

# vFORTH 1.7

ZX Spectrum Next version

1990-2024 Matteo Vitturi

...oOo...

Introduction  
&  
Technical Information

...oOo...

**Build 2024-04-20**

## 1 Foreword

This document introduces a Forth implementation suitable to run on *Sinclair ZX Spectrum Next* as a “**dot command**”.

This is more a technical reference and not an introductory book to Forth: To learn Forth language or for a good reference I suggest the book "Starting FORTH" - Leo Brodie (1981, Forth Inc.). The PDF is hopefully available at Forth Inc web-site. The first edition is old enough to stick on 16-bits integer numbers. In this perspective, almost all Forth source described in Leo's book are available within this system in **Screens** from #800 upward (see §3.1).

This is a working and functional piece of software, but there are many things still to do to cope with all the new *Sinclair ZX Spectrum Next*'s functionalities – Repository at <https://github.com/mattsteeldue/vforth-next>.

In essence, this is a *quasi* standard Forth based on my previous work vForth **version 1.413** available somewhere in the Internet at <https://sites.google.com/view/vforth/vforth1413> and at <https://github.com/mattsteeldue/vforth>. Among the differences is that vForth now uses a single dedicated file on SD to provide **BLOCK** / **Screen** storage facility, while previous versions used ZX Microdrive cartridges or DISCiPLE disks sectors. See command **USE** to choose a different **BLOCK** file.

The latest **version 1.7** splits the dictionary structure in two parts, a *name-space* and a *code-space*, by exploiting a few 8K RAM pages fitted at MMU7. This provides a more efficient memory usage and 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 not *main memory*. For *heap-memory* capability see § 6.3.

Previous versions are available as zip files at <https://github.com/mattsteeldue/vforth-next/tree/master/download/older>.

From previous **versions 1.6**, vForth runtime is faster than any previous version, thanks to the idea of dedicating more Z80 registers to keep the internal status of Forth's virtual machine and the Inner-Interpreter, see § 3.7.1.

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 leaves some spurious data on the stack that isn't used by **VARIABLE** anymore.

Starting from version **vForth 1.51**, this Forth comes with two flavors: *Direct-Threaded* or *Indirect-Threaded* code, but version 1.7 is only Direct-Threaded, and offers some more speed at the cost of more memory allocation for each colon-definition. See § 3.7.1 for technical detail.

## 1.1 MIT License

Copyright (c) 1990-2024 Matteo Vitturi

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

...-----

This very same MIT License can be viewed from within vForth 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

Many thanks to Rob Probin for his invaluable suggestions and insights.

Special thanks goes to Roland Herrera who helped to edit one of the first issues of this documentation.

Special mention to Albert van der Horst for his 8080 inspirational Assembler library.

## 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. It also describes how to create a standalone executable via **ZAP**.

**Chapter 3** lists some useful libraries and utilities you can use while in Forth that can be imported in your session using **NEEDS**. Here are some details:

**Chapter 3.1:** Since the old fashion Screen/Block facility is a very quick way of coding in Forth, **EDIT** a **Full Screen Editor** is available, and to handle *larger text files* I've coded the **Large file Editor** aka **LED** (**Chapter 3.3**) that is able to handle files as large as ca. 17.000 rows, 85 characters per row; it's a "work-in-progress" though.

**Chapter 3.2** introduces **GRAPHICS** library to manage various **Modes** and **Layers** 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 `demo/color-picker.f` for a nice example of interrupt-driven mouse cursor movement.

**Chapter 3.6** provides an 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 exploit the Standard-ROM **FLOATING point** calculator.

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

**Chapter 3.10** introduces the **ASSEMBLER** vocabulary, an alternative way to code Z80. There are a few examples.

**Chapter 3.11** explains how to interact with the Raspberry Pi Zero accelerator via **RPi0** definition.

**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 large 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 be 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 adhere to the following conventions:

<b>Courier New</b>	is used whenever a Forth definition is referenced or to indicate some typed-in source code.
<b>Calibri Bold</b>	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.

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

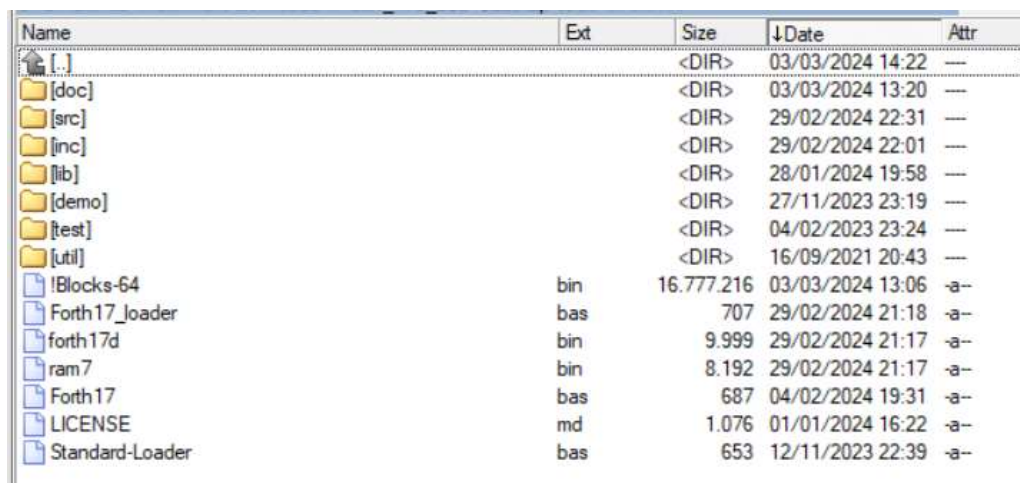
<https://github.com/mattsteeldue/vforth-next/tree/master/download>

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>	03/03/2024 14:22	---
[doc]		<DIR>	03/03/2024 13:20	---
[src]		<DIR>	29/02/2024 22:31	---
[inc]		<DIR>	29/02/2024 22:01	---
[lib]		<DIR>	28/01/2024 19:58	---
[demo]		<DIR>	27/11/2023 23:19	---
[test]		<DIR>	04/02/2023 23:24	---
[util]		<DIR>	16/09/2021 20:43	---
!Blocks-64	bin	16.777.216	03/03/2024 13:06	-a-
Forth17_loader	bas	707	29/02/2024 21:18	-a-
forth17d	bin	9.999	29/02/2024 21:17	-a-
ram7	bin	8.192	29/02/2024 21:17	-a-
Forth17	bas	687	04/02/2024 19:31	-a-
LICENSE	md	1.076	01/01/2024 16:22	-a-
Standard-Loader	bas	653	12/11/2023 22:39	-a-

**Forth17\_loader.bas** loads **ram7** in BANK 16 and **Forth17d.bin** in main RAM, and is the latest version.

#### 2.1.1 dot-command

In addition to ./tools/vForth directory, there is a ./dot directory which contains vforth binary dot-command that has to be manually copied to directory [C:/dot](#). Such a dot-command requires a normal installation as shown in paragraph 2.1.

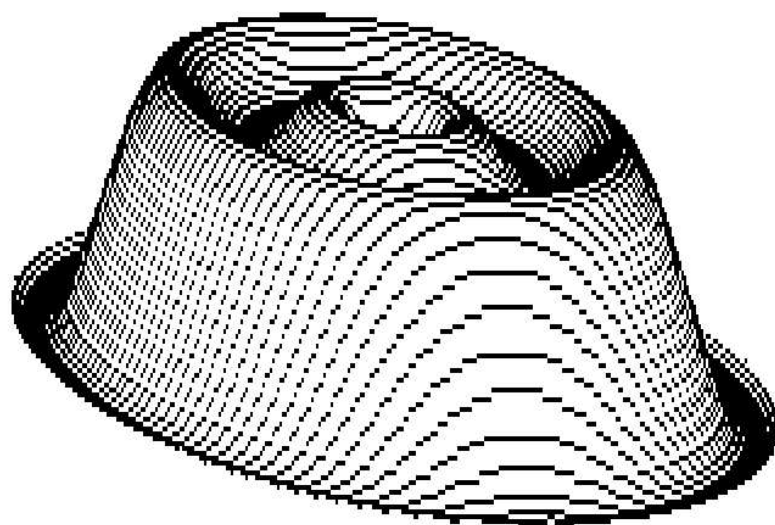
If you wish to use a different directory instead of C:/tools/vforth, you need to modify the paths in the above Basic programs *and* the manually patch the path+filename specified inside the vforth binary file...

This dot version accepts a filename as parameter that is taken as source file to be immediately executed, for example:

**.vforth** [c:/tools/vforth/demo/fedora.f](#)

after a couple of minutes of busy loading, it produces the following result

ok



## 2.2 Activation / Deactivation and brief tutorial

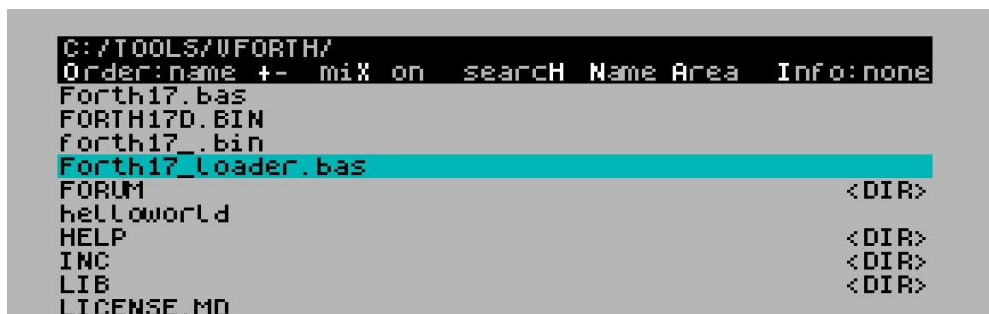
The Forth System can be activated in two ways:

- running dot-command **.vforth** from command line or NextBasic.
- running a Basic program [C:/tools/vforth/forth17 loader.bas](#).

