-level definitions

CIRCLE **x y r** ---

Draw a circle with center at x y and radius r using the current **ATTRIB** color and Graphic-Mode. As stated above, x -coordinate is the vertical and y -coordinate is horizontal.

DRAW-LINE **x0 y0 x1 y1** ---

Draw a line from $x1$ $y1$ to $x0$ $y0$ using the current **ATTRIB** color and Graphic-Mode. As stated above, x -coordinate is the vertical and y -coordinate is horizontal.

PLOT **x y** ---

Draw a pixel at x y using the current **ATTRIB** color and Graphic-Mode. As stated above, x -coordinate is the vertical and y -coordinate is horizontal.

PAINT **x y** ---

Experimental: Try to paint a well-shaped convex area, provided that x y is some “center” to start. As stated above, x -coordinate is the vertical and y -coordinate is horizontal.

3.2.3 Colors & Attributes

Here is a set of definition that invoke the Standard-ROM routines to change the screen colors. All these definitions end with a dot (.) to spacyfy that it works via `EMIT` and to avoid confusion with other definitions.

.BORDER **b** **---**

Immediately set the current BORDER color. It uses ROM routine \$2297 via **CALL#**.

.BRIGHT **b** **---**

Depending on on current Graphics Mode, set the current BRIGHT attribute for any subsequent output operations.

.FLASH **b** **---**

Depending on on current Graphics Mode, set the current BRIGHT attribute for any subsequent output operations.

.INK **b** **---**

Depending on on current Graphics Mode, set the current INK color for any subsequent output operations.

.INVERSE **b** **---**

Depending on on current Graphics Mode, set the current INVERSE attribute for any subsequent output operations.

.OVER **b** **---**

Depending on on current Graphics Mode, set the current OVER attribute for any subsequent output operations.

.PAPER **b** **---**

Depending on on current Graphics Mode, set the current PAPER color for any subsequent output operations.

3.3 DIR and LED – the Large file Editor and

Source text-files can be edited directly within vForth environment using **LED** – the Large file Editor – that handles text files up to 17.568 rows, 85 characters each. The **LED** definition is available after you type: **NEEDS LED** .

Along with **LED** you often need **DIR**".

After you type **LED** you enter a simple full-screen editor that can modify current file one screen at a time. While within **LED**, you are allowed move to next page or to previous page using the command explained below.

Remember: to *quit* **LED** editor, you have to use [Edit] key followed by [Q] key.

Remember: to *save* the file, you have to use [Edit] key followed by [W] key.

This editor works only while the display-mode is **LAYER 1,2**.

DIR

Available after **NEEDS DIR**. Used in the form

DIR xxx

it displays the content of directory **xxx** for example: **DIR dev**

```
ok
dir dev
.          2023-02-18  22:19  d
..         2023-02-18  22:19  d
HPVOC.F    2023-03-13  23:45      5003
MARKER.F   2023-03-12  16:58     1213
FORGET.F   2023-03-12  01:27      724
id..f      2023-02-27  22:50      232
words.f    2023-02-27  22:50      348
ok
■
```

LED

CCCC

Available after **NEEDS LED**. Used in the form

LED cccc

opens specified file **cccc** and enters **LED** editor. For example **LED lib/dir.f**

This editor inherits most of its commands and behavior from the previously described **EDIT** editor except that it has 85 characters per line instead of 64. See previous paragraph (§3.1) for details..

Along **LED** command, some more sub-commands are available to better handle a text-file.

LED-EDIT

Used in the form

LED-EDIT

re-enters the **LED** editor after you quit it to continue editing the same file you previously opened that should still be in upper 8k RAM pages, provided you haven't corrupted its content in some way.

LED-SAVE

Used in the form

LED-SAVE

saves back the file you previously open in **LED** editor, using the current filename you already specified using **LED** or **LED-FILE**.

LED-FILE

--- cccc

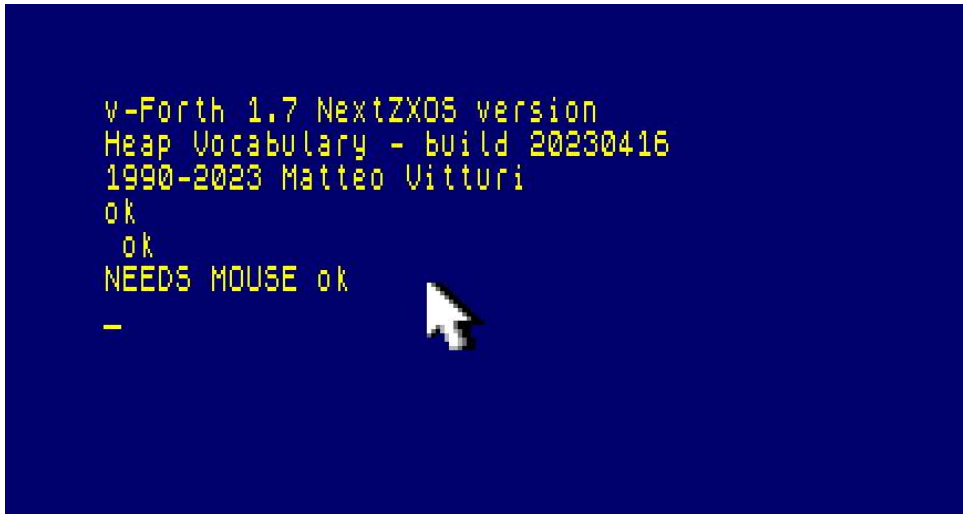
Used in the form

LED-FILE cccc

modify the filename that **LED-SAVE** will write to. This allow to save to a different filename.

3.4 Mouse

An *interrupt-driven mouse facility* is made available via **NEEDS MOUSE** which requires **INTERRUPTS** (described in Chapter 3.5).



Sprite #0 image is made a white arrow shape with shadow; its definition is given directly in Forth code, as follows (this, by the way, shows how easily Forth language can perform such a task):

```

HEX 14 REG@ CONSTANT E3 \ Global Transparency Colour
: " 00 C, ; \ Black
: | 6D C, ; \ Dark-Grey
: v B6 C, ; \ Light-Gray
: M FF C, ; \ White
: _ E3 C, ; \ Transparency

\ Semi-graphical mouse-face definition 10x8-pixels arrow
CREATE MOUSE-FACE
\ 0 1 2 3 4 5 6 7 8 9 A B C D E F \
\ ----- \
M | " " _ _ _ _ _ _ _ _ _ _ \ 0
M M | " " _ _ _ _ _ _ _ _ _ _ \ 1
M M M | " " _ _ _ _ _ _ _ _ _ _ \ 2
M M M M | " " _ _ _ _ _ _ _ _ _ _ \ 3
M M M M M | " " _ _ _ _ _ _ _ _ _ _ \ 4
M M M M M M | " " _ _ _ _ _ _ _ _ _ _ \ 5
M M M M M M M | " " _ _ _ _ _ _ _ _ _ _ \ 6
M M M M M M M M | " " _ _ _ _ _ _ _ _ _ _ \ 7
M M M M M M M M M | " " _ _ _ _ _ _ _ _ _ _ \ 8
M M M M M M M | " " " " " " _ _ _ _ _ _ \ 9
M M | v M M | " " " _ _ _ _ _ _ _ _ _ _ \ A
M | " v M M v | " " _ _ _ _ _ _ _ _ _ _ \ B
| " _ _ v M M | " " _ _ _ _ _ _ _ _ _ _ \ C
_ _ _ _ v M M v | " " _ _ _ _ _ _ _ _ _ _ \ D
_ _ _ _ _ M M v | " " _ _ _ _ _ _ _ _ _ _ \ E
_ _ _ _ _ v v | " " " _ _ _ _ _ _ _ _ _ _ \ F

```

The mouse hardware is polled every 20ms (i.e. during interrupt) and data is processed as follows:

1. Three bytes of polled raw-data are collected and kept in *x-status*, *y-status* and *buttons-status*. Buttons status are

- provided by the two LSB of collected byte, where zero means “pressed”.
2. Current raw-data is compared against the previous raw-data to determine some delta and, depending on the events, *delta-x*, *delta-y* and *delta-buttons* can be positive or negative
 3. If *delta-x* or *delta-y* is non-zero, then compute new position, clipping within screen range.
 4. If *delta-buttons* is non-zero, determines the following values:
 - 0 : no event
 - 1 : right button click-down
 - 2 : left button click-down
 - 4 : right button click-up
 - 8 : left button click-up

The mouse position and status can be read using the following definitions:

MOUSE-XY --- **n1 n2**

Returns the current mouse position in pixel

n1 : vertical distance from top-left corner in pixel. Range is 0 – 319.

n2 : horizontal distance from top-left corner in pixel. . Range is 0 – 255.

?MOUSE --- **f**

Returns a true-flag if there is a mouse-click event.

MOUSE --- **n**

Collects the current click-event status and reset it to zero. The event is reported as follows:

0 : no event

1 : right button click-down

2 : left button click-down

4 : right button click-up

8 : left button click-up

multiple events are added together.

3.5 Interrupt Service Routine

After you type **NEEDS INTERRUPTS** a new Vocabulary will be loaded in memory along with some low-level definitions that allow setting-up an Interrupt-Driven definition: The ISR must be a single definition suitably defined. This is a standard IM 2 interrupt routine implementation. In the future, I hope to be able to exploit the new Next's IM 2 interrupt vector mode. Programming an Interrupt Service Routine using Forth itself is tricky and if not correctly coded, it can impair the system or cause a system-crash. As said, this library still does not exploit the new ZX Spectrum Next interrupt vector, this will be soon implemented: this means that the all these definitions listed here below will go under a deep overhaul when I'll code it.

A Z80's maskable interrupt occurs every 20 ms (50 times per second), and when it occurs, a CALL to a specific routine is performed. In vForth we use IM 2 interrupt mode by preparing a 257 bytes vector-table at \$6200, filled with \$63, so that the interrupt service routine is located at \$6363 to jump to the suitable code – i.e. the definition **ISR-SUB** – that makes possible to a Forth definition to be executed as interrupt.

First, **ISR-SUB** performs a RST \$38 to fulfill the legacy ISR, then it must save the whole *Forth machine status* by pushing to stack the value of CPU registers and then saving Forth's Return-Stack-Pointer and Calculator-Stack-Pointer. Second, it prepares Forth virtual registers (Calculator-Stack Pointer, Return-Stack-Pointer and Instruction-Pointer) to execute the xt contained in **ISR-W** variable, then a jump to the Inner-interpreter via JP (IX) is performed. Interrupts stay disabled during the execution of such a xt.

After the xt contained in **ISR-XT** is executed, the **ISR-RET** definition is executed restoring back the machine status by retrieving Calculator-Stack Pointer, Return-Stack-Pointer and Instruction-Pointer and then popping all CPU registers before returning from the interrupt routine and re-enabling interrupts.

It's worth to be noticed that, since an interrupt may occur in the middle of the execution of any part of Forth system, not everything can be performed within an interrupt service routine, and care must be put to avoid critical interference with the main program, such as trying to write the same **VARIABLE** or invoking peculiar definitions that are known to modify the code they're going to execute, such as **CASEON**, **CASEOFF**, or memory areas such as most Floating-Point operations.

INTERRUPTS

This is an **IMMEDIATE** definition that selects the **INTERRUPTS** vocabulary to make “available” the definitions described in this section.

ISR-OFF

Disable Interrupt Utility by restoring IM 1 and I register to its default \$3F value.

ISR-XT

xt ---

Variable that contains the xt of the definition that will be executed in background at each Interrupt. It is always followed by the execution of **ISR-RET** so that **ISR-XT** can be viewed as the pointer to an anonymous definition that contains two definitions: the *interrupt-service-routine* definition and the *return-from-interrupt* definition.

ISR-ON

Enable *Interrupt Service Utility*: This definition prepares “IM 2 Vector Table” at address \$6200-\$6300 filling it with all \$63 and set Interrupt Mode 2, so that when an Interrupt is issued a CALL to address \$6363 is performed.

At address \$6363 is a jump to address of **ISR-SUB** body i.e. [' **ISR-SUB** >BODY] and it's used in the form

```
ISR-OFF
' <your-isr-word> ISR-XT !
ISR-ON
```

Then, **<your-isr-word>** is executed in background at each Interrupt.

During an Interrupt, Forth uses a separate Calculator Stack (4 bytes below current SP) and a separate Return Stack located at \$6330. Care must be paid to avoid any critical interference with the normal *foreground* Forth execution.

Typical usage is to control some Sprite movement or poll *mouse* and *joystick*, some demos are available.

The following example keeps the display filled with evenly spaced dots in Layer 1,1 or Layer 1,2 modes.

```

: ISR-WORD
    [ HEX ] 80 57FF C!
    5701 5700 FF CMOVE>
    5700 4700 100 CMOVE
    4700 4F00 100 CMOVE
;
ISR-OFF
' ISR-WORD ISR-XT !
ISR-ON
```

ISR-EI ---

Low-level “enable interrupt”. It actually executes an EI opcode.

ISR-DI ---

Low-level “disable interrupt”. It actually executes a DI opcode.

ISR-IM1 ---

Low-level “interrupt mode 1”. It actually executes an IM 1 opcode. This is the default *mode* for any ZX Spectrum.

INT-IM2 ---

Low-level “interrupt mode 2”. It actually executes an IM 2 opcode. It relies on a “vector table” located

ISR-SYNC ---

Low-level “sync to video”. It actually executes an HALT opcode to force the machine to wait until the next interrupt.

SETIREG **b** ---

Low level Z80 register I setting. It actually executes an LD I, A opcode.

ISR-RET ---

Low-level “return from interrupt” definition. It restores all registers and returns control to Forth foreground execution.

ISR-SUB ---

Low-level “interrupt service routine” definition. It saves all registers and gives control to INT-XT background definition execution. Interrupt SP is initialized at 4 bytes below current SP. Interrupt RP is initialized at \$6330 and allows room for 14 cells.

3.6 Block Search and Locate Utility

This group of definitions allow you to look for text within the Screens / Blocks and are available after you type alternatively:

NEEDS LOCATE or
NEEDS GREP or
NEEDS BSEARCH or
NEEDS COMPARE

LOCATE

Used in the form

LOCATE cccc

this definition examines all Screens between 1 and 2000 looking for the definition of **cccc** showing the Screen where the first occurrence is found, then it makes it the “current screen”, just like **LIST** for example:

LOCATE EDIT

takes a few seconds to search in which Screen **COMPARE** is defined, and if found it shows the Screen using **LIST**.

```
Scr# 196
0 ( Full Screen Editor  7/7 )
1 : EDIT      ( -- )
2   CLS HOME0 PUTPAGE EDIT-FRAME
3   BEGIN
4     EDIT-STAT  INITC
5     CURC@ NROW @ NCOL @ TO-SCR 2DUP AT-XY
6     KEY ?TERMINAL IF DROP @ INSC  REFRESH THEN
7     DUP BL < IF
8       >R AT-XY EMIT R> CTRLC
9     ELSE
10      CURC! AT-XY DROP CURC@ EMIT RIGHTC
11    THEN
12    AGAIN \ quit using EDIT-key + Q
13  ;
14
15
```

GREP

Used in the form

GREP cccc

this definition examines all Screens between 1 and 2000 looking for any occurrence of string **cccc** showing them in a table form, for example

GREP EDIT

will take some more time to complete and gives something like the following

```

ok
grep edit ...Searching for edit
Screen  Line  Char
      1      7      11      (   NEEDS EDIT
    190      1      23      CR.( Better use NEEDS EDIT inst
    193     10      24      56 0 AT-XY INUV ." edit "
    195      1      28      : CMD ( c -- ) \ handle EDIT
    197      2      2      : EDIT ( -- )
+

```

BSEARCH **n1 n2** **---**

Used in the form

```
n1 n2 BSEARCH cccc
```

this definition examines all Screens between n1 and n2 looking for any occurrence of definition **cccc** showing them in a table form. This definition is used by **GREP** that in fact is defined as **1 2000 BSEARCH .**

COMPARE **a1 b1 a2 b2** **---**

Given two string descriptors, that is address and length, (a1, b1) and (a2, b2), this definition compares the two strings and returns:

```

0      if they're equal
1      if String1 > String2
-1     if String1 < String2

```

For example:

```

CREATE S1 , " Hello world!"
CREATE S2 , " Hello world?"
S1 COUNT S2 COUNT COMPARE .

```

will print -1 since the two strings differs only for the last character and the ASCII code of ! comes before the code of ? , so the string comparison **S1 < S2** is true. Compare the result of the following two rows:

```

S2 COUNT S1 COUNT COMPARE .
S1 COUNT S1 COUNT COMPARE .

```

3.7 Debugger Utility

The following definitions are available after you type **NEEDS SEE** or usually after a regular **AUTOEXEC**.

Also, this section exposes in detail how definitions are stored in dictionary memory.

In the **Indirect-Threaded** version, low-level definitions CFA contains the address of PFA that in turn contains the machine code of the definition; in a colon definition CFA points to the address of the routine that handles that kind of definition.

In **Direct-Threaded** version, a Low-Level definition takes two bytes less, since CFA contains the actual machine code of the definition; a Colon-definition needs one additional byte in CFA to allow room for a “CALL” op-code to the address that handles that kind of definition. This allows some 25% of more speed at the cost of using a little more memory.

SEE

Used in the form

SEE cccc

it will print how definition **cccc** is defined along with its NFA, LFA, CFA, PFA information.

If **cccc** is a regular colon-definition, the result will show something very close to the original source code the definition was coded from.

For example, the definition **TYPE** is a colon-definition that emits to video an **n** bytes long string stored at address **a**, and it's defined as follow:

```
: TYPE    ( a n -- )
  BOUNDS ?DO
    I C@ EMIT
  LOOP
;
```

If you type

SEE TYPE

the system will emit something like this:

```
Nfa: E7C4 84
Lfa: E7C9 7BA LEAVE
Cfa: 6F72 6A2C
BOUNDS (?DO) 12 I C@ EMIT (LOOP) -8 EXIT ok
```

The first line shows **TYPE** Name Field Address (**\$E7C4**) followed by **\$84** that is the counter byte of a 4-bytes length name. The counter byte always has the most significant bit set, that is **\$80** added to **\$04** giving **\$84**.

The second line is the Link Field Address (**\$E7C9**) which holds a *heap-pointer* **\$0740** to **LEAVE**'s NFA that in this case happens to be the previous definition in the dictionary.

