

# **PDP-11 FORTH USER'S GUIDE**

**John S. James  
September 1979**



## PDP-11 FORTH USER'S GUIDE

This system implements the FORTH language model of the Forth Interest Group, PO Box 1105, San Carlos, Ca. 94070. Nearly identical systems also exist for 8080, 6502, 6800, 9900, and PACE; listings are available from the Forth Interest Group. All of these F.I.G. Systems include full-length names to 31 characters, vocabularies, and extensive compile-time checks. They are aligned with the FORTH-78 International Standard.

This PDP-11 version of the F.I.G. common model was implemented and extended by John S. James. It currently runs under RT-11 or RSX-11M, and could be adapted to other operating systems or to run stand-alone.

This manual and the computer system described are public domain.

Questions, requests for diskettes, etc. should be directed to John S. James, P.O. Box 348, Berkeley, Ca. 94701. [Note: this address is no longer valid; it is preserved for historical reasons.]

John S. James has released this Guide into the public domain.  
Re-digitized in 2017 with previously omitted FORTH.DAT screens 49-56.

'PDP' and 'RSX' are trademarks of Digital Equipment Corporation.



## PDP-11 Forth User's Guide

### CONTENTS

I. Introduction.....	1
II. Getting Started.....	3
III. Sample Session.....	5
IV. Editor.....	15
V. Assembler.....	23
VI. Strings.....	29
VII. Operating System Calls.....	33
VIII. Linkage to Other Languages (RSX).....	37
IX. Bring-Up Options.....	43
X. Documentation Hints.....	51
XI. FORTH.DAT Listing.....	53
XII. Glossary.....	73
XIII. Error and Warning Messages.....	89



## I. Introduction

This User's Guide, together with a language manual, has most of the information you will need for using the Forth Interest Group (F.I.G.) language model implemented on the PDP-11/LSI-11.

For a language manual, we especially recommend either A Forth Primer, by W. Richard Stevens of Kitt Peak National Observatory, and/or Using Forth, by FORTH, Inc. Both are available through the Forth Interest Group. Any reasonably standard FORTH language manual will do, however. The "Forth Handy Reference" card from F.I.G. is also recommended as a convenience.

Advanced users and anyone modifying the system should have a copy of the Installation Manual, also from F.I.G. This manual includes a listing of the FORTH system written in FORTH; it corresponds to this system's FORTH.MAC file, which is written in Macro-11. For convenience, the glossary in the Installation Manual is reprinted here.

The programs associated with this user's guide (files FORTH.MAC and FORTH.DAT) are in the public domain and the author encourages modification and distribution, commercially or otherwise. Credit should be given to the Forth Interest Group, P.O. Box 1105, San Carlos, Ca. 94070.



## II. Getting Started

This system is distributed on a standard diskette which boots and runs stand-alone, or can be assembled and run under RT-11 or RSX-11M. (To modify for other environments, only read and write a character, detect a character (optional), and read and write a disk block, would have to be changed.)

Either boot the diskette, or assemble, link and run the file FORTH.MAC (for details, see Chapter IX, "Bring-Up Options", below). The system should type

### FIG-FORTH V 1.3

when it comes up. Now FORTH is ready to run. The file FORTH.MAC contains the complete FORTH language.

If the FORTH screens file is available (on the 'DK:' volume in RT-11, on your default device and account number in RSX-11M, or on the system disk if stand-alone), a recommended way to begin is to type

### 1 LOAD

(followed by a carriage return). This system uses disk "screen" #1 as a "load screen", which is like a log-on file in other systems. Here, screen 1 loads an editor, an assembler, and a package of string routines; these are written in FORTH source code in FORTH.DAT in the RT-11 directory on the diskette. Screen 1 also changes an error warning mode so that error message texts (instead of error numbers) are reported. (The error messages are stored on disk to save memory, and the system is designed to be able to run without a disk if necessary.)

Compiling the editor, assembler, and string package takes about one minute on an LSI-11, less on larger machines. The warning messages that certain words are not unique can be ignored.



### III. Sample Session

This is an actual terminal session, with commentary interspersed. Some of the examples were chosen to illustrate special features of this system - the assembler, string package and editor have not been standardized in the FORTH community, though we are guided by common usage even when no formal standard exists.

The assembler, etc. are documented more fully later in this User's Guide; this section is only for illustration. Beginners in FORTH may want to start studying simpler examples, e.g. from a language manual.

In this session, output from the computer is underlined, or (if long sections) marked by a vertical line on the left.

```
RUN FORTH  
FIG-FORTH V 1.3  
88 88 * .  
7744 OK
```

'RUN FORTH' is a command to the operating system; FORTH comes up with the message 'FIG-FORTH V 1.3'. At this point, the complete FORTH language is ready, though the editor, assembler, and string package have not been loaded. (Many other FORTH systems compile most of the language on start-up; our approach permits operation without disk if necessary, saves time when bringing up the system, and allows the entire language to be published in Macro-11, which is more accessible to programmers not familiar with FORTH.)

Now let's test the disk:

```
1 LIST
SCR # 1
0 ( LOAD SCREEN)
1 DECIMAL
2 1 WARNING ! ( GET ERR MSGS, NOT #S)
3
4 CR ." LOADING EDITOR... " 6 LOAD 7 LOAD 8 LOAD 9 LOAD
5 CR ." LOADING ASSEMBLER... " 10 LOAD 11 LOAD 12 LOAD 13 LOAD
6          14 LOAD 15 LOAD
7 CR ." LOADING STRING PACKAGE... " 19 LOAD 20 LOAD 21 LOAD
8          22 LOAD
9 CR
10 : BYE FLUSH CR ." LEAVING FORTH.  HAVE A GOOD DAY." CR BYE ;
11 CR
12
13
14
15
OK
```

We have listed one FORTH screen; it happens to be a "load screen" used to load other screens. Later, when screen 1 is loaded, it will compile the editor, assembler, and string package, which are written in FORTH source code on other screens on the disk file FORTH.DAT. The load screen will also set the error-message warning mode as explained above, and redefine 'BYE' (which exits FORTH and returns to the operating system) to make sure that all disk buffers are flushed before exiting. (Incidentally most FORTH systems run stand-alone, in complete control of the computer except for a ROM monitor, so they don't have a 'BYE' instruction. This system is distributed on a disk which boots and runs stand-alone, but which also has an RT-11 directory, allowing RT-11 or RSX-11M operation if desired.

Let's try a useful definition (your output numbers might differ):

```
: DUMP OVER + SWAP DO I @ U. 2 +LOOP ;
OK
1000 20 DUMP
7489 6 57421 57461 2 57461 4 5378 90 4173 OK
' DUMP 20 DUMP
1516 1430 1552 732 752 1656 6192 1874 680 65526 OK
```

'DUMP' takes a memory address and a number of bytes, and dumps those bytes (as words) in whatever number base is currently in use (here decimal). (Incidentally, the 'U.' operation in 'DUMP' is an unsigned print.) The first example dumps 20 bytes (as 10 words) starting at memory address 1000; the second dumps 10 words starting at the object-code address of the definition of 'DUMP' itself. Here we are in decimal arithmetic, as the system comes up that way, but 'DUMP' would also work in octal, binary, or other number bases.

Now let's use the load screen to compile the assembler, etc.:

```
1 LOAD
LOADING EDITOR... R ISN'T UNIQUE I ISN'T UNIQUE
LOADING ASSEMBLER... R0 ISN'T UNIQUE # ISN'T UNIQUE
LOADING STRING PACKAGE...
BYE ISN'T UNIQUE
OK
```

The message that various operation names are not unique (i.e. are being redefined) is a warning which we can ignore.

Now let's use the assembler to benchmark speed or execution of an empty loop in higher-level FORTH vs. machine code:

```
: TIME1 30000 0 DO LOOP ;
OK
CODE TIME2 72460 # R0 MOV, BEGIN, R0 DEC, EQ UNTIL, NEXT, C;
OK
: T1 30 0 DO TIME1 LOOP ;
OK
: T2 30 0 DO TIME2 LOOP ;
OK
T1
OK
T2: DUMP OVER + SWAP DO I @ U. 2
OK
```

'TIME1' does 30,000 empty loops in FORTH; 'TIME2' does the same number (72460 octal) of machine-code loops using two instructions (DEC and BNE; this benchmark is not intended to be definitive). 'T1' and 'T2' embed these tests in a 30-times loop, in order to allow the code test to be timed with a watch. 'T1', 900,000 empty loops in FORTH, takes about 19 seconds on a PDP-11/45; the code loops take 3 seconds, about six times faster. Incidentally a comparable BASIC program

IAS/RSX BASIC V02-01

READY

```
10 FOR I%=1 TO 30
20 FOR J%=1 TO 30000
30 NEXT J%
40 NEXT I%
50 END
```

takes 695 seconds, 35 times slower than the higher-level FORTH. (FORTH is slower on number-crunching, however; one test ran only nine times faster than BASIC.)

The 'DUMP' operation defined above lets us look at the object code of the higher-level and assembly routines, respectively:

OCTAL

OK

' TIME1 20 DUMP

1060 72460 3502 1334 1202 177776 2440 52205 OK

' TIME2 20 DUMP

12700 72460 5300 1376 12402 132 52202 120061 OK

DECIMAL

OK

(The actual numbers in the dump of 'TIME1' will vary depending on your operating system and linkage editor if used, and upon bring-up options.) In this example, the machine code happens to take fewer words of memory than the FORTH. But usually FORTH object code is considerably more compact than machine code, especially for large programs.

When speed is important, the assembler allows us to rewrite critical routines in code; then they have all the convenience of FORTH, and the fact that they are code is transparent, so other operations which use those routines do not need to be changed. The assembler also allows calls to operating system services, or to sub-routine packages written in FORTRAN or other languages, making these features interactively accessible from the keyboard, just as if they were native FORTH. As we have seen, the FORTH assembler allows structured loops; these and structured

conditionals can be nested (although branches to labels or numerical addresses may be used if desired). User-defined macros are available. And the code is ready to execute immediately after being typed in or loaded from disk, with no wait for assembly or linkage editing.

Let's look at part of the string package:

```
" THIS IS A STRING"  
OK  
$.  
THIS IS A STRING OK  
$.  
$STACK EMPTY  
: XX " TESTING STRINGS" ;  
OK  
XX  
OK  
$.  
TESTING STRINGS OK  
$.  
$STACK EMPTY
```

The ''' operation (quotation mark) introduces a string; it must be followed by one space. The string goes until the next quote, which is the delimiter, or until the end of the line. If used outside a colon definition, ''' immediately puts the string onto the string stack, a special stack which holds the actual characters of the string (with length information). If used inside a colon definition, ''' stores the string within the definition in the dictionary; later, when that part of the definition is executed, the string is pushed onto the string stack. '\$.' prints the string on top of the string stack (most accessible string). String length can be up to 32,767 characters, depending on memory availability. The string stack is always checked for underflow ('\$STACK EMPTY') or overflow whenever these are possible.

The following illustrates the '\$+', or string concatenation, and also the '\$LEN', which gets the length of the string on top of the string stack.