Both should be equivalent, even though using the dot-command loads at address \$2000 and has some OS dependencies.

To terminate a Forth session exiting to Basic you can type **BYE**.

The second way can be performed 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.

```
now LOADING code...
"forth17d.bin" CODE 25446

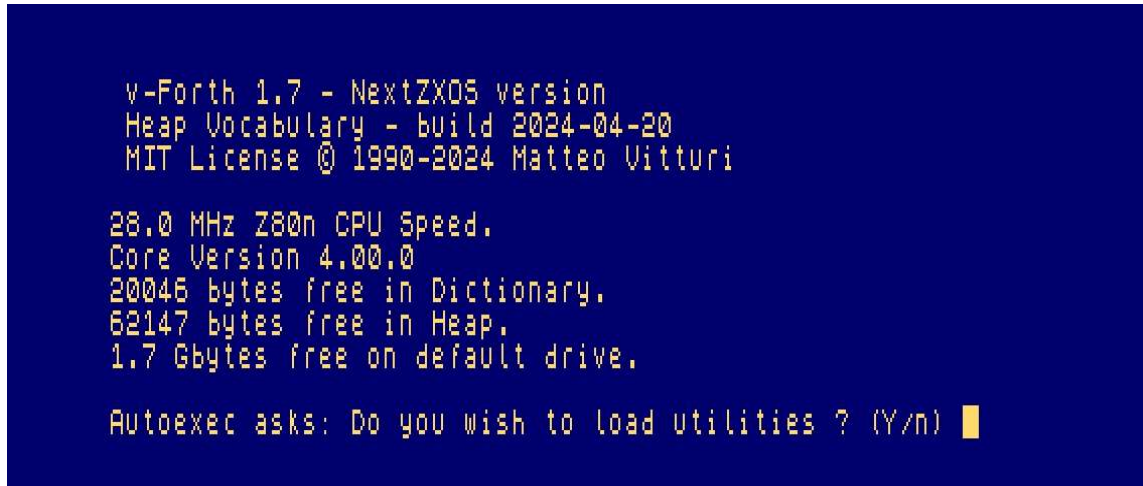
sleep 2

LOADING wrapper...
"Forth17.bas"
```



In both ways, 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 - NextZX05 version
Heap Vocabulary - build 2024-04-20
MIT License © 1990-2024 Matteo Vitturi

28.0 MHz Z80n CPU Speed.
Core Version 4.00.0
20046 bytes free in Dictionary.
62147 bytes free in Heap.
1.7 Gbytes free on default drive.

Autoexec asks: Do you wish to load utilities ? (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.

In either case, file-handles aren't released.

## 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 or when using a definition that uses (**COMPARE**) primitive such as **GREP**. A new definition-name retains the exact case it was coded with.

## 2.4 Block / Screen system

This Forth System comes with a file named `!Blocks-64.bin` that provides the simplest mass-storage system usually available in old-days Forth systems.

To choose a different file there are two ways:

- at startup from Basic, you can specify a filename as parameter after the “dot-command” itself; if such a file exists, will be executed. For example:

```
.vforth /demo/fedora.f
```

- Inside vForth, at “ok prompt”, invoking the **USE** definition (§ 6.1), for example:

```
USE /tools/filename.bin
```

A **BLOCK** is identified by its *number*, an integer between 1 and 32,767, and can be temporarily kept in RAM in a **BUFFER** identified by the same *number* in a memory area that can be addressed, inspected and modified. The dedicated memory area that lies between **FIRST** and **LIMIT**. In this system there are seven buffers.

Using **UPDATE**, the most recent referred **BUFFER** is marked for re-write to file at the moment the system will request the same buffer to keep a different block or when **FLUSH** is used.

On this Forth system, two **blocks** forms a **Screen** 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 so it can store text in 16 lines and 64 columns. 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.

### 2.4.1 Block File Format

The file provided as default (`!Blocks-64.bin`) is 16 MBytes long and it is a simple ordered concatenation of all blocks available, so that block # 1 starts at file-offset 0 and ends at file-offset 511, block # 2 starts at offset 512 and ends at offset 1023, and so on. There is no block # 0 and the greatest number available is then 32,767 (16,383 **Screens**).

You can use your own file, but that the first Screens must be reserved for error messages and such things.

In particular, Screens # between 4 and 7 must contain the standard **MESSAGE**, those listed in § 5. If you omit to have them there, the system will become quite foolish, since any **ERROR** message would be something totally blank or random.

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

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

```
DECIMAL 16383 LIST
```

will take a noticeable amount of time. This may depend on how **F\_SEEK** primitive is implemented.

## 2.5 Character size

In this Forth implementation I prefer LAYER 1,2 display mode to allow 64 character per line: this is quite necessary in order to be able to display a whole 1024 characters Screen in a single go.

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 is allowed to open text-files via **OPEN#**, for instance

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

that can be later selected for output in 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 (and compile) source from any file i.e. **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 § 3.3 “LED – The Large Editor” for more details.

## 2.7 Creation of standalone executable

Available only for non dot-version, the **ZAP** definition (§6.1) allows the creation of an standalone executable of a vForth game or program: The purpose is to create a Basic program that loads three binary memory images that contain the current status of the whole vForth system and that can be resumed later.

## 2.8 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 only: “\$” for hexadecimal (base 16), “%” for binary (base 2). The side effect is that \$ and % alone are somehow equivalent to 0.

The “unary-sign” must be the first character interpreted, even before any base-prefix “\$” or “%”.

Double-Integer numbers interpretation accept any of the following five punctuation marks: **, . / - :**

For example:

```
120,000      23:59:59      1/23/45      3.14159
```

are all legal double-length numbers.

## 2.9 Definitions grouped by category

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

### 2.9.1 Comments

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

### 2.9.2 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

### 2.9.3 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<

## 2.9.4 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

## 2.9.5 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

### 2.9.6 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

### 2.9.7 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: <b>-?EXECUTE</b>	BYE AUTOEXEC COLD WARM ABORT ERROR CALL# EXECUTE QUIT BASIC

### 2.9.8 I/O and Hardware

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

### 2.9.9 Definition related

Creators	Status & Variables	Compilation / Interpretation	Dictionary Allocation
: ; :NONAME CREATE VARIABLE CONSTANT CODE EXIT !CSP DOES> <BUILDS VALUE USER	?COMP ?CSP ?ERROR ?EXEC ?LOADING ?PAIRS ?STACK STATE CSP	COMPILE [COMPILE] [CHAR]  [ ]  EVALUATE INTERPRET	ALLOT  , C, ." . ( COMPILE, LITERAL DLITERAL

### 2.9.10 BLOCK / Screen related

Block & Buffer	Input	Block-file primitives	Variables & Constants
.LINE BLOCK EMPTY-BUFFERS FLUSH INDEX LIST UPDATE OPEN< SCREEN-TO-FILE SCREEN-FROM-FILE	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

### 2.9.11 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

### 2.9.12 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

### 2.9.13 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

### 2.9.14 NextZXOS

File hook	Directory hook	+3DOS hook	Other
F_SEEK F_CLOSE F_SYNC F_FGETPOS F_READ F_WRITE F_OPEN  TOUCH UNLINK	F_OPENDIR F_READDIR  DIR PWD CD	M_P3DOS	R# LP HANDLER  ZAP



## 2.10 Known bugs, workarounds, and improvement needed

<b>INCLUDE</b>	The <b>INCLUDED</b> source text file <i>must end with an empty line</i> , otherwise the system crashes usually showing some vertical grid. <b>NEEDS</b> suffers the same bug since it uses <b>INCLUDE</b> .
<b>NEEDS</b>	In case of interpretation/compiler 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 <b>REMOUNT</b> until then. The same problem arises using other disk related definitions.
<b>LOAD</b>	<p>In some cases, interpretation of long structure via <b>LOAD</b> cannot cope with <b>BLOCKs</b> boundaries within the same Screen. This means, for example, that you cannot start an <b>ENUMERATED</b> structure in the first <b>BLOCK</b> of a Screen and continue it in the next one.</p> <p>A 'nul' character (0x00) inside a Screen is completely invisible and is the source of most headache because it provokes an immediate stop <b>LOADing</b>. To remove such characters you have to edit the Screen.</p>
<b>OPEN&lt;</b>	At the moment, this definition can be used only in interpretation mode.
<b>BCOPY</b>	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 <b>BUFFERs</b> available. A simple workaround is to <b>FLUSH</b> often.
<b>LED</b>	Pressing [BREAK] will stop any I/O operations: if not correctly used, may produce data-loss.

### 3 Utilities

**WARNING: some 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** the **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                                     edit
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
( 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 0 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 – the higher flashing cursor – (  ) or disabled – the half flashing cursor – (  ).

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 on the Screen.

Current cursor positions (**row** number and **column** number) are shown on 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 (§3.9). When **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* and some of them are used. 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 make – even for mistake – 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 before it's too late and invoke the definition **EMPTY-BUFFERS** to blank all buffers without flushing them to disk.

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.

## **SCREEN-FROM-FILE**      **n**      ---

Available after **NEEDS SCREEN-FROM-FILE**. Import a single Screen from file. Used in the form

```
n SCREEN-FROM-FILE filename.f
```

## **SCREEN-TO-FILE      n      ---**

Available after **NEEDS SCREEN-TO-FILE**. Export a single Screen to file. Used in the form

**n SCREEN-TO-FILE filename.f**

For your and the system safety, a “NextZXOS Write error” is issued if the specified file already exists: if you really need to, you have to **UNLINK** it in advance.