You will notice these two fields (NFA and LFA) are stored above address **\$E000** (i.e. MMU7) and they are effectively stored in one of the extended 8K-RAM pages.

The third line is the Code Field Address (**\$6F72**) that contains the actual machine code to be run which in this case is a “CALL” to the ENTER routine of every colon-definition, located at **\$6A2C**.

The fourth line represents the **Parameter Field Address** and, in this case, is in some way a definition *decompilation* but literals and offsets are shown in “inverse video”. For example the number **-8** after **(LOOP)** is the “offset” to where the Instruction Pointer has to jump to go back to next iteration, that is 4 cells backward. In this example **(?DO)** and **(LOOP)** are the *compiled counterpart* of **?DO** and **LOOP** that in fact normally won't be *compiled*, instead they control the compilation of some other definitions.

Another example, the definition **NIP** that removes the second element from Stack, isn't a colon-definition, but a low-level definition coded directly in machine-code as follow:

```
CODE NIP  ( n1 n2 -- n2 )
          POP      HL|      \  pop  hl
          EX(SP)HL      \  ex   (sp), hl
          Next      \  jp   (ix)
          C;
```

and if you type

```
SEE NIP
```

you'll see

```
Nfa: E2F9 83
Lfa: E2FD 2F0 DROP
Cfa: 6915 DDE3
6915 E1 E3 DD E9 08 03 E1 F1 ac]i aq
```

In this case, since **NIP** is a low-level definition, the PFA part is shown as a hexadecimal **DUMP** that is it has no PFA part, but it's the real machine-code routine.

Again, the first line shows **NIP**'s NFA (**\$E2F9** in this case) and **\$83**, the counter byte, that indicates a 3-bytes length definition name.

The second line is **NIP**'s LFA (**\$E2FD**) that contains a *heap-pointer* **02F0** to **DROP**'s NFA, that is the previous definition in dictionary.

The third line is **NIP**'s CFA (**\$6915**) which content contains the machine-code routine itself.

Examining the subsequent **DUMP** you should be able to locate **E1** for **POP HL**, **E3** for **EX(SP),HL** and **DD E9** for **JP(IX)** to the inner interpreter address that is compiled by **NEXT** Assembler definition (§3.10).

The bytes that follows –**8E 02 E1 F1**– are the beginning of the subsequent definition compiled in dictionary (**TUCK** in this case). This utility is not perfect, but is a good way to debug and understand a Forth definition.

Last example is the definition **IF** a colon-definition that compiles a conditional branching in the program flow, defined as follows:

```
: IF      ( -- a 2 ) \ compile-time
  COMPILE 0BRANCH
  HERE 0 , 2
;
IMMEDIATE
```

with the following output:

```
Nfa: EC6F C2
Lfa: EC72 C66 BACK
Cfa: 7FB8 6A2C
COMPILE 0BRANCH HERE 0 , 2 EXIT ok
```

In this case, since **IF** is an **IMMEDIATE** definition, the NFA length-byte is **\$C2** instead **\$82**.

3.7.1 The Inner-interpreter

At the very core level of any Forth system lies the *Inner Interpreter*, that needs a few information to keep the system itself alive, namely the *Instruction Pointer*, the *Calculator Stack Pointer* and the *Return Stack Pointer*.

The latest version of v-Forth keeps such fundamental status information in some permanently dedicated Z80 registers:

- BC The *Instruction Pointer* that points to the current “xt” being executed
- SP the *Data Stack Pointer* that points to the “top-of-stack”
- DE the *Return Stack Pointer* used to keep some value of IP and used to track sub-routines calls
- IX the address of the *Inner Interpreter* routine, aka “NEXT”.

Any other register, such as A, F, H, L and all alternate registers A', F', B', C', D', E', H', L', are free to be used by the low-level definitions.

```
NEXT:
    ld    a, (bc) ; fetch the xt pointed by Instruction Pointer (bc) .
    inc   bc
    ld    l, a
    ld    a, (bc)
    inc   bc      ; IP is incremented to point the following xt.
    ld    h, a
    jp    (hl)    ; jump to xt address also known as “CFA”

CFA:
    call   ENTER    ; “CFA” contains the actual machine-code to be executed
                ; and it can be simply a CALL to the piece of code peculiar
                ; to that kind of definition.
                ; For example a “colon-definition” has a CALL to ENTER
PFA: ...

ENTER:
    ex     de, hl ; bring Return Stack Pointer (de) to hl register
    ld     (hl), b ; and save the current value of Instruction Pointer (bc)
    inc    hl
    ld     (hl), c
    inc    hl
    ex     de, hl ;
    pop    bc     ; Instruction Pointer now contains PFA
    jp     (ix)   ; jump back to NEXT
```

DUMP a u ---

Performs a “dump” of a memory area from address **a** for **u** bytes or until **[Break]** is pressed. The value of **u** is always rounded to the nearest greater multiple of 8.

Visualization is always in hexadecimal, current base is maintained. For example:

DECIMAL 448 60 DUMP

will print the Standard ROM content starting from address 448 (\$01C0) for 64 bytes, i.e. the nearest greater multiple of 8 and keeps **DECIMAL** as the current **BASE**.

01C0	4C	49	53	D4	4C	45	D4	50	LISTLETP
01C8	41	55	53	C5	4E	45	58	D4	AUSENEXT
01D0	50	4F	4B	C5	50	52	49	4E	POKEPRIN
01D8	D4	50	4C	4F	D4	52	55	CE	TPLOTTRUN
01E0	53	41	56	C5	52	41	4E	44	SAVERAND
01E8	4F	4D	49	5A	C5	49	C6	43	OMIZEIFC
01F0	4C	D3	44	52	41	D7	43	4C	LSDRAWCL
01F8	45	41	D2	52	45	54	55	52	EARRETUR

.WORD **a** **---**

Given a CFA, this definition prints the **ID**. It is used by **SEE** to perform some “decompilation”.

.S **---**

Prints the current content of Calculator Stack without destroying its content.
For example, supposing to start with an empty stack,

0 1 2 3 .S

will print

0 1 2 3 ok

DEPTH **---** **n**

It leaves the depth of the Calculator Stack before it was executed. For example, supposing to start with an empty stack,

0 1 2 DEPTH .

will print

3 ok

3.8 Floating-Point Option

This is a simple Floating-Point Option Library that exploits the native standard ZX Spectrum Floating-Point capabilities, with some differences.

To load this Floating-point Option Library you have to use **NEEDS FLOATING**.

To perform any floating-point operations you first need to push one or two numbers onto *Spectrum's calculator stack* using **>W** definition. then you need to call the floating-point calculator using **FOP** definition (that calls RST \$28 service routine). Finally, you have to pop the result from Spectrum's calculator stack using **W>** definition.

For example, to define a definition that returns the value of *pi* you can code something like this:

```
: PI
  [ 1 0 >W 36 FOP \ atan(1)
    4 0 >W 04 FOP \ *4
    W> ] DLITERAL
;
```

A floating point in Spectrum's calculator stack takes 5 bytes, instead in Forth Calculator Stack it takes 4 bytes only i.e. the same as a “double-integer”. This means there is some **precision loss**: Maybe in the future I'll be able to fix this fact.

Thinking the floating-double-number stored in CPU registers HLDE, the sign is the msb of H, so you can check for sign in the integer-way. The exponent+128 is stored in the following 8 bits of HL and the significand/mantissa is stored the remaining bits of HL and 16 bits of DE. The fifth byte of a standard floating-point number is then defaulted to a fixed value.

If the floating-number is an integer between 0 and 65535, then it is kept on stack the same as a double-integer. To verify this fact you can type.

```
FLOATING  DECIMAL  65535.0  65537.0  .S
```

that displays

```
65535  0    128  18560
```

where the two single precision integer 65535 and 0 are the representation of 65535.0 while the two integers 128 and 18560 are the internal bit-representation of 65537.0

The integer on TOS always keeps the sign information of the floating-double-number.

Most of the definitions described below are created using **<BUILDS** and **DOES>** definitions.

3.8.1 Floating-point option activation and number conversion

To import the floating point library option you must type **NEEDS FLOATING** and then, you can use **FLOATING** to enable the floating-number interpretation and **INTEGER** to disable it and remain within the integers.

INTEGER

Deactivate floating-point numbers mode. **NMODE** user variable is set to 0.

FLOATING

Activate floating-point numbers mode. **NMODE** user variable is set to 1.

D>F

d --- fp

Convert a double-integer into a floating-double-number. See **F>D**.

F>D

fp --- d

Convert a floating-double-number into a double-integer truncating to the lower integer. It's the opposite of **D>F**.

FLOAT

n --- fp

Convert a single-precision-integer into a floating-double-number. See **FIX**.

FIX

fp --- n

Convert a floating-double-number a into single-precision-integer. It's the opposite of **FLOAT**.

3.8.2 Representation and constants

F>PAD

fp --- u

The representation of floating-double-number **fp** is stored in **PAD**. The number **u** is the length of the string.

F.R

fp u ---

Prints **fp** on a field of **u** characters to video or current stream (See **SELECT**).

F.

fp ---

Prints **fp** to video or current stream (See **SELECT**).

1/2

--- fp

Put on TOS the value 0.5.

PI

--- fp

Put on TOS the value of pi.

3.8.3 Arithmetics

F-

fp1 fp2 --- fp3

Floating point difference: $fp3 := fp1 - fp2$

F+

fp1 fp2 --- fp3

Floating point addition: $fp3 := fp1 + fp2$

F* **fp1 fp2** --- **fp3**

Floating point product: $fp3 := fp1 * fp2$

F/ **fp1 fp2** --- **fp3**

Floating point division: $fp3 := fp1 / fp2$

FNEGATE **fp1** --- **fp2**

Floating point negate, i.e. : $fp1 := - fp2$

FSGN **fp1** --- **fp2**

Floating point sign. Fp2 is the sign of fp1.

FABS **fp1** --- **fp2**

Floating point absolute value

F/MOD **fp1 fp2** --- **fp3 fp4**

Floating point division and reminder: fp4 is the quotient of $fp1 / fp2$ and fp3 is the reminder.

F** **fp1 fp2** --- **fp3**

Floating point power: $fp3 := fp1 ^ fp2$

FMOD **fp1 fp2** --- **fp3**

Floating point module: $fp3 := fp1 \bmod fp2$

F*/ **fp1 fp2 fp3** --- **fp4**

Floating point scale operation: $fp4 := fp1 * fp2 / fp3$ using an intermediate precision of native 5 bytes instead of 4.

F< **fp1 fp2** --- **f**

Floating point comparison: f is TRUE if $fp1 < fp2$, FALSE otherwise.

F> **fp1 fp2** --- **fp3**

Floating point comparison: f is TRUE if $fp1 > fp2$, FALSE otherwise.

F0< **fp1** --- **f**

Floating point comparison: f is TRUE if $fp1 < 0$, FALSE otherwise.

F0> **fp1** --- **f**

Floating point comparison: f is TRUE if $fp1 > 0$, FALSE otherwise.

3.8.4 Log, Exp, Trig

FLN **fp1** --- **fp2**
Floating point Natural Logarithm. $fp2 := \ln(fp1)$

FEXP **fp1** --- **fp2**
Floating point Exponentiation: $fp2 := \exp(fp1)$

FINT **fp1** --- **fp2**
Integer truncation. If the floating-double-number is an integer between 0 and 65535, then it is kept on stack the same as a double-integer. **1.4 FINT** gives 1.0 but **-1.4 FINT** gives -2.0

FSQRT **fp1** --- **fp2**
Square root.

FSIN **fp1** --- **fp2**
Sine in radians.

FCOS **fp1** --- **fp2**
Cosine in radians.

FTAN **fp1** --- **fp2**
Tangent in radians

FASIN **fp1** --- **fp2**
Arc-sine in radians

FACOS **fp1** --- **fp2**
Arc-cosine in radians

FATAN **fp1** --- **fp2**
Arc-tangent in radians.

RAD>DEG **fp1** --- **fp2**
Convert radians to degrees.

DEG>RAD **fp1** --- **fp2**
Convert degrees to radians.

3.8.5 Low-level definitions.

FOP **n** **---**

Low-level definition that invokes Floating-Point-Operation **n** .

>W **fp** **---**

Takes a floating-point number **d** from Calculator Stack and put to Floating-Pointer Stack.

W> **fp** **---**

Takes a floating-point number **d** from Calculator Stack and put to Floating-Pointer Stack.

3.9 Line Editor

The following definitions are available after **90 LOAD** or after you include the **EDITOR** vocabulary via **NEEDS EDITOR**. Most of the logic shown in this section is used by **LED** “The Large file Editor”.

The Line Editor has a dozen definitions that can operate on a single line of a given Screen and helps inspect things around.

An edit session normally starts with a **LIST** on the desired Screen, this sets **SCR** user variable to the passed Screen number. **LIST** is a definition already available in the “core” dictionary. To clear a Screen I foreseen a **BCLEAR** definition, but I left it commented somewhere for now, deeming it too dangerous for my tastes; instead I usually use **BCOPY** from an actually empty Screen. You may type **NEEDS BCOPY**.

The definition **FLUSH** flushes to disk any modification you’ve done on any Screen. Beware, a Screen is re-written to disk as soon as the **BUFFERS** containing it are modified. To save space, this implementation has **7 BUFFERS**.

EMPTY-BUFFERS is another vital definition: it empties all buffers. It is very useful if you mistakenly overwrite or spoil a Screen during an edit operation, with it, you have the chance to “rollback” the things before anything is written to disk.

To write a line from scratch or to overwrite line, you can use **P** to “put” the following text to the given line on current screen. For example:

```
1000 LIST
0 P \ One thousand screens
L
```

This sequence selects Screen# 1,000 and put a text “\ One thousand screens” on the first line of it. The definition **L** repeats the **LIST** of current screen.

To move or copy a line around, you can use **H** to “hold in PAD” a given line on current screen, you can change Screen if you wish, then you can complete this **copy-and-paste** operation with **INS** to “insert” or **RE** to “replace” the line you copied in advance with **H**. None of above definitions, but **H**, modify **PAD** content, so you can repeat the operation. There is also a way to **cut-and-paste** a line using **D** to “delete and copy to PAD” instead of **H**.

See also **BLOCK**, **BUFFER**, **INDEX**, **L/SCR**, **LIST**, **LOAD**, **MESSAGE**, **PAD**, **SCR**, **STRM**, **TIB**.

This is a quick reference of involved memory areas and definitions that work on them.

Text Input Buffer (keyboard)	Parsing Operation		Edit Operations	One BLOCK BUFFER	Blanking Operations
TIB		PAD			
	TEXT →		← H RE →		← E
			← D INS →		← S
			P →		

-MOVE **a** **n** ---

“Line move”. It moves a line, **C/L** bytes length, from address **a** to the line **n** of current screen, then it does an **UPDATE**. Current Screen is the one kept by **SCR**.

.PAD ---

“Show PAD”. It prints the current **PAD** content assuming it contains a counted-string.

B ---

“Back” one Screen. This definition set to previous Screen by decreasing **SCR** and prints it using **LIST**.

D ---

“Delete” a row. It deletes line **n** of current Screen (the one indicated by **SCR**) , the following lines are moved up and the last one will be blanked. **D** executes **H** so that it can be followed by an **INS** to perform a line move.

BCOPY **n1** **n2** ---

“Block-Copy” utility that copies Screen **n1** to Screen **n2**. **SCR** will contain **n2**.

E ---

“Erase” a row. This definition fills line **n** with spaces. It does **UPDATE**.

H ---

“Hold” a row in **PAD**. This definition put line **n** of current Screen to **PAD** without altering the block on disk. Current Screen is the one kept in **SCR**.

INS ---

“Insert” from **PAD**. This definition inserts line **n** using text in **PAD**. The original line **n** and the following ones are moved down and the last is lost.

L ---

“List” current Screen. This definition does **SCR @ LIST**.

LINE **n** --- **a**

Leaves the address **a** of line **n** of current screen, the one kept in **SCR**. Such a screen is currently held in a buffer.

N ---

“Next” Screen. This definition sets to next Screen by increasing **SCR** and prints it using **LIST**.

P ---

“Put” a line. This definition accepts the following text (delimited by a tilde character ~) as the text of line **n** of current Screen. Text is taken from **TIB** and sent to the current Screen

RE **n** ---

“Replace”. This definition takes text currently in **PAD** and put it to line **n**.

S **n** ---

“Space” one row. This definition frees line **n** moving the following lines down by one. The last line is lost

SAVE ---

Does **UPDATE** and **FLUSH** saving this Screen and all previously modified Screens back to disk.

ROOM ---

This definition shows the room available in the dictionary, that is the difference between **SP@** and **PAD** addresses.

TEXT **c** ---

This definition accepts the following text and stores it to **PAD**. **c** is a text delimiter. **TEXT** does not go beyond a 0x00 [null] ASCII.

UNUSED --- **n**

It returns the number of byte available in dictionary.

WHERE **n1** **n2** ---

Usually executed after an error has been reported during a **LOAD** session. Maybe, this definition should be included in “core” dictionary. **n1** is the value of **IN** and **n2** the value of **BLK** as were left by **ERROR**.

WHERE shows on screen the block number, the line number, the very same line highlighting in “inverse video” the definition that caused the error.

If it is invoked after an error during the loading via **NEEDS** or **INCLUDE**, then the result is a bit poor, because it always reports the row #8 of block #1 due to the way these two definitions are coded.

3.10 ASSEMBLER vocabulary

The following definitions are available after you type **100 LOAD** or after you include the **ASSEMBLER** vocabulary via **NEEDS ASSEMBLER**. Then, you can list this vocabulary using **ASSEMBLER WORDS**.

This is a Zilog Z80 adaptation of an Intel 8080 assembler written by Albert van der Horst available at <https://github.com/albertvanderhorst/ciasdis>.

To create a new definition using this Assembler you have to use **CODE**. Compilation **STATE** is never modified, so usually you assemble things while in interpret **STATE**. Usually, a **CODE** definition should end with **NEXT** that compiles a **jp (ix)** op-code. Finally **C;** makes the new definition available for subsequent search.

Between the starting **CODE** and the ending **C;** instructions are given using their specific op-codes followed by as many parameters as needed.