1 39 INDEX

1 ( LOAD SCREEN)  
2  
3  
4 ( ERROR, WARNING, AND OTHER MESSAGES - SCREENS 4 AND 5 )  
5 ( ERROR MESSAGES, CONTINUED )  
6 ( EDITOR - SET-UP)  
7 ( EDITOR - OPERATIONS)  
8 ( EDITOR, SCREEN 3)  
9 ( EDITOR, SCREEN 4)  
10 ( ASSEMBLER) OCTAL  
11 ( ASSEMBLER, CONT.) OCTAL  
12 ( ASSEMBLER - INSTRUCTION TABLE) OCTAL  
13 ( ASSEMBLER - CONT.) OCTAL  
14 ( ASSEMBLER - REGISTERS, MODES, AND CONDITIONS) OCTAL  
15 ( ASSEMBLER - STRUCTURED CONDITIONALS) OCTAL  
16  
17 ( ASSEMBLER - EXAMPLES)  
18  
19 ( STRING ROUTINES) DECIMAL  
20 ( STRINGS - CONTINUED)  
21 ( STRINGS - CONTINUED)  
22 ( STRINGS - CONTINUED )  
23  
24 ( TRIG LOOKUP ROUTINES - WITH SINE \*10000 TABLE)  
25  
26 ( FORTRAN LINKAGE, RSX)  
27  
28 ( RT-11 SYSTEM-CALL EXAMPLE - DATE)  
29 ( RSX-11M SYSTEM-CALL EXAMPLE - DATE)  
30 ( RSX-11M SYSTEM-CALL EXAMPLE - TERMINAL I/O)  
31  
32 ( EXAMPLES - RANDOM #S, VIRTUAL ARRAY, RECURSIVE CALL)  
33  
34 ( CREATE BOOTABLE IMAGE ON SCREENS 40-47. FOR STAND-ALONE.)  
35 ( CREATE A BINARY IMAGE ON SCREENS 40 - 47 )  
36 ( CREATE BOOT LOADER. NOTE - DOES NOT WRITE BOOT BLOCK)  
37 ( CREATE BOOT LOADER, CONT.) OCTAL  
38 ( DISK COPY FROM SYSTEM DISK TO DX1)  
39 ( \*\* CAUTION \*\* BINARY IMAGE IN SCREENS 40-47) OK

Screen 29 uses the RSX-11M system call for the date and time. Here it is loaded, and also listed so we can see it. The 'TIME' operation sets up the re-entrant form of the system call ('GTIM\$\$'), although of course the RSX-11M macro is never used here. (This screen as a whole is not re-entrant since it includes the 8-word buffer 'TBUFF' to receive the information, but this buffer could be located anywhere else, if re-entrancy were needed.)

29 LOAD

OK

29 LIST

```

SCR # 29
 0 ( RSX-11M SYSTEM-CALL EXAMPLE - DATE)
 1 DECIMAL
 2 0 VARIABLE TBUFF 14 ALLOT
 3 CODE TIME TBUFF # SP -) MOV,  2 400 * 75 + # SP -) MOV,
 4   377 EMT, NEXT, C;
 5 : YEAR ( -> N )  TIME TBUFF @ ;
 6 : MONTH ( -> N )  TIME TBUFF 2+ @ ;
 7 : DAY ( -> N )  TIME TBUFF 4 + @ ;
 8 : HOUR ( -> N )  TIME TBUFF 6 + @ ;
 9 : MINUTE ( -> N )  TIME TBUFF 8 + @ ;
10 : SECOND ( -> N )  TIME TBUFF 10 + @ ;
11 : TICK ( -> N )  TIME TBUFF 12 + @ ;
12 : TICKS/SECOND ( -> N )  TIME TBUFF 14 + @ ;
13
14
15
OK

```

Screen 28 defines comparable 'YEAR', 'MONTH', and 'DAY' operations for RT-11.

Here are some uses of the date and time operations. The loop in 'X' is indicating the time (in cumulative clock ticks) required to print the characters.

```

YEAR .
80 OK
MONTH .
1 OK
DAY .
21 OK
HOUR .
20 OK
MINUTE .
17 OK
SECOND .
44 OK

```

```

: X 20 0 DO TICK . LOOP ;
OK
X
0 8 16 28 40 52 4 12 24 36 48 0 8 16 28 40 52 4 12 24 OK
TICKS/SECOND .
60 OK

```

(Incidentally 'TICKS/SECOND' is one name; tokens are separated by blanks. Names in this system can be up to 31 characters long, and the full name is remembered, in contrast to some FORTH systems which only remember the length of the name and the first several characters.)

Screen 24 contains a table-lookup 4-digit sine and cosine routine; it is fast, accurate enough for most graphics applications, and it doesn't require floating point. 'SIN' and 'COS' take an integer number of degrees (-32K to 32K), and return the sine or cosine value multiplied by 10,000; linear interpolation would allow fractional degrees with little loss of accuracy.

```

24 LOAD
OK
0 SIN .
0 OK
90 SIN .
10000 OK
10000 SIN .
-9848 OK
7 SIN .
1219 OK
345 SIN .
-2588 OK
15000 SIN .
-8660 OK
15000 COS .
-5000 OK
-29000 COS .
-9397 OK

```

The '\*'/' operation (multiply, then divide, keeping a double-precision, 32-bit intermediate product) allows scaling by sine or cosine, e.g.

```

30000 45 SIN 10000 */ .
21213 OK

```

This scaling would be useful in figure rotation.

The whole sine/cosine lookup routine and table is on one screen. Its detailed operation will be described in an advanced section, but let's take a look at it now:

**24 LIST**

```
SCR # 24
0 ( TRIG LOOKUP ROUTINES - WITH SINE *10000 TABLE)
1 : TABLE <BUILDS 0 DO , LOOP DOES> SWAP 2 * + @ ;
2 10000 9998 9994 9986 9976 9962 9945 9925 9903 9877
3 9848 9816 9781 9744 9703 9659 9613 9563 9511 9455
4 9397 9336 9272 9205 9135 9063 8988 8910 8829 8746
5 8660 8572 8480 8387 8290 8192 8090 7986 7880 7771
6 7660 7547 7431 7314 7193 7071 6947 6820 6691 6561
7 6428 6293 6157 6018 5878 5736 5592 5446 5299 5150
8 5000 4848 4695 4540 4384 4226 4067 3907 3746 3584
9 3420 3256 3090 2924 2756 2588 2419 2250 2079 1908
10 1736 1564 1392 1219 1045 0872 0698 0523 0349 0175
11 0000          91 TABLE SINTABLE
12 : S180 DUP 90 > IF 180 SWAP - ENDIF SINTABLE ;
13 : SIN ( N -> SIN) 360 MOD DUP 0< IF 360 + ENDIF DUP 180 >
14   IF 180 - S180 MINUS ELSE S180 ENDIF ;
15 : COS ( N -> COS) 90 + SIN ;
OK
```

Line 1 creates a new data type, 'TABLE', using the pair of operations '<BUILDS' and 'DOES>' which create new data types. Line 11 executes 'TABLE' to create a table called 'SINTABLE'; of course 'TABLE' can also be used elsewhere, creating other tables of this type (but of any length desired, not always 91). Similarly other data types could create arrays with various (or variable) numbers of dimensions and with run-time bounds checks if desired, various user-defined record structures, etc. Here, 'TABLE' is defined in higher-level FORTH, making it machine-independent; but if optimum execution speed were desired, it could be defined in machine code, using the operation ';CODE' (not to be confused with 'CODE' - see the Assembler section).

Incidentally the operation 'SINTABLE' behaves exactly like 'SIN', except that its arguments must be 0-90 degrees. 'S180' reflects to extend this to 0-180, 'SIN' extends it to all values, and 'COS' is sine differing 90 degrees in phase.

**BYE**

**LEAVING FORTH. HAVE A GOOD DAY.**

## IV. Editor

### Philosophy

There is little standardization among Forth editors. This system is a unified "line" and "string" editor, avoiding redundant commands. It de-emphasizes the 64-character line, because some machines (e.g. Apple) can't use it, and because Forth may abandon the screen concept at some future time. Most of this editor's commands allow default arguments. They work well together in practice, giving an exceptionally convenient teletype-style editor (which runs on almost all terminals, without customization). New users can learn it comfortably within an hour. This editor requires a Forth system which keeps screens in a contiguous 1K buffer (or the editor would have to be modified to move them to such a buffer).

### Entering and Exiting the Editor

The editor must be loaded (e.g. by typing '1 LOAD'). Normally the editor stays in memory for the rest of the session.

To edit screen 'n', type

```
n EDIT
```

and after the editing is complete, exit with

```
EX
```

which updates the disk. Or exit with

```
SCRATCH
```

to throw away the result of the session, leaving the screen on disk unchanged.

To get back later and edit the same screen, type

E

with no argument. This way you don't have to remember the screen number. The cursor position (see below) is also remembered.

Unlike many other Forth systems, the command

n LIST

does not affect the editor. While editing one screen, you can list others to look at them.

To list the screen currently being edited, type

L

with no argument. After listing the screen, it prints the line currently holding the cursor, with the cursor position shown as an underscore character. The cursor starts at the beginning of line zero, when the editing session begins (with 'n EDIT').

#### Moving the Cursor

To move the cursor to the beginning of any line (0-15), type

n T

which types that line after the cursor has been moved. To type the current line without moving the cursor, just type

T

The editor keeps track of the stack depth to know whether or not an argument has been given.

To move the cursor 'n' positions, type

n M

where 'n' may be positive or negative. Without the argument, 'M' defaults to '1 M'. The editor prevents the cursor from being moved off the screen.

### Insert, Delete, and Replace

To insert at the current cursor position, type

I

followed by a space, followed by the string to insert, followed by a carriage return. The first space after the 'I' is a delimiter and is not part of the string. When the string is inserted, the rest of the line will be pushed over, with characters lost on the right. If the insert string goes beyond the end of the line, it will replace characters on the next line. 'n I' (with an argument) moves the cursor to the beginning of line 'n', then inserts there.

To delete 'n' characters, type

n D

where 'n' may be positive or negative. The rest of the line is moved over with blank fill characters added on the right. 'D' defaults to '1 D'. To prevent serious errors, the command will only delete characters within one line.

To replace, starting with the current cursor position, type

R

followed by a blank, and then by the string to replace. 'n R' moves the cursor to the beginning of line 'n' first. A maximum of 64 characters can be replaced in one command; these 64 may overflow from one line to the next. Any characters not replaced on the line are unchanged.

## String Search and Replace

To search for a given string, type

S

followed by a space, the string, and carriage return. The search goes from the current cursor position to the end of the screen. If the string is found, the cursor is moved to just before that string. If the string is not found, the cursor is not moved. In either case, the line now containing the cursor is typed.

The string search argument is saved. To search for the same string again, type 'S' followed by a carriage return.

'n S' moves the cursor to line 'n' first. E.g. '0 S' (zero argument) searches the entire screen. After a search string has been found, a convenient way to replace it is to type

-R

followed by a space, the replacement string, and a carriage return. '-R' is particularly useful when the search and replacement strings have different lengths. The current editor version does not save the replacement string.

## Typing Multiple Lines

To enter more than one line without having to give a command for each line, type

n NEW

followed immediately by a carriage return. Then type the lines. To terminate the 'NEW' entry mode, type two carriage returns in a row. Without the argument, 'NEW' will start at the current cursor line.

'NEW' differs from the single-line replace, 'R', in several ways. 'R' requires the replacement to be on the same line as the 'R'; 'NEW' requires a carriage return, so the first replacement line must be on a line by itself (anything after the 'NEW' on the same line will be lost). Also, 'NEW' will blank out the remainder of any line it affects, if less than 64 characters are entered; 'R' preserves any part of the line that is not replaced.

'NEW' is the normal way to enter new programs. Incidentally if a blank line is desired within the range of the 'NEW', type two or more blanks on that line (as the first blank is the delimiter of the 'NEW').

#### Moving Lines Around

n m TRADE

will swap lines 'n' and 'm'. Since no characters are lost in the trade, it is possible to recover from errors.

n SPREAD

will push down all lines from 'n' through 14, and clear line n; the last line (15) is lost. The argument 'n' is optional; if omitted, the line currently holding the cursor will be assumed. 'SPREAD' is used to insert lines into the middle of a screen.