## 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 almos all of 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.

The following table shows the peculiarity of each of six Graphics-Mode when applicable

	L0	L11	L12	L13	L10	L2
	---	---	---	---	---	---
Char-Size	8	4	8	4	4	4
V-RANGE	0C0	0C0	0C0	0C0	060	0C0
H-RANGE	100	100	200	100	080	100
PIXELADD	L0	L0	L12	L0	L10	L2
POINT	L0	L0	L0	L0	L1	L1
PLOT	L0	L0	L0	L0	L1	L2
XPLOT	L0	L0	L0	L0	L1	L2
PIXELATT	L0	L0	na	L13	na	L2
XY-RATIO	1	1	2/	1	1	1
EDGE	=	=	=	=	L1	L1

## 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!**

<b>LAYER0</b>	:	\$0000
<b>LAYER10</b>	:	\$0100
<b>LAYER11</b>	:	\$0101
<b>LAYER12</b>	:	\$0102
<b>LAYER13</b>	:	\$0103
<b>LAYER2</b>	:	\$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

The following definitions **PIXELADD**, **PIXELATT**, **PLOT** and **POINT** are coded in assembler for maximum performance.

ATTRIB	---	n
--------	-----	---

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

DECIMAL 216 TO ATTRIB

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

```
PIXELADD      x y      ---      n
```

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

PIXELATT	x	y	---	n
----------	---	---	-----	---

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

```
PLOT      x y      ---
```

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

POINT	x	y	---	c
-------	---	---	-----	---

Depending 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. This definition does not use

**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** .

**LED** asks NextZXOS for as many 8K-pages are needed to keep the text file in RAM, and an “Out-of-memory” error is issued if a page is not available, for instance because you already used some **BANK** command from Basic.

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**.

#### CD

---

Available after **NEEDS CD**. Change current directory. Used in the form

**CD xxx**

Warning : changing to a different directory impede any subsequent use of **NEEDS** until current directory is restored to its default.

#### DIR

---

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

**DIR xxx**

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

During display, **[EDIT]** key suspends output until the key is released.

```
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**. The same function is invoked during **LED** editing via [EDIT]-W.

## **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.

## **PWD** ---

Available after **NEEDS PWD**. Prints current directory.

## **TOUCH** --- **cccc**

Used in the form

**TOUCH cccc**

Accept the followin string **cccc** as a filename and update file-timestamp. If the file doesn't exist, it's created at zero length. Available after **NEEDS TOUCH**.

## **UNLINK** --- **cccc**

Used in the form

**UNLINK cccc**

Accept the following string as a filename and remove it from disk, Beware, there is no way to recovery.

At this moment, you must specify the drive e.g. **unlink c:dummy.f** and despite it could be deemed a bug, I keep this behavior to improve security and avoid unwanted destructive operations. Available after **NEEDS UNLINK**.

### 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 few new definitions 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.

#### **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
    $80 $57FF C!
    $5701 $5700 $0FF 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 1000 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 .

```

**CASEON** and **CASEOFF** modify the behavior of **COMPARE** definition being case-sensitive or case-insensitive.

### 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 actual definition machine code; in a colon definition the CFA points to the address of the routine that handles that kind of definition.

In **Direct-Threaded** version (version 1.7), a Low-Level definition takes two bytes less, since CFA directly contains the actual definition machine code; then a Colon-definition needs one additional byte in CFA to allow room for a "CALL" op-code to call the address that handles that kind of definition. This allows some 25% of more speed at the cost of using a little more memory used.

#### SEE

---

Used in the form

**SEE cccc**

it prints 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: E7CD 84
Lfa: E7D2 7C3 LEAVE
Cfa: 6F6C 6A30
BOUNDS (?DO) 12 I C@ EMIT (LOOP) -8 EXIT ok
```

The first line shows **TYPE** Name Field Address (**\$E7CD**) 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 (**\$E7D2**) which holds a *heap-pointer* **\$07C3** 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 (**\$6F6C**) 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 **\$6A3C**.

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: E2F1 83
Lfa: E2F5 2E8 DROP
Cfa: 690F DDE3
690F E1 E3 DD E9 00 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 a real machine-code routine.

Again, the first line shows **NIP**'s NFA (**\$E2F1** in this case) and **\$83**, the counter byte, that indicates a 3-bytes length definition name.

The second line is **NIP**'s LFA (**\$E2F5**) that contains a *heap-pointer* **02E8** to **DROP**'s NFA, that is the previous definition in dictionary.

The third line is **NIP**'s CFA (**\$690F**) 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 – **00 03 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: EC80 C2
Lfa: EC83 C77 BACK
Cfa: 802D 6A3C
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 vForth 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” element
- **DE**      the *Return Stack Pointer* used to track sub-routines calls and keep some value of IP.
- **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  ; put 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  TPLOTRUN
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 limitations and differences. This library is not yet compatible with DOT-command version.

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 DOES>** technique.

### 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 into a 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 you include the **EDITOR** vocabulary via **NEEDS EDITOR** or **90 LOAD** using the old fashion way. 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 <b>BLOCK BUFFER</b>	Blanking Operations
<b>TIB</b>		<b>PAD</b>			
	<b>TEXT</b> →		← <b>H</b> <b>RE</b> →		← <b>E</b>
			← <b>D</b> <b>INS</b> →		← <b>S</b>
			<b>P</b> →		

**-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**. This definition's standard name is **COPY**, but I deemed too close to the Basic keyword **COPY**.

**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 #0 of block #1 due to the way these two definitions are coded.

**WIPE** ---

Set content of current Screen to blanks.

### 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:

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

### 3.10.1 Complete list of Assembler Op-Code

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	<b>ADD HL, A</b>
ADDDE, A	<b>ADD DE, A</b>
ADDBC, A	<b>ADD BC, A</b>
ADDHL, nn NN,	<b>ADD HL, nn</b>
ADDDE, nn NN,	<b>ADD DE, nn</b>
ADDBC, nn NN,	<b>ADD BC, nn</b>
ADDIY rr	ADD IY, BC/DE/IY/SP
AND (HL)	AND (HL)
AND (IY+ d )	AND (IY+d)
ANDN n N,	AND n
AND 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	<b>BRLC DE, B</b>
BSLADE, B	<b>BSLA DE, B</b>
BSRADE, B	<b>BSRA DE, B</b>
BSRFDE, B	<b>BSRF DE, B</b>
BSRLDE, B	<b>BSRL DE, B</b>
CALLF f   aa AA,	CALL Z/NZ/C/NC/PO/PE/P/M, aa
CALL aa AA,	CALL aa
CCF	CCF
CP (HL)	CP (HL)
CP (IY+ d )	CP (IY+d)
CPN n N,	CP n
CP 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)	<b>JP (C)</b>
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	JP aa
JRF f'   d D,	JR C/NC/Z/NZ, d
JR 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
LDDR <del>X</del>	<b>LDDR<del>X</del></b>
LDD <del>X</del>	<b>LDD<del>X</del></b>
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				<b>SETAE</b>
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				<b>SWAPNIB</b>
TESTN	n	N,		<b>TEST n</b>
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 (8 bits).  
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:

### 3.10.2 Assembler Example - Checksum

This definition calculates the checksum of addresses between `a` and `a+u` inclusive. The algorithm simply adds each byte (mod 256).

```
NEEDS ASSEMBLER
CODE CHECKSUM ( a u -- b )
    exx                \ needs this to preserve BC and DE
    pop      bc|       \ counter
    pop      hl|       \ start address
    xora     a|        \ zero to accumulator
HERE adda    (hl)|,    \ add mod 256
    cpi      |        \ increment HL, decrement BC
    jpf      pe| AA,   \ loop back if BC is not zero
    ld       c'| a|
    push     bc|       \ return result
    exx                \ restore register BC and DE
    NEXT
C;                  \ this performs SMUDGE
```

Up to now, there is no labels, since the same functionality is given by a clever use of `HERE` and stack manipulation, and because routines are kept short.

For example:

```
DECIMAL 448 60 CHECKSUM .
67 ok
```

### 3.10.3 Assembler Example - WHITE-NOISE from Egghead 3

This is an example taken from "Egghead 3" that uses the first bytes of ROM as a pseudo-random number list used to produce a white noise. The source is available in Screen# 166 of stadard BLOCK file.

Labels are a little more obscure, but each **HERE** is resolved without confusion using **BACK**,

Also, this is an example of *forward reference* resolved directly patching the code just compiled: the address the subroutine is patched by saving the instruction address (the first **HERE**) and then using the sequence **HERE SWAP 1+ !** to patch the previous **CALL**.

```

NEEDS ASSEMBLER
DECIMAL
CODE WHITE-NOISE ( -- )
    di
    exx
    HERE call 0000 AA,          \ 0000 is patched here below (*)
    exx
    ei
    next

\ subroutine
    HERE SWAP 1+ !              \ patch the previous CALL  (*)
    ldn e'| 250 NN,
    ldx hl| 0 NN,
    HERE push de|              \ ← (†) main loop
    ldn b'| 32 N,
    HERE push bc|              \ ←
    ld a'| (hl)|              \
    incx hl|                  \
    andn 248 N,               \
    outa 254 P,               \
    ld a'| e|                 \
    cpl                       \
    HERE dec a'|              \ ←
    jrf nz'| BACK,           \
    pop bc|                  \
    djnz BACK,               \
    pop de|                  \
    ld a'| e|                 \
    subn 24 N,                \
    cpn 30 N,                 \
    retf z|                   \ return from routine
    retf cy|                  \ return from routine
    ld a'| e|                 \
    cpl                       \
    HERE ldn b'| 40 N,        \ ←
    HERE djnz BACK,          \
    dec a'|                  \
    jrf nz'| BACK,          \
    jr BACK,                 \ → (†)

```

To test it you need to set CPU's speed at 3.5 MHz via **SPEED!**.