The following table describes all type of arguments used by the op-code list below:

rr 	:	BC	DE	HL	SP	and when the case	IX	IY	and	AF
r 	:	B	C	D	E	H	L	A	and	(HL) { source registers }
r' 	:	B'	C'	D'	E'	H'	L'	A'	and	(HL)' { destination registers }
f 	:	NZ	Z	NC	CY	PO	PE	P	M	{ flags used by JP, CALL and RET }
f' 	:	NZ'	Z'	NC'	CY'	{ same as f above but used by JR }				
b 	:	0	1	2	3	4	5	6	7	{ bit number operand }
a 	:	00	08	10	18	20	28	30	38	
d	:	byte displacement { used by JR }								
n	:	byte value (8 bits)								
nn	:	integer value (16 bits)								
aa	:	address								
r	:	Next hardware-register number								

Other peculiarity are

CY| and **CY'|** to specify “carry-flag” to be different from **C|** or **C'|** “register”.
(IX+ and **(IY+** to begin a “index-register” argument and **)|** to close it.
(IX'+ and **(IY'+** same as above, but for destination argument.

You can use **(IY+** operand wherever you can use **(IX+** operand.

Here's the correspondence between Forth and original Z80 mnemonic, Z80N in **red** font.

FORTH ASSEMBLER	Z80 MNEMONIC
ADCA (HL)	ADC A, (HL)
ADCA (IY+ d)	ADC A, (IY+d)
ADCN n N,	ADC A, n
ADCA r	ADC A, r
ADCHL rr	ADC HL, BC/DE/HL/SP
ADDA (HL)	ADD A, (HL)
ADDA (IY+ d)	ADD A, (IY+d)
ADDN n N,	ADD A, n
ADDA r	ADD A, r
ADDHL rr	ADD HL, BC/DE/HL/SP
ADDHL,A	ADD HL, A
ADDDE,A	ADD DE, A
ADDBC,A	ADD BC, A
ADDHL, nn NN,	ADD HL, nn
ADDDE, nn NN,	ADD DE, nn

ADDBC, nn NN,	ADD BC, nn
ADDIY rr	ADD IY, BC/DE/IY/SP
ANDA (HL)	AND (HL)
ANDA (IY+ d)	AND (IY+d)
ANDN n N,	AND n
ANDA r	AND r
BIT b (HL)	BIT b, (HL)
BIT b (IY+ d)	BIT b, (IY+d)
BIT b r	BIT b, r
BRLCDE, B	BRLC DE, B
BSLADE, B	BSLA DE, B
BSRADE, B	BSRA DE, B
BSRFDE, B	BSRF DE, B
BSRLDE, B	BSRL DE, B
CALLF f aa AA,	CALL Z/NZ/C/NC/PO/PE/P/M, aa
CALL aa AA,	CALL aa
CCF	CCF
CPA (HL)	CP (HL)
CPA (IY+ d)	CP (IY+d)
CPN n N,	CP n
CPA r	CP r
CPD	CPD
CPDR	CPDR
CPI	CPI
CPIR	CPIR
CPL	CPL
DAA	DAA
DEC (HL) '	DEC (HL)
DEC (IY'+ d)	DEC (IY+d)
DECX rr	DEC BC/DE/HL/SP
DECX IX	DEC IX
DECX IY	DEC IY
DEC r '	DEC r
DI	DI
DJNZ d D,	DJNZ d
EI	EI
EX(SP) HL	EX (SP), HL
EX(SP) IY	EX (SP), IY
EXAF'AF'	EX AF, A'F'
EXDEHL	EX DE, HL
EXX	EXX
HALT	HALT
IM0	IM 0
IM1	IM 1
IM2	IM 2
IN(C) (HL) '	IN (c)
INA n P,	IN A, (n)
IN(C) r '	IN r, (c)
INC (HL) '	INC (HL)
INC (IY'+ d)	INC (IY+d)
INCX rr	INC BC/DE/HL/SP
INCX IX	INC IX
INCX IY	INC IY
INC r '	INC r
IND	IND
INDR	INDR
INI	INI
INIR	INIR
JP (C)	JP (C)
JPHL	JP (HL)
JPIX	JP (IX)

JPIY				JP (IY)
JPF	f	aa	AA,	JP Z/NZ/NC/C/PO/PE/P/M, aa
JP		aa	AA,	JP aa
JRF	f'	d	D,	JR C/NC/Z/NZ, d
JR		d	D,	JR d
LD(X)A	rr			LD (BC/DE), A
LD	(HL) '		r	LD (HL), n
LDN	(HL) '	n	N,	LD (HL), r
LDN (IY'+ d)		n	N,	LD (IY+d), n
LD(IY+ d)			r	LD (IY+d), r
LD()A		aa	AA,	LD (nn), A
LD()X	rr	nn	AA,	LD (nn), BC/DE/SP
LD()IY		aa	AA,	LD (nn), IY
LD()HL		aa	AA,	LD (nn), HL
LDA(X)	rr			LD A, (BC/DE)
LDA()		aa	AA,	LD A, (aa)
LDAI				LD A, I
LDAR				LD A, R
LDX	rr	nn	NN,	LD BC/DE/HL/SP, nn
LDX()	rr	nn	AA,	LD BC/DE/SP/IY, (aa)
LDHL()		aa	AA,	LD HL, (aa)
LDIA				LD I, A
LDX	IY	nn	NN,	LD IY, nn
LDRA				LD R, A
LDSPHL				LD SP, HL
LDSPIX				LD SP, IX
LDSPIY				LD SP, IY
LD	r'		(HL)	LD r, (HL)
LD	r'		(IY+ d)	LD r, (IY+d)
LD	r'		r	LD r, r
LDN	r'	n	N,	LD r, n
LDD				LDD
LDDR				LDDR
LDDRX				LDDRX
LDDX				LDDX
LDI				LDI
LDIR				LDIR
LDIRX				LDIRX
LDIX				LDIX
LDPIRX				LDPIRX
LDWS				LDWS
MIRRORA				MIRROR A
MUL				MUL
NEG				NEG
NEXTREGA	r P,			NEXTREG r, A
NEXTREG	r P, n N,			NEXTREG r, n
NOP				NOP
ORA	(HL)			OR (HL)
ORA (IY+ d)				OR (IY+d)
ORN	n	N,		OR n
ORA	r			OR r
OTDR				OTDR
OTIR				OTIR
OUT(C)	(HL) '			OUT (c), 0
OUT(C)	r'			OUT (c), r
OUTA	n	P,		OUT (n), A
OUTD				OUTD
OUTI				OUTI
OUTINB				OUTINB
PIXELAD				PIXELAD
PIXELDN				PIXELDN

POP	AF	POP AF
POP	rr	POP BC/DE/HL
POP	IX	POP IX
POP	IY	POP IY
PUSH	rr	PUSH BC/DE/HL/AF
PUSH	IX	PUSH IX
PUSH	IY	PUSH IY
PUSHN	nn LH,	PUSH nn
RES	b (HL)	RES b, (HL)
RES	b (IY+ d)	RES b, (IY+d)
RES	b r	RES b, r
RES	b r (IY+ d)	RES r, b, (IY+d)
RET		RET
RETF	f	RET Z/NZ/C/NC/PO/PE/P/M
RETI		RETI
RETN		RETN
RL	(HL)	RL (HL)
RL	(IY+ d)	RL (IY+d)
RL	r	RL r
RL	r (IY+ d)	RL r, (IY+d)
RLA		RLA
RLC	(HL)	RLC (HL)
RLC	(IY+ d)	RLC (IY+d)
RLC	r	RLC r
RLC	r (IY+ d)	RLC r, (IY+d)
RLCA		RLCA
RLD		RLD
RR	(HL)	RR (HL)
RR	(IY+ d)	RR (IY+d)
RR	r	RR r
RR	r (IY+ d)	RR r, (IY+d)
RRA		RRA
RRC	(HL)	RRC (HL)
RRC	(IY+ d)	RRC (IY+d)
RRC	r	RRC r
RRC	r (IY+ d)	RRC r, (IY+d)
RRCA		RRCA
RRD		RRD
RST	a	RST n
SBCA	(HL)	SBC A, (HL)
SBCA	(IY+ d)	SBC A, (IY+d)
SBCN	n N,	SBC A, n
SBCA	r	SBC A, r
SBCHL	rr	SBC HL, BC/DE/HL/SP
SCF		SCF
SET	b (HL)	SET b, (HL)
SET	b (IY+ d)	SET b, (IY+d)
SET	b r	SET b, r
SET	b r (IY+ d)	SET r, b, (IX+d)
SETAE		SETAE
SL1	(HL)	SL1 (HL)
SL1	(IY+ d)	SL1 (IY+d)
SL1	r	SL1 r
SL1	r (IY+ d)	SL1 r, (IY+d)
SLA	(HL)	SLA (HL)
SLA	(IY+ d)	SLA (IY+d)
SLA	r	SLA r
SLA	r (IY+ d)	SLA r, (IY+d)
SRA	(HL)	SRA (HL)
SRA	(IY+ d)	SRA (IY+d)
SRA	r	SRA r

SRA	r (IY+ d)	SRA r, (IY+d)
SRL	(HL)	SRL (HL)
SRL	(IY+ d)	SRL (IY+d)
SRL	r	SRL r
SRL	r (IY+ d)	SRL r, (IY+d)
SUBA	(HL)	SUB (HL)
SUBA	(IY+ d)	SUB (IY+d)
SUBN	n N,	SUB n
SUBA	r	SUB r
SWAPNIB		SWAPNIB
TESTN	n N,	TEST n
XORA	(HL)	XOR (HL)
XORA	(IY+ d)	XOR (IY+d)
XORN	n N,	XOR n
XORA	r	XOR r

The COMMAER's are definitions that enforce some syntax-error checking while assembling op-codes parameters.

N, immediate single byte value.
 NN, immediate 16 bits value.
 AA, memory address value.
 P, port address value (16 bits) and, in NEXTREG op-code, Next's hardware-register number.
 D, displacement in relative jump JR.
 LH, used by Next's PUSHN to compile big-endian 16-bits argument.

Some single byte op-code was renamed to have a better near-Z80 notation. To avoid some Forth-Assembler name clash, it is preferred using some peculiar notation, for example **EXAFAF EX(SP) HL EXDEHL** instead of EX AF, AF' or EX (SP),HL or EX DE,HL. Also, we explicitly say A for all arithmetic/logic opcodes, e.g. **ANDA r|** instead of AND r and so on. IX and IY index-register cause most trouble because they add both a prefix and a displacement and because they can be used in conjunction with CB prefix. In this case we use some custom late-compilation definitions to fix things but relaxing some of the syntax check that the Albert's core provided. Z80N extensions are all ED-prefixed, so the follow the same way introducing a new **LH**, COMMAER to enforce a better syntax check.

Here are a few examples:

?BREAK definition checks the keyboard and returns a true-flag if **[BREAK]** is pressed, false otherwise:

```

HEX
CODE ?BREAK ( -- f )
  exx                                \ needs this to preserve BC and DE
  ldx  bc| 7FFE NN,
  in(c) d'|
  ld   b'| c|                        \ bc is now FEFE
  in(c) a'|
  ora  d|                            \ check both zeroes
  rra
  ccf                                    \ complement to affect sbc
  sbchl hl|
  push hl|
  exx                                \ restore register BC and DE
  NEXT
C;                                \ this performs SMUDGE

```

Another example waits at least u milliseconds, $u < 8192$, indentation helps to glimpse the various structures. The outer-loop lasts exactly 3,500 T-states so that it can be used to produce milliseconds delays on standard 3.5 MHz CPU speed. Some CPU time is spent to compute the correct number of iterations

```

HEX
CODE ms ( u -- )
    exx                                \ this to preserve BC and DE
    pop    hl|
    ld     a'|    1|
    ora    h|
    jrf    z'| HOLDPLACE              \ skip to end when zero

    ldx    bc| HEX 243B NN,           \ get current CPU speed
    ldn    a'|    07 N,               \ to calculate the correct
    out(c) a'|                        \ delay
    inc    b'|
    in(c)  a'|
    andn   3  N,

    HERE                                     \ keep this address (♦)
    jrf    z'| HOLDPLACE              \ forward to (♠) when zero
    addhl  hl|                        \ double hl based on CPU speed
    dec    a'|
    jr     SWAP BACK,                 \ loop back to (♦)
    HERE DISP,                        \ resolve jrf (♠)

    HERE                                     \ begin outer loop (♣)
    nop                                         \    4 T
    ldn    b'| DECIMAL 204 N,                \    7 T

    HERE                                     \ inner loop (♥)
    nop                                         \ 3463 T = (4+13)*203 + (4+8)
    djnz   BACK,                             \ back to inner loop (♥)

    decx   hl|                                \    6 T
    ld     a'|    1|                          \    4 T
    ora    h|                                \    4 T
    jrf    nz'| BACK,                        \ 12 T ( -5 T on final loop )
                                         \ 3500 T total
                                         \ repeat outer loop (♣)

    HERE DISP,                                \ resolve skip-to-end when zero

    exx
    NEXT
C;

```


Some syntax-help definitions suitable for relative-jump instructions are:

HOLDPLACE --- a1

ALLOT the next byte as placeholder of a relative-jump displacement. The address a1 points to this placeholder and should be resolved by a subsequent **DISP**, or a derived definition.

DISP, a1 a2 ---

Compute the displacement from a2 to a1 and compile it to address a2 as displacement of a relative-jump op-code. The following snippet implements an IF-THEN phrase in Assembler:

```
CPN      HEX 60 N,
JRF  CY'| HOLDPLACE                \ if lowercase
      SUBN  HEX 20 N,              \ quick'n'dirty uppercase
HERE DISP,                          \ aka THEN,
```

The following example implements a complete IF-THEN-ELSE phrase that check “carry-flag”:

```
JRF  CY'| HOLDPLACE                \ IF,
      LDX  HL| 1 NN,
JR   HOLDPLACE SWAP HERE DISP,    \ ELSE,
      LDX  HL| -1 NN,
HERE DISP,                        \ THEN,
```

BACK, a1 ---

Compute the displacement from HERE to a1 and compile it to address HERE as displacement of a relative-jump op-code. The following example implements a BEGIN-UNTIL loop in Assembler:

```
\ Wait for a standard key-press.
HERE                                \ BEGIN,
      BIT      5| (IY+ 1 )|        \ FLAGS (5C3A+1)
JRF      Z'| BACK,                \ UNTIL,
```

4 Technical specifications

4.1 Z80 CPU Registers

CPU Registers are used in the in the following way:

AF – Available for normal operations.

BC – *Forth Instruction Pointer*: should be preserved on Enter-and-Exit a definition and during ROM/OS calls.

DE – *Forth Return Stack Pointer*: should be preserved on Enter-and-Exit a definition and during ROM/OS calls.

HL – Available as *Work Register*

SP – *Forth Data Stack Pointer*

AF'– Available, sometime used for backup purpose

BC'– Available, used in I/O operations or tricky definitions

DE'– Available, often the Low part when used for 32-bit manipulations

HL'– Available, often the High part when used for 32-bit manipulations

IX – Used to point to the Forth “inner-interpreter”: it should be preserved during ROM/OS calls.

IY – Used by ZX System, must be preserved to let the standard keyboard to be served during Interrupts.

4.2 Single Cell 16 bits Integer Number Encoding

A 16 bits *integer* represents an integer number between –32768 and +32767 inclusive. The sign is kept in the most significant bit using the usual two-complement notation. Alternatively, the it represents an *unsigned integer* between 0 and +65535.

16 bit: HL:

H	L
sbbb bbbb	bbbb bbbb

In the CPU registers, an *integer* is kept in H and L where H is the most significant part.

In memory, an *integer* is stored in two contiguous bytes in the “little-endian” way, that is the lower address has the least significant part, in the L register. The byte at higher address has the most significant part, in the H register, as usual for the Zilog Z80 processor.

4.3 Two cells 32 bits Integer Number Encoding

The second integer format requires two *integers* to form a 32 bits number, referred to as *double* or *long*, that allows integers between –2,147,483,648 and +2,147,483,647 where the sign is kept on the most significant bit of the first *integer*.

Imagine a *double integer* stored in CPU register in this way:

32 bits:

H'	L'	D'	E'
sbbb bbbb	bbbb bbbb	bbbb bbbb	bbbb bbbb

using register H', L', D' and E', with the most significant part in H', and the least in E'.

Then, on the Calculator Stack the double integer requires four contiguous bytes split into two integers with the most significant integer (HL') on top of Calculator Stack (i.e. in the lower addresses), and the least significant integer (DE') the second element from top, in the higher address, that is the second element from the top. So, it appears as L' H' E' D',

CPU	Calculator Stack
D'	SP + 3
E'	SP + 2
H'	SP + 1
L'	SP + 0 (Top Of Stack)

To adhere to the Standard, in RAM it is kept as L' H' E' D'. See how 2@ and 2! are defined to understand this fact.

CPU	2VARIABLE
D'	Address + 3
E'	Address + 2
H'	Address + 1
L'	Address + 0

4.4 Double Cell Floating-Point Number Encoding

There is another optional format that use 32 bits as a *double integer*, but all bits are used in a different way to allows representation a *floating point number* approximately between $\pm 0.3E-38$ and $\pm 1.7E+38$ with 6-7 precision digits. The sign is kept in the most significant bit, the same way as a *double integer*; then eight bits follow as the exponential part, then 23 bits of mantissa or significand. The sign in this position allows you reusing most of the semantics of *double integers* to deal with the sign.

	H'	L'	D'	E'
32 bits f.p.:	s xxx xxxx x bbb bbbb bbbb bbbb bbbb bbbb			

See Floating-Point Option section for more details.

4.5 Single Cell 16 bits Heap Pointer Address Encoding

This is Spectrum Next's peculiar 16 bits *Heap Pointer* Address Encoding that leverages on MMU7 i.e. Z80 memory space addresses between \$E000 and \$FFFF. The three most significant bits represent an 8kbyte-page between 32 and 39 (\$20 and \$27), lower bits are taken as offset from \$E000. A specific definition >FAR takes care of converting an heap-pointer address to an \$E000 offset and paging to MMU7 the correct 8kbyte of physical RAM. Any NextZXOS call and most of I/O operations restore page 1 at MMU7 , so in most cases data stored in Heap has to be moved to PAD before being used elsewhere.