#### Moving Screens

To copy one Forth screen into another (destroying any information which was in the destination screen) type

n m SCREENMOVE

which copies from screen 'n' to 'm'. 'SCREENMOVE' is in the FORTH vocabulary, not the EDITOR vocabulary, so it can be used any time, not only while editing. It is loaded into memory with the editor, however, so it cannot be used until the editor has been loaded.

#### Multiple Commands on One Line

Several commands can be on one line, except that any command which takes the rest of the line as a string argument (e.g. 'I', 'R') must of course occur last on the line. Sometimes an entire entry and editing session can be on one line, including exit from the editor, e.g.

31 EDIT 8 T 40 D L EX

This line edits screen 31, deletes the first 40 characters of line 8, lists the screen, and exits. With proper care concerning vocabularies (see below), such a line could be made into a command, used in loops, etc.

### Extending the Editor

Occasionally you may want to add your own operations to the editor, e.g. to define editor macros. If you change the editor by changing its source screens, make sure you are backed up first. In case of error, it may not be possible to load the editor again in order to correct the problem.

A safer way to extend the editor is to leave the original alone, but add your own operations (either typed in or loaded from disk screens). To do this the editor must first be loaded, but normally you would compile editor operations while not editing a particular screen. Begin with 'EDITOR DEFINITIONS', and end with 'FORTH DEFINITIONS'. This way the new definitions will be put into the EDITOR vocabulary.

Note that EDITOR redefines the word 'I' (for Insert), while the FORTH vocabulary uses 'I' for the index of the 'DO' loop. Within 'EDITOR DEFINITIONS', 'I' will compile as the EDITOR 'I' - resulting in bizarre errors if the 'DO' loop 'I' was intended. Within the editor you can reach the FORTH 'I' by

```
FORTH I EDITOR
```

For example, here is a definition of an operation 'FLIP' which exchanges the top and bottom halves of the screen being edited:

```
EDITOR DEFINITIONS
: FLIP 8 0 DO FORTH I EDITOR DUP 8 + TRADE LOOP ;
FORTH DEFINITIONS
```

\*\*\*\*\*

A command summary appears on the following page. Copy it for a quick reference at the terminal.

This editor takes less than 1500 bytes of memory. Total time to design, code, and debug it was about 6 working days.

## Editor Command Summary

### Entry and Exit

n EDIT        Begin editing.  
EX            Terminate editing session.  
SCRATCH      Terminate, throw away changes.  
E             Begin new session where last left off.

### Enter Data (Multiple Lines)

n NEW         Accept starting at line n; null line terminates.  
              Without argument - start at current line.

### Move Cursor and List

n T            Move cursor to line n, and type it.  
              Without argument - type current line.  
n M            Move cursor n positions.  
              Without argument - '1 M'.  
L             List the screen being edited.  
S string      Search from current cursor position.  
              Without the string - use same one as last 'S'.

### Insert, Delete, Replace

n I            Insert at beginning of line n, move rest over.  
              Without argument - insert at cursor.  
n D            Delete n characters, moving rest of line.  
              Without argument - '1 D'.  
n R            Replace at beginning of line n.  
              Without argument - at cursor position.  
-R string     Use after 'S'; replace found string.  
              Without the string - delete found string.

### Moving Lines

n m TRADE     Swap lines n and m.  
n SPREAD      Move all lines n and below down one; blank n.  
              Without argument - assume cursor line.

### Moving Screens

n m SCREENMOVE    Move screen n to m, destroying m. May be used while not editing any screen.



## V. Assembler

FORTH assemblers are usually used to code short, critical routines, sequences for device handlers, etc.; generally most of the program stays in higher-level FORTH. The code routines have FORTH names and behave exactly like other FORTH operations (taking their arguments from the stack, etc.), except that they run at full machine speed. Often the code routines of a package are also written in higher-level FORTH, so that the package can be transported to different CPUs, and later optimized with native code routines as desired.

Code routines created by this assembler are ready to execute immediately when entered, with no wait for separate assembly and linkage steps. They execute at full machine speed of course. The conventional op codes are provided, though it is customary in FORTH assemblers to end op code names with commas; the commas are just part of the name, not punctuation. This particular assembler is optimized for user convenience; it takes 2.6K bytes of memory, more than most FORTH assemblers. Normally the assembler is loaded by the 'l LOAD' command, and unless memory is tight, it can remain in memory throughout the session.

This as other FORTH assemblers accepts source code in postfix; mode symbols follow operands, and op codes come last. In this assembler, arguments of two-address instructions are in the conventional order, however.

The examples reproduced below just begin to illustrate the capabilities of this assembler:

```
SCR # 17
0 ( ASSEMBLER - EXAMPLES)
1 CODE TEST1 33006 # 33000 MOV, NEXT, C;
2 CODE TEST2 555 # 33000 () MOV, NEXT, C;
3 CODE TESTDUP S () S -) MOV, NEXT, C;
4 CODE TEST0 R0 S -) MOV, NEXT, C;
5 CODE TESTBYTE 33006 R1 MOV, R1 S -) MOV, NEXT, C;
6 CODE TEST3 33000 # R1 MOV, 444 # 20 R1 I) MOV, NEXT, C;
7 CODE TEST-DUP S () TST, NE IF, S () S -) MOV, ENDIF, NEXT, C;
8 CODE TESTLPL1 15 # R1 MOV, BEGIN, R1 DEC, GT WHILE, R1 S -) MOV,
9   REPEAT, NEXT, C;
10 CODE TESTLPL2 15 # R1 MOV, BEGIN, R1 S -) MOV, R1 DEC,
11   EQ UNTIL, NEXT, C;
12 : TESTVARIABLE CONSTANT ;CODE W S -) MOV, NEXT, C;
13
14
15
OK
```

Line 1 creates an operation 'TEST1'; when 'TEST1' is executed, it moves literal 33006 (octal) to octal address 33000. (The address could have been a label or constant, or been computed.) 'NEXT,' is a macro which assembles the two-instruction inner interpreter which resumes Forth execution. (A 'TRAP ERROR' message when a word defined by the assembler is first executed often means that 'NEXT,' was forgotten.)

'CODE' begins the definition; like ':' which begins higher-level definitions, it takes the name of the following word in the input stream, and enters it in the dictionary. 'C;' terminates the definition. Naturally 'CODE' and 'C;' should always be used as a pair. If 'C;' is forgotten, the definition will not be executable - it will be treated as undefined, not found by a search of the dictionary - although it will still take space in the dictionary, and it will appear in a 'VLIST'.

'CODE' sets the 'CONTEXT' vocabulary to ASSEMBLER, so that the op codes, mode symbols, etc. will be recognized. (They are unknown outside of a code definition.) 'C;' sets the vocabulary back to FORTH. 'CODE' also sets the number base to octal, but it saves the base previously in effect; 'C;' restores that base. 'CODE' also notes the stack depth upon entry; 'C;' tests to see if the depth is the same upon leaving the definition. If not, a message 'ERROR, STACK DEPTH CHANGED' is given. This usually means that a mode symbol or operand was forgotten. (Of course when

code routines execute, they are allowed to change the stack depth; the test is at assembly time.)

Unlike colon definitions, which set the system into a special compile state, 'CODE' definitions leave it in regular Forth execution. Therefore the whole FORTH language is available for address arithmetic, macros, labels, etc.

In line #2, 'TEST2' is defined to move literal '555' into indirect address 33000. The symbol '()' was chosen for indirection instead of '@', which is used for Fetch in the FORTH vocabulary.

'TESTDUP' (line 3) is the same as 'DUP' - it moves from the stack pointer indirect to the stack pointer autodecrement. Note the symbol 'S', which refers to the FORTH stack. This assembler also has a symbol 'SP' to refer to the machine stack; in this implementation, they are different.

'TEST0' pushes R0 onto the stack, showing how FORTH can get access to register contents.

'TESTBYTE' (line 5) moves the byte at address 33006 to the stack. It goes by way of R1, a register available as a temporary. The byte cannot be moved directly into the FORTH stack, as the 'MOVB' instruction would autodecrement by 1 instead of 2, destroying the stack and crashing FORTH.

Registers R0, R1, and R2 are available for CODE routines to use without restoring. R4 is the FORTH instruction pointer and R5 is the FORTH stack; the machine stack is the FORTH return stack. R3 points to FORTH's "user" area.

'TEST3' illustrates an indexed address - literal 444 is moved into 20 indexed by R1 - or address 33020 octal in this case.

'TEST-DUP' introduces a code-level structured conditional. (This operation is the same as '-DUP', which duplicates the top of the stack if it is non-zero.) First, 'S () TST,' tests the top of the stack non-destructively. Then 'NE IF,' sets up a branch instruction which executes the code between 'IF,' and 'ENDIF,' only if the 'NE' condition code is true - i.e. it does branch around if 'NE' is false. 'S () S -) MOV,' works as in the 'TESTDUP' example, line 3 above. Note that 'IF,' is different from the higher-level analogous operation 'IF'. In case you forget the comma, an error message will be given, since 'IF' can only be used inside a colon definition.

The following condition tests may be used with 'IF,'. These same tests may also be used with the 'WHILE,' and 'UNTIL,' looping structures described below.

```
EQ  NE  MI  PL  VS  VC  CS  CC
LT  GE  LE  GT  LOS HI  LO  HIS
```

Note that there are no commas in the names. The convention is to use commas to end the names of instructions which actually place code in the dictionary ('BEGIN,' - described below - is an exception).

Incidentally, the complete set of mode symbols is:

```
)+  autoincrement
-)  autodecrement
I)  indexed
@)+ autoincrement deferred
@-) autodecrement deferred
@I) indexed deferred
#   immediate
@#  absolute
()  either register deferred or relative deferred
```

'()' tests whether its argument is 0-7, in which case it assumes register deferred; otherwise it is relative deferred.

No mode symbol at all defaults to register mode if the argument is 0-7, relative otherwise. To address memory locations 0-7, the instruction would have to be specially created in octal. (Also, a '-1' (177777) address may have to be specially created, as the assembler uses '-1' as a flag during the handling of the mode default.)

Lines 8-9, 'TESTLP1', create a 'BEGIN,...WHILE,...REPEAT,' loop in code. First, octal 15 is moved to R1. Within the loop, R1 is decremented, and while the result is greater than zero, the loop continues. 'R1 S -) MOV,' pushes R1 onto the stack; this is done so that we can later check that the loop worked right.

Similarly, 'TESTLP2' creates a 'BEGIN,...UNTIL,' loop in code. These loop structures can be nested.

These structured conditionals use the 'BR' instructions, and give an error message in case of attempt to branch outside the allowable range of those instructions (this shouldn't happen often, because FORTH code definitions are customarily short). The assembler could be modified to substitute 'JMP,' in that case.

Line 12 creates a new data type 'TESTVARIABLE' (it's the same as 'VARIABLE'). The word ';CODE' is the machine-language equivalent of the pair '(BUILDS...DOES)'. 'W', which is another name for 'R1', is a register used as a temporary by the system. When 'TESTVARIABLE' is executed, it will grab the next word in the input stream, and make a dictionary entry for it (this is done by 'CONSTANT'). ';CODE' then changes that dictionary entry so that when the new word gets executed, 'W S -) MOV,' will execute (instead of the usual 'code routine' associated with the data type CONSTANT. Full discussion of ';CODE' is beyond the scope of this User's Guide, but for comparison, see the definition of 'VARIABLE' in FORTH.MAC.