```

NEEDS SPEED!
0 SPEED! WHITE-NOISE

```

### 3.10.4 Assembler Example “ms” millisecond delay

This definition waits at least `u` milliseconds, with `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 a standard 3.5 MHz CPU. Some CPU time is spent to compute the correct number of iterations.

Also, this is an example of *forward relative-jump* **HOLDPLACE** resolved via **DISP**,

```

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

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

    HERE                                \ this is a begin-while-repeat loop.
    jrf      z'| HOLDPLACE             \ keep this address for later (♠)
    addhl    hl|                       \ conditional forward to (♦)
    dec      a'|                       \ double HL based on CPU speed
    jr       SWAP BACK,               \ unconditional loop back to (♠)
    HERE DISP,                        \ resolve forward jrf (♦)

    HERE                                \ begin of outer loop (♣)
    nop
    ld       b'| 204 N,                \ 4 T
    HERE
    nop                                \ 7 T
    djnz     BACK,                     \ inner loop (♥)
    decx     hl|                       \ 3463 T = (4+13)*203 + (4+8)
    ld       a'| 1|                   \ back to inner loop (♥)
    ora      h|                       \ 6 T
    jrf      nz'| BACK,                \ 4 T
    jrf      nz'| BACK,                \ 4 T
    jrf      nz'| BACK,                \ 12 T ( -5 T on final loop )
    jrf      nz'| BACK,                \ 3500 T total
    jrf      nz'| BACK,                \ 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,
      ldz  hl| 1 NN,
jr   HOLDPLACE SWAP HERE DISP,    \ ELSE,
      ldz  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,
```

### 3.11 Raspberry Pi Zero accelerator

This is a new experimental tool available within vForth system. Using **NEEDS RPI0** enables you to interact with the Raspberry Pi Zero accelerator available inside the ZX Spectrum Next. Once loaded, you can type **RPI0** to start a two-way communication stream turning your machine in a simple terminal connected with the accelerator via UART.

The rationale is as follows. A main loop continuously polls the keyboard and the RPi0 UART, then any key pressed is immediately transmitted, any byte read from RPi0 UART is immediately sent to screen (which is notoriously slow).

**[ENTER]** key has a peculiar behavior such that once "0x0D" is transmitted to RPi0, up to 8192 bytes are "fast read" from UART and - only then - slowly sent to screen from a buffer allowing long output without loss.

Other keys works as follows:

<b>[BREAK]</b>	quit to prompt
<b>[TRUE VIDEO]</b>	transmits 0x04, EOT or ^D that normally produces a "normal exit" from whatever you where in.
<b>[INV VIDEO]</b>	transmits 0x05, EOT or ^E
<b>[CAPS LOCK]</b>	toggles caps lock and sends nothing.
<b>[EDIT]</b>	transmits 0x07, BEL or ^G
<b>[DELETE]</b>	transmits 0x08, BS or ^H and it is the normal back-space key.
<b>[←]</b>	transmits 0x08, BS or ^H same as [DELETE]
<b>[→]</b>	transmits 0x09, LF or ^I
<b>[↓]</b>	transmits 0x0A, BS or ^J
<b>[↑]</b>	transmits 0x0B, VT or ^K
<b>[EXTENDED]</b>	transmits 0x0E, SO or ^N
<b>[GRAPH]</b>	transmits 0x0F, SI or ^O
<b>[&lt;&gt;]</b>	transmits 0x18, CAN or ^X that helps to emulate CTRL-X key-press.
<b>[&lt;=]</b>	transmits 0x1A, SUB or ^Z that helps to emulate CTRL-Z key-press.
<b>[AT]</b>	transmits 0x1B ESC or ^[ that helps to emulate escape sequences
<b>[&gt;=]</b>	transmits 0x03, ETX or ^C that helps to emulate CTRL-C key-press.

Remaining ASCII characters ~ | \ [ ] { } are produced via SYMBOL-SHIFT as usual.



### 3.11.1 First connection

The first connection to the RPi0 Accelerator must be performed using

**RPI0**

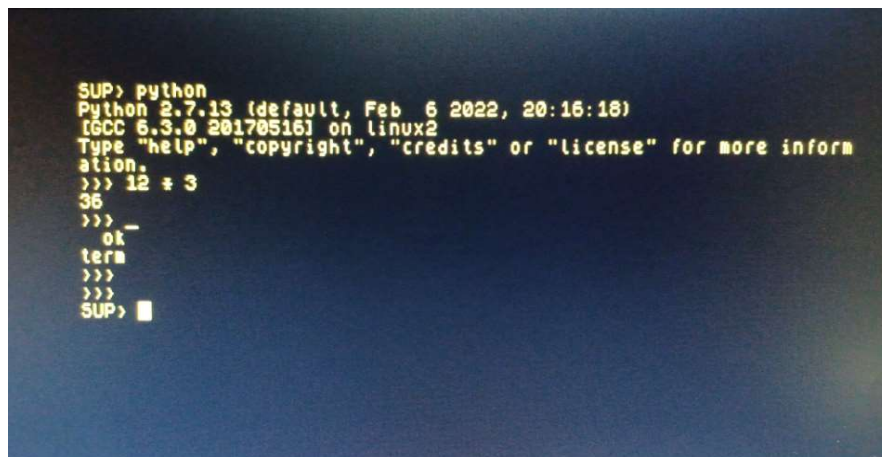
that selects RPi0 UART control port and 115,200 baud-rate. When you get the prompt "**SUP>**" you know you're in.

If you hit [BREAK] you immediately go back to Forth prompt leaving RPi0 in whatever state it is, and usually you can re-enter Linux using just **TERM** instead of the whole route of **RPI0**.

### 3.11.2 Python

Here is how to use Python on your ZX Spectrum Next.

**SUP> python**



```
SUP> python
Python 2.7.13 (default, Feb  6 2022, 20:16:18)
[GCC 6.3.0 20170516] on linux2
Type "help", "copyright", "credits" or "license()" for more inform
ation.
>>> 12 + 3
36
>>> _
ok
term
>>>
>>>
SUP> █
```

## 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.:	sxxx xxxx	xbbb 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:	pppb bbbb   bbbb bbbb
		Page Offset
		0010 0ppp   111b bbbb   bbbb 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 (as per build 20231014, since it's perfectly possible that a different build shows different addresses):

Heap memory:

NFA	0302	84   53 57 41 D0	len   'S' 'W' 'A' 'P'	
LFA	0307	F9 02	02F9	heap-pointer to previous NFA definition
CFA	0309	1E 69	691E	xt memory-address of this definition

Main memory:

Mirror	691C	09 03	0309	backward-heap-pointer to <code>SWAP</code> 's CFA
xt	691E	E1   E3   E5   DD E9		
		pop hl   ex (sp),hl   push hl   jp (ix)		

Heap memory:

NFA	030B	83   44 55 D0	len   'D' 'U' 'P'	
LFA	030F	02 03	0302	heap-pointer to previous NFA definition <code>SWAP</code>
CFA	0311	25 69	6925	xt memory-address of this definition

Main memory:

Mirror	6923	11 03	0311	backward-heap-pointer to <code>DUP</code> 's CFA
xt	6925	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: E302 84
Lfa: E307 2F8 TUCK
Cfa: 691E E5E3
691E E1 E3 E5 DD E9 11 03 E1 ace|i a
```

**\$E302 9 DUMP**

```
E302 84 53 57 41 D0 F9 02 1E SWAPy
E30A 69 83 44 55 D0 02 03 25 I DUP %
```

**\$691C 2 DUMP**

```
691C 09 03 E1 E3 E5 DD E9 11 ace|i
```

**SEE DUP**

```
Nfa: E30B 83
Lfa: E30F 302 SWAP
Cfa: 6925 E5E5
6929 E1 E5 E5 DD E9 19 03 F1 aee|i q
```

**\$E30B 8 DUMP**

```
E30B 83 44 55 D0 01 03 25 69 DUP %i
```

**\$6923 2 DUMP**

```
6923 11 03 E1 E5 E5 DD E9 19 aee|i
```

## 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 <b>BASE</b>
#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 <b>#SEC</b>
#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 <b>FENCE</b>
#22	Aren't loading now.	
#23	Forget across vocabularies.	You have to use <b>DEFINITIONS</b> beforehand
#24	RS loading error.	
#25	Cannot open stream.	
#26	Error at postit time.	Issued by <b>ASSEMBLER</b> dictionary operation
#27	Inconsistent fixup.	Issued by <b>ASSEMBLER</b> dictionary operation
#28	Unexpected fixup/commaer.	Issued by <b>ASSEMBLER</b> dictionary operation
#29	Commaer data error.	Issued by <b>ASSEMBLER</b> dictionary operation
#30	Commaer wrong order.	Issued by <b>ASSEMBLER</b> dictionary operation
#31	Programming error.	Issued by <b>ASSEMBLER</b> dictionary operation
#33	Programming error.	Issued by <b>ASSEMBLER</b> dictionary operation
#34	Checksum error.	Issued by <b>ASSEMBLER</b> dictionary operation
#38	Not a BMP file.	
#39	NextZXOS Opendir error.	
#40	NextZXOS Out of memory.	
#41	NextZXOS Open error.	Issued to signal <b>F_OPEN</b> fails to open a file
#42	NextZXOS Close error.	Issued to signal <b>F_CLOSE</b> fails to close a file
#43	File not found.	Issued by <b>INCLUDE</b> or <b>NEEDS</b>
#44	NexZXOS doscall error.	Issued to signal a generic NextZXOS doscall error
#45	NextZXOS pos error.	Issued to signal <b>F_SEEK</b> fails to change current file position
#46	NextZXOS read error.	Issued to signal <b>F_READ</b> fails to read from file
#47	NextZXOS write error.	Issued to signal <b>F_WRITE</b> fails to write to file
#50	Incorrect result.	Used by <b>TESTING</b> suite
#51	Wrong number of result.	Used by <b>TESTING</b> suite
#52	Cell number before '->' does not match ...}T spec.	Used by <b>TESTING</b> suite
#53	Cell number before and after '->' does not match.	Used by <b>TESTING</b> suite
#54	Cell number after '->' below ...}T does not match.	Used by <b>TESTING</b> 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.