	H	L
16 bit: HL:	ppp b bbbb b bbb bbbb	
	Page Offset	
	0010 0 ppp 111 b bbbb b bbb bbbb	

4.6 Dictionary memory structure

From version 1.7, a dictionary definition storage is splitted into two parts, the name-space in `HEAP` (see §6.3), and the code-space in main memory. The name-space of a new definition begins at *heap-pointer address* (§4.5) given by **HP** (the current Heap Pointer), and the code-space part of it begins at **HERE** as usual, but all data previously contained in NFA, LFA and CFA are replaced by a single “backward” heap-pointer to point back to name-space location, as a “mirror”. The linked-list formed by each LFA uses *heap-pointers* to be decoded to actual RAM pointer via `>FAR`.

For example the two contiguous definitions **SWAP** and **DUP** appears in memory as follow:

Heap memory:

NFA	030A	84 53 57 41 D0	bits 'S' 'W' 'A' 'P'
LFA	030F	01 03	0301 heap-pointer to previous NFA definition TUCK
CFA	0311	24 69	6924 xt memory-address of this definition

Main memory:

Mirror	6922	11 03	0311 backward-heap-pointer to SWAP 's CFA
xt	6924	E1 E3 E5 DD E9	
		pop hl ex (sp),hl push hl jp (ix)	

Heap memory:

NFA	0313	83 44 55 D0	bits 'D' 'U' 'P'
LFA	0317	0A 03	030A heap-pointer to previous NFA definition SWAP
CFA	0319	2B 69	692B xt memory-address of this definition

Main memory:

Mirror	6929	19 03	0319 backward-heap-pointer to DUP 's CFA
xt	692B	E1 E5 E5 DD E9	
		pop hl push hl push hl jp (ix)	

You can verify yourself all of that by typing

```
SEE SWAP
Nfa: E30A 84
Lfa: E30F 301 TUCK
Cfa: 6924 E5E3
6924 E1 E3 E5 DD E9 9F 02 E1 aceji a

$E30A 9 DUMP
E30A 84 53 57 41 D0 01 03 24 SWAP $
E312 69 83 44 55 D0 0A 03 2B I DUP +
$6922 2 DUMP
6922 11 03 E1 E3 E5 DD E9 19 aceji

SEE DUP
Nfa: E313 83
Lfa: E317 30A SWAP
Cfa: 692B E5E5
692B E1 E5 E5 DD E9 A7 02 D9 aeeji! Y

$E313 8 DUMP
E313 83 44 55 D0 0A 03 2B 69 DUP +i
$6929 2 DUMP
6929 19 03 E1 E5 E5 DD E9 21 aeeji!
```

5 Error messages

Error messages strings are stored at Screens from # 4 to # 7 that are therefore reserved.

Code	Message	Meaning
#0	is undefined.	Definition not found or number conversion invalid with this BASE
#1	Stack is empty.	Returning to "ok" prompt, the interpreter detects this situation
#2	Dictionary full.	
#3	No such a line.	Number should be between 0 and 15
#4	has already been defined.	Creating a definition whose name already exists.
#5	Invalid stream.	
#6	No such a block.	Number should be between 1 and #SEC
#7	Stack full.	The interpreter detects more this situation
#8	Old dictionary is full.	
#9	Tape error.	
#10	Wrong array index.	
#11	Invalid floating point.	Issued during floating-double invalid operation
#12	Heap full.	
#13	Division by zero.	Issued during floating-double invalid operation
#14	Patching the wrong word.	
#17	Can't be executed.	
#18	Can't be compiled.	
#19	Syntax error.	
#20	Bad definition end.	
#21	is a protected word.	Trying to forget to an address below FENCE
#22	Aren't loading now.	
#23	Forget across vocabularies.	You have to use DEFINITIONS beforehand
#24	RS loading error.	
#25	Cannot open stream.	
#26	Error at postit time.	Issued by ASSEMBLER dictionary operation
#27	Inconsistent fixup.	Issued by ASSEMBLER dictionary operation
#28	Unexpected fixup/commaer.	Issued by ASSEMBLER dictionary operation
#29	Commaer data error.	Issued by ASSEMBLER dictionary operation
#30	Commaer wrong order.	Issued by ASSEMBLER dictionary operation
#31	Programming error.	Issued by ASSEMBLER dictionary operation
#33	Programming error.	Issued by ASSEMBLER dictionary operation
#34	Checksum error.	Issued by ASSEMBLER dictionary operation
#38	Not a BMP file.	
#39	NextZXOS Opendir error.	
#40	NextZXOS Out of memory.	
#41	NextZXOS Open error.	Issued to signal F_OPEN fails to open a file
#42	NextZXOS Close error.	Issued to signal F_CLOSE fails to close a file
#43	File not found.	Issued by INCLUDE or NEEDS
#44	NexZXOS doscall error.	Issued to signal a generic NextZXOS doscall error
#45	NextZXOS pos error.	Issued to signal F_SEEK fails to change current file position
#46	NextZXOS read error.	Issued to signal F_READ fails to read from file
#47	NextZXOS write error.	Issued to signal F_WRITE fails to write to file
#50	Incorrect result.	Used by TESTING suite
#51	Wrong number of result.	Used by TESTING suite
#52	Cell number before '->' does not match ...}T spec.	Used by TESTING suite
#53	Cell number before and after '->' does not match.	Used by TESTING suite
#54	Cell number after '->' below ...}T does not match.	Used by TESTING suite

6 The Dictionary

6.1 The “core” dictionary

'0x00' --- (immediate)

This is a “ghost” definition executed by `INTERPRET` to go back to the caller once the text to be interpreted ends. This definition allows you to use a `0x00` (NUL ASCII) as the end-of-text indicator in the input text stream.

! **n a** ---

stores an integer `n` in the memory cell at address `a` and `a + 1`. Pronounced “store”.

Zilog Z80 microprocessor is a little-endian CPU that holds lower byte at lower address and higher byte in the higher address.

!CSP ---

saves the value of SP register in `CSP` user variable. It is used by `:` and `;` for syntax checking. ~~Also, CASE use it for the same purpose.~~

**d1** --- **d2**

From a double number `d1` it produces the next ASCII character to be put in an output string using `HOLD`. The number `d2` is `d1` divided by the current `BASE` and is kept for subsequent elaborations. This definition is used between `<#` and `#>`. See also `#S`.

#> **d** --- **a u**

terminates a numeric conversion started by `<#`. This definition removes `d` and leaves the values suitable for `TYPE`. See also `#` and `#S`.

#BUFF --- **n**

Constant, the number of available buffers. This build has 7 buffers located at address between `FIRST @` and `LIMIT @`.

#S **d1** --- **d2**

This definition is equivalent of a series of `#` that is repeated until `d2` becomes zero. It is used between `<#` and `#>`.

#SEC --- **n**

This is a constant that gives the number maximum number of a `BLOCK`, so that half `#SEC` is the maximum number of a Screen. This system comes with a file “!Blocks-64.bin” that keeps persistency of all `BLOCKs`. Try `#SEC LIST`.

' **---** **cfa**

Pronounced “tick”. Used in the form

' cccc

this definition leaves the **cfa** of definition **cccc**, that is its **xt** or the value to be compiled or passed to **EXECUTE**. If the definition **cccc** is not found after the **CURRENT** and **CONTEXT** search phases, then an error **#0** is raised, that is the message “**cccc** is undefined”. In a previous version of this Forth, this definition returned **pfa**: we changed this previous standard to return **cfa**.

(**---** **(immediate)**

Enclose a comment. Used in the form

(cccc)

ignores what is between brackets. The space after **(** is not considered in **cccc**. The comment must be delimited in the same row with a closing **)** followed by a space or the end of line.

(+LOOP) **n** **---**

This is the primitive low-level definition compiled by **+LOOP**.

(. ") **---**

This is the primitive definition compiled by **. "** and **. (**. It executes **TYPE**.

(;CODE) **---**

This is the primitive definition compiled by **;CODE**. It over-writes the **cfa** of **LATEST** definition to make it point to the machine code starting from the following address.

(?DO) **---**

This is the primitive definition compiled by **?DO**.

At compile-time it compiles the **cfa** of **(?DO)** followed by an **offset** as for **BRANCH** used to jump after the whole **?DO ... LOOP** structure in case the limit equals the initial index, otherwise it is equivalent to **(DO)**.

(?EMIT) **c1** **---** **c2**

Decodes the character **c1** using the following table. It is used internally by **EMIT**.

\$06 → print-comma

\$07 → bell rings

\$08 → back-space

\$09 → tabulator

\$0D → carriage return

\$0A → new line (emitted as a \$0D on the fly)

For not listed character, **c2** is equal to **c1**.

(ABORT) **---**

Definition executed in case of error issued by **ERROR** when **WARNING** contains a negative number. This definition usually executes **ABORT** but can be patched with some user defined one at the **PFA** of **(ABORT)**.


```

char _ c, char ^ c, char % c, char & c,
char $ c, char _ c, char { c, char } c, char ~ c,

: needs-ch ( a -- ) \ Replace illegal characters in filename string a
count bounds
Do
    ncdm ndom 9 i c@ (map) i c!
Loop
;

```

(NEXT) --- a

Constant. It is the address of “next” entry point for the **Inner Interpreter**. When creating a new definition using machine code, the last op-code should be an unconditional jump to this address. If the newly created definition wants to return an *integer* value on TOS, it has to do it beforehand ~~it should jump to the previous address; and if it wants to return a double-integer value, it should jump to the next previous one.~~

This Forth implementation *always* keeps (NEXT) value in **IX register**. For example, to create two definitions that disables and enables interrupts, without an ASSEMBLER, you could use the following snippet:

CODE	ISR-DI	HEX
F3 C,		\ di
DD C, E9 C,		\ jp (ix)
SMUDGE		\ now a dictionary search will find this definition

CODE	ISR-EI	HEX
FB C,		\ ei
DD C, E9 C,		\ jp (ix)
SMUDGE		\ now a dictionary search will find this definition

(NUMBER) d a --- d2 a2

Converts the ASCII text at address `a+1` in a double integer using the current `BASE`. Number `d2` is left on top of stack for any subsequent elaborations, `a2` is the address of the first non-converted character.

Used by `NUMBER` and `(EXP)` in the Floating-Point Option.

(PREFIX) a --- a2

During a `NUMBER` interpretation, if the character at address `a+1` is a “\$” or a “%” modifies `BASE` accordingly and increments `a`: “\$” for hexadecimal (base 16), “%” for binary (base 2).

(SGN) a --- a2 f

Determines if the character at address `a+1` is a sign (+ o -) and if found increments `a`. The flag `f` indicates the sign: `ff` for a positive sign + or no sign at all, `tf` for a negative sign -. If `a` is incremented then variable `DPL` is incremented as well. Used by `da NUMBER` and `(EXP)` in the Floating-Point Option.

* n1 n2 --- n3

Computes the product of two integers.

*/ n1 n2 n3 --- n4

Compute $(n1 \cdot n2) / n3$ using a double integer for the intermediate value to avoid precision loss.

***/MOD** **n1** **n2** **n3** **---** **n4** **n5**

Leaves the quotient **n5** and the remainder **n4** of the operation $(n1 \cdot n2) / n3$ using a double integer for the intermediate to avoid precision loss.

+ **n1** **n2** **---** **n3**

Leaves the sum of two integer.

+! **n** **a** **---**

Adds to the cell at address **a** the number **n**. It is the same as the sequence **a @ n + a !**

+− **n1** **n2** **---** **n3**

Computes **n3** as **n1** with the sign of **n2**. If **n2** is zero, it means positive.

+BUF **a1** **---** **a2** **f**

Advances the address of the buffer from **a1** to **a2**, that is the next buffer. The flag **f** is false if **a2** is the buffer pointed by **PREV**.

+LOOP **n1** **---** **(run time)**
 a **n2** **---** **(compile time)**

Used in colon definition in the form

DO ... n1 +LOOP

At run-time **+LOOP** checks the return to the corresponding **DO**, **n1** is added to the index and if the index did not cross the boundary between the loop limit minus one and the loop limit, the execution jumps back to the beginning of the loop. Otherwise the execution leaves the loop. On leaving the loop, the parameters are discarded and the execution continues with the following definition.

At compile-time **+LOOP** compiles **(+LOOP)** and a jump is calculated from **HERE** to **a** which is the address left on the stack by **DO**. The value **n2** is used internally for syntax checking.

+ORIGIN **n** **---** **a**

Returns the address **n** bytes after the “origin”. In this build the origin is 6400h. Used rarely to modify the boot-up parameters in the origin area.

+TO **n** **---** **cccc**

Used in the form

n +TO cccc

If not compiling, add the value **n** to **cccc**. At compile-time it compiles a literal pointer to **cccc**'s PFA followed by a plus-store-command **(+!)** so that later, at run-time the literal is used by the **!** definition to alter **cccc** value.

Definition **cccc** was created via **VALUE**. See also **TO**. This definition is available after **NEEDS +TO**.

, n ---

It puts **n** in the following cell of the dictionary and increments **DP** (dictionary pointer) of two locations.

, " ---

Compile a “Counted-ZString”. It calls **WORD** to read characters from the current input stream up to a delimiter **"** and stores such a string at **HERE**. In a “Counted-ZString” the length of the string is stored as the first byte and the string itself ends with a NUL character (0x00). For example

, " Hello"

compiles: **05 48 65 6C 6C 6F 00**

where 05 is the length of “Hello” string which is followed by a 00 ‘nul’ character.

- n1 n2 --- n3

Computes $n3 = n1 - n2$ as the difference from the penultimate and the last number on the stack.

--> ---

Continues the interpretation in the next Screen during a **LOAD**.

-1 --- n

This is the constant value **-1** that in this implementation is **0FFFFh**. Compiling a constant result in a faster execution than a literal.

-DUP n --- n n (non zero)
n --- n (zero)

Duplicates **n** if it is non zero. This definition is available only for backward compatibility. See also **?DUP**.

-FIND --- cfa b tf (ok)
--- ff (ko)

Used in the form **-FIND cccc**.

It accepts a word (a non-space character sequence delimited by spaces) from the current input stream, storing it at address **HERE + 1** and its length at **HERE**. Then, it run a search for it in the **CONTEXT** vocabulary first, then in the **CURRENT** vocabulary. If such a definition is found, it leaves the **cfa** of the definition, its length-byte **b** and a **tf**. Otherwise only a **ff**.

-TRAILING a1 n1 --- a2 n2

This definition assumes that a string **n1** characters long is already stored at address **a1** containing a space right-delimited word (a non-space character sequence delimited by spaces). It determines **n2** as the position of the first delimiter after the word.

. n ---

Emits the integer **n** followed by a space.

. " --- (immediate)

Used in the form

. " cccc"

At compile-time, within a colon-definition, it accepts text from the input sources until a quote character (") is encountered, then it compiles the primitive to output the text followed by the string `cccc`. The text `cccc` is prepended by a length-counter that `TYPE` will use at run-time.

When interpreted, i.e. outside a colon-definition, immediately emits the text to output.

. (--- (immediate)

Used in the form

. (cccc)

acting as `. " cccc "` but the string is delimited by a closed-parenthesis.

.C c --- (immediate)

Used in the form

c .C xxxx C

acting as `. " xxxx "` but the string is delimited by character `c`. It is a more generic form of `. (` and `. "` that, in fact, use this definition as their primitive.

.LINE n1 n2 ---

Sends line `n1` of **BLOCK** `n2` to the current peripheral ignoring the trailing spaces.

.R n1 n2 ---

Prints a number `n1` right aligned in a field `n2` character long, with no following spaces. If the number needs more than `n2` characters, the excess protrudes to the right.

/ n1 n2 --- n3

Computes $n3 = n1 / n2$, the quotient of the integer division. This system uses floored division via `M/MOD` and implements `UM/MOD` in machine-code, `FM/REM` and `SM/MOD` as derived definitions. See `M/MOD` for details.

/MOD n1 n2 --- n3 n4

Computes the quotient `n4` and the remainder `n3` of the integer division $n1 / n2$. The remainder has the sign of `n1`. This system uses floored division via `M/MOD` and implements `UM/MOD` in machine-code, `FM/REM` and `SM/MOD` as derived definitions. See `M/MOD` for details.

0 --- n

This is a constant value zero. Compiling a constant results in a faster execution than a literal.

0< n --- f

Leaves a `tf` if `n` is less than zero, `ff` otherwise.

0= **n** **---** **f**

Leaves a **tf** if **n** is not zero, **ff** otherwise. It is like a NOT **n**.

0> **n** **---** **f**

Leaves a **tf** if **n** is greater than zero, **ff** otherwise.

0BRANCH **f** **---**

Direct procedure that executes a conditional jump. If **f** is zero the offset in the cell following **0BRANCH** is added to the Instruction Pointer to jump forward of backward.

It is compiled by **IF**, **UNTIL** and **WHILE**.

1 **---** **n**

Constant value 1. Compiling a constant results in a faster execution than a literal.

1+ **n1** **---** **n2**

Increments by one the number on TOS.

1- **n1** **---** **n2**

Decrements by one the number on TOS.

2 **---** **n**

Constant value 2. Compiling a constant results in a faster execution than a literal.

2! **d** **a** **---**
 n-lo **n-hi** **a** **---**

Stores the double integer held on TOS to address **a**.

2* **n1** **---** **n2**

Doubles the number on TOS.

2+ **n1** **---** **n2**

Increments by two the number on TOS.

2- **n1** **---** **n2**

Decrements by two the number on TOS.

2/ **n1** **---** **n2**

Halves the number on TOS.

Fetches the double integer at address a. to TOS.

This is a defining definition that creates a double constant. Used in the form

it creates the new definition `cccc` which `pfa` holds the number `d`. When `cccc` is later executed it put `d` on TOS. This definition is not available at startup, it has to be loaded via `NEEDS 2CONSTANT`.

Discards a double integer from the TOS, i.e. discards the top two integer.

This definition isn't available at startup and must be included via `NEEDS 2OVER`.

Rotates the three top double integers, taking the third and putting it on top. The other two double integers are pushed down from top by one place. This definition isn't available at startup and must be included via `NEEDS 2ROT`.

Swaps the two double integers on TOS.

This is a defining definition used in the form:

When used in the form

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the content of the double-variable `cccc` is left on TOS.
When used in the form

```
d cccc 2!
```

the double-value on TOS is stored to the double-variable `cccc`.
This definition is not available at startup, it must be loaded via `NEEDS 2CONSTANT`.

