# RPL/C

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RPL/C is an interpreted FORTH/BASIC cross, which borrows implementation ideas from FORTH and BASIC. It is an attempt to import the speed of FORTH into an Intepreted environment.

## Line format

The line format is the classic one.

* An offset to the next line, which can be zero indicating the program end
* The line number in low/high order
* The encoded line data

## Encoded Line Data

The encoded line data borrows the implementation idea from FORTH. It is a list of 2 byte addresses and data that is executed using the INX INX JMP ($nnnn,X) sequence borrowed from FORTH. The implementations of this design (that X is < 256) doesn’t matter because of the limits on the length of the line.

## Types of Double Byte elements

These are the word types that can be present in an instruction stream.

|  |  |  |
| --- | --- | --- |
| Type | Param | Notes |
| standard | None | Ordinary 65C02 words that have a specific function – dup list new ; @ c@ etc that exit with JMP NEXT |
| constants | None | Words that are common constants – 0 1 2 etc. so that they do not have to be done using the “Literal” option. |
| $$literal | 2 byte integer | Used for uncommon constants, that push the two byte integer parameter on the stack. |
| $$call | 2 byte line number | Call the given line number, which should be a definition. |
| $$define | Name data | Define a word (used for :name). The name should contain the overall length in the first byte of the name, be in upper case, have the last character with bit 7 set, and be padded with $00 to an even length, so ABCD would be $06 $41 $42 $43 $C4 $00 |
| $$string | String data | Push a string address onto the stack. This should be encoded in ASCIIZ format, as above, except because of the format there must be at least \*one\* terminating zero. |
| $$nextline | None | This is the last token on each line, and it transfers execution to the *next* line. |
| if else until for next | Branch offset | These are used for various loops and tests. Loops and tests must be completed on the same line. |
| begin then | None | These are dummies, that do nothing but are required for decompilation. |
| variable  ^variable | Name | This compiles a standard $$@ $$! worker function which reads or writes the variable. The name is composed by first + second x 32 + third x 32 x 40. The first character must be A-Z, the second can be A-Z or 0-9. The constants are chosen for quick multiplication. Variables are created using hash tables when ^variable is encountered |

## Dictionary Element

The dictionary does *not* expand, though it may well be possible to add libraries at a later date.

|  |  |
| --- | --- |
| Offset | Contents |
| +0 | Offset to next entry, 0 indicates the end of the list. |
| +1 | Type byte  Bit 7 : Set if this word is not displayed  Bit 6 : This word cannot be run from the command line  Bit 1 : Set if there is a special encoder for this word  Bit 0 : Set if there is a special decoder for this word |
| +2,+3 | Code address to execute this word. |
| (Optional) | Decode address if decode-special bit is set |
| (Optional) | Encode address if encode-special bit is set. |
| Name | The name in upper case with bit 7 of the last character set. Note that this position will vary depending on the bits in the type byte. |

## Dictionary Markers:

Dictionary markers use the *<label> : ;; <contents>* format but extended. The contents are the word in question , followed by a series of options which are *encode decode* (sets encode and decode for this word, defaults to none) *hide noexec* which set the type byte bits. If no option is provided it sets the code execute bit as normal.

It is a convention that words beginning with $$ are special and not decoded normally, but this is not enforced.

## Execution

The execution design is the inx inx jmp ($nnnn,x) as described earlier. TOS is kept in a separate memory location. The 6502 return stack is used for the data stack, and an indexed stack used for return addresses.

## Enhancements

[x] [n] array options

Fast look up of line numbers