The previous examples have used numeric literals to represent addresses. Naturally, FORTH constants could be used just as well; the assembler doesn't care how the address gets on the stack. FORTH variables can be used as labels, as illustrated below. The label must be defined before it is used, so these labels can only refer backwards. Usually this isn't a problem because the structured conditionals take care of most of the branching, and FORTH constants, variables, or allocation algorithms provide the addresses of data areas. If a non-structured forward branch were required, it would have to be patched.

The following example uses variable 'XX' as a label. The variable is created outside of a code definition (else the dictionary entry, including the name, would be in the line of code). The 'HERE XX !' places the current dictionary address into 'XX'; it generates no code, but it saves the address where 'TESTSUB', a subroutine, begins. The subroutine moves '333' to the stack (so we can check that it worked), then it does 'PC RTS,'. No 'NEXT,' is needed, because this subroutine returns through the RTS instruction instead of continuing with FORTH execution.

'TESTCALL' uses 'XX @' to get the address for the 'JSR,'. A number, FORTH constant, or computed address would have been equivalent.

```

0 VARIABLE XX
OK
CODE TESTSUB HERE XX !    333 # S -) MOV, PC RTS, C;
OK
CODE TESTCALL PC XX @ JSR, NEXT, C;
OK
TESTCALL .
219 OK
219 OCTAL .
333 OK
DECIMAL
OK

```

Note - Many FORTH systems only remember the first three characters and the length of operation names; therefore 'TEST1' and 'TEST2' used in the above examples would not be distinguished, so this naming scheme could not be used. This and the other Forth Interest Group systems distinguish the full name, up to 31 characters. Long names take more memory than short ones, but the difference is slight because the name is only remembered once (when defined), regardless of how often it is used.

This system does permit the user to cut off names at three characters or some other maximum length if desired, by changing the value of the system-defined variable 'WIDTH', which is normally 31. This feature is useful if memory is very tight, or to check that programs will run on other FORTH systems which do not remember the full names.

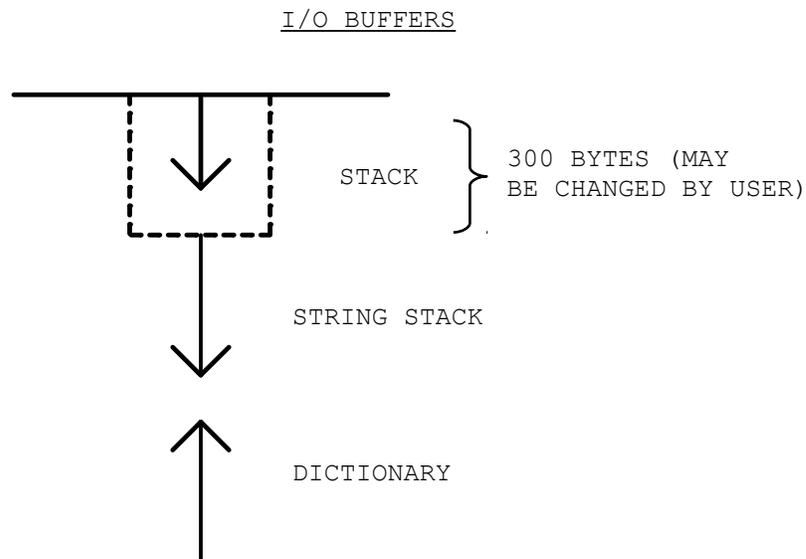
## VI. Strings

The "Sample Session" chapter includes examples of use of the string package. This chapter gives an overview and a glossary of the string operations available.

Strings are kept on a separate string stack, or in string variables in memory. In either case, the string is represented as a length word, followed by the string of characters. The length word is on a word boundary, and if the number of characters is odd, an extra byte is left.

The usual Forth convention is that operations should destroy their arguments on the stack. Some of the string operations, however ('\$LEN', '\$SEG1' for example) do not destroy their string-stack arguments; others (e.g. '\$.') do.

In this as in most Forth systems, the dictionary grows upward in memory, while the stack (data stack) grows downward. In this system, the string stack is located on a "platform" over the data stack; it also grows down toward the dictionary. The following diagram shows a simplified memory map:



This layout was chosen because in practice very few Forth programs, even the largest, ever use a stack depth of over 50 words (recursive programs are an exception of course). As distributed, this system allows a depth of 150 words (300 bytes) in the data stack, before the string stack begins. The user can increase this size by changing the number '300' in the definition of 'STACKSIZE' (screen 19 line #2); no reassembly of FORTH.MAC is required. And a program could use over 150 words of stack without increasing 'STACKSIZE', as long as it did not use strings at the same time as the stack depth was over 150.

This arrangement allows the string stack to use almost all of available memory if required; and yet when it isn't used, it doesn't take any memory.

These are the string operations of most interest to the user:

"            Introduce a string literal. The quote must be followed by a blank, then by the string, followed by a terminating quote. The string literal must all be on the same line. This operation cannot be used to enter a null string.  
              If executing, the string literal is immediately placed on the string stack. If compiling, it is included in the dictionary definition, and placed on the string stack when that part of the definition is executed. This is analogous to the handling of numeric literals (ordinary numbers) in Forth.

\$.            Print the top string on the stack, and destroy it.

\$DUP          Duplicate the top string.

\$DROP        Drop string.

\$SWAP        Swap settings.

\$OVER        Over - copy second string into string stack.

\$@            Fetch the string from memory (address on data stack) and put it on the string stack. This string in memory must start with a length word.

\$!            Store from the string stack into memory.

\$@TEXT       Like '\$@', but takes only the string of characters from memory, not the length word. This operation takes two arguments on the data stack, the count (number of characters) on top, and the memory address where the text string begins. Note that these are the same arguments expected by the Forth word 'TYPE'.

\$DIM         Creates a string variable of the given length; e.g. '80 \$DIM X' creates the Forth word 'X' which, when

executed, returns the address of an area for an 80-character string. The string variable is not initialized. This implementation does not store the length in the area, so operations that move strings there cannot automatically guard against too long a string being moved in (which would usually crash Forth).

`$VARIABLE` Does '`$DIM`' for the string on top of the string stack, and initializes. It drops the string from the stack.

`$LEN` Returns length of top string - doesn't drop it.

`$SECOND` Returns address of length word of second string.

`$SEG` Segment. Takes beginning and ending index of the segment (1-origin) as arguments. Does not destroy its string argument. Returns the segment string to the string stack.

`$STR` Creates string from the numerical value on the data stack.

`$VAL` Converts top string to its numerical value. (Note - this implementation accepts positive numbers only, and no leading blanks.) Stops conversion at first non-digit. Drops string.

`$<` Compares top two strings (and drops them). Returns boolean True if second string is less, False otherwise.

`$=` Same, for equal.

`$>` Same, for greater.

`$+` Concatenate top two strings.

`$NULL` Enter a null string on the string stack.

`$CLEAR` Clear the string stack.

Two enhancements which didn't make this release in time are a generalized '`$VAL`' (allowing minus signs and/or leading blanks) and a string search operation. (The latter should probably be written to allow a code option - e.g. written to use an operation which might be called '`CCOMP`', like '`CMOVE`', only compare instead of move. Then '`CCOMP`' could be available in higher-level Forth for transportability, and easily written in code for various computers, for speed.) These enhancements when made will not affect any programs which are already running on this system.

The string package currently takes less than 1200 bytes of object code.



## VII. Operating System Calls

### A. RT-11

Screen 28 shows an RT-11 system call to get the date. The Forth assembler sets up the same EMT (with its argument in R0) as the '.DATE' macro would in Macro-11. (Naturally, '.DATE' is not used here.)

#### SCR # 28

```
0 ( RT-11 SYSTEM-CALL EXAMPLE - DATE)
1 CODE DATE 12 400 * # R0 MOV, 374 EMT, R0 S -) MOV, NEXT, C;
2 : YEAR ( -> N ) DATE 31 AND 72 + ;
3 : DAY ( -> N ) DATE 32 / 31 AND ;
4 : MONTH ( -> N ) DATE 1024 / 15 AND ;
5
6
7
8
9
10
11
12
13
14
15
```

As described in the '.DATE' documentation in RT-11 Advanced Programmer's Guide, R0 must have octal 12 in the high-order byte, zero in the low-order, when EMT 374 is executed. The Forth assembler code '12 400 \* # R0 MOV,' could have been written '6000 # R0 MOV,', but the former is more explanatory, and the extra multiplication is only at assembly time. The call returns the date in R0; the right-most 5 bits are for year (the year minus 72), next 5 bits for day, and next 4 for month. The 'YEAR', 'DAY', and 'MONTH' operations break out these bits, and 'YEAR' adds 72. If 'YEAR' returns 72, it probably means that the operator has not entered a date.

## B. RSX-11M

The RSX call for the date (and time) is described in the Sample Session chapter. Here the address of an 8-word buffer to receive the information is pushed onto the PDP-11 stack ('SP' in Forth assembler is different from the Forth stack 'S'). Then a word containing the code for the call and the size of the block on the stack (2 words) is pushed. Then an EMT 377 is executed. See documentation of '\$GTIM\$' in RSX-11M Executive Reference Manual.

### SCR # 29

```
0 ( RSX-11M SYSTEM-CALL EXAMPLE - DATE)
1 DECIMAL
2 0 VARIABLE TBUFF 14 ALLOT
3 CODE TIME TBUFF # SP -) MOV, 2 400 * 75 + # SP -) MOV,
4   377 EMT, NEXT, C;
5 : YEAR ( -> N ) TIME TBUFF @ ;
6 : MONTH ( -> N ) TIME TBUFF 2+ @ ;
7 : DAY ( -> N ) TIME TBUFF 4 + @ ;
8 : HOUR ( -> N ) TIME TBUFF 6 + @ ;
9 : MINUTE ( -> N ) TIME TBUFF 8 + @ ;
10 : SECOND ( -> N ) TIME TBUFF 10 + @ ;
11 : TICK ( -> N ) TIME TBUFF 12 + @ ;
12 : TICKS/SECOND ( -> N ) TIME TBUFF 14 + @ ;
13
14
15
```

Even though the information is returned very differently than in RT-11, the end user, who sees only 'YEAR', 'MONTH', 'DAY', etc., uses them identically.

Screen 30 (below) defines a system call to read a line from the terminal (using LUN 4, which has already been assigned in FORTH.MAC). Here 'PUSH' is defined to avoid repetitive writing while pushing the required 12 words onto the stack; note the excursion into the ASSEMBLER vocabulary, necessary since 'SP', etc. are here being used outside of a 'CODE' definition ('CODE' automatically sets the ASSEMBLER vocabulary). An 80-byte buffer and an I/O status block are created; there are more graceful ways to create such buffers, but using 'ALLOT' to extend the two bytes already available in the variable will do. If re-entrancy were desired, these buffers could be assigned elsewhere in memory.

```
SCR # 30
0 ( RSX-11M SYSTEM-CALL EXAMPLE - TERMINAL I/O)
1
2 : PUSH ASSEMBLER SP -) MOV, FORTH ;
3 0 VARIABLE INBUF 78 ALLOT
4 0 VARIABLE IOSTAT 2 ALLOT
5 CODE INPUT 0 # PUSH 0 # PUSH 0 # PUSH 0 # PUSH
6   120 # PUSH INBUF # PUSH 0 # PUSH IOSTAT # PUSH
7   4 # PUSH 4 # PUSH 10400 # PUSH 6003 # PUSH
8   377 EMT, NEXT, C;
9
10
11
12
13
14
15
```

Forth can create FDBs [RSX-11M File Descriptor Blocks], etc. for the I/O calls. And Forth's interactive access makes learning and using the system calls faster and more pleasant, as new tests can be run immediately, and Forth eliminates the need for using a separate debugger to see error returns, etc.