3 --- n

Constant value 3. Compiling a constant results in a faster execution than a literal.

3DUP n1 n2 n3 --- n1 n2 n3 n1 n2 n3

Duplicates the three top integer on Stack. This definition is not available at startup, it must be loaded via `NEEDS 3DUP`.

: ---

This is a defining definition that creates and begins a colon-definition. Used in the form

```
: cccc ... ;
```

creates in the dictionary a new definition `cccc` so that, when later invoked, it executes the sequence of already existing definitions '`. . .`'. The `CONTEXT` vocabulary is set to be the `CURRENT` and compilation continues while the value of `STATE` is non-zero. Definitions having the bit 6 of its length-byte set are immediately executed instead of being compiled.

:NONAME --- xt

This is a defining definition that creates and begins a name-less colon-definition. It returns the `xt` of the word being defined. Such `xt` should be kept in some way, for example as a `CONSTANT`. Used in the form, for example

```
:NONAME ... ;  
CONSTANT cccc
```

This definition is not available at startup, it must be loaded via `NEEDS :NONAME` but the source-file that contains this definition is named `%noname.f`

; --- (immediate)

Ends a colon-definition and stops compilation.. It compiles `EXIT` and executes `SMUDGE` to make the definition accessible to subsequent search.

;CODE --- (immediate)

Used in the form

```
: cccc ... ;CODE
```

terminates a colon definition stopping compilation of definition `cccc` and compiling `(;CODE)`.
Usually `;CODE` is followed by a suitable machine-code sequence. It is used to define a creator of new kinds of definitions.

;S ---

This definition is obsolete and kept for backward compatibility reasons only. It is usually the last `xt` compiled in a colon definition by `;` and it does the action of returning to the calling definition. It is used to force the immediate end of a loading session started by `LOAD`.

Obsolete, prefer `EXIT`. This definition isn't available at startup and must be included via `NEEDS ;S` sequence.

< **n1 n2** --- **f**

Leaves a `tf` if `n1` is less than `n2`, `ff` otherwise.

<# ---

Sets `HLD` to the value of `PAD`. It is used to format numbers using `#`, `#S`, `SIGN` and `#>`. The conversion is performed using a double integer, and the formatted text is kept in `PAD`.

<> **n1 n2** --- **f**

Leaves a `tf` if `n1` isn't equal to `n2`, `ff` otherwise. This definition isn't available at startup and must be included via `NEEDS <>` sequence and the file loaded is `{}.f`

<BUILDS ---

Used in a colon definition in the form

`: cccc ... <BUILDS ... DOES> ... ;`

Subsequent execution of `cccc` in the form

`cccc nnnn`

creates a new definition `nnnn` with an high-level procedure that at run-time calls the `DOES>` part of `cccc`. When `nnnn` is executed, the `pfa` of `nnnn` is put on TOS and the executed the following `DOES>`.

`<BUILD` and `DOES>` allow writing high-level procedures instead of using machine code as `;CODE` would require.

The "Floating Point Option Library" available via `NEEDS FLOATING` provides a good example of use of this structure.

`<BUILD` differs from `CREATE` because it allocate the pointer to the `DOES>` part of the defining word.

<NAME **cfa** --- **nfa**

Converts a `cfa` in its `nfa`. It is the same as `>BODY NFA` sequence.

See also: `CFA`, `LFA`, `NFA`, `PFA`, `>BODY`.

= **n1 n2** --- **f**

Leaves a `tf` if `n1` equals to `n2`, `ff` otherwise.

> **n1 n2** --- **f**

Leaves a `tf` if `n1` is greater than `n2`, `ff` otherwise.


```
>BODY          cfa      ---  pfa
```

Converts a `cfa` in its `pfa`.

See also: CFA, LFA, NFA, PFA, <NAME.

>IN --- a

User variable that keeps track of text position within an input buffer. `WORD` uses and modifies the value of `>IN` that is incremented when consuming input buffer.

```
>NUMBER      d a u      ---      d2 a2 u2
```

This is the standard numeric conversion routine available for completeness only after `NEEDS >NUMBER`. This definition converts digits from the string `a`, accumulating digits in number `d`. Conversion stops when any character that is not a legal digit is encountered returning the result `d2` and the string parameters `a2` and `n2` for the remaining characters in the string. For historical reasons, this system doesn't use `>NUMBER`, instead it uses a non-standard version definition `(NUMBER)`.

>R **n** **---**

Takes an integer from TOS and puts it on top of the Return Stack. It should be used only within a colon-definition *and* the use of `>R` should be balanced with a corresponding `R>` within the same colon-definition.

--- a --- ?

Prints the content of cell at address `a`. It is the same as the sequence: `a @`.

?COMP ---

Raises an error message #17 if the current STATE is not compiling state.

?CSP ---

Raises an error message #20 if the value of `CSP` is different from the current value of `SP` register. It is used to check the compilation in a colon definition.

```
?DO      n1  n2    ---      (immediate)      (run time)
          ---  a  n      (compile time)
```

Used in a colon definition in the form

```
?DO ... LOOP
?DO ... n3 +LOOP
```

It is used as `DO` to put in place a loop structure, but at run-time it first checks if `n1 = n2` and in that case the loop is skipped. At run-time `?DO` starts a sequence of definitions that will be repeated under control of an initial-index `n2` and a limit `n1`. `?DO` consumes these two value from stack and the corresponding `LOOP` increments the index. If the index did not cross the boundary between the loop limit minus one and the loop limit, then the executions returns to the corresponding `?DO`, otherwise the two parameters are discarded and the execution continues after the `LOOP`.

The limit `n1` and the initial value `n2` are determined during the execution and can be the result of other previous operations. Inside a loop the definition `I` copies to TOS the current value of the index.

See also: `I`, `DO`, `LOOP`, `+LOOP`, `LEAVE`. In particular `LEAVE` allows leaving the loop immediately.

At compile-time ?DO compiles (?DO) followed by an offset like `BRANCH` and leaves the address of the following location and the number `n` to syntax-check

?DO- [a1 n1] a n ---

This is a peculiar definition equivalent to `BACK` but fitted for `?DO`. It computes and compiles a relative offset from `a` to `HERE` and, in the case, it completes the `BRANCH` part previously compiled by `?DO` that left `a1` and `n1`. It is used by `LOOP`, `+LOOP`. If the loop begins with `DO` then `a1` and `n1` won't be there and no `BRANCH` will be compiled.

?DUP	n	---	n	n	(non zero)
	n	---	n		(zero)

Duplicates the value on TOS if it is not qual to zero. This is the same as `-DUP`.

?ERROR f n ---

Raises an error message #n if f is true.

?EXEC ---

Raises an error message #18 if we aren't compiling.

?LOADING ---

Raises an error message #22 if we aren't loading. It show the illegal use of `-->`.

```
?PAIRS      n1    n2    ---
```

Raises an error message #19 if n1 is different from n2. It is used for syntax checking by the definitions that completes the construction of structures DO, BEGIN, IF, CASE.

?STACK ---

Raises an error message #1 if the stack is empty and we tried to consume an element from the calculator stack. On the other hand, an error message #7 if the stack is full.

?TERMINAL --- f

Tests the keyboard for a [BREAK] key-press. Leaves a `tf` if the [BREAK] key is pressed, `ff` otherwise. Useful to stop an indefinite loop, for example:

BEGIN ... ?TERMINAL UNTIL

$\text{Ca} \quad \text{a} \quad \dots \quad \text{n}$

Reads cell at address a and put an integer on TOS.

ABORT ---

Clears the stack and pass to prompt command, ~~prints the copyright message~~ and returns the control to the human operator executing QUIT.

ABS n --- u

Leaves the absolute value of n .

BASE --- a

User variable that indicates the current numbering base used in input/output conversions. It is changed by `DECIMAL` that put ten, `HEX` that put sixteen, and with some extensions `BINARY` that put two and `OCTAL` that put eight.

BASIC u ---

Quits Forth and returns to Basic returning to the caller `USR` the unsigned integer on TOS.

BEGIN --- (immediate) (run time) --- a n (compile time)

Used in colon definition in one of the following forms

```
BEGIN ... AGAIN or
BEGIN ... f UNTIL or
BEGIN ... f WHILE ... REPEAT or
BEGIN ... f END
```

At compile-time, it starts one of these structures.

At run-time `BEGIN` marks the beginning of a definitions sequence to be repeatedly executed and indicates the jump point for the corresponding `AGAIN`, `REPEAT`, `UNTIL` or `END`.

With `UNTIL`, the jump to the corresponding `BEGIN` happens if on TOS there is a `ff`, otherwise it quits the loop.

With `AGAIN` and `REPEAT`, the jump to the corresponding `BEGIN` always happens.

The `WHILE` part is executed if and only if on TOS there is a `tf`, otherwise it quits the loop.

BINARY ---

Sets `BASE` to 2, that is the binary base. This definition is available after `NEEDS BINARY`.

BL --- c

Constant for "Blank". This implementation uses ASCII and `BL` is 32.

BLANK a n ---

Fills with "Blank" `n` location starting from address `a`.

BLK --- a

User variable that indicates the current `BLOCK` to be interpreted. If zero then the input is taken from the terminal buffer `TIB`.

BLK-FH --- a

Variable containing file-handle to block's file `!Blocks-64.bin`.

BLK-FNAME --- a

Variable containing the counted-zstring `"!Block-64.bin"` as produced by `, "` definition. See also `, "` definition.

```
BLK-INIT      ---
```

Initialize BLOCK system. It opens for update (read/write) file "!Block-64.bin" .

BLK-READ a n ---

Read block `n` to address `a`. See also `F_READ`.

BLK-SEEK	n	---
----------	---	-----

Seek block n within blocks!.bin file. See also F_SEEK.

BLK-WRITE a n ---

Take text content at address `a` to disk block `n`. See also `F_WRITE`.

BLOCK **n** **---** **a**

Leaves the address of the buffer that contains the block n . If the block isn't already there, it is fetched from disk. If in the buffer there was another buffer and it was modified, then it is re-written to disk before reading the block n .

See also BUFFER, R/W, UPDATE, FLUSH.

BOUNDS $a_n \leq a_{n+1} \leq a$

Given an address and a length (a n) calculate the bound addresses suitable for DO . . . LOOP.

It is used by TYPE.

BRANCH ---

Direct procedure that executes an unconditional jump. The memory cell following **BRANCH** has the offset to be relatively added to the Instruction Pointer to jump forward or backward. It is compiled by **AGAIN, ELSE, REPEAT**.

BUFFER **n** **---** **a**

Makes the next buffer available assigning it the block number `n`. If the buffer was marked as modified (by `UPDATE`), such buffer is re-written to disk. The block is not read from disk. The address point to the first character of the buffer.

BYE ---

Executes `FLUSH` and `EMPTY-BUFFERS`, then quits Forth and returns to Basic returning to the caller USR the value of 0 +ORIGIN. See also BASIC.

c! b a ---

Stores a byte `b` to address `a`.

C, b, ---

Puts a byte `b` in the next location available in the dictionary and increments `DP` (dictionary pointer) by 1.

C/L --- C

Constant that indicate the number of characters per screen line. In this implementation it is 32.

C@ **a** --- **b**

Puts on TOS the byte at address a .

CALL#	n1	a	---	n2
-------	----	---	-----	----

Performs a CALL to the routine at address `a`. First argument `n1` is passed via bc register *and* a register. The routine can return bc register which is pushed on TOS. This definition is useful to call normal ZX Spectrum ROM routines.

This definition is available after NEEDS CALL#.

CASEOFF ---

Sets case-sensitive search OFF. changes the system behavior so that (FIND) can search the dictionary ignoring case, and (COMPARE) compares two strings ignoring case.

CASEON ---

Sets case-sensitive search ON. It changes the system behavior so that (FIND) will search the dictionary case sensitive, and (COMPARE) will compare the two strings case sensitive.

CELL --- 2

In this implementation a cell is two bytes. This definition is available after `NEEDS_CELL`.

CELL+ n1 --- n2

Increments `n1` by 1 “cell”, that is two units. In this implementation a cell is two bytes.

CELL- n1 --- n2

Decrements `n1` by 1 “cell”, that is two units. In this implementation a cell is two bytes.

CELLS n1 --- n2

Doubles the number `n1` on TOS giving the number of bytes equivalent to `n1` "cells". In this implementation a cell is two bytes.

CFA pfa --- cfa

Converts a `pfa` in its `cfa`. See also `LFA`, `NFA`, `PFA`, `>BODY`, `<NAME`.

CHAR --- C

Used in the form

CHAR c

determines the first character of the next definition in the input stream.

CLS ---

Clears the screen using the ZX Spectrum ROM routine 0DAFh.

CMOVE **a1** **a2** **n** ---

Copies the content of memory starting at address **a1** for **n** bytes, storing them from address **a2**. The content of address **a1** is moved first. See also **CMOVE>**.

CMOVE> **a1** **a2** **n** ---

The same as **CMOVE** but the copy process starts from location **a1 + n - 1** proceeding backward to the location **a1**.

CODE ---

Defining definition used in the form

CODE cccc

it creates a new dictionary entry for the definition **cccc** with the **cfa** of such a definition pointing to its **pfa** that is empty for the moment, **HERE** points that location; then some machine-code instruction should be added using **C**, that will be compiled from **HERE** onwards. The new definition is created in the **CURRENT** vocabulary but won't be found by (**FIND**) because it has the **SMUDGE** bit set. Once the definition construction is complete, it is programmer's responsibility to execute **SMUDGE** to make visible.

This definition is redefined / overridden by **ASSEMBLER** vocabulary available after **LOADING** Screens 100-165, this allows the programmer to use a pseudo-standard **Z80** notation to create a new low-level definition using assembler directly.

Here is an example that creates a definition **SYNC-FRAME** to wait for the next maskable interrupt:

```
CODE SYNC-FRAME HEX
76 C,      \ halt      ; wait for interrupt or reset
DD C, E9 C, \ jp (ix)   ; jump to the inner interpreter
SMUDGE
```

COLD ---

This definition executes the Cold Start procedure that restore the system at its startup state. It sets **DP** to the minimum standard and executes **ABORT**.

COMPILE ---

Used in the form

COMPILE cccc

At compile-time, it determines the **xt** of the definition that follows **COMPILE** and compile it in the next dictionary cell.

COMPILE, **xt** ---

Used within a colon-definition, it puts **xt** in the following cell of the dictionary and increments **DP** (dictionary pointer) of two locations.

CONSTANT **n** --- (**immediate**) (**compile time**)
 --- **n** (**run time**)

Defining definition that creates a constant. Used in the form

n CONSTANT cccc

it creates the definition **cccc** and **pfa** holds the number **n**. When **cccc** is later executed it put **n** on **TOS**.

CONTEXT

--- a

User variable that points to the vocabulary address where a definition search begins.

COUNT

a1 --- a2 b

Leaves the address of text a2 and a length b. It expects that the byte at address a1 to be the length-counter and the text begins to the next location.

CR

Transmits a 0x0D to the current output peripheral.

CREATE

--- a

(compile time)

(run time)

Defining definition used in the form

CREATE cccc

it creates a new dictionary entry for the definition cccc with the pfa still empty.

When cccc is executed, it puts on TOS the pfa of cccc

Often used with ALLOT to reserve space in the dictionary to be later used, for instance as an array.

See also VARIABLE.

CSP

--- a

User variable that temporarily holds the value of SP register during a compilation syntax error check.

CURRENT

--- a

User variable that points to the address in the Forth vocabulary where a search continues after a failing search executed in the CONTEXT vocabulary. See also LATEST.

CURS

Shows a (flashing) cursor on current video position and wait for a keypress.

Depending on CAPS-LOCK state, the faces of flashing cursor are different depending on the content of a few bytes in ORIGIN area:

HEX

026 +ORIGIN C@ . → 8F

■

Full square graphic character

027 +ORIGIN C@ . → 8C

▣

Lower-half square graphic character

028 +ORIGIN C@ . → 5F

_

Underscore character

When CAPS-LOCK is On the cursor switches between ■ (8F) and _ (5F)

When CAPS-LOCK is Off the cursor switches between ■ (8F) and ▣ (8C)

You can modify this behavior putting some suitable values on these three bytes. For example you can make disappear the flashing cursor using the following patch:

HEX

BL 026 +ORIGIN C!

BL 027 +ORIGIN C!

BL 028 +ORIGIN C!

D+ **d1 d2 --- d3**
 Computes **d3** as the sum of **d1** and **d2**. This is a 32 bits sum.

D+- **d1 n --- d2**
 Forces the double integer **d1** to have the the sign of **n**.
 It is used by **DABS** .

D- **d1 d2 --- d3**
 Subtract **d2** from **d1**. This is a 32 bits subtraction. Available after **NEEDS D-**.

D. **d ---**
 n-lo n-hi ---
 Emits a double integer followed by a space. The double integer is kept on stack in the format **n-lo n-hi** and the integer on TOS is the most significant.

D.R **d n ---**
 Emits a double integer righth aligned in a field **n** character wide. No space follows. If the field is not large enough, then the excess protrudes to the right.

D0= **d --- f**
 True if **d1** = 0. This is a 32 bits comaprison. Available after **NEEDS D0=**.

D< **d1 d2 --- f**
 True if **d1** < **d2** . This is a 32 bits comaprison. Available after **NEEDS D<**.

D= **d1 d2 --- f**
 True if **d1** equals **d2** . This is a 32 bits comaprison. Available after **NEEDS D=**.

DABS **d --- ud**
 Leaves the absolute value of a double integer.

DECIMAL **---**
 Sets **BASE** to 10, that is the decimal base.

DEFINITIONS **---**
 To be used in the form

cccc DEFINITIONS

it sets the **CURRENT** vocabulary to be the **CONTEXT** vocabulary and this allows adding new definitions to **cccc** vocabulary.
 For example: **FORTH DEFINITIONS** or **ASSEMBLER DEFINITIONS**.

In this implementation a Forth oriented `ASSEMBLER` vocabulary is available as an extra-option that can be `LOAD`ed from Screens 100 -160.

DEVICE --- a

Variable that holds the number of current channel: 2 for video, 3 for printer, and any number between 4 and 15 to refer to a Basic `OPEN#` channel.

DIGIT c n --- u tf (ok)
c n --- ff (ko)

Converts the ASCII character `c` in the equivalent number using the base `n`, followed by a `tf`. If the conversion fails it leaves a `ff` only.