**-?EXECUTE ---**

Simple conditional execution semantics, used in the form

**-?EXECUTE cccc**

it invokes **-FIND** to search for **cccc** definition. If found **cccc** is executed. If not found **cccc** is ignored.

**-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 a n1 --- a n2**

It can be used to trim trailing spaces from a counted string described by **a**, **n1**. This definition assumes that a string **n1** characters long is already stored at address **a** containing a word i.e. a characters 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 or 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.

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.

Duplicates the double integer on TOS, i.e. duplicates in order the two top integer.

Copies to TOS the second double integer from top.

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:

## **2VARIABLE cccc**

creates the new definition `cccc` with the pfa capable to hold a double-integer. When `cccc` is executed, it puts on TOS the pfa of `cccc` that is the address that holds the double-integere value.

When used in the form

```
cccc 2@
```

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 `;S` 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**, **u** 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 equal 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 shows 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 complete 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 `t f` if the `[BREAK]` key is pressed, `f f` otherwise. Useful to stop an indefinite loop, for example:

**BEGIN ... ?TERMINAL UNTIL**

**@**                    **a                    --- n**

Reads cell at address `a` and puts an integer on TOS.

**ABORT**                    **---**

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

**ABORT"                    f                    ---**

Used in a colon definition in the form

**test ABORT" cccc" ...**

At run-time if TOS is non-zero, prints the message `cccc` and executes `-1 ERROR` and then `ABORT` to return to command-prompt. If TOS is zero does nothing and passes to the instruction after the message.

**ABS                    n                    ---    u**

Leaves the absolute value of `n`.

**ACCEPT                a   n1                ---    n2**

Transfers characters from the input terminal to the address `a` for `n1` location or until receiving a 0x13 "CR" character. A 0x00 "null" character is added. It leaves on TOS `n2` as the actual length of the received string. More, `n2` is also copied in `SPAN` user variable. See also `QUERY`.

**AGAIN                                    ---    (immediate)            (run time)**  
**a   n                    ---                    (compile time)**

Used in colon definition in the form

**BEGIN ... AGAIN**

At run-time `AGAIN` forces the jump to the corresponding `BEGIN` and has no effect on the calculator stack. The execution cannot leave the loop (at least until a `R>` is executed at a lower level).

At compile-time `AGAIN` compiles `BRANCH` with an offset from `HERE` to `a`. The number `n` is used for syntax-check.

**ALLOT                    n                    ---**

This definition is used to reserve some space in the dictionary or to free memory. It adds the signed integer `n` to `DP` (Dictionary Pointer) user variable.

**ALIGN                                    ---**

force `HERE` to an even address. This definition is available after `NEEDS ALIGN`.

**ALIGNED                a1                ---    a2**

force `a1` to an even address. This definition is available after `NEEDS ALIGNED`.

**AND                    n1   n2                ---    n3**

It executes an bitwise AND operation between the two integers. The operation is performed bit by bit.

**AUTOEXEC                                ---**

This definition is executed the first time the Forth system boots and **loads Screen# 11**. Once called, it patches `ABORT` definition to prevent any further executions at startup. Anyway, you can still invoke it directly.

This allows you to perform some automatic action at startup.

**B/BUF** --- n

Constant. Number of bytes per buffer. In this implementation is 512.

**B/SCR** --- n

Constant that indicates the number of Blocks per Screen. In Next version is 2, that means a Screen is 1024 byte long. In Microdrive version it was 1...

**BACK** a ---

Computes and compiles a relative offset from a to HERE. Used by AGAIN, UNTIL, LOOP, +LOOP.

**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 --- a+n 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 to put `xt` in the following cell of the dictionary. The dictionary pointer (**DP**) is incremented by 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 --- (compile time)**  
**--- a (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 `LOADed` 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 comaprison. 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.

```

EMITC b ---

```

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

```

EMPTY-BUFFERS ---

```

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

```

ENCLOSE a c --- a n1 n2 n3

```

Starting from address **a**, and using a delimiter character **c**, it determines the offset **n1** of the first non-delimiter character, **n2** of the first delimiter after the text, **n3** of first character non enclosed.

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

```

1:  c c x x x c x  →  2 5 6
2:  c c x x x 'null' →  2 5 5
3:  c c 'null'      →  2 3 2

```

```

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

```

Synonym of **UNTIL**.

```

ENDIF a n --- (immediate) (compile time)

```

At run-time, **ENDIF** indicates the destination of the forward jump from **IF** or **ELSE**. It marks the end of a conditional structure. **THEN** is a synonym of **ENDIF**.

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.

```

ERASE a n ---

```

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

```

ERROR b --- n1 n2
--- ff

```

Notifies an error **b** and resets the system to command prompt. First of all, the user variable **WARNING** is examined. If **WARNING** is 0 then the offending definition is printed followed by a "?" character and a short message "MSG#n". If **WARNING** is 1, instead of the short message, the text available on line **b** of **BLOCK 4** is displayed. Such a number can be positive or negative and lay beyond block 4.

If `WARNING` is `-1` then `ABORT` is executed, which resets the system to command prompt. The user can (with care) modify this behavior of that by altering `(ABORT)`.

If `BLK` is non zero, then `ERROR` leaves on the stack `n1` that is the value of `IN` and `n2` that is the value of `BLK` at the error moment. These numbers can then be used by `WHERE` to determine and show the exact error position.

If `BLK` is zero, then only a `ff` is left on TOS.

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

## EVALUATE `a u ---`

Save the current input source specification. Store minus-one (`-1`) in `SOURCE-ID`. Make the string described by `a` and `u` the input source, set `>IN` to zero, and invoke `INTERPRET`. When the parse area is empty, restore the prior input source specification. Other stack effects are due to the words `EVALUATED`. Available after `NEEDS EVALUATE`.

This definition assumes the string `a` has been created in `HEAP` via `S`", and MMU7 is correctly in place, as usually is.

## 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 b**        **---**    **u 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. Integer **u** is the filehandle. Flag **f** is 0 for OK. It uses an RST 8 call followed by \$9A service number. See **F\_CLOSE**.

Parameters in details:

**a1** (filespec) is a null-terminated string, such as produced by **,** **"** or **S** definitions.

**a2** is address to an 8-byte header data used in some cases.

**b** is access mode-byte, that is a combination of any/all of:

<b>esx_mode_read</b>	\$01 request read access
<b>esx_mode_write</b>	\$02 request write access
<b>esx_mode_use_header</b>	\$40 read/write +3DOS header

plus one of:

<b>esx_mode_open_exist</b>	\$00 only open existing file
<b>esx_mode_open_creat</b>	\$08 open existing or create file
<b>esx_mode_creat_noexist</b>	\$04 create new file, error if exists
<b>esx_mode_creat_trunc</b>	\$0C create new file, delete existing

## **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

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.

HP, n ---

Puts  $n$  in the next location available in the heap and increments  $HP$  (heap pointer) by 2.

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 ... ENDF
IF ... ELSE ... ENDF
```

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 OBRANCH 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 reminder 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 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  $n_1$

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  $0 =$

NUMBER	a	---	d	
	a	---	fp	(floating-point)

Converts a counted string at address `a` with `a` in a double number. If `NMODE` is 0, the string is converted to double integer.

Position of the last decimal point encountered is kept in `DPL`.

If `NMODE` is 1, a floating-point number conversion is tried instead of an simple double integer conversion.

If no conversion can be done, and error #0 is raised.

OCTAL ---

Changes the base to octal, setting `BASE` to 8. To use this definition you have to type `NEEDS OCTAL`.

**OFFSET** --- a

Current edit position within current screen. Used by Line-Editor.

```
OPEN<          --- fh
```

Used in the form

OPEN&lt; CCCC

this definition invokes **F OPEN** NextZXOS and opens a file `cccc`. It returns file-handle number `fh`. This definition is used

by INCLUDE. At the moment, this definition cannot be compiled and should be used only in interpretation phase.

OR                      n1    n2            ---    n3

Executes a bitwise OR operation between the two integers. The operation is performed bit by bit.

OUT --- a

User variable incremented by `EMIT`. The user can examine and alter `OUT` to control the video formatting.

OVER	n1	n2	---	n1	n2	n1
------	----	----	-----	----	----	----

Copies the second number from TOS and put it on the top. See also `DROP`, `NIP`, `TUCK`, `SWAP`, `DUP`, `ROT`.

**P!**                      **b**   **u**        ---

Sends to port  $u$  a byte  $b$ . Note:  $u$  is a 16 bit port address and an OUT (C) op-code is internally executed.

**P@**                      **u**                      ---                      **b**

Accepts the byte **b** from port **u**. Note: **u** is a 16 bit port address and an IN(C) op-code is internally executed.

PAD

Leaves on TOS the address of text output buffer. It is at a fixed distance of 68 byte over `HERE`.

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 xxxxx
```

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`.