## VIII. Linkage to Other Languages (RSX)

Forth operations can call subroutines written in other languages, giving access to features not yet implemented in this system (e.g. floating point), and more importantly allowing use of previously written packages, e.g. for statistical analysis or database management. After the calling sequences are defined, the resulting operations behave like any other Forth operations, allowing interactive access to packages not normally used interactively.

This chapter is for systems programmers who are setting up the linkage operations. Application programmers who use the operations don't need to know these details.

At the time of this release, use of this linkage has only begun, and it has only been tested under RSX-11M.

(RT-11 should be similar, as the subroutine linkage conventions are the same.) The example presented uses a Fortran subroutine for writing RSX-compatible sequential files from Forth. Any language which can be called from assembly should be callable from Forth.

The RSX-11M (also RT-11) linkage conventions are explained in IAS/RSX Fortran User's Guide, Section 2.4; most other PDP-11 operating systems also use the same. Briefly, the calling program points R5 to a word in memory which contains the number of arguments being passed. That word is followed by the addresses of the arguments. Then the calling program jumps to the entry point of the subroutine, using a JSR.

Forth could set up this calling sequence in various ways; we chose to create the argument list dynamically on the Forth stack. This implementation uses R5 as the Forth stack pointer. PDP-11 stacks grow down; so the Forth calling primitive 'ACALL' pushes the arguments onto the Forth stack in reverse order, then pushes the number of arguments, copies the Forth stack pointer into R5 (unnecessary in this implementation) making R5 point to the argument list, which has been created on the stack, and then does the JSR. After the call, 'ACALL' cleans up the stack by dropping the argument list. Also, 'ACALL' saves and restores R3, R4, and R5, which are

important to Forth and might not be restored by the subroutine. Naturally the end user doesn't have to worry about these details.

SCR # 26

```
0 ( FORTRAN LINKAGE, RSX)
1 CODE ACALL ( ARGS... N ADDR -> . CALL FORTRAN, ETC.)
2   S )+ R2 MOV,                ( SAVE ENTRY ADDRESS IN REGISTER)
3   R3 RP -) MOV, R4 RP -) MOV, R5 RP -) MOV, ( SAVE R3,R4,R5)
4   S R5 MOV,                    ( THE STACK WILL BE THE ARG. LIST)
5   PC R2 () JSR,                ( LINK THROUGH R2)
6   RP )+ R5 MOV, RP )+ R4 MOV, RP )+ R3 MOV, ( RESTR R3,R4,R5)
7   S )+ R2 MOV, R2 R2 ADD, R2 S ADD, ( DROP THE ARGS)
8   NEXT, C;
9
10 ( THIS IS AN EXAMPLE - WRITE LINES ON AN RSX FILE)
11 0 VARIABLE NFORT
12 : FILECALL 2 VLINK @ ACALL ;
13 : OPEN 1 NFORT ! 0 NFORT FILECALL ;
14 : CLOSE 3 NFORT ! 0 NFORT FILECALL ;
15 : WRITE ( ADDR ->. WRITE A LINE) 2 NFORT ! NFORT FILECALL ;
```

Screen 26 also contains a simple example of a call to a Fortran subroutine which can open, close, or write a file. The subroutine, reproduced below, takes two arguments: a parameter ('1', '2', or '3') telling whether to open, write, or close, and the address where writing begins. Naturally the end user of the file routines won't need to be bothered with the arbitrary parameter values. In this example, the number of characters per line (80) is fixed in the Fortran subroutine; Forth must set up a line of this length.

The end user need only see the operations 'OPEN', 'CLOSE', and 'WRITE'. 'WRITE' takes one argument, the memory address to start writing from; 'OPEN' and 'CLOSE' take no arguments. (A 'READ' operation could have been added of course.)

'FILECALL' simply supplies the number of arguments which will be received by the Fortran program (2 arguments), and the entry-point address ('LINKAGE @', explained below), and then performs the 'ACALL'. The variable 'NFORT' is used because the argument list sent to Fortran must contain addresses of the arguments, not the actual values; 'OPEN', 'CLOSE', and 'WRITE' stuff the proper value into 'NFORT', and then provide its address to 'FILECALL'. 'OPEN' and 'CLOSE' supply a dummy buffer address, '0'; 'WRITE' supplies the address which was given to it on the stack.

## Linking the Routines

Before the calls can be executed, the Fortran (or other language) routine must be linked with Forth into a task image. This linking is needed only when the subroutines are changed or added to; program development within Forth is still immediate, without need to wait for a link step, and the use of Fortran, etc. is normally transparent to the applications Forth programmer, once the linkage operations have been written.

To avoid reassembly of FORTH.MAC every time a different set of subroutines is linked, FORTH.MAC links indirectly through a single global symbol, VLINK. VLINK is the address of a vector of entry addresses of the subroutines being used. The Forth operation 'VLINK' returns the address of this vector. Therefore 'VLINK @' gets the address of the first entry point, 'VLINK 2 + @' gets the second subroutine's entry address, etc. The Forth operation 'VLINK' does not exist when the 'LINKS' symbol in FORTH.MAC is commented out.

At least under RSX-11M, a special Forth object program must be assembled if any linkage is to be used. This is because Forth normally uses a global symbol to link to the subroutine(s), and if there weren't any routines, a confusing warning message would be produced by the linker. Also, Fortran I/O has difficulty when called from a Macro-11 main program. So when Fortran I/O is to be used, a dummy Fortran main program calls Forth, which never returns to the dummy. (This dummy program calls 'GFORTH', a global symbol defined at the FORTH.MAC entry point.) Then Forth can call the Fortran I/O subroutines as needed. This procedure requires a change to FORTH.MAC so that an object program is assembled with no entry address.

To make these changes to FORTH.MAC, (1) remove the semicolon which comments out the definition of the 'LINKS' symbol near the beginning of FORTH.MAC, (2) change the last line of FORTH.MAC, from '.END ORIGIN' to '.END', and (3) assemble to get a FORTH.OBJ suitable for linking. The dummy Fortran program is

```
CALL    GFORTH
END
```

and the link vector module is

```
VLINK:: .WORD    OUT
        .END
```

In this example, we are linking to only one Fortran subroutine, named 'OUT'.  
This subroutine is

```
      SUBROUTINE OUT(N,L)
C      OUTPUT RSX-COMPATIBLE FILES FROM FORTH
      DIMENSION L(40)
      IF(N .NE. 1) GOTO 2
      CALL ASSIGN (1, 'OUT.DAT')
      RETURN
2      IF(N .NE. 2) GOTO 3
      WRITE(1,101)L
101     FORMAT(' ',40A2)
      RETURN
3      IF(N .NE. 3) GOTO 4
      CALL CLOSE(1)
      RETURN
4      WRITE(4,102)N
102     FORMAT(' ERROR, BAD ARG TO FORTRAN SUBROUTINE', I7)
      RETURN
      END
```

The following session uses TECO to edit FORTH.MAC for RSX assembly and to allow linkage, assembles the new FORTH.MAC and the link vector module VLINK.MAC, and compiles the Fortran dummy main program DUMMY.FTN and the Fortran OUT.FTN. Then it links these modules, runs Forth, loads the assembler, etc. and loads the linkage example in Screen 26:

```

>TEC FORTH.MAC
*^^^EV$$
^.TITLE F.I.G.
*S;R$$
;R^SX11=1          ; COMMENTED OUT UNLESS RSX11M
*-L$$
^RT11=1           ; COMMENTED OUT UNLESS RT-11
*I;$$
;^RT11=1          ; COMMENTED OUT UNLESS RT-11
*L$$
^;RSX11=1         ; COMMENTED OUT UNLESS RSX11M
*D$$
^RSX11=1          ; COMMENTED OUT UNLESS RSX11M
*2L$$
^;LINKS=1         ; COMMENTED OUT UNLESS SUBROUTINE LINKAGE FROM
*D$$
^LINKS=1          ; COMMENTED OUT UNLESS SUBROUTINE LINKAGE FROM
*NHIMEM:$$
HIMEM:^
*2L$$
^      .END      ORIGIN
*KI    .END
$$
^*EX$$

>MAC FORTH=FORTH
>MAC VLINK=VLINK
>FOR DUMMY=DUMMY
>FOR OUT=OUT
>FTB FORTH=DUMMY, FORTH, VLINK, OUT
>RUN FORTH
FIG-FORTH V 1.3
1 LOAD

LOADING EDITOR... R ISN'T UNIQUE I ISN'T UNIQUE
LOADING ASSEMBLER... R0 ISN'T UNIQUE # ISN'T UNIQUE
LOADING STRING PACKAGE...
BYE ISN'T UNIQUE
OK
26 LOAD
OK

```

Now we can use 'OPEN', 'WRITE', and 'CLOSE' to define an operation 'FLIST', which lists a Forth screen to an RSX-compatible file (named OUT.DAT - see the Fortran listing above).

```
: IOBUF <BUILDS ALLOT DOES> ;
OK
80 IOBUF OUTBUF
OK
: FLIST ( SCREEN -> ) OUTBUF 80 BLANKS OUTBUF WRITE ( BLANK LINE)
  16 0 DO DUP BLOCK I 64 * + OUTBUF 64 CMOVE OUTBUF WRITE LOOP DROP ;
OK
: OUT30 OPEN 31 1 DO I FLIST LOOP CLOSE ;
OK
OUT30
OK
```

Now the RSX file OUT.DAT contains Forth screens 1-30.

The operation 'OUT30' writes the screens. Incidentally the data type defined by 'IOBUF' may also be useful elsewhere. 'IOBUF' creates a buffer in the dictionary, but it could have been defined to accept an address and allocate buffers wherever desired in memory.

In case of a trap error in Fortran, RSX cannot return control to Forth, so the job is aborted. In that case, the file FORTH.DAT will probably need to be unlocked.

Various shortcuts for linking subroutines are sometimes possible; FORTH.MAC may not need to be changed and reassembled for linking. The procedure described here is for the general case.

## IX. Bring-Up Options

Four pages of the program listing (reproduced below) describe options available through conditional assembly of FORTH.MAC. These options control:

- (a) Stand-alone, RT-11, or RSX-11M assembly.
- (b) Whether to use the EIS instructions (hardware multiply/divide, etc.)
- (c) Whether to produce an object module for linking to subroutines in other languages (see Chapter VIII).

FORTH.MAC as distributed is edited for RT-11 assembly without EIS and without linkage.