DLITERAL d --- d (immediate) (run time)
d --- (compile time)

Same as `LITERAL` but a 32 bits number is compiled. `DLITERAL` is an immediate definition that is executed and not compiled.

DMAX d1 d2 --- d3

Leaves the maximum between `d1` and `d2`. Available after `NEEDS DMAX`.

DMIN d1 d2 --- d3

Leaves the minimum between `d1` and `d2`. Available after `NEEDS DMIN`.

DNEGATE d1 --- d2

Computes the opposite double number.

DO n1 n2 --- (immediate) (run time)
--- a n (compile time)

Used in colon definition in the form

```
DO ... LOOP      or
DO ... n +LOOP
```

It is used to put in place a loop structure: The execution of `DO` starts a sequence of definitions that will be repeated, under control of an initial-index `n2` and a limit `n1`. `DO` drops these two value from stack and the corresponding `LOOP` increments the index. If the index did not cross the boundary between the loop limit minus one and the loop limit, then the executions returns to the corresponding `DO`, otherwise the two parameters are discarded and the execution continues after the `LOOP`.

The limit `n1` and the initial value `n2` are determined during the execution and can be the result of other previous operations. Inside a loop the definition `I` copies to TOS the current value of the index.

See also: `I`, `DO`, `LOOP`, `+LOOP`, `LEAVE`. In particular `LEAVE` allows leaving the loop immediately.

At compile-time `DO` compiles `(DO)` and leaves the address of the following location and the number `n` to syntax-check.

DOES>

Definition that defines the execution action of a high-level creative definition. **DOES>** changes the **pfa** of the definition being defined to point the definitions sequence compiled after **DOES>**. It is used in conjunction with **<BUILDS**. When the machine-code part of **DOES>** is executed, it leaves on TOS the **pfa** of the new definition, and this allows the interpreter to use this area. Obvious uses are new vocabularies (Assembler), multidimensional array, closures, and other compiling operations.

The “Floating Point Option Library” available via **NEEDS FLOATING** provides a good example of use of this structure.

DP

--- a

User variable (Dictionary Pointer) that holds the address of next available memory location in the dictionary. It is read by **HERE** and modified by **ALLOT**.

DPL

--- a

User variable that holds the number of digits after the decimal point during the interpretation of double integer. It can be used to keep track of the column of the decimal point during a number format output. For 16 bit integer it defaults to **-1**. It takes into account the exponential part and its sign for floating point numbers.

DROP

n

Drops the value on TOS. See also **OVER**, **NIP**, **TUCK**, **SWAP**, **DUP**, **ROT**.

DUP

n

--- n n

Duplicates the value on TOS. See also **OVER**, **DROP**, **NIP**, **TUCK**, **SWAP**, **ROT**.

DUP>R

n

--- n

Copy TOS to the Return Stack. See also **DUP**, **>R**, **R@**.

DU<

ud1 ud2 --- f

True if **ud1 < ud2**. This is a 32 bits comparison. Available after **NEEDS D<**.

ELSE

a1 n1

a2 n2

(immediate)

(compile time)

(run time)

Used in colon definition in the form

```
IF ... ELSE ... ENDIF
IF ... ELSE ... THEN
```

At run-time **ELSE** forces the execution of the false part of an **IF-ELSE-ENDIF** structure. It has no effects on the stack.

At compile-time **ELSE** compiles **BRANCH** and prepares the following cell for the relative offset, stores at **a1** the previous offset from **HERE**; then it leaves **a2** and **n2** for syntax checking.

EMIT

c

Sends a printable ASCII character to the current output peripheral. **OUT** is incremented. 7 **EMIT** activates an acoustic signal. The ‘null’ 0x00 ASCII character is not transmitted.

Sends a byte `b` character to the current output peripheral selected with `SELECT`. See also `DEVICE`.

Erases all buffers. Any data stored to buffers after the previous `FLUSH` is lost.

This definition doesn't go beyond a 'null' ASCII that represent a unconditional delimiter. For example:

Synonym of UNTIL.

At compile-time `ENDIF` calculates the forward jump offset from `a` to `HERE` and store it at `a`. The number `n` is used for syntax checking.

Erases `n` memory location starting from `a`, filling them with 'null' characters (0x00).

In all cases, the final action is `QUIT`.

EXEC: **n** **---**

Vectorised fast case structure. Used in colon-definition in the form

```
: MY_ACTION_LIST ( n -- )
  EXEC:
    word0 \ executed when n = 0
    word1 \ executed when n = 1
    word2 \ executed when n = 2
    ...
;
```

to execute the definition indexed by *n*.

Warning: there is no run-time checking on *n* and if *n* is out of range, then a crash is likely to happen.

This definition is not available at startup, it must be loaded via `NEEDS EXEC:`. The source file is `EXEC_.f`

EXECUTE **cfa** **---**

Executes the definition which *cfa* is held on TOS.

EXIT **---**

This is (usually) the last definition compiled in a colon definition by `;` doing the action of returning to the calling definition. It is used to force the immediate end of a loading session started by `LOAD`.

EXP **---** **a**

User variable that holds the exponent in a floating-point conversion. It is not used until the *Floating Point Option* is enabled via `NEEDS FLOATING`.

EXPECT **a n ---**

Transfers characters from the input terminal to the address *a* for *n* location or until receiving a 0x13 “CR” character. A 0x00 “null” character is added in the following location. The actual length of the received string is kept in `SPAN` user variable. See also `ACCEPT`. This definition isn't available at startup, it must be loaded using `NEEDS EXPECT`.

FENCE **---** **a**

User variable that holds the (minimum) address to where `FORGET` can act.

FILL **a n b ---**

Fills *n* memory location starting from address *a* with the value of *b*.

FIRST **---** **a**

User variable that holds the address of the first buffer. See also `LIMIT`.

FLD **---** **a**

User variable that holds the width of output field.

FLIP **n1 --- n2**

Exchange high and lower byte of *n1*. Available after `NEEDS FLIP`.

FLUSH

Executes `SAVE-BUFFERS`. It saves to disk the buffers marked “modified” by `UPDATE`.

FM/MOD

`d n1 --- n2 n3`

Floored Division. Leaves the quotient `n3` and the remainder `n2` of the integer division of `d/n1`.

This system has only `UM/MOD` coded in machine-code.

Dividend	Divisor	Remainder	Quotient
10	7	3	1
-10	7	4	-2
10	-7	-4	-2
-10	-7	-3	1

FORGET

Used in the form

```
FORGET cccc
```

removes from the dictionary the definition `cccc` and all the preceding definitions. Care must be put when more than one `VOCABULARY` is involved. Use `MARKER` instead.

See also `DP`.

FORTH

(immediate)

This is the name of the first vocabulary. Executing `FORTH` sets this to be the `CONTEXT` vocabulary. As soon as no new vocabulary is defined, all new colon definitions became part of `FORTH` vocabulary. `FORTH` is immediate, so it is executed during the creation of a colon definition to select the needed vocabulary. See also `ASSEMBLER` (optional vocabulary).

F_CLOSE

`n --- f`

NextZXOS primitive: it closes a file handle `n` previously opened with `F_OPEN`. Flag `f` is 0 for OK. It uses an `RST 8` call followed by `$9B` service number.

F_FGETPOS

`n --- d f`

NextZXOS primitive: given an open file handle `n` returns the position `d`. Flag `f` is 0 for OK.

F_GETLINE

`a n1 fh --- n2`

Given a filehandle read at most `n1` characters as the next line (terminated with `$0D` or `$0A`) and stores it at address `a` and returns `n2` as the number of bytes read, i.e. the length of line just read.

F_INCLUDE

`n ---`

Given an open file-handle `n`, this definition includes the source from file. This definition is used by `INCLUDE` and `NEEDS`.

F_OPEN **a1 a2 n1 --- n2 f**

NextZXOS primitive: it opens a file using filespec given at address **a1** and returns filehandle number **n**, **n1** is “mode” as specified in “NextZXOS and esxDOS APIs” standard documentation. Filespec is a NUL-terminated string. Flag **f** is 0 for OK. It uses an RST 8 call followed by \$9A service number. See **F_CLOSE**.

F_READ **a n1 n2 --- n3 f**

NextZXOS primitive: it reads at most **n1** bytes from file handle **n2** and stores them at address **a**. Returns **n3** as the actual bytes read. Flag **f** is 0 for OK. It uses RST 8 call followed by \$9D service number.

F_SEEK **d n ---**

NextZXOS primitive: it seeks position **d** at open file given by filehandle **n**. It uses an RST 8 call followed by \$9F service number. Flag **f** is 0 for OK.

F_SYNC **n --- f**

NextZXOS primitive: it syncs to disk open file given by filehandle **n**. It uses an RST 8 call followed by \$9C service number. Flag **f** is 0 for OK.

F_WRITE **a n1 n2 --- n3 f**

NextZXOS primitive: it takes **n1** bytes at address **a** and writes them to filehandle **n2**. It uses an RST 8 call followed by \$9F service number. Returns **n3** as the actual bytes written. Flag **f** is 0 for OK.

HANDLER **--- a**

User variable that holds the current error-handler. See **CATCH** and **THROW**.

HERE **--- a**

Leaves the address of next location available on the dictionary.

HEX **---**

Changes the base to hexadecimal, setting **BASE** to 16.

HLD **--- a**

User variable that holds the address of last character used in a numeric conversion output.

HOLD **c ---**

Used between <# and #> to put a ASCII character during a numeric format.

HP **--- a**

User variable that holds the heap-address of the first free byte on Heap. See **HEAP** section.

I **--- n**

Used between **DO** and **LOOP** (or **DO** and **+LOOP**, **?DO** and **LOOP**, **?DO** and **+LOOP**) to put on TOS the current value of the loop index.

I' --- n

Used between `DO` and `LOOP` (or `DO` and `+LOOP`, `?DO` and `LOOP`, `?DO` and `+LOOP`). It puts on TOS the *limit* of the loop. This definition isn't available at startup and must be included via `NEEDS I'`.

ID. nfa ---

It prints the definition name whose `nfa` is on TOS.

IF f --- (immediate) (run time)
--- a n (compile time)

Used in colon definition in the form

```
IF ... ENDIF
IF ... ELSE ... ENDIF
```

At run-time `IF` selects which definitions sequence to execute based on the flag on TOS:

If `f` is true, the execution continues with the instruction that follows `IF` ("true" part).

If `f` is false, the execution continues after the `ELSE` ("false" part).

At the end of the two parts, the executions always continues after `ENDIF`.

`ELSE` and its "false" part are optional and if omitted no "false part" will be executed and execution continues after `ENDIF`.

At compile time `IF` compiles `0BRANCH` reserving a cell for an offset to the point after the corresponding `ELSE` or `ENDIF`.

The integer `n` is used for syntax checking.

IMMEDIATE ---

Marks the latest definition such that at compile-time it is always executed instead of being compiled. The bit 6 of the length byte of the definition is set. This allows such a definition to handle complex compilation situation instead of burdening the main compiler.

The user can force the compilation of an immediate definition prepending a `[COMPILE]` to it.

INCLUDE ---

It is used in in the form:

```
INCLUDE cccc
```

starts interpretation of text read from file `cccc`.

This definition has a known bug, the `INCLUDED` source text file must end with an empty line.

See also `NEEDS` and `LOAD`

INDEX n1 n2 ---

Prints the first line of all screens between `n1` and `n2`. Useful to quick check the content of a series of screens.

INKEY --- b

Reads the next character available from current stream and previously selected with `SELECT` leaving it on TOS. It is the opposite of `EMITC`.

INTERPRET ---

This is the text interpreter. It executes or compiles, depending on the value of `STATE`, text from input buffer a word at a time. It first searches on `CONTEXT` and `CURRENT` vocabularies; if they fail, the text is interpreted as a numeric value, converted using the current `BASE`, and put on TOS. If that numeric conversion fails too, an error is notified with the symbol “?” followed by the word that caused the error. `INTERPRET` executes `NUMBER` and the presence of a decimal point “.” indicates that the number is assumed as double integer instead of a simple integer. After execution of the found definition, the control is given back to the caller procedure.

INVERT n1 --- n2

Inverts all bits. This definition is available after `NEEDS INVERT`.

INVV ---

“Inverse video”. It enables Inverse-Video attribute mode. See also `TRUV`.

This definition isn’t available at startup and must be included via `NEEDS INVV`.

J --- n

Used inside a DO-LOOP gives the index of the *first* outer loop. See also `I`.

This definition isn’t available at startup and must be included via `NEEDS J`.

E.g.

```
DO .. DO .. J .. LOOP .. LOOP
```

In this case `J` is used to get the index of the outer DO-LOOP while `I` gives the index of the inner DO-LOOP.

K --- n

Used inside a DO-LOOP gives the index of the *second* outer loop. See also `I`.

This definition isn’t available at startup and must be included via `NEEDS K`.

E.g.

```
DO .. DO .. DO .. K .. LOOP .. LOOP .. LOOP
```

Anyway, in Forth, it isn't a good programming technique nesting loop, better split the definition.

KEY --- b

Waits for a key-press, without showing a flashing cursor. It leaves the ASCII code `b` of the character read from keyboard without printing it to video. In this implementation some SYMBOL-SHIFT key combinations are decoded as follow:

E2	STOP	→	7E	~
C3	NOT	→	7C	
CD	STEP	→	5C	\
CC	TO	→	7B	{
CB	THEN	→	7D	}
C6	AND	→	5B	[
C5	OR	→	5D]
AC	AT	→	7F	©
C7	<=	→	20	same as SHIFT-1 [EDIT]
C9	<>	→	06	same as CAPS-SHIFT + 2 and toggles CAPS-LOCK On and Off
C8	>=	→	20	same as SHIFT-0 [BACKSPACE]

L/SCR --- n

Constant that indicates the number of lines per Screen. In this implementation is 16.

LATEST --- nfa

Leaves the `nfa` of the latest definition in `CURRENT` vocabulary.

LEAVE ---

Forces the conclusion of a DO ... LOOP by compiling (LEAVE) followed by an offset to the first instruction after the corresponding LOOP or +LOOP.

LFA pfa --- lfa

Converts a pfa in its lfa. See also CFA, NFA, PFA, >BODY, <NAME.

LIMIT --- a

User variable that points to the first location above the last buffer. Normally it is the top of RAM, but not always. In this implementation, it set at \$E000 to allow MMU7 as a general purpose 8K RAM bank. See also: FIRST.

LIST n ---

Prints screen number n and sets SCR to n.

LIT --- n

Puts on TOS the value hold in the following location. It is automatically compiled a before each literal number.

LITERAL n --- n (immediate) (run time) n --- (compile time)

Compile-time, LITERAL compiles LIT followed by the value n in the following cell. This is an immediate definition and, even within a colon definition, it will be executed.

It is used in the form

```
: cccc ... [ calculations ] LITERAL ... ;
```

the compilation is suspended during the calculations and, when compilation resumes, LITERAL compiles the value put on TOS during the previous calculations.

LOAD n ---

Start interpretation of Screen n. The loading phase ends at the end of the screen or at the first occurrence of EXIT.

~~If n is negative, instead of loading from Screen# n, it loads text directly from stream n as previously OPEN# from Basic.~~

See also -->

LOOP a n --- (immediate) (run time) n --- (compile time)

Used in colon definition in the form

```
DO ... LOOP  
?DO ... LOOP
```

At run-time LOOP checks the jump to the corresponding DO. The index is incremented and the total compared with the limit; the jump back happens if the index did not cross the boundary between the loop limit minus one and the loop limit. Otherwise the execution leaves the loop. On loop leaving, the parameters are discarded and the execution continues with the following definition.

At compile-time `LOOP` compiles `(LOOP)` and the jump is calculated from `HERE` to `a` which is the address left by `DO` on the stack. The value `n2` is used internally for syntax checking.

LP --- a

User variable for printer purposed. In this Forth implementation it is used during compilation phase by `CASE`.

LSHIFT n1 u --- n2

Shifts left an integer `n1` by `u` bit.

M* n1 n2 --- d

Mixed operation. It leaves the product of `n1` and `n2` as a double integer.

M*/ d1 n1 n2 --- d2

Mixed operation. Compute $(d \cdot n1) / n2$ using a “triple precision integer” as the intermediate value to avoid precision loss. This definition isn’t available at startup and must be included via `NEEDS M*/`. The source file is `M&%.f`

M+ d u --- d2

Mixed operation. It leaves the sum of `d` and unsigned `u` as a double integer `d2`.

This definition is available after `NEEDS M+`

M/ d n1 --- n2

Mixed operation. It leaves the quotient `n2` of the integer division of a double integer `d` by the divisor `n1`.

M/MOD d1 n1 --- n2 n3

Mixed operation. It leaves the remainder `n2` and the quotient `n3` of the integer division of a double integer `d` by the divisor `n1`. The sign of the remainder is the same as `d`. This system uses floored division via `M/MOD` and implements `UM/MOD` in machine-code, `FM/REM` and `SM/MOD` as derived definitions.

MARK a n ---

`TYPE` in inverse video. This definition is not available at startup, it has to be loaded via `NEEDS MARK`.

MARKER --- (immediate) (run time)

Used outside a colon definition in the form

MARKER cccc

this creates a new definition `cccc` that once executed restores the dictionary to the status before `cccc` was created. This removes `cccc` and all subsequent definitions. This definition allows forgetting across vocabularies since it keeps track of `VOC-LINK`, `CURRENT`, `CONTEXT` values.

MAX n1 n2 --- n3

Leaves the maximum between `n1` and `n2`.

MESSAGE n ---

Prints to the current device the error message identified by `n`. If `WARNING` is zero, a short `MSG#n` is printed. If `WARNING` is non zero 1, line `n` of screen 4 (of drive 0) is displayed. Such a number can be positive or negative and lay beyond block 4. See also `ERROR`.

MIN n1 n2 --- n3

Leaves the minimum between `n1` and `n2`.

MMU7! n ---

This definition accepts `n` between 0 and 223 and map the corresponding 8K-page at E000-FFFh addresses. It is coded in Assembler and uses `NEXTREG A,n` Next's peculiar op-code (ED 92). See `MMU7@`.

MMU7@ --- n

This definition returns a number `n` between 0 and 223 by asking the hardware which 8K-page is currently fitted in MMU7. See `MMU7!`

MOD n1 n2 --- n3

Divides `n1` by `n2` and leaves the remainder `n3`. The sign is the same as `n1`.