Used in colon definition in the form:

At run-time REPEAT does an unconditional jump to the corresponding BEGIN.

ROT      n1   n2   n3      ---   n2   n3   n1

```
ROLL      n1 ... k  ---  n2 ... n1
```

See also `ROT`. This definition isn't available at startup, it needs to be imported via `NEEDS ROLL`.

System procedure to initialize the Return Stack Pointer to the value passed on TOS that should be the address held in R0 user variable.

Leaves the current value of Return Stack Pointer.

Shifts right an integer `n1` by `u` bit.

User variable that holds the initial value of the SP register. See also: `SP!` and `SP@`.

Converts a 16 bit integer into a 32 bit double integer, sign is preserved. An obsolete version `S->D` is still available via `NEEDS`.

User variable that hold the number of the last screen retrieved with `LIST`.

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 “!Blocks.bin” stream. Note: KEY always select chanle 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 reminder **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 uncomplete 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 peripheal, 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.



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.

$$U \prec \begin{matrix} u_1 & u_2 & \dots & f \end{matrix}$$

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 `u4` / `u1`. All values and arithmetic are unsigned. An ambiguous condition exists if `u1` is zero or if the quotient lies outside the range of a single-cell unsigned integer.

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 given character `c1` to upper-case. If `c1` is not between “a” and “z”, then `c1` is left unchanged.

USE ---

Used outside colon-definitions in the forms

USE filename

It tries to open `filename`, and if it succeeds, it closes the current `BLOCKS` file and uses the one just opened instead. To restore the standard/default file, you must use `BLK-INIT` which uses the filename given by `BLK-FNAME`.

## USED --- 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 variable 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**

Perform a comparison of a test value **n1** against a lower-limit **n2** and a upper-limit **n3**.  
When **n2 < n3**, return a true-flag if **n2 <= n1 < n3**, a false-flag otherwise.  
When **n2 > n3**, return a true-flag if **n2 <= n1 OR n1 < 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.

## **ZAP** **---**

Used in the form

**ZAP cccc**

it searches for the definition **cccc** to produce a standalone executable of it by the creation of the following binary files in the current directory:

**cccc-core.bin**  
**cccc-user.bin**  
**cccc-heap.bin**

These three binary files contain the current status of the whole vForth system that can be resumed later.

You have to manually modify the basic loader "Standard-Loader.bas" in order to load these three binary files and invoke a vForth cold-start that runs **cccc** instead.

And in fact, **ZAP** modifies the definition of **COLD** by patching the first xt to be **cccc** and the second xt to be **BYE**.

## **[** **---** **(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  $\text{Of}$ .

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 `TOSnk` 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.

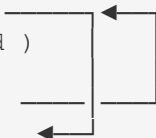
Here is a real case example:

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 <b>HEX HP ?</b> gives F80

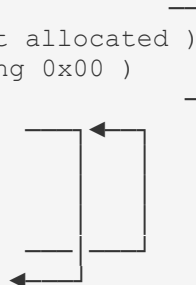
Then, we want to reserve a 7-bytes chunk of memory and we can type **7 HEAP** that returns \$0F82 as "Heap-Pointer" to that new area of memory and **HP** will be advanced to \$0F8D. After the execution the memory will look like this:

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 <b>HP</b>



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:

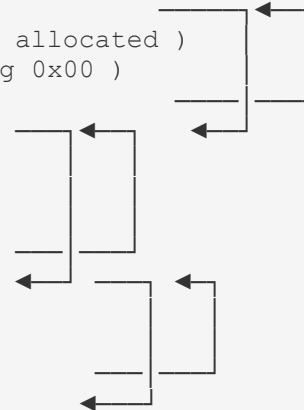
Page.Address	Content
20:0F80	0F8D ( forward pointer )
20:0F82	00 00 00 00 00 00 00 ( 7 bytes just allocated )
20:0F89	00 00 ( plus trailing 0x00 )
20:0F8B	0F80 ( backward pointer )
20:0F8D	0019 ( forward pointer )
20:0F8F	03 ( length byte )
20:0F90	31 32 33 ( the string content )
20:0F93	00 00 ( plus trailing 0x00 )
20:0F95	0F8D ( backward pointer )
20:0F97	.... free memory pointed by <b>HP</b>



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**                                      ---

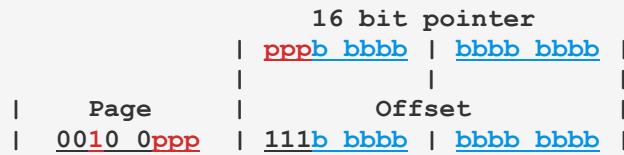
Ask NEXTZXOS to use pages \$20-\$27 for Heap. From this point Heap command can be used safely.

### **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 executed 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 compared after `}T`.

### **}T**

---

End a test phrase begun with `T{`. It compares two stack images. Any discrepancies are 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. Available after `NEEDS VIEW`.

## 7 The Memory Map

The memory is divided differently depending on which way vForth is started:

1. Running via dot-command, the core is loaded in DivMMC RAM at address \$2000-\$3FFF, and the dictionary continues at \$8000. To preserve previous BASIC memory state, MMU4, MMU5 and MMU6 are fitted with 8k pages #29, #30 and #31 (\$1D-\$1F); heap pages from #32 to #39 (\$20-\$27) are fitted in MMU7 (\$E000-\$FFFF) when needed. I've found experimentally that, since MMU2 is extensively swapped using Layer 1,2, the content of MMU2 must be kept unchanged, so it is kept in page #40 (\$28) as backup and restored on return to BASIC. This means twelve 8K-Pages are requested via NextZXOS call, from **#29 to #40 (\$1D-\$28)**.
2. Running via Basic program, the RAMTOP is lowered, the core is loaded in memory at \$6366 and the dictionary continues upward in a linear way. Standard BANKS 5-2-0 configuration is used, i.e. pages \$0A, \$0B, \$04, \$05, \$00, \$01, with the exception that MMU7 is also used to access any 8K RAM Page other than \$01. Eight 8K-Pages are requested via NextZXOS call, from **#32 to #39 (\$20-\$27)** and fitted in MMU7 (\$E000-\$FFFF) when needed.

In both ways, the Name-Space part of dictionary is loaded in **BANK 16**, or to be more specific, **8K-Pages #32 (\$20) and #33 (\$21)**, then the next six Pages from **#34 to #39 (\$22-\$27)** are reserved as HEAP memory (\$6.3) and used to keep the Name-Space along with any other HEAP objects such as long strings: this way **FORGET** and **MARKER** free memory from both HEAP and dictionary in the same call. Also, vForth should refuse to start if these page aren't available.

Address	Name	Description
0000-3FFF		ROM of Spectrum
2000-3FFF		Dot-command memory area.
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 (non dot-command version)
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 (non dot-command version)
		FENCE @
	LATEST	CURRENT @ @
	HERE	DP @
	PAD	HERE 68 + (+44h)
	...	Dictionary grows upward
	...	Dictionary 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

## Contents

1 Foreword.....	2
1.1 MIT License.....	3
1.2 Typos and suggestions.....	3
1.3 Acknowledgment.....	3
1.4 Document structure .....	4
1.5 Legend.....	5
2 Getting started.....	6
2.1 Installation.....	6
2.1.1 dot-command.....	6
2.2 Activation / Deactivation and brief tutorial.....	8
2.3 Case-insensitive and Case-sensitive option.....	9
2.4 Block / Screen system.....	10
2.4.1 Block File Format .....	10
2.5 Character size.....	10
2.6 Source feeding and output spooling.....	11
2.7 Creation of standalone executable.....	11
2.8 Number literals interpretation.....	11
2.9 Definitions grouped by category.....	12
2.9.1 Comments.....	12
2.9.2 Stack manipulation.....	12
2.9.3 Comparison.....	12
2.9.4 Output.....	13
2.9.5 Integer Arithmetics.....	13
2.9.6 Memory .....	14
2.9.7 Flow control.....	14
2.9.8 I/O and Hardware.....	14
2.9.9 Definition related.....	15
2.9.10 BLOCK / Screen related.....	15
2.9.11 Numbers & strings.....	15
2.9.12 Dictionary related.....	16

2.9.13 Editor.....	16
2.9.14 NextZXOS.....	16
2.10 Known bugs, workarounds, and improvement needed.....	17
3 Utilities.....	18
3.1 The Full Screen Editor Utility – Screen oriented.....	18
EDIT    --- .....	18
SCREEN-FROM-FILE n --- .....	19
SCREEN-TO-FILE n --- .....	20
3.2 Graphics mode and Layer facility.....	21
LAYER! n ---.....	21
LAYER0    ---.....	22
LAYER10   ---.....	22
LAYER11   ---.....	22
LAYER12   ---.....	22
LAYER13   ---.....	22
LAYER2    ---.....	22
IDE_MODE! n ---.....	22
IDE_MODE@   --- hl de bc a.....	23
3.2.1 Low-level definitions.....	24
ATTRIB    --- n.....	24
PIXELADD x y --- n.....	24
PIXELATT x y --- n.....	24
PLOT x y --- .....	24
POINT x y --- c.....	24
3.2.2 High-level definitions.....	25
CIRCLE x y r ---.....	25
DRAW-LINE x0 y0 x1 y1 ---.....	25
PLOT x y ---.....	25
PAINT x y ---.....	25
3.2.3 Colors & Attributes.....	26
.BORDER b ---.....	26
.BRIGHT b ---.....	26