If you are using an old version of RT-11 (version 2), note special instructions.

```

1 | .TITLE F.I.G.
2 | ; *****
3 | ;
4 | ; PDP-11 FORTH          INTRODUCTION          PDP-11 FORTH
5 | ;
6 | ; *****
7 | ;
8 | ;
9 | ;
10 | ; PDP-11 FORTH      RT-11, RSX-11M, AND STAND-ALONE      JANUARY 1980
11 | ;
12 | ;
13 | ;
14 | ;   DEVELOPED BY THE
15 | ;       FORTH INTEREST GROUP / FORTH IMPLEMENTATION TEAM
16 | ;       P.O. BOX 1105
17 | ;       SAN CARLOS, CA. 94070
18 | ;
19 | ;
20 | ;   IMPLEMENTED BY
21 | ;       JOHN S. JAMES
22 | ;       P.O. BOX 348
23 | ;       BERKELEY, CA. 94701
24 | ;
25 | ;
26 | ;   THIS SYSTEM IS IN THE PUBLIC DOMAIN AND CAN BE USED
27 | ;   WITHOUT RESTRICTION. PLEASE CREDIT THE FORTH INTEREST
28 | ;   GROUP IF YOU REPUBLISH SUBSTANTIAL PORTIONS.
29 | ;
30 | ;
31 | ;   THE FORTH INTEREST GROUP / FORTH IMPLEMENTATION TEAM
32 | ;   ALSO HAS DEVELOPED NEARLY IDENTICAL VERSIONS OF THIS
33 | ;   SYSTEM FOR THE
34 | ;       8080
35 | ;       6800
36 | ;       6502
37 | ;       9900
38 | ;       PACE
39 | ;
40 | ;
41 | ;   FOR MORE INFORMATION, WRITE:
42 | ;
43 | ;       JOHN S. JAMES
44 | ;       P.O. BOX 348
45 | ;       BERKELEY, CA. 94701
46 | ;
47 | ;           OR

```

```

48 ;
49 ;           FORTH INTEREST GROUP
50 ;           P.O. BOX 1105
51 ;           SAN CARLOS, CA. 94070
52 ;
53 ;
54 ;           'PDP' AND 'RSX' ARE TRADEMARKS OF DIGITAL EQUIPMENT CORPORATION.
55 .PAGE
56 ;           THIS FORTH SYSTEM HAS
57 ;           - FULL LENGTH NAMES
58 ;           - EXTENSIVE COMPILE-TIME CHECKS AND ERROR MESSAGES
59 ;           - DOUBLE INTEGER I/O
60 ;           - A FORTH ASSEMBLER, PERMITTING STRUCTURED, INTERACTIVE
61 ;           DEVELOPMENT OF DEVICE HANDLERS, SPEED-CRITICAL
62 ;           ROUTINES, AND LINKAGE TO OPERATING SYSTEMS OR TO
63 ;           SUBROUTINE PACKAGES WRITTEN IN OTHER LANGUAGES.
64 ;           - STRING-HANDLING ROUTINES
65 ;           - A STRING-SEARCH EDITOR
66 ;           - LINKED VOCABULARIES
67 ;           - HOOKS FOR MULTITASKING/MULTIUSER (CURRENTLY SINGLE TASK)
68 ;           - AND AS CURRENTLY CONFIGURED IT RUNS IN A 24K BYTE
69 ;           TASK IMAGE (THIS INCLUDES BUFFERS, OPERATING-SYSTEM
70 ;           AREA, AND ROOM FOR SUBSTANTIAL ADDITIONAL FORTH
71 ;           PROGRAMMING) ON ANY PDP-11 OR LSI-11 CPU, WITH OR
72 ;           WITHOUT HARDWARE MULTIPLY/DIVIDE. THIS DISKETTE
73 ;           WILL BOOT AND RUN STAND-ALONE; ALSO IT CONTAINS A
74 ;           SOURCE PROGRAM WHICH CAN BE ASSEMBLED TO RUN
75 ;           UNDER RT-11, RSX-11M, OR STAND-ALONE. THIS SYSTEM
76 ;           CAN BE MODIFIED TO INTERFACE WITH ANY OTHER OPERATING
77 ;           SYSTEM WHICH SUPPORTS READ AND WRITE A CHARACTER,
78 ;           DETECT A CHARACTER (OPTIONAL), AND READ AND WRITE
79 ;           A DISK BLOCK.
80 ;
81 ;
82 ;           IT IS ALIGNED WITH THE 1978 STANDARD OF THE FORTH INTERNATIONAL
83 ;           STANDARDS TEAM.
84 ;
85 ;

```

86 ;  
87 ; RECOMMENDED DOCUMENTATION:  
88 ; - A FORTH LANGUAGE MANUAL. WE PARTICULARLY RECOMMEND EITHER  
89 ; (A) 'USING FORTH', BY FORTH, INC.  
90 ; OR  
91 ; (B) 'A FORTH PRIMER', BY W. RICHARD STEVENS, KITT  
92 ; PEAK NATIONAL OBSERVATORY.  
93 ; EITHER IS AVAILABLE THROUGH THE FORTH INTEREST GROUP,  
94 ; P.O. BOX 1105, SAN CARLOS, CA. 94070.  
95 ; - PDP-11 FORTH USER'S GUIDE, AVAILABLE FROM JOHN S. JAMES,  
96 ; ADDRESS ABOVE.  
97 ; - FORTH REFERENCE CARD FOR THE FORTH IMPLEMENTATION TEAM  
98 ; COMMON MODEL, AVAILABLE FROM FIG.  
99 ; - 'FIG-FORTH INSTALLATION MANUAL', ALSO FROM FIG.  
100 ;  
101 ;  
102 ;  
103 ; ACKNOWLEDGMENTS:  
104 ; THIS FORTH SYSTEM (IN 'FORTH.MAC') IS A GROUP PRODUCT  
105 ; OF THE FORTH IMPLEMENTATION TEAM OF THE FORTH INTEREST  
106 ; GROUP (P.O. BOX 1105, SAN CARLOS CA. 94070). THE IMPLEMENTER  
107 ; IS RESPONSIBLE FOR THIS PDP-11 VERSION OF THE MODEL, AND FOR  
108 ; THE SOFTWARE ON SCREENS IN 'FORTH.DAT'. ALTHOUGH THE LATTER  
109 ; IS NOT AN OFFICIAL RELEASE OF THE F.I.G., THE CONTRIBUTIONS  
110 ; FROM MEMBERS OF THE GROUP ARE TOO NUMEROUS TO CITE  
111 ; INDIVIDUALLY.  
112 ; IN ADDITION WE APPRECIATE THE PDP-11 CODING  
113 ; IMPROVEMENTS SUGGESTED BY STUART R. DOLE, DOLE & FARMER,  
114 ; PO BOX 142, PETALUMA, CA. 94952; BY PAUL EDELSTEIN;  
115 ; BY RICK STEVENS OF KITT PEAK; AND OTHERS.  
116 .PAGE

```

117 ; *****
118 ;
119 ;     BRINGING UP THE SYSTEM
120 ;
121 ;     *****
122 ;
123 ;
124 ;
125 ; TO RUN STAND-ALONE:
126 ;     - BOOT THE DISKETTE LIKE ANY OTHER SYSTEM DISK, FROM DX0.
127 ;     FORTH SHOULD COME UP AND TYPE 'FIG FORTH' AND THE VERSION
128 ;     NUMBER. TEST AS DESCRIBED FOR RT-11 BELOW.
129 ;     - MAKE A COPY OF THE DISK; THIS STAND-ALONE SYSTEM DOES NOT
130 ;     PROTECT AGAINST ACCIDENTALLY OVERWRITING THE SYSTEM OR THE
131 ;     SOURCE PROGRAMS. TO MAKE AN EXACT COPY OF THE ENTIRE DISK,
132 ;     1. PUT A BLANK DISK INTO THE SECOND DRIVE (DX1). FOR
133 ;     SAFETY, SET THE WRITE-PROTECT SWITCH ON THE DRIVE
134 ;     WHICH CONTAINS THE ORIGINAL SYSTEM DISK.
135 ;     2. TYPE '38 LOAD', AND CARRIAGE RETURN. THE SYSTEM SHOULD
136 ;     RESPOND 'OK'. THEN TYPE 'COPY' AND RETURN. EACH OF
137 ;     THE 77 TRACKS WILL BE READ FROM DX0 AND WRITTEN ON DX1.
138 ;     - NOTE THE LAYOUT OF THE DISKETTE. IT IS SET UP TO BOOT AND
139 ;     RUN STAND-ALONE, BUT IT ALSO CONTAINS AN RT-11 DIRECTORY,
140 ;     AND A MACRO-11 SOURCE PROGRAM 'FORTH.MAC' (WHICH PRODUCED
141 ;     THIS LISTING). THIS ALLOWS THE SAME DISK TO BE BOOTED
142 ;     AND RUN, OR TO PROVIDE SOURCE FOR MODIFICATION AND RE-ASSEMBLY.
143 ;     AS PROVIDED, THE FILE 'FORTH.DAT' CONTAINS FORTH SCREENS
144 ;     1-70. YOU CAN USE LOCATIONS BEYOND 70, BUT THESE WILL
145 ;     OVERWRITE THE 'FORTH.MAC' SOURCE PROGRAM. STAND-ALONE USERS
146 ;     MAY NEVER NEED TO USE THIS SOURCE, AND MAY WANT TO REMOVE IT
147 ;     AND USE THE SPACE FOR SOMETHING ELSE. MAKE A COPY FIRST.
148 ;     - STAND-ALONE USERS CAN ADD THEIR OWN OPERATIONS AND THEN
149 ;     SAVE A BOOTABLE IMAGE OF THE NEW SYSTEM. THE NEW OPERATIONS
150 ;     WILL BE AVAILABLE WHEN THE DISK IS BOOTED IN THE FUTURE.
151 ;     THE LOADER WHICH IS USED WILL ONLY LOAD IMAGES UP TO 7.9K;
152 ;     THIS LEAVES SEVERAL HUNDRED BYTES FOR NEW OPERATIONS, WHICH
153 ;     CAN INCLUDE EXTENDING THE SYSTEM BY BRINGING IN SOURCE OR
154 ;     OBJECT CODE. TO SAVE THE CURRENT SYSTEM, EXECUTE 'FORTH DEFINITIONS'
155 ;     IF NECESSARY TO GET INTO THE FORTH VOCABULARY, THEN 'DECIMAL 34 LOAD'.
156 ;     SOME WARNING MESSAGES WILL BE PRINTED (MSG #4); THEY CAN BE
157 ;     IGNORED.
158 ;     - IF YOU DO WANT TO RE-ASSEMBLE THE SYSTEM FOR STAND-ALONE
159 ;     USE (WHICH MOST USERS SHOULD NEVER FIND NECESSARY),
160 ;     YOU MUST USE RT-11 TO EDIT AND ASSEMBLE 'FORTH.MAC'. NOTE
161 ;     THAT ALTHOUGH THIS LISTING IS ASSEMBLED FOR STAND-ALONE,
162 ;     THE SOURCE PROGRAM SUPPLIED IS SET FOR RT-11 ASSEMBLY;
163 ;     COMMENT OUT THE 'RT11' DEFINITION, AND REMOVE THE COMMENTING
164 ;     ON 'ALONE'. ASSEMBLE, LINK, AND RUN, AND THE SYSTEM SHOULD
165 ;     COME UP STAND-ALONE. IMMEDIATELY REMOVE THE RT-11 SYSTEM DISK