MS u ---

Waits of `u` milliseconds.

At 28 MHz, `u` must be < 8192.

At 14 MHz, `u` must be < 16384.

At 7 MHz, `u` must be < 32768.

At 3.5 MHz, `u` must be < 65536.

This definition isn't available at startup and must be included via `NEEDS MS`.

N.B. Interrupts aren't disabled during execution.

M_P3DOS n1 n2 n3 n4 a --- n4 n5 n6 n7 f

This is the `NEXTZXOS` call wrapper. Parameters passed on stack are used as follow:

`n1` = input parameter value for **hl** registers pair

`n2` = input parameter value for **de** registers pair

`n3` = input parameter value for **bc** registers pair

`n4` = **a** register input parameter value

`a` = service routine address

`n5` = **hl** returned value

`n6` = **de** returned value

`n7` = **bc** returned value

`n8` = **a** register

`f` = 0 for OK, non zero for KO.

This definition calls uses `RST 08` followed by `$94` to call the specified routine.

Value returned on register `IX` is also stored at `HEX 2A +ORIGIN` before `IX` is restored to its fixed value.

Some `NEXTZXOS` primitives are coded by their own as a specific definition (e.g `F_OPEN`, `F_OPENDIR`, etc), but most of them are not. For example all `LAYER` definitions use `IDE_MODE!` which in turn uses `M_P3DOS`.

NEEDS

Used in the form:

NEEDS cccc

if the definition cccc is not present in dictionary, then it starts interpretation of text read from file **inc/cccc.f** and, if this is not found, gives a second chance from file **lib/cccc.f**

Some characters are illegal for filename: noticeably the “double-quote” character (") is among them. In such case, these characters are converted into “tilde” (~) and *that* file is then searched for.

For example:

NEEDS S" searches the file S~.f instead of an illegal filename S".f

Here is the complete map:

: ? / * | \ < > "
_ ^ % & \$ _ { } ~

At the moment we are writing, this **NEEDS** definition has a flaw: in case of interpretation/compilation error, the file/handle remains open and you have to close it manually using something like `2 F_CLOSE .`

This definition differs from **INCLUDE** because **NEEDS cccc** refers to a dictionary entry whilst **INCLUDE cccc** refers to a full-path filename with explicit extension.

This definition is defined as follow: Since any given Screen # n occupies **BLOCKS** n and n+1, **NEEDS** exploits BLOCK number 1 – which normally isn’t reachable – and uses it as a temporary buffer for each line read from file, for this reason a text source line cannot exceed 511 bytes, but for ZX Spectrum's standards is a lot more than anybody would need.

NEGATE

n --- -n

Changes the sing of n1

NFA

pfa --- nfa

Converts a definition’s **pfa** into its **nfa**. See also **CFA**, **LFA**, **PFA**, **>BODY**, **<NAME**.

NIP

n1 n2 --- n2

Removes the second element from TOS. See also: **OVER**, **DROP**, **TUCK**, **SWAP**, **DUP**, **ROT**.

NMODE

--- a

User variable that indicates how double numbers are interpreted. During the input, numbers can be read as double integer numbers or floating-point numbers. This variable is modified by the optional definition **INTEGER** that sets it to 0 and **FLOATING** that sets it to 1.

NOOP

This token does nothing. Useful as a placeholder or to prevent crashes in **INTERPRET**.

NOT

Equivalent to 0=

PFA **nfa --- pfa**

Converts a definition's **nfa** to its **pfa**. See also **CFA**, **LFA**, **NFA**, **>BODY**, **<NAME**.

PICK **n --- pfa**

Picks the **n-th** element from TOS. This means:

- 0 **PICK** is the same as **DUP**
- 1 **PICK** is the same as **OVER**

PLACE **--- a**

User variable that holds the number of places after the decimal point to be shown during a numeric output conversion. See also **PLACES**.

PREV **--- a**

User variable that points to the last referred buffer. **UPDATE** marks that buffer so that it is later written to disk.

QUERY **---**

Awaits from terminal up to 80 characters or until a **CR** is received. The text is stored in **TIB**. User variable **IN** is set to zero.

QUIT **---**

Clears the Return-Stack, stops any compilations and return the control to the operator terminal. No message is issued.

R@ **--- n**

Copies to TOS the value on top of Return Stack without alter it.

R# **--- a**

User variable that holds the position of the editing cursor or other function relative to files.

R/W **a n f ---**

Standard FIG-FORTH read-write facility. Address **a** specifies the buffer used as source or destination; **n** is the sequential number of the block; **f** is a flag, 0 to Write, 1 to Read. **R/W** determines the location on mass storage, performs the transfer and error checking.

R0 **--- a**

User variable that holds the initial value of the Return Stack Pointer. See also **RP!** and **RP@**.

R> **--- n**

Removes the top value from Return Stack and put it on TOS. See also **>R**, **R@** and **RP!**.

R>DROP **---**

Removes the top value from Return Stack. See also **>R**, **R@** and **DROP**.

RECURSE

Used only at compile-time inside a colon-definition, it compiles the definition being created to put in place a recursion call. This definition is available after a `NEEDS RECURSE`.

REG!

b n

Writes value `b` to Next REGISTER `n`.

REG@

n

b

Reads Next REGISTER `n` giving byte `b`.

REMOUNT

This definition is available only after `NEEDS REMOUNT`.

Enter the unmount/mount routine. Interactively the user is asked for a Y key-stroke, and the system waits for that key-stroke allowing the manipulation of the SD.

RENAME

Used in the form:

RENAME cccc xxxx

it searches the definition `cccc` in the `CONTEXT` vocabulary and changes its name to `xxxx`. The two definition names `cccc` and `xxxx` **must have the same length**. This definition is available after `NEEDS RENAME`.

REPEAT

a1 n1 a2 n2

(immediate)

(compile time)

(run time)

Used in colon definition in the form:

BEGIN ... WHILE ... REPEAT

At run-time `REPEAT` does an unconditional jump to the corresponding `BEGIN`.

At compile-time `REPEAT` compiles `BRANCH` and the offset from `HERE` to `a1` and resolves the offset from `a1` to the location after the loop; `n1` and `n1` are used for syntax check.

ROT

n1 n2 n3

n2 n3 n1

Rotates the three top elements, taking the third and putting it on top. The other two elements are pushed down from top by one place. See also `OVER`, `DROP`, `NIP`, `TUCK`, `SWAP`, `DUP`.

ROLL

n1 ... k --- n2 ... n1

Rotates the `k` top elements, taking the `k`-th and putting it on top. The other `k - 1` elements are pushed down from top by one place. The index `k` is zero based, so that `0 ROLL` does nothing, `1 ROLL` is `SWAP` and `2 ROLL` is `ROT`. See also `ROT`. This definition isn't available at startup, it needs to be imported via `NEEDS ROLL`.

RP!

a

System procedure to initialize the Return Stack Pointer to the value passed on TOS that should be the address held in `R0` user variable.

RP@ --- a

Leaves the current value of Return Stack Pointer.

RSHIFT n1 u --- n2

Shifts right an integer n1 by u bit.

S0 --- a

User variable that holds the initial value of the SP register. See also: SP! and SP@.

S>D n --- d

Converts a 16 bit integer into a 32 bit double integer, sign is preserved. An obsolete version S->D is still available via NEEDS.

SCR --- a

User variable that holds the number of the last screen retrieved with LIST.

SELECT n ---

Selects the current channel. As usual for ZX Spectrum, n is 0 and 1 for lower part of screen, 2 for the upper part, 3 for printer, 4 for "IBlocks.bin" stream. Note: KEY always select channel 2 to display the (flashing) cursor.

SIGN n ---

If n is negative, it puts an ASCII "-" at the beginning of the numeric string converted in the text buffer. Then, n is discarded while d is kept unchanged. Used between <# and #>.

SM/REM d n1 --- n2 n3

Symmetric Division. Leaves the quotient n3 and the remainder n2 of the integer division of d / n1.

This system has only UM/MOD coded in machine-code.

Dividend	Divisor	Remainder	Quotient
10	7	3	1
-10	7	-3	-1
10	-7	3	-1
-10	-7	-3	1

SMUDGE ---

Used by the creation definition : during the definition of a new definition; it toggles the smudge-bit of the first byte in the nfa of the LATEST definition. When a definition's smudge-bit is set, it prevents the compiler to find it. This is typical for incomplete or a not correctly ended definition.

It is also used to remove a malformed incomplete definition via

SMUDGE FORGET cccc

SOURCE-ID --- a

User variable that keeps the file-handle used during `INCLUDE` or `NEEDS`.

SP! a ---

System procedure to initialize the SP register to the address a that should be the address hold in S0 user variable.

SP@ --- a

Returns the content of SP register before SP@ was executed.

SPACE ---

Emits a space to the current output peripheral, usually the video. See also `SELECT`.

SPACES n ---

Emits `n` spaces.

SPAN --- a

User variable that holds the number of characters got from the last `EXPECT`.

SPLASH ---

Shows splash screen build date-number.

```
SPLIT          n1    ---    n2 n3
```

Split the two bytes of n1 into two separate numbers, n2 low byte, n3 high byte. Available after NEEDS_SPLIT.

STATE --- a

User variable that holds the compiler status. A non-zero value indicates a compilation in progress.

SWAP n1 n2 --- n2 n1

Swaps the two top element at the TOS. See also `OVER`, `DROP`, `NIP`, `TUCK`, `DUP`, `ROT`.

```

THEN          a  n      ---      (immediate)
               ---      (compile time)

```

Synonym of `ENDIF`.

TIB --- a

User variable that holds the address of the Terminal Input Buffer.

TO **n** **---**

Used in the form:

TO cccc

It assigns the value **n** to the variable **cccc** previously defined via **VALUE**. This definition available after **NEEDS TO**.

TOGGLE **a b ---**

The byte at location address **a** is XOR-ed with the model **b**.

TRAVERSE **a1 n --- a2**

Spans through the name-field of a definition depending on the value of **n**.

If **n** = 1, then **a1** must be the beginning of the name-field, i.e. **nfa** itself; **a2** is the address of the last byte of the name field.

If **n** = -1, then **a1** must be the last byte of name-field and **a2** will be the **nfa**.

Used by da **NFA** and **PFA**.

TRUV **---**

“True video”. It disables Inverse-Video attribute mode. See also **INVV**.

This definition isn’t available at startup and must be included via **NEEDS INVV**.

TUCK **n1 n2 --- n2 n1 n2**

Takes the top element of calculator stack and copies after the second. See also **OVER**, **DROP**, **NIP**, **SWAP**, **DUP**, **ROT**.

TYPE **a n ---**

Sends to the current output peripheral **n** characters starting from address **a**.

U. **u ---**

Emits an unsigned integer followed by a space.

U< **u1 u2 --- f**

Leaves a **tf** if **u1** is less than **u2**, a **ff** otherwise.

UM* **u1 u2 --- ud**

Unsigned product of the two integers **u1** and **u2**. The result is a double integer.

UM/MOD **ud u1 --- u2 u3**

Leaves the quotient **u3** and the remainder **u2** of the integer division of **ud** / **u1**.

UNTIL **a n --- (immediate) (compile time)**
f --- (run time)

Used in colon definition in the forms

BEGIN ... UNTIL

At run-time UNTIL controls a conditional jump to the corresponding BEGIN when *f* is false; the exit from the loop happens if *f* is true.

At compile-time UNTIL compiles OBRANCH and an offset from HERE to *a*; *n* is used for syntax checking.

UPDATE

Marks as modified the most recent used buffer, the one pointed by PREV. The block contained in the buffer will be transferred to disk when that buffer is requested for another block.

UPPER

c1

c2

This definition converts a character to upper-case. If *c1* is not between "a" and "z", then *c1* is left unchanged.

USE

a

User variable that holds the buffer address of the block to be read from disk or that has just been written to.

USER

n

Defining definition used in the form

n USER *cccc*

creates an user variable ' *cccc* '. The first byte of pfa of *cccc* is a fixed offset for the User Pointer, that is the pointer for the user area. In this implementation there is only one User Area and a fixed User Pointer.

When *cccc* is later executed, it put on TOS the sum of offset and User Pointer, sum to be used as the address for that specific user variable. The user variables are: TIB, WIDTH, WARNING, FENCE, DP, VOC-LINK, FIRST, LIMIT, EXP, NMODE, BLK, >IN, OUT, SCR, OFFSET, CONTEXT, CURRENT, STATE, BASE, DPL, FLD, CSP, R#, HLD, USE, PREV, LP, PLACE, SOURCE-ID, SPAN, HANDLER, HP.

VALUE

n

Defining definition used in the form:

n VALUE *cccc*

Creates the definition *cccc* that acts as a variable. To store a value in such a variable you have to use TO.

When *cccc* is later executed it directly returns the value of the variable without the need to access its address using @.

This definition is available after NEEDS VALUE.

VARIABLE

Defining definition used in the form:

VARIABLE *cccc*

creates the definition *cccc* with the pfa containing the initial value 0. When *cccc* is executed, it puts on TOS the pfa of *cccc* that is the address that holds the value.

When used in the form

cccc @

the content of the variable *cccc* is left on TOS.

When used in the form

n cccc !

the value on TOS is stored to the variable `cccc`.

VIDEO

Sets `DEVICE 2` to select the video as current output peripheral. See `SELECT` and `DEVICE`.

VOC-LINK

--- a

User variable that holds the address of a field in the definition of the last vocabulary. Each vocabulary is part of a linked-list that uses that field, in each vocabulary definition, as pointer-chain.

VOCABULARY

Defining definition used in the form

VOCABULARY cccc

creates the definition `cccc` that gives the name of a new vocabulary.

Later execution of

cccc

makes such vocabulary the `CONTEXT` vocabulary, so that it is possible to search for definitions in this vocabulary first and execute them.

Used in the form

cccc DEFINITIONS

makes such vocabulary the `CURRENT` vocabulary, so that it is possible to insert new definitions in it.

WARM

Executes a warm system restart. It closes and reopens Block/Screen file then does `ABORT`.

It does not `EMPTY-BUFFERS` and you should be able to recover any transient work.

WARNING

--- a

User variable that determines the way an error message is reported. If zero, only a short "MSG#n" is reported. If non zero, a long message is reported. See also `ERROR`.

WHILE

f ---

(immediate)

(run time)

a n --- a1 n1 a2 n2

(compile time)

Used in colon definition in the form:

BEGIN ... WHILE ... REPEAT

At run-time `WHILE` does a conditional execution based on `f`. If `f` is true, the execution continues to a `REPEAT` which will jump to the corresponding `BEGIN`. If `f` is false, the execution continues after the `REPEAT` quitting the loop.

At compile-time `WHILE` compiles `0BRANCH` leaving `a2` for the offset; `a2` will be consumed by a `REPEAT`. The address `a1` and the number `n1` was left by a `BEGIN`.

WIDTH --- a

User variable that indicates the maximum number of significant characters of a definition during compilation. It must be between 1 and 31.

WITHIN n1 n2 n3 --- f

Return a true-flag if $n2 \leq n1 \leq n3$, a false-flag otherwise. This definition is available only after `NEEDS WITHIN`.

WORD c --- a

Reads one or more characters from the current input stream up to a delimiter `c` and stores such string at `HERE` that is left on TOS. `WORD` leaves at `HERE` the length of the string as the first byte and ends everything with at least two spaces.

Further occurrences of `c` will be ignored.

If `BLK` is zero, the text is taken from the terminal input buffer `TIB`. Otherwise the text is taken from the disk block held in `BLK`. User variable `>IN` is added with the number of character read, the number `ENCLOSE` returns.

WORDS ---

Shows a list of definitions of `CONTEXT` vocabulary. [Break] stops.

XOR n1 n2 --- n3

Executes a bitwise XOR operation between the two integers. The operation is performed bit by bit.

[--- (immediate)

Used in colon definition in the form:

```
: cccc [ ... ] ... ;
```

it suspends compilation. The definitions that follow `[` will be executed instead of being compiled. This allows to perform some calculations or start other compilers before resuming the original compilation with `]`. See also `LITERAL`.

[CHAR] --- (immediate) (compile time)

It is the same as the sequence `[CHAR c] LITERAL`.

It is used in colon definition in the form:

```
: cccc ... [CHAR] c ... ;
```

At compile time, `[CHAR]` compiles `LIT` and the numeric value of ASCII character `c` in the following cell.

[COMPILE] --- (immediate)

Used in colon definition in the form:

```
: cccc ... [COMPILE] wwwwww ... ;
```

`[COMPILE]` forces the compilation of a definition `wwwwww` that is immediate. Normally an immediate definition isn't compiled but executed and to compile an immediate definition it isn't possible to use the sequence `COMPILE wwwwww` but it is necessary using the sequence `[COMPILE] wwwwww`.

For example, to create an alias `ENDIF` for `THEN` you can type:

: ENDIF [COMPILE] THEN ;

\ ---

Used in the from:

\ ...

Any character that follows \ until the end of line are treated as a comment.

] ---

Resumes the compilation suspended by [so it is possible to continue the definition.

6.2 Case -Of structure

The following definitions aren't available at startup, it must be loaded via `NEEDS CASE`

CASE	n0	---	(immediate)	(run time)
		---	a n	(compile time)

Used in colon definition in the form

```
n0 CASE
    n1 OF ... ENDOF
    ...
    nz OF ... ENDOF
    ... ( else )
ENDCASE
```

The `CASE` definition marks the beginning of Case-Of structure i.e. a set of branches where only one is performed based on the value of `n0`. If none of the “OF clause” values matches, the `ELSE` part is performed, if any. At compile time `CASE` leaves the previous CSP address `a` and a number `n` for syntax checking. `CASE` has to be balanced by a corresponding `ENDCASE`.

```
OF      n0 nk      ---      (immediate)      (run time)
        n1          ---      a n2              (compile time)
```

This definition is used in colon-definition as part of a Case-Of structure.

At run-time it compares the matching value `nk` with the matching value `n0` that was on TOS before the beginning of the Case-Of structure.

At compile-time, it compiles `(OF)` that does a `0BRANCH`. The numbers `n1` and `n2` are used for syntax checking and an address `a` is left and used by `ENDCASE` to resolve the branch.