.FLASH b ---.....	26
.INK b ---.....	26
.INVERSE b ---.....	26
.OVER b ---.....	26
.PAPER b ---.....	26
3.3 DIR and LED – the Large file Editor and .....	27
CD --- .....	27
DIR --- .....	27
LED --- cccc .....	28
LED-EDIT --- .....	28
LED-SAVE --- .....	28
LED-FILE --- cccc .....	28
PWD --- .....	28
TOUCH --- cccc .....	28
UNLINK --- cccc .....	28
3.4 Mouse.....	29
MOUSE-XY --- n1 n2.....	30
?MOUSE --- f.....	30
MOUSE --- n.....	30
3.5 Interrupt Service Routine.....	31
ISR-OFF --- .....	31
ISR-XT xt --- .....	31
ISR-ON --- .....	31
ISR-EI --- .....	32
ISR-DI --- .....	32
ISR-IM1 --- .....	32
INT-IM2 --- .....	32
ISR-SYNC --- .....	32
SETIREG b --- .....	32
ISR-RET --- .....	32
ISR-SUB --- .....	32
3.6 Block Search and Locate Utility.....	33

LOCATE --- .....	33
GREP --- .....	33
BSEARCH n1 n2 --- .....	34
COMPARE a1 b1 a2 b2 --- .....	34
3.7 Debugger Utility.....	35
SEE --- .....	35
3.7.1 The Inner-interpreter.....	37
DUMP a u --- .....	37
.WORD a --- .....	38
.S --- .....	38
DEPTH --- n.....	38
3.8 Floating-Point Option.....	39
3.8.1 Floating-point option activation and number conversion.....	39
INTEGER --- .....	39
FLOATING --- .....	40
D>F d --- fp.....	40
F>D fp --- d.....	40
FLOAT n --- fp.....	40
FIX fp --- n.....	40
3.8.2 Representation and constants.....	40
F>PAD fp --- u.....	40
F.R fp u --- .....	40
F. fp --- .....	40
1/2 --- fp.....	40
PI --- fp.....	40
3.8.3 Arithmetics.....	40
F- fp1 fp2 --- fp3.....	40
F+ fp1 fp2 --- fp3.....	40
F* fp1 fp2 --- fp3.....	41
F/ fp1 fp2 --- fp3.....	41
FNEGATE fp1 --- fp2.....	41
FSGN fp1 --- fp2.....	41

FABS fp1 --- fp2.....	41
F/MOD fp1 fp2 --- fp3 fp4.....	41
F** fp1 fp2 --- fp3.....	41
FMOD fp1 fp2 --- fp3.....	41
F*/ fp1 fp2 fp3 --- fp4.....	41
F< fp1 fp2 --- f.....	41
F> fp1 fp2 --- fp3.....	41
F0< fp1 --- f.....	41
F0> fp1 --- f.....	41
3.8.4 Log, Exp, Trig.....	42
FLN fp1 --- fp2.....	42
FEXP fp1 --- fp2.....	42
FINT fp1 --- fp2.....	42
FSQRT fp1 --- fp2.....	42
FSIN fp1 --- fp2.....	42
FCOS fp1 --- fp2.....	42
FTAN fp1 --- fp2.....	42
FASIN fp1 --- fp2.....	42
FACOS fp1 --- fp2.....	42
FATAN fp1 --- fp2.....	42
RAD>DEG fp1 --- fp2.....	42
DEG>RAD fp1 --- fp2.....	42
3.8.5 Low-level definitions.....	43
FOP n --- .....	43
>W fp --- .....	43
W> fp --- .....	43
3.9 Line Editor.....	44
-MOVE a n ---.....	45
.PAD ---.....	45
B --- .....	45
D n --- .....	45
BCOPY n1 n2 --- .....	45

E n --- .....	45
H n --- .....	45
INS n --- .....	45
L --- .....	45
LINE n --- a .....	45
N --- .....	45
P n --- .....	45
RE n --- .....	46
S n --- .....	46
SAVE --- .....	46
ROOM --- .....	46
TEXT c --- .....	46
UNUSED --- n .....	46
WHERE n1 n2 --- .....	46
WIPE --- .....	46
3.10 ASSEMBLER vocabulary .....	47
3.10.1 Complete list of Assembler Op-Code .....	48
3.10.2 Assembler Example - Checksum .....	52
3.10.3 Assembler Example - WHITE-NOISE from Egghead 3 .....	53
3.10.4 Assembler Example “ms” millisecond delay .....	54
HOLDPLACE --- a1 .....	55
DISP, a1 a2 --- .....	55
BACK, a1 --- .....	55
3.11 Raspberry Pi Zero accelerator .....	56
3.11.1 First connection .....	57
3.11.2 Python .....	57
4 Technical specifications .....	58
4.1 Z80 CPU Registers .....	58
4.2 Single Cell 16 bits Integer Number Encoding .....	58
4.3 Two cells 32 bits Integer Number Encoding .....	58
4.4 Double Cell Floating-Point Number Encoding .....	59
4.5 Single Cell 16 bits Heap Pointer Address Encoding .....	59



4.6 Dictionary memory structure.....	60
5 Error messages.....	61
6 The Dictionary.....	62
6.1 The “core” dictionary.....	62
'0x00' --- (immediate).....	62
! n a ---.....	62
!CSP ---.....	62
# d1 --- d2.....	62
#> d --- a u.....	62
#BUFF --- n.....	62
#S d1 --- d2 .....	62
#SEC --- n.....	62
' --- cfa.....	63
( --- (immediate).....	63
(+LOOP) n ---.....	63
(." ) ---.....	63
(;CODE) ---.....	63
(?DO) ---.....	63
(?EMIT) c1 --- c2.....	63
(ABORT) ---.....	63
(COMPARE) a1 a2 n -- b.....	64
(DO) ---.....	64
(FIND) a1 a2 --- cfa b tf.....	64
(LEAVE) --- .....	64
(LINE) n1 n2 --- a b.....	64
(LOOP) ---.....	64
(MAP) a2 a1 n c1 --- c2.....	64
(NEXT) --- a.....	65
(NUMBER) d a --- d2 a2.....	65
(PREFIX) a --- a2.....	65
(SGN) a --- a2 f.....	65
* n1 n2 --- n3.....	65

*/ n1 n2 n3 --- n4.....	65
*/MOD n1 n2 n3 --- n4 n5.....	66
+ n1 n2 --- n3.....	66
+! n a --- .....	66
+ - n1 n2 --- n3.....	66
+BUF a1 --- a2 f.....	66
+LOOP n1 --- (run time).....	66
+ORIGIN n --- a.....	66
+TO n --- cccc.....	66
, n --- .....	67
, " --- .....	67
- n1 n2 --- n3.....	67
--> --- .....	67
-1 --- n.....	67
-?EXECUTE --- .....	67
-DUP n --- n n (non zero).....	67
-FIND --- cfa b tf (ok).....	67
-TRAILING a n1 --- a n2.....	67
. n ---.....	68
. " --- (immediate).....	68
. ( --- (immediate).....	68
.C c --- (immediate).....	68
.LINE n1 n2 ---.....	68
.R n1 n2 ---.....	68
/ n1 n2 --- n3.....	68
/MOD n1 n2 --- n3 n4.....	68
0 --- n.....	69
0< n --- f.....	69
0= n --- f.....	69
0> n --- f.....	69
OBRANCH f ---.....	69
1 --- n.....	69

1+ n1 --- n2.....	69
1- n1 --- n2.....	69
2 --- n.....	69
2! d a --- .....	69
2* n1 --- n2.....	69
2+ n1 --- n2.....	69
2- n1 --- n2.....	69
2/ n1 --- n2.....	70
2@ a --- d.....	70
2CONSTANT d --- (immediate) (compile time).....	70
2DROP d --- .....	70
2DUP d --- d d.....	70
2OVER d1 d2 --- d1 d2 d1.....	70
2ROT d1 d2 d3 --- d2 d3 d1.....	70
2SWAP d1 d2 --- d2 d1.....	70
2VARIABLE --- (immediate) (compile time).....	70
3 --- n.....	71
3DUP n1 n2 n3 --- n1 n2 n3 n1 n2 n3.....	71
: --- .....	71
:NONAME --- xt.....	71
; --- (immediate).....	71
;CODE --- (immediate).....	71
;S --- .....	72
< n1 n2 --- f.....	72
<# --- .....	72
<> n1 n2 --- f.....	72
<BUILDS --- .....	72
<NAME cfa --- nfa.....	72
= n1 n2 --- f.....	72
> n1 n2 --- f.....	73
>BODY cfa --- pfa.....	73
>IN --- a .....	73

>NUMBER d a u --- d2 a2 u2 .....	73
>R n ---.....	73
? a --- .....	73
?COMP --- .....	73
?CSP --- .....	73
?DO n1 n2 --- (immediate) (run time).....	73
?DO- [a1 n1] a n --- .....	74
?DUP n --- n n (non zero).....	74
?ERROR f n --- .....	74
?EXEC --- .....	74
?LOADING --- .....	74
?PAIRS n1 n2 --- .....	74
?STACK --- .....	74
?TERMINAL --- f.....	74
@ a --- n.....	74
ABORT ---.....	74
ABORT" f ---.....	75
ABS n --- u.....	75
ACCEPT a n1 --- n2.....	75
AGAIN --- (immediate) (run time).....	75
ALLOT n --- .....	75
ALIGN --- .....	75
ALIGNED a1 --- a2.....	75
AND n1 n2 --- n3.....	75
AUTOEXEC ---.....	75
B/BUF --- n.....	76
B/SCR --- n.....	76
BACK a --- .....	76
BASE --- a.....	76
BASIC u --- .....	76
BEGIN --- (immediate) (run time).....	76
BINARY --- .....	76