```

```

166 ; AND PLACE THE FORTH DISK IN DRIVE ZERO. TO REVISE
167 ; THE BOOTABLE IMAGE ON THE FORTH DISK SO THAT YOUR NEW SYSTEM
168 ; BOOTS STAND-ALONE, LIST SCREEN 34 (DECIMAL), AND FOLLOW THE
169 ; INSTRUCTIONS THERE. THE RUN TAKES ABOUT ONE MINUTE.
170 ; - THE BOOTABLE SYSTEM DOES NOT USE HARDWARE MULTIPLY AND DIVIDE.
171 ; IF YOU DON'T HAVE RT-11 TO EDIT AND RECOMPILE WITH 'EIS'
172 ; CONDITIONAL ASSEMBLY, THE MULTIPLY/DIVIDE ROUTINES CAN BE
173 ; PATCHED. IF YOU PATCH FROM THE KEYBOARD MONITOR, THE
174 ; RESTART ADDRESS IS 1000 OCTAL ( COLD START) OR 1004 (WARM
175 ; START). SAVE THE NEW VERSION AS A BOOTABLE SYSTEM, AS
176 ; DESCRIBED ABOVE.
177 ; - THE SKEWED DISK I/O OPERATIONS SKIP TRACK ZERO, FOR COMPATIBILITY
178 ; WITH STANDARD PDP-11 SECTOR SKEWING. THE PHYSICAL READ
179 ; OPERATIONS ('RTS', 'WTS', 'NRTS', 'NWTS') CAN READ ANY SECTOR,
180 ; HOWEVER.
181 ; - ALSO THE SYSTEM AS DISTRIBUTED SKIPS THE FIRST 56 SECTORS
182 ; (7 SCREENS) IN ORDER TO SKIP THE BOOT BLOCK AND AN
183 ; RT-11 DIRECTORY. THIS CAUSES THE SCREEN POSITIONS TO BE THE
184 ; SAME FOR STAND-ALONE AND FOR RT-11 (WHICH ACCESSES THE FILE
185 ; 'FORTH.DAT'). YOU CAN CHANGE THIS BY CHANGING THE VALUE OF
186 ; THE VARIABLES 'S-SKIP' (NUMBER OF SCREENS SKIPPED) AND
187 ; 'S-USE' (NUMBER OF SCREENS USED BEFORE ACCESSING THE
188 ; SECOND DISK). THESE VARIABLES CAN BE CHANGED AT ANY TIME,
189 ; SO DISK SCREENS CAN BE READ INTO BUFFERS AND THEN FLUSHED
190 ; TO DIFFERENT LOCATIONS ON THE DISK.
191 ; - ADVANCED USERS MAY NOTE THAT THIS SYSTEM IS DESIGNED TO
192 ; ALLOW THE MEMORY LAYOUT - NUMBER AND LOCATION OF DISK
193 ; BUFFERS, LOCATION OF THE STACK, ETC. - TO BE CHANGED
194 ; DYNAMICALLY, WITHOUT REASSEMBLY.
195 ;
196 ;
197 ; TO BRING UP THIS SYSTEM UNDER RT-11:
198 ; - BE SURE THAT RT-11 IS SELECTED BELOW. THE LINES DEFINING
199 ; 'RSX11M' AND 'ALONE' SHOULD BE COMMENTED OUT; 'RT11' SHOULD
200 ; NOT BE. NOTE THAT THIS DISK IS DISTRIBUTED READY FOR RT-11
201 ; ASSEMBLY (EVEN THOUGH THIS LISTING IS FOR STAND-ALONE).
202 ; - IF YOU HAVE HARDWARE MULTIPLY/DIVIDE, ALSO REMOVE THE
203 ; SEMICOLON FROM THE LINE DEFINING 'EIS'.
204 ; - IF YOU ARE USING AN OLDER VERSION OF RT-11 (VERSION 2),
205 ; YOU MAY NEED TO USE THE MACROS '..V2..' AND '.REGDEF'.
206 ; - ASSEMBLE, LINK, AND RUN. THE SYSTEM SHOULD COME UP AND
207 ; TYPE 'FIG-FORTH' AND THE VERSION NUMBER.
208 ; - TEST THAT IT IS UP BY TRYING SOME ARITHMETIC OR DEFINITIONS, E.G.
209 ; 88 88 * . (NOTE THAT THE '.' MEANS PRINT)
210 ; : SQUARE DUP * ;
211 ; 25 SQUARE .
212 ; OR TYPE 'VLIST' FOR A LIST OF ALL THE FORTH OPERATIONS IN THE
213 ; DICTIONARY.

```

```

214 ; - THE DISK SHOULD WORK IF THE DISKETTE IS IN DRIVE 'DK'.
215 ; MAKE SURE THAT 'DK' IS ASSIGNED TO WHATEVER PHYSICAL
216 ; DRIVE YOU ARE USING - OR CHANGE LINE 'RTFILE:' IN
217 ; 'FORTH.MAC'. TEST THE DISK BY TYPING
218 ;     1 LIST
219 ; WHICH SHOULD LIST THE SCREEN WHICH LOADS THE EDITOR,
220 ; ASSEMBLER, AND STRING ROUTINES.
221 ; - IN CASE YOU NEED TO GET A LISTING FROM THE ASSEMBLY OF
222 ; 'FORTH.MAC' (NOT USUALLY NECESSARY), AND YOUR SYSTEM HAS
223 ; ONLY DISKETTES (NO LARGER DISKS), THE 'ALLOCATE' OPTION
224 ; IS NECESSARY BECAUSE OF THE SIZE OF THE '.LST' FILE
225 ; (AROUND 230 BLOCKS). FIRST COPY 'FORTH.MAC' ONTO A
226 ; SEPARATE DISKETTE BY ITSELF. THEN EXECUTE
227 ;     .MACRO /LIST:FORTH.LST /ALLOCATE:300. /NOOBJECT
228 ; AND REPLY 'FORTH.MAC' WHEN ASKED FOR 'FILES?'.
229 ;
230 ;
231 ;
232 ; TO BRING UP THE SYSTEM UNDER RSX-11M:
233 ; - THE DISKETTE PROVIDED IS IN RT-11 FILE FORMAT. THE TWO FILES
234 ; MUST BE COPIED OFF THE DISKETTE INTO AN RSX DIRECTORY. THE
235 ; 'FORTH.DAT' FILE MUST BE COPIED IN IMAGE MODE. ANY RSX
236 ; DIRECTORY MAY BE USED. ASSUMING THE DISKETTE IS IN DRIVE 0,
237 ; USE THE RSX COMMANDS:
238 ;     >FLX =DX:FORTH.MAC/RT
239 ;     >FLX =DX:FORTH.DAT/RT/IM
240 ; INCIDENTALLY, 'FORTH.DAT' IS THE SYSTEM'S 'VIRTUAL MEMORY'
241 ; FILE, USED FOR DISK I/O. THE REST OF THE SYSTEM (THIS
242 ; PROGRAM ALONE) CAN RUN INDEPENDENTLY, EVEN IF 'FORTH.DAT'
243 ; IS NOT AVAILABLE.
244 ; - EDIT 'FORTH.MAC' TO SELECT RSX ASSEMBLY. CHANGE THE SEMICOLON
245 ; TO COMMENT OUT 'RT11' NOT 'RSX11'. LET 'EIS' BE DEFINED IF
246 ; YOU HAVE HARDWARE MULTIPLY/DIVIDE.
247 ; - ASSEMBLE, TASK BUILD, AND RUN. TEST AS WITH RT11 ABOVE.
248 ; - THE DISK I/O SHOULD WORK IF 'FORTH.DAT' IS IN THE DEFAULT
249 ; DEVICE AND DIRECTORY. TEST AS ABOVE.
250 ;
251 ;
252 ;
253 ; THE SYSTEM AS SUPPLIED RESERVES 8000. BYTES FOR YOUR FORTH
254 ; PROGRAMMING AND STACK. THIS IS ENOUGH FOR SUBSTANTIAL PROJECTS.
255 ; (NOTE THAT THE EDITOR, ASSEMBLER, AND STRING PACKAGE, IF LOADED,
256 ; USE MORE THAN 5K OF THIS.) TO CHANGE THIS MEMORY SIZE, CHANGE
257 ; THE '8000.' WHICH IS IN THE LINES FOLLOWING THE LABEL 'DP:',
258 ; NEAR THE END OF THIS PROGRAM. INCIDENTALLY, VERY FEW JOBS
259 ; (E.G. RECURSION) WILL EVER USE MORE THAN 100 WORDS OF THIS SPACE
260 ; FOR THE STACK; THE REST OF THE SPACE IS AVAILABLE FOR A STRING
261 ; STACK (IF USED) OR FOR YOUR PROGRAMS - AND FORTH OBJECT CODE IS
262 ; CONSIDERABLY MORE COMPACT THAN ASSEMBLY.

```

```

263 ;
264 ;
265 ;
266 ; THE FORTH VIRTUAL FILE 'FORTH.DAT' IS USED FOR STORING SOURCE
267 ; PROGRAMS (OR DATA). THIS FILE HAS 70 1-K SCREENS (1-70),
268 ; I.E. 140 PDP-11 DISK BLOCKS. SCREENS 4 AND 5 ARE USED BY THE
269 ; SYSTEM FOR STORING ERROR AND WARNING MESSAGES. SCREENS 6-30
270 ; CONTAIN A TEXT EDITOR, ASSEMBLER, STRING PACKAGE, AND MISCELLANEOUS
271 ; EXAMPLES. SCREENS 40 THROUGH 47 CONTAIN A BINARY STAND-ALONE
272 ; SYSTEM (NOT USED UNDER RT-11 OR RSX-11M). USERS MAY WANT
273 ; TO SAVE THEIR SOURCE PROGRAMS AND DATA IN THE BLANK SCREENS.
274 ; THE SIZE OF THIS FORTH SCREENS FILE ('FORTH.DAT') CAN BE INCREASED
275 ; IF NEEDED. IF THE SYSTEM IS TO BE BOOTED STAND-ALONE, THE LOCATION
276 ; OF THE SYSTEM BINARY IMAGE ON THE DISK MUST NOT BE CHANGED;
277 ; THEREFORE, IF THE DISK IS TO BE USED TO RUN STAND-ALONE, DO NOT
278 ; USE RT-11 TO MOVE 'FORTH.DAT' TO ANOTHER PLACE ON THE DISK.
279 ;
280 ;
281 ;
282 ;
283 ;
284 ; NOTE THAT THE RT-11 AND RSX-11M SYSTEMS DO NOT ECHO CHARACTERS
285 ; WHICH ARE INPUT FROM THE TERMINAL. INSTEAD, THEY LET THE OPERATING
286 ; SYSTEM (RT-11 OR RSX-11M) ECHO THEM. THIS IS DONE SO THAT TYPING
287 ; CONVENTIONS WILL BE THE SAME AS THE USER IS FAMILIAR WITH. ALSO,
288 ; TO AVOID SWAPPING DELAYS, THE RSX VERSION OF 'KEY' READS A LINE OF
289 ; CHARACTERS AT A TIME.
290 ;
291 ;
292 ;
293 ;
294 ; CHANGE THESE LINES TO CONTROL CONDITIONAL ASSEMBLY:
295 ;
296 RT11=1 ; COMMENTED OUT UNLESS RT-11
297 ;RSX11=1 ; COMMENTED OUT UNLESS RSX11M
298 ;ALONE=1 ; COMMENTED OUT UNLESS STAND-ALONE
299 EIS=1 ; COMMENTED OUT UNLESS HARDWARE MULTIPLY-DIVIDE
300 ;LINKS=1 ; COMMENTED OUT UNLESS SUBROUTINE LINKAGE FROM
301 ; FORTH TO OTHER LANGUAGES
302 ;
303 ;.PAGE
304 ; *****
305 ;
306 ; VARIATIONS FROM F.I.G. MODEL
307 ;
308 ; *****

```

## X. Documentation Hints

Programs in Forth or other extensible languages especially need documentation if other programmers are going to maintain them. Forth coding includes new operations that are not part of the standard language; these must be described. Also, they should be designed to form coherent application-related groups.

The user needs to know what arguments an operation takes from the stack, and what results it returns. This information can be abbreviated in a comment in source code on disk. E.g. see Screen #6 in the listing of FORTH.DAT below. The comment in line 3 '( -> N )' indicates that the operation '#ARGS' takes no arguments from the stack, and returns a number to it. 'GETWORD' takes no arguments and returns no result; 'CURSADDR' takes no arguments and returns an address; 'NLINE' returns a line #, etc. Since these words are only used internally in the editor, they aren't described in the editor user documentation.

The next level of documentation is the glossary. The glossary should repeat the stack information, and tell what the word does. Often a couple sentences is enough. The Forth Interest Group glossary reproduced below shows that higher-level words needn't take any more space than lower-level ones. This is probably because words are selected for purposes chosen by human users, but whatever the reason, a consequence is that program complexity tends to grow linearly with size. One more requirement for understandable programs is the design of coherent application-oriented groupings or vocabularies, operation sets which in effect make Forth into a special application language. Large applications should have a hierarchical structure of various levels of language. At any level there will probably be special-purpose operations which are only used locally to define other words, not used later. Forth has facilities to hide these words from the user, but that may not be worth the trouble, as the user is allowed to redefine those names as something else with no more penalty than a "not unique" warning message. User glossaries should omit those words or list them separately, however.