See also CASE.

```

ENDOF          ---          (immediate)      (run time)
              a1 n1        --- a n2          (compile time)

```

This definition ends an “Of-EndOf” clause started with Of .

At compile-time it acts like a `THEN`, first compiling a `BRANCH` to be later resolved by `ENDCASE` to skip any subsequent “Of-End-Of” clauses and resolving here the `0BRANCH` compiled by the corresponding previous `OF` to continue the Case-Of structure.

See also CASE.

ENDCASE	---	(immediate)	(run time)
a a1 ... az	---		(compile time)

This definition ends a Case-Of structure started with `CASE`.

At compile-time it compiles a `DROP` to discard the value `n0` put on TOS before `CASE` and resolves all `OF-ENDOF` clauses to jump after the `ENDCASE`. Finally, it restores previous content of `CSP`.

See also CASE.

```
(OF)          n0 nk      ---          (run time)
```

This definition is the run-time semantic compiled by `OF` definition. At run-time, it compares the value now on TOS `nk` with the value `n0` that was on TOS just before the beginning of the Case-Of structure and leave a flag to be used by the following `OBRANCH` (that was compiled by `OF`). When `n0` equals `nk`, the definitions between `OF` and `ENDOF` will be executed, otherwise a jump to the def after `ENDOF` is performed.

6.3 Heap Memory Facility

Among ZX Spectrum Next new features is the huge amount of RAM. Strings are dictionary expensive, so it would be useful storing them in heap as constant-strings and fetch them at need. The question is how to leverage all that memory in Forth. More, 8K of room is a good place to store an array of strings, or even numeric array and implement some matrices algebra.

The definitions that handle The Heap are available after loading via **NEEDS HEAP**, but all low-level definitions are available in the core dictionary.

Considering how Forth's system areas are sorted out comparing previous and current versions, the first challenge is to move them down to free the top 8K CPU's addressable memory between \$E000 and \$FFFF allowing MMU7 to map to any physical 8K RAM page.

There are some peculiar addresses that identify the following Forth system areas:

\$F840 : Calculator Stack (SP) grows downward, Text Input Buffer (TIB) upward.,
\$F8E0 : Return Stack (RP) grows downward, User Variables Area upward.
\$F94C : the FIRST disk buffer starts here and buffers area ends just before LIMIT \$FF58 .

I coded this "move" in a few definitions (available in Screens #220-#223) summarized in the definition DOWN that moves these pointers "down" as follow:

\$FF58 → 0E000h : LIMIT
\$F9C4 → 0D9F4h : FIRST
\$F8E0 → 0D9A0h : Return Stack and User Variables Area
\$F840 → 0D900h : Stack Pointer and TIB

6.3.1 Heap-Pointer encoding and decoding

The Heap Memory Facility introduces a new kind of Pointer, the Heap-Pointer that represents the offset inside a virtual memory area called "heap". A Heap-Pointer is not an usual address pointer and we need a way to encode both **page number** and **address offset** in a usual Z80 16-bits integer.

Two definitions are available to perform these coding and decoding operations: **>FAR** and **<FAR** called "to-far" and "from-far" respectively.

Given a page number *n* and an address *a* (to be intended as an offset of addresses between \$E000 and \$FFFF, i.e. only the part of the bits are useful) **<FAR** definition encodes a page number in the most significant bits of **ha** and an offset in the remaining less significant bits. The inverse function is performed by **>FAR** splitting a 16-bit Heap-Pointer into two numbers again, the page part and the offset part.

In the following paragraphs a couple of possible implementations are described in detail.

6.3.2 Heap structure

The Heap can be seen as a "double linked-list" starting at 8K page \$20 offset \$0002. The User variable **HP** keeps the "heap-pointer" to the next available location on Heap. So, at startup, **HP** is \$0002 that correspond to page \$20 offset \$0002. Heap space is shared with name-space dictionary.

A Heap memory allocation reserves the requested number of bytes and advances **HP** to point to the next available location on Heap. The previous value of **HP** is also stored at the location that was available *before* the memory allocation was requested to put in place a "linked-list".

In other words:

1. **HP** is advanced of one cell (2 bytes) to make room for the forward linked-list pointer.
2. Current **HP** value returned by the memory allocation (memory is not initialized and its content is undefined)
3. **HP** is advanced to the number of bytes requested (plus 2 to ensure room for 2 trailing 0x00 character).
4. **HP** is advanced of one cell (2 bytes) to make room for the backward linked-list pointer.

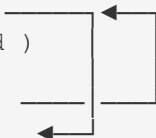
Here is a real case example:

Let **HP** contains \$0F80 and the Heap memory looks as follows (Location is expressed in the form "\$page.\$offset")

Page.Address	Content
20:0F80 free memory pointed by HP so that HEX HP ? gives F80

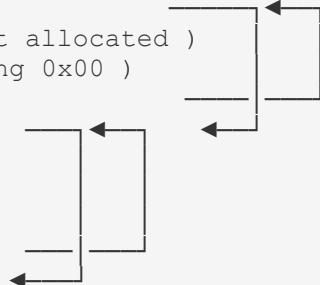
Then, we want to reserve a 7-bytes chunk of memory and we can type **7 HEAP** that returns \$0F82 as "Heap-Pointer" to that new area of memory and **HP** will be advanced to \$0F8D. After the execution the memory will look like this:

Page.Address	Content
20:0F80	0F8D (forward pointer)
20:0F82	00 00 00 00 00 00 00 (7 bytes just allocated)
20:0F89	00 00 (trailing 0x00)
20:0F8B	0F80 (backward pointer)
20:0F8D free memory pointed by HP



Then we can create a new string with Heap-Storage typing **S" 123"** which returns on stack the actual address \$EF90 and the length \$0003 that can directly used with **TYPE**. The Heap-Pointer is somehow lost, and if needed, it should be kept beforehand via **HP@ CELL+**. This allocation requires ten bytes on Heap: the forward pointer, the byte of length, the string itself 3+1 byte long, a two trailing 0x00, the backward pointer. After the execution, the memory will look like this:

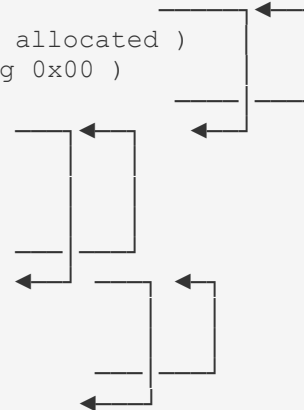
Page.Address	Content
20:0F80	0F8D (forward pointer)
20:0F82	00 00 00 00 00 00 00 (7 bytes just allocated)
20:0F89	00 00 (plus trailing 0x00)
20:0F8B	0F80 (backward pointer)
20:0F8D	0019 (forward pointer)
20:0F8F	03 (length byte)
20:0F90	31 32 33 (the string content)
20:0F93	00 00 (plus trailing 0x00)
20:0F95	0F8D (backward pointer)
20:0F97 free memory pointed by HP



Then, we want to reserve another 5-bytes chunk and we can type **5 HEAP** that returns \$0F99 as "Heap-Pointer" to that new area of memory and **HP** will be advanced to \$0FA2. After the execution the memory will look like this:

Location Content

20:0F80	0F8D (forward pointer)
20:0F82	00 00 00 00 00 00 00 (7 bytes just allocated)
20:0F89	00 00 (plus trailing 0x00)
20:0F8B	0F80 (backward pointer)
20:0F8D	0019 (forward pointer)
20:0F8F	03 (length byte)
20:0F90	31 32 33 (the string content)
20:0F93	00 00 (plus trailing 0x00)
20:0F95	0F8D (backward pointer)
20:0F97	0FA2 (forward pointer)
20:0F99	00 00 00 00 00 (5 bytes)
20:0F9E	00 00 (plus trailing 0x00)
20:0FA0	0F97 (backward pointer)
20:0FA2 free memory pointed by HP



Now, you should be able to see the Linked-List starting at \$0F80 that points to \$0F8D that points to \$0F97 and then \$0FA2 is the current value of HP.

You can follow all these Forward-Pointers using the following procedure:

```

HEX
0F80 .S \ Stack is 0F80 as Heap-Pointer, that is 20:0F80, the beginning of Heap Memory.
FAR  .S \ Stack is EF80 as real Address (and page $20 is fitted in MMU7)
@    .S \ Stack is 0F8D as Heap-Pointer
FAR  .S \ Stack is EF8D as real Address (and page $20 is fitted in MMU7)
@    .S \ Stack is 0F97 as Heap Pointer
FAR  .S \ Stack is EF97 as real Address (and page $20 is fitted in MMU7)
@    .S \ Stack is 0FA2 as Heap Pointer
  
```

Likewise, the Backward-Pointers sequence would be:

```

HP@ .S \ Stack is 0FA2 as Heap-Pointer
CELL- \ Stack is 0FA0 as Heap-Pointer
FAR  .S \ Stack is EFA0 as real Address (and page $20 is fitted in MMU7)
@    .S \ Stack is 0F97 as Heap-Pointer
CELL- \ Stack is 0F95 as Heap-Pointer
FAR  .S \ Stack is EF95 as real Address (and page $20 is fitted in MMU7)
@    .S \ Stack is 0F8D as Heap Pointer
CELL- \ Stack is 0F8B as Heap-Pointer
FAR  .S \ Stack is EF8B as real Address (and page $20 is fitted in MMU7)
@    .S \ Stack is 0F80 as Heap Pointer
  
```

Some low-level definitions are available to allow store and retrieve “to and from” Heap memory and how to avoid that a string isn’t “paged away” in the middle of processing i.e. how to guarantee a page to stay in place across Standard-ROM calls or I/O disk operations that use page-bank C000-FFFF for their purposes:

MMU7! is used to fit a given 8K page number at E000h (i.e. MMU7).

>FAR is used to decode a “16 bit pointer” splitting it into “page & offset” as shown above.

The User Variable `HP` has been introduced to keep track of room in Heap: it's "the pointer" to the next available space on Heap.

Most of the following definitions are available after loading via `NEEDS HEAP`

+" `ha --- ha`

Assuming `ha` is a Heap-Address Pointer to a "counted string" and this is the last chunk of memory of Heap, this definition accepts some text from the current input-source, parse it looking for a quote " that is the common "string terminator", and appends to the previous string on Heap. It returns the same Heap-Address Pointer to a "counted string" but the "count-byte" is incremented correctly. No page boundary check is performed.

+C `ha c --- ha`

Consume a character `c` from the current input source and append the string being created in Heap at `ha`. The heap pointer `ha` is returned unchanged.

>FAR `ha --- a p`

Given a Heap-encoded Pointer `ha` this definition decodes the top bits as one of the 8K-page available page `p` and the lower bits as the offset from `$E000 a`. It does not modify what MMU7 page is.

Since version 1.7, this definition is always available. Previous versions needs `NEEDS >FAR`.

See `<FAR`, MMU7 !

<FAR `a p --- ha`

Given an offset-address `a` (to be intended as a physical address between `$E000` and `$FFFF`) and a page number `p` for an 8K-page this definition encodes the page number in the most significant bits of `ha` and an offset in the remaining bits. It does not modify MMU7 page.

Since version 1.7, this definition is always available. Previous versions needs `NEEDS <FAR`.

See `>FAR`, MMU7 !

FAR `ha --- a`

This definition converts a heap-pointer `ha` into an offset `a` (at `$E000`) and perform the correct 8K paging on MMU7. It simply calls `>FAR` and `MMU7` !

H" `--- ha`

Accepts a text from the current input-source and stores it to Heap. It returns a "heap-address-pointer" to a counted string.

HEAP `n --- ha`

This definition reserves `n` bytes on Heap and returns the "heap-address-pointer". This `ha` can be turned into a constant name using `POINTER`.

POINTER `ha --- a`

It works like `CONSTANT` but it returns a "FAR-resolved" offset-pointer from `E000h` .

A possible use is : `S" ccc" POINTER P1`

SKIP-PAGE **n** ---

Check if **n** bytes are available at the top of Heap on current 8K-page, otherwise advance **HP** to skip to the beginning of next 8K-page. It raises an "Heap Full" error if there is no more room in Heap.

S" --- **a n**

Accept text from the current input-source and store it to Heap as a "Counted-ZString".

At compile time it compiles **(H"**) followed by an Heap-pointer just after it, which at run-time returns a real-address (at MMU7) and a counter representing the "counted-string" that can be used

If **STATE** is 0, i.e. we aren't compiling, the **c**

(H") --- **a n**

This is the run-time counterpart of **S"** that uses the Heap-Pointer in the following cell to fit the right 8K-Page in MMU7 using **FAR** definition and leave the real-address **a** and the length of the string **n**.

HEAP-INIT ---

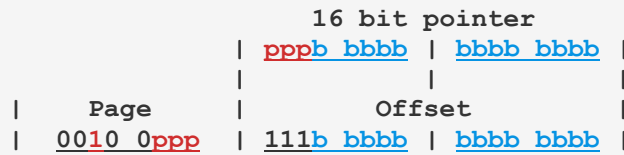
Ask NEXTZXOS to use pages \$20-\$27 for Heap. From this point Heap command can be used safely.

HEAP-DONE ---

Release to NEXTZXOS pages \$20-\$27. Heap commands should not be used after that.

6.3.3 Heap Pointer description for 64 kiBytes space

The following solution allows 64K of physical RAM Heap: Since an 8K offset requires 13 bits, the remaining 3 bits can be used to encode, say, from page 32 (\$20) to page 39 (\$27). For instance:



The encoding/decoding definitions would be something like the following:

```
\ >far routine
\ input:  hl : heap-pointer
\ output: a  : page
\        : hl : address starting from $E000
      ld    a,h
      ex    af,af' ; save high part
      ld    a,h
      or    $E0
      ld    h,a    ; hl = offset at $E000
      ex    af,af'
      rlca
      rlca
      rlca
      and   $07    ; so there are eight pages
      add   $20    ; this is peculiar to this example
      ret
```

```
\ <far routine
\ input :  a  : page number between 32 and 39
\        : hl : address starting from $E000
\ output: hl : heap-pointer
      and   $07    ; ? questionable: it could be SUB $20
      rrca
      rrca
      rrca
      ex    af,af' ; keep bits 765 in alternate A
      ld    a,h
      and   $1F
      ld    h,a
      ex    af,af' ; retrieve bits 765
      or    h
      ld    h,a
      ret
```

6.4 Testing Suite

This is an adaptation of the ANS test harness based on the work originally developed by John Hayes, see <https://forth-standard.org/standard/testsuite> for details.

The suite is loaded using `NEEDS TESTING` and “Core test-set” can be execute by typing

```
INCLUDE ./test/core-tests.f
```

In general, a test is given in the form

```
T{ ... -> ... }T
```

for example:

```
T{ 1 DUP -> 1 1 }T
```

TESTING

This definition is much like a comment, it displays the whole source line where it is.

T{

Begin a test phrase that ends with `}T`. It records pre-test stack depth to be compared later.

->

Record depth and contents of stack to be copared after `}T`.

}T

End a test phrase begun with `T{`. It compares two stack images. Any discrepancies is shown by repeating the current test SOURCE line involved followed by one of the error

6.5 Other Utilities

SHOW-PROGRESS **n** ---

Useful within long-lasting definitions to display a “rolling-bar” that show that your ZX Spectrum hasn’t hanged or crashed. This definition isn’t available at startup and must be included via `NEEDS SHOW-PROGRESS`.

?VOCAB ---

Useful to see which `VOCABULARY` is `CURRENT`, `CONTEXT` and the linked-list described by `VOC-LINK`.

VIEW ---

Used in the form `VIEW cccc` used to display a file. Pressing `[EDIT]` during ouput allows you to temporarily pause the stream of output. Pressing `[BREAK]` will stop the output and return to prompt.

7 The Memory Map

Address	Name	Description
0000-3FFF		ROM of Spectrum
4000-47FF		Display file (top)
4800-4FFF		Display file (middle)
5000-57FF		Display file (bottom)
5800-5AFF		Attribute file.
5B00-5BFF		System variables 128K RAM (former Printer buffer)
5C00-5CEF		System variables
	*CHANS	Stream map
	*PROG	Basic program
	*VARS	Basic variables
	*E_LINE	Line in editing
	*WORKSP	Workspace
	*STKBOT	Floating point Stack Bottom
	*STKEND	Floating point end
	*SP	Z80 Stack Pointer register in Basic
61FF	*RAMTOP	Logical RAM top (RAMTOP var is 23730)
6200-6300		IM2 ISR vector table
6301-6330		Return Stack during ISR (20 entries)
6331-6362		Stack area during OS operations
6363		ISR entry point (JP address)
6366	ORIGIN	Forth Origin
		FENCE @
	LATEST	CURRENT @ @
	HERE	DP @
	PAD	HERE 68 + (44h)
	...	Dictionary grows upward
	...	Free memory
	SP@	Calculator Stack grows downward
D0E8		S0 @
D0E8	TIB	TIB @
	RP@	Return Stack grows downward: it can hold 80 entries
D188		R0 @
D188-D1D8		User variables area (about 50 entries)
D1E4	FIRST	First buffer: There are 7 buffers (516 * 7 = 3612 bytes)
E000	LIMIT	First byte outside Forth.
E000-FFFF	MMU7	8K Page that can page any of the 224 banks of RAM
FFFF	P_RAMT	Physical ram-top

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#S d1 --- d2	54
#SEC --- n.....	54
' --- cfa.....	55
(--- (immediate).....	55
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(.) ---.....	55
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+ n1 n2 --- n3.....	58
+! n a ---	58
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+BUF a1 --- a2 f.....	58
+LOOP n1 --- (run time).....	58
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, n ---	59
, " ---	59
- n1 n2 --- n3.....	59
--> ---	59
-1 --- n.....	59
-DUP n --- n n (non zero).....	59
-FIND --- cfa b tf (ok).....	59
-TRAILING a1 n1 --- a2 n2.....	59

. n ---	59
." --- (immediate)	60
.(--- (immediate)	60
.C c --- (immediate)	60
.LINE n1 n2 ---	60
.R n1 n2 ---	60
/ n1 n2 --- n3	60
/MOD n1 n2 --- n3 n4	60
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<>	n1 n2 --- f	64
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=	n1 n2 --- f	64
>	n1 n2 --- f	64
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>IN	--- a	65
>NUMBER	d a u --- d2 a2 u2	65
>R	n ---	65
?	a ---	65
?COMP	---	65
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