BL --- c.....	76
BLANK a n ---.....	76
BLK --- a.....	77
BLK-FH --- a.....	77
BLK-FNAME --- a.....	77
BLK-INIT --- .....	77
BLK-READ a n --- .....	77
BLK-SEEK n --- .....	77
BLK-WRITE a n --- .....	77
BLOCK n --- a.....	77
BOUNDS a n --- a+n a.....	77
BRANCH --- .....	77
BUFFER n --- a.....	77
BYE --- .....	77
C! b a ---.....	78
C, b --- .....	78
C/L --- c.....	78
C@ a --- b.....	78
CALL# n1 a --- n2.....	78
CASEOFF --- .....	78
CASEON --- .....	78
CELL --- 2.....	78
CELL+ n1 --- n2.....	78
CELL- n1 --- n2.....	78
CELLS n1 --- n2.....	78
CFA pfa --- cfa.....	79
CHAR --- c.....	79
CLS --- .....	79
CMOVE a1 a2 n --- .....	79
CMOVE> a1 a2 n ---.....	79
CODE --- .....	79
COLD ---.....	79

COMPILE ---.....	79
COMPILE, xt ---.....	80
CONSTANT n --- (immediate) (compile time).....	80
CONTEXT --- a.....	80
COUNT a1 --- a2 b.....	80
CR --- .....	80
CREATE --- (compile time).....	80
CSP --- a.....	80
CURRENT --- a.....	80
CURS --- .....	80
D+ d1 d2 --- d3.....	81
D+- d1 n --- d2.....	81
D- d1 d2 --- d3.....	81
D. d --- .....	81
D.R d n --- .....	81
D0= d --- f.....	81
D< d1 d2 --- f.....	81
D= d1 d2 --- f.....	81
DABS d --- ud.....	81
DECIMAL --- .....	82
DEFINITIONS --- .....	82
DEVICE --- a.....	82
DIGIT c n --- u tf (ok).....	82
DLITERAL d --- d (immediate) (run time).....	82
DMAX d1 d2 --- d3.....	82
DMIN d1 d2 --- d3.....	82
DNEGATE d1 --- d2.....	82
DO n1 n2 --- (immediate) (run time).....	82
DOES> --- .....	83
DP --- a.....	83
DPL --- a.....	83
DROP n --- .....	83

DUP n --- n n.....	83
DUP>R n --- n .....	83
DU< ud1 ud2 --- f.....	83
ELSE a1 n1 --- a2 n2 (immediate) (compile time).....	83
EMIT c --- .....	84
EMITC b --- .....	84
EMPTY-BUFFERS --- .....	84
ENCLOSE a c --- a n1 n2 n3.....	84
END a n --- (immediate) (compile time).....	84
ENDIF a n --- (immediate) (compile time).....	84
ERASE a n --- .....	84
ERROR b --- n1 n2.....	84
EVALUATE a u --- .....	85
EXEC: n --- .....	85
EXECUTE cfa --- .....	85
EXIT --- .....	85
EXP --- a.....	85
EXPECT a n --- .....	85
FENCE --- a.....	85
FILL a n b --- .....	86
FIRST --- a.....	86
FLD --- a.....	86
FLIP n1 --- n2.....	86
FLUSH --- .....	86
FM/MOD d n1 --- n2 n3.....	86
FORGET --- .....	86
FORTH --- (immediate).....	86
F_CLOSE n --- f.....	86
F_FGETPOS n --- d f.....	87
F_GETLINE a n1 fh --- n2.....	87
F_INCLUDE n --- .....	87
F_OPEN a1 a2 b --- u f.....	87

F_READ a n1 n2 --- n3 f.....	87
F_SEEK d n --- .....	87
F_SYNC n --- f.....	87
F_WRITE a n1 n2 --- n3 f.....	87
HANDLER --- a.....	88
HERE --- a.....	88
HEX --- .....	88
HLD --- a.....	88
HOLD c --- .....	88
HP --- a.....	88
HP, n --- .....	88
I --- n .....	88
I' --- n .....	88
ID. nfa --- .....	88
IF f --- (immediate) (run time).....	88
IMMEDIATE --- .....	89
INCLUDE ---.....	89
INDEX n1 n2 ---.....	89
INKEY --- b .....	89
INTERPRET --- .....	89
INVERT n1 --- n2.....	89
INVV --- .....	89
J --- n .....	89
K --- n .....	90
KEY --- b .....	90
L/SCR --- n.....	90
LATEST --- nfa .....	90
LEAVE --- .....	90
LFA pfa --- lfa .....	90
LIMIT --- a.....	90
LIST n --- .....	90
LIT --- n .....	90



LITERAL n --- n (immediate) (run time).....	91
LOAD n --- .....	91
LOOP a n --- (immediate) (run time).....	91
LP --- a.....	91
LSHIFT n1 u --- n2.....	91
M* n1 n2 --- d.....	91
M*/ d1 n1 n2 --- d2.....	91
M+ d u --- d2.....	91
M/ d n1 --- n2 .....	92
M/MOD d1 n1 --- n2 n3 .....	92
MARK a n --- .....	92
MARKER --- (immediate) (run time).....	92
MAX n1 n2 --- n3.....	92
MESSAGE n --- .....	92
MIN n1 n2 --- n3.....	92
MMU7! n --- .....	92
MMU7@ --- n.....	92
MOD n1 n2 --- n3.....	92
MS u --- .....	93
M_P3DOS n1 n2 n3 n4 a --- n4 n5 n6 n7 f.....	93
NEEDS ---.....	93
NEGATE n --- -n.....	94
NFA pfa --- nfa.....	94
NIP n1 n2 --- n2.....	94
NMODE --- a.....	94
NOOP --- .....	94
NOT --- .....	94
NUMBER a --- d.....	94
OCTAL --- .....	94
OFFSET --- a.....	94
OPEN< --- fh.....	94
OR n1 n2 --- n3.....	95

OUT	--- a.....	95
OVER	n1 n2 --- n1 n2 n1.....	95
P!	b u --- .....	95
P@	u --- b.....	95
PAD	--- .....	95
PFA	nfa --- pfa.....	95
PICK	n --- pfa.....	95
PLACE	--- a.....	95
PREV	--- a.....	95
QUERY	--- .....	95
QUIT	--- .....	95
R@	--- n.....	96
R#	--- a.....	96
R/W	a n f --- .....	96
R0	--- a.....	96
R>	--- n.....	96
R>DROP	--- .....	96
RECURSE	--- .....	96
REG!	b n --- .....	96
REG@	n --- b.....	96
REMOUNT	--- .....	96
RENAME	--- .....	96
REPEAT	a1 n1 a2 n2 --- (immediate) (compile time).....	97
ROT	n1 n2 n3 --- n2 n3 n1.....	97
ROLL	n1 ... k --- n2 ... n1.....	97
RP!	a --- .....	97
RP@	--- a.....	97
RSHIFT	n1 u --- n2.....	97
S0	--- a.....	97
S>D	n --- d.....	97
SCR	--- a.....	97
SELECT	n --- .....	97

SIGN n ---	98
SM/REM d n1 --- n2 n3	98
SMUDGE ---	98
SOURCE-ID --- a	98
SP! a ---	98
SP@ --- a	98
SPACE ---	98
SPACES n ---	98
SPAN --- a	98
SPLASH ---	98
SPLIT n1 --- n2 n3	99
STATE --- a	99
SWAP n1 n2 --- n2 n1	99
THEN a n --- (immediate)	99
TIB --- a	99
TO n ---	99
TOGGLE a b ---	99
TRAVERSE a1 n --- a2	99
TRUV ---	99
TUCK n1 n2 --- n2 n1 n2	99
TYPE a n ---	100
U. u ---	100
U< u1 u2 --- f	100
UM* u1 u2 --- ud	100
UM/MOD ud u1 --- u2 u3	100
UNTIL a n --- (immediate) (compile time)	100
UPDATE ---	100
UPPER c1 --- c2	100
USE ---	100
USED --- a	101
USER n ---	101
VALUE n ---	101

VARIABLE	---	101
VIDEO	---	101
VOC-LINK	--- a	101
VOCABULARY	---	102
WARM	---	102
WARNING	--- a	102
WHILE	f --- (immediate) (run time)	102
WIDTH	--- a	102
WITHIN	n1 n2 n3 --- f	102
WORD	c --- a	103
WORDS	---	103
XOR	n1 n2 --- n3	103
ZAP	---	103
[	--- (immediate)	103
[CHAR]	--- (immediate) (compile time)	103
[COMPILE]	--- (immediate)	103
\	---	104
]	---	104
6.2 Case -Of structure		105
CASE	n0 --- (immediate) (run time)	105
OF	n0 nk --- (immediate) (run time)	105
ENDOF	--- (immediate) (run time)	105
ENDCASE	--- (immediate) (run time)	105
(OF)	n0 nk --- (run time)	105
6.3 Heap Memory Facility		106
6.3.1 Heap-Pointer encoding and decoding		106
6.3.2 Heap structure		106
+" ha	--- ha	109
+C ha c	--- ha	109
>FAR ha	--- a p	109
<FAR a p	--- ha	109
FAR ha	--- a	109

H" --- ha.....	109
HEAP n --- ha.....	109
POINTER ha --- a.....	109
SKIP-PAGE n --- .....	110
S" --- a n.....	110
(H") --- a n.....	110
HEAP-INIT --- .....	110
HEAP-DONE --- .....	110
6.3.3 Heap Pointer description for 64 kiBytes space.....	111
6.4 Testing Suite.....	112
TESTING --- .....	112
T{ --- .....	112
-> --- .....	112
}T --- .....	112
6.5 Other Utilities.....	113
SHOW-PROGRESS n --- .....	113
?VOCAB --- .....	113
VIEW --- .....	113
7 The Memory Map.....	114
Contents.....	115