Documentation for maintenance programmers can be a narrative walk-through explaining the purpose of coding decisions and the working of any unusual code. Also, any special-purpose operations omitted from the user's glossary should be described here.

## **XI. FORTH.DAT Listing**

Many of the following source screens are explained elsewhere in the text.

1 39 INDEX

1	( LOAD SCREEN)	
2	( LOAD SCREEN)	
3		
4	( ERROR, WARNING, AND OTHER MESSAGES - SCREENS 4 AND 5 )	
5	( ERROR MESSAGES, CONTINUED )	
6	( EDITOR - SET-UP)	
7	( EDITOR - OPERATIONS)	
8	( EDITOR, SCREEN 3)	
9	( EDITOR, SCREEN 4)	
10	( ASSEMBLER)	OCTAL
11	( ASSEMBLER, CONT.)	OCTAL
12	( ASSEMBLER - INSTRUCTION TABLE)	OCTAL
13	( ASSEMBLER - CONT.)	OCTAL
14	( ASSEMBLER - REGISTERS, MODES, AND CONDITIONS)	OCTAL
15	( ASSEMBLER - STRUCTURED CONDITIONALS)	OCTAL
16		
17	( ASSEMBLER - EXAMPLES)	
18		
19	( STRING ROUTINES)	DECIMAL
20	( STRINGS - CONTINUED)	
21	( STRINGS - CONTINUED)	
22	( STRINGS - CONTINUED )	
23		
24	( TRIG LOOKUP ROUTINES - WITH SINE *10000 TABLE)	
25		
26	( FORTRAN LINKAGE, RSX)	
27		
28	( RT-11 SYSTEM-CALL EXAMPLE - DATE)	
29	( RSX-11M SYSTEM-CALL EXAMPLE - DATE)	
30	( RSX-11M SYSTEM-CALL EXAMPLE - TERMINAL I/O)	
31		
32	( EXAMPLES - RANDOM #S, VIRTUAL ARRAY, RECURSIVE CALL)	
33		
34	( CREATE BOOTABLE IMAGE ON SCREENS 40-47. FOR STAND-ALONE.)	
35	( CREATE A BINARY IMAGE ON SCREENS 40 - 47 )	
36	( CREATE BOOT LOADER. NOTE - DOES NOT WRITE BOOT BLOCK)	
37	( CREATE BOOT LOADER, CONT.)	OCTAL
38	( DISK COPY FROM SYSTEM DISK TO DX1)	
39	( ** CAUTION ** BINARY IMAGE IN SCREENS 40-47) OK	

Screens 40-47 are reserved for binary data, so they are not shown and do not appear in the screen listings below.

48 70 INDEX

48  
49 ( NOTE CONCERNING SCREENS 50 - 56 )  
50 ( FLOPPY DRIVER - MACROS)  
51 ( FLOPPY DRIVER, NRTS)  
52 ( FLOPPY DRIVER - NWTS)  
53 ( FLOPPY DRIVER - SKEW, NSETUP)  
54 ( FLOPPY - TR/W)  
55 ( FLOPPY - ERROR TEST. LOAD AFTER 50.)  
56 ( FLOPPY - APPENDAGE OF 53)  
57  
58  
59  
60  
61  
62  
63  
64  
65  
66  
67  
68  
69  
70 OK

Screens 57-70 are empty, so they do not appear in the screen listings below.

```
SCR # 1
0 ( LOAD SCREEN)
1 DECIMAL
2 1 WARNING ! ( GET ERR MSGS, NOT #S)
3
4 CR ." LOADING EDITOR... " 6 LOAD 7 LOAD 8 LOAD 9 LOAD
5 CR ." LOADING ASSEMBLER... " 10 LOAD 11 LOAD 12 LOAD 13 LOAD
6      14 LOAD 15 LOAD
7 CR ." LOADING STRING PACKAGE... " 19 LOAD 20 LOAD 21 LOAD
8      22 LOAD
9 CR
10 : BYE FLUSH CR ." LEAVING FORTH.  HAVE A GOOD DAY." CR BYE ;
11 CR
12
13
14
15
```

```
SCR # 2
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
```

```
SCR # 3
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
```

SCR # 4

```
0 ( ERROR, WARNING, AND OTHER MESSAGES - SCREENS 4 AND 5 )
1 EMPTY STACK
2 STACK OR DICTIONARY FULL
3 HAS INCORRECT ADDRESS MODE
4 ISN'T UNIQUE
5
6 DISC RANGE
7
8
9
10
11
12
13
14
15 FORTH INTEREST GROUP
```

MAY 1979

SCR # 5

```
0 ( ERROR MESSAGES, CONTINUED )
1 COMPILATION ONLY, USE IN DEFINITION
2 EXECUTION ONLY
3 CONDITIONALS NOT PAIRED
4 DEFINITION NOT FINISHED
5 IN PROTECTED DICTIONARY
6 USE ONLY WHEN LOADING
7
8 DECLARE VOCABULARY
9
10
11
12
13
14
15
```

SCR # 6

```
0 ( EDITOR - SET-UP)
1 VOCABULARY EDITOR IMMEDIATE      0 VARIABLE ESCR      DECIMAL
2 0 VARIABLE CURSOR  0 VARIABLE STACKPTR : STK SP@ STACKPTR ! ;
3 : #ARGS ( ->N ) SP@ STACKPTR @ SWAP - 2 / 0 MAX ;
4 : E ESCR @ BLOCK DROP [COMPILE] EDITOR STK ;
5 : EDIT -DUP IF ESCR ! 0 CURSOR ! E ELSE ." ERR 0 ARG" ENDIF ;
6 EDITOR DEFINITIONS
7 : EX FLUSH [COMPILE] FORTH ;
8 ( THE FOLLOWING ARE UTILITY ROUTINES FOR LATER DEFINITIONS.)
9 : GETWORD ( -> ) 1 WORD  HERE 1+ C@ 0= IF 0 HERE C! ENDIF ;
10 : GETPAD ( -> ) GETWORD  HERE PAD 65 CMOVE ;
11 : RANGE ( -> ) CURSOR @ 0 MAX 1023 MIN CURSOR ! ;
12 : CURSADDR ( -> ADDR ) ESCR @ BLOCK UPDATE CURSOR @ + ;
13 : CLINE ( -> POSITION ) CURSOR @ 64 MOD ;
14 : LINEADDR ( -> ADDR ) CURSADDR CLINE - ;
15 : NLINE ( -> LINE# ) CURSOR @ 64 / ;
```

```

SCR # 7
0 ( EDITOR - OPERATIONS)
1 : LDEFAULT ( N? -> N ) #ARGS IF 64 * CURSOR ! RANGE ENDIF ;
2 : lDEFAULT ( N? -> N ) #ARGS 0= IF 1 ENDIF ;
3 : NEW LDEFAULT 16 NLINE DO CR QUERY GETPAD PAD 1+ C@ 32 <
4   IF LEAVE ELSE LINEADDR 64 BLANKS PAD 1+ LINEADDR PAD C@
5   64 MIN CMOVE 64 CURSOR +! RANGE ENDIF LOOP STK ;
6 : T LDEFAULT CR LINEADDR PAD 64 CMOVE CURSADDR PAD CLINE + 1+
7   64 CLINE - CMOVE 95 PAD CLINE + C! NLINE 3 .R SPACE
8   PAD 65 TYPE STK ;
9 : R LDEFAULT GETPAD PAD 1+ CURSADDR PAD C@
10  64 MIN CMOVE PAD C@ CURSOR +! RANGE T STK ;
11 : L ESCR @ FORTH LIST EDITOR CR T STK ;
12 : M lDEFAULT CURSOR +! RANGE T STK ;
13 : TRADE ( M,N---) 2 0 DO 64 * CURSOR ! RANGE LINEADDR SWAP LOOP
14   DUP PAD 64 CMOVE OVER SWAP 64 CMOVE PAD SWAP 64 CMOVE STK ;
15

```

```

SCR # 8
0 ( EDITOR, SCREEN 3)
1 : D-+ONLY DUP CURSADDR + CURSADDR 64 CLINE - CMOVE
2   LINEADDR 64 + OVER - SWAP BLANKS T ;
3 : D ( ADJUST ARG IF NEG, DEFAULT, OUT OF LINE) lDEFAULT DUP 0<
4   IF ( NEGATIVE ARG) CLINE MINUS MAX DUP CURSOR +! ABS
5   ELSE 64 CLINE - MIN ENDIF -DUP IF D-+ONLY ENDIF STK ;
6 : I LDEFAULT CURSADDR PAD 64 CMOVE GETWORD HERE 1+ CURSADDR
7   HERE C@ CMOVE PAD CURSADDR HERE C@ + LINEADDR 64 + OVER -
8   0 MAX CMOVE HERE C@ CURSOR +! RANGE T STK ;
9 : COMP ( ADDR ADDR LEN -> BOOL. TEST FOR STRINGS EQUAL)
10  OVER + SWAP DO DUP C@ FORTH I C@ -
11    IF ( UNEQUAL) DROP 0 LEAVE ELSE 1+ ENDIF LOOP ;
12 : SEARCH ( ADDR LEN -> ADDR-OR-0 ) HERE C@ - 1 MAX
13  OVER + SWAP 0 ROT ROT DO FORTH I HERE 1+ HERE C@ COMP
14  IF DROP FORTH I LEAVE ENDIF LOOP ;
15

```

```

SCR # 9
0 ( EDITOR, SCREEN 4)
1 0 VARIABLE SAVESTRING 64 ALLOT ( TO STORE SEARCH STRING)
2 : SAVEARG ( ->. SAVE OR RESTORE SEARCH STRING ARGUMENT)
3   HERE 1+ C@ IF ( NOT NULL) HERE SAVESTRING HERE C@ 1+ CMOVE
4   ELSE ( NULL) SAVESTRING HERE SAVESTRING C@ 1+ CMOVE ENDIF ;
5 : S ( -> ) lDEFAULT 1 WORD SAVEARG CURSADDR 1024 CURSOR @
6   - SEARCH -DUP IF CURSADDR - HERE C@ + CURSOR +! RANGE ENDIF
7   T STK ;
8 : -R SAVESTRING C@ MINUS D I ;
9 : SCRATCH EMPTY-BUFFERS EX ;
10 : SPREAD ( N -> ) lDEFAULT NLINE DUP 14 > IF ." CAN'T SPREAD"
11   CR ELSE 0 MAX DUP 1 - 14 DO FORTH I EDITOR DUP 1+ TRADE
12   -1 +LOOP 64 * ESCR @ BLOCK + 64 BLANKS ENDIF ;
13 FORTH DEFINITIONS
14 : SCREENMOVE ( FROM TO -> ) FLUSH SWAP BLOCK SWAP
15   BLOCK UPDATE 1024 CMOVE ;

```

## SCR # 10

```

0 ( ASSEMBLER)                                OCTAL
1 VOCABULARY ASSEMBLER IMMEDIATE              0 VARIABLE OLDBASE
2 : ENTERCODE [COMPILE] ASSEMBLER BASE @ OLDBASE ! OCTAL SP@ ;
3 : CODE CREATE ENTERCODE ;
4 ASSEMBLER DEFINITIONS
5 ' ENTERCODE 2 - ' ;CODE 10 + ! ( PATCH ' ;CODE' )
6 : FIXMODE ( COMPLETE THE MODE PACKET)
7   DUP -1 = IF DROP ELSE DUP 10 SWAP U< IF 67 ENDIF ENDIF ;
8 : OP <BUILDS , DOES> @ , ;