**MZ Language**

MZ is a Z80 based FORTH derivative. The main problem with FORTH on a Z80 is the twin stacks ; a Z80 only has one stack, the return stack, so much of the work has to be done by one of the other registers which move data in 8 bits.

MZ solves this problem by replacing a stack with three 16 bit registers, known as A, B and C. These registers directly map (currently) to HL, DE and BC.

The MZ language consists of words like FORTH. Unlike FORTH, every word is treated identically, though they do not of course behave identically.

MZ code is simply a sequence of MZ words, or decimal constants

The decimal constants are put on the ‘stack’ using the sequence ex de,hl ; ld hl,<constant>.

**Words**

Words are straight Z80 code, ending in a RET (or sometimes a JP rather than a CALL/RET etc.).

**Constants**

Besides words, the language contains constants, which are decimal integers, possibly prefixed with a ‘-’. These produce code that load a constant.

When you load a constant into the register set it always goes in A, but before it does that, it ***transfers the contents of A into B***. So constant 3 actually generates this code

ex de,hl ; transfer A->B

ld hl,3 ; load 3 into A.

The reason for this oddity is that it allows the fluency of FORTH, MZ’s parent language. You can write , as you can in FORTH.

count @ 2 \* 3 + count !

and it will work just the same (though MZ can do it better). Where it falls apart is when you need to use three values ; because then you have to use C or the return stack as a working space. (words like a>b b>c r>c exist for this purpose).

When I first conceived of this I thought it likely it would lead to an explosion of variables, but actually it doesn’t, though there are certainly more variables.

**Language Environment**

**Private variables/words**

Any word which begins with an underscore is deemed private and can be removed from the dictionary when it is crunched.

Note that while routines are callable cross page, variables are not accessible cross page (unless they are in $8000-$BFFF). It should be the norm to declare variables private and provide accessor and mutator functions in modular code.

**Dictionary**

|  |  |
| --- | --- |
| Offset | Contents |
| +0 | Offset to next entry, normally word length + 5, 0 at end |
| +1 | Page number of word |
| +2,+3 | Address of word |
| +4 | Length of name ; bit 7 is the Macro Flag |
| +5 | First character of word name (ASCII) |
| +n | Last character of word name (ASCII) |

**Core Words**

|  |  |
| --- | --- |
| Word | Description |
| - | B – A → A |
| ; | Return from subroutine |
| : <name>  :: <name> | Define a word (normal and immediate) |
| ! | 16 bit write B to memory locations A,A+1 |
| !! @@ && | Variable prefix operators |
| .hex | Print word on console |
| [-]if .. then | Conditional execution |
| @ | 16 bit read of A → A |
| \* | A \* B → A |
| / | B / A → A |
| + | A + B → A |
| +! | Add B into memory at A,A+1 |
| < = > <> >= <= | Comparison B vs A → A = -1 if true, - if false |
| 0- | 2’s complement A |
| 0< | A is -1 if A <0, 0 otherwise |
| 0= | A is -1 if A == 0, 0 otherwise |
| 1+ 1- 2+ 2- | Increment/Decrement A |
| 2\* 4\* 8\* 16\* 256\* | Shift A left |
| 2/ 4/ 16/ 256/ | Arithmetic Shift A right |
| a>b b>a b>c etc | Register→Register transfer |
| a>r abc> b>r c>r | Push one or all registers on stack |
| abs | |A| → A |
| and | A & B → A |
| begin .. [-]until | Conditional loop |
| begin .. again | Unconditional loop |
| break | Compile a CSpect break |
| bswap | Swap upper/lower bytes of A |
| c! | Save B at memory location A (8 bits) |
| c@ | Load A from memory location A (8 bits) |
| copy | Move C bytes from B to A, copes with overlap. |
| debug | Display ABC on console |
| fill | Fill C bytes of memory with B starting at A |
| for .. next | Loop repeated a constant number of times. Note, 5 for next counts 4,3,2,1,0 and index in A at the start of every loop. |
| halt | Stop Z80 running |
| i | Get loop index into A, A → B |
| [-]if … then | Conditional Execution |
| inkey | Read current pressed key or 0 if none |
| gfx.write.char | Print character E in colour D (Spectrum colours) at position HL |
| gfx.initialise | Initialise display mode, clear screen and border, home .hex cursor. Different kernels have different graphics support. |
| max | Larger of A,B → A |
| min | Smaller of A,B → A |
| mod | Remainder of B / A → A |
| module  endmodule | Brackets module code. All it does is throw an error if the module starts and ends in a different page of memory. |
| not | One’s complement A |
| or | A | B → A |
| p! | Write B to port A (16 bit address) |
| p@ | Read A from port A (16 bit address) |
| r>a r>abc r>b r>c | Pop one or all registers off the stack. |
| swap | Swap A and B |
| sys.info | System Information address → A, A → B |
| variable <name> | Make last definition a variable accessed via && !! and @@ |
| xor | A ^ B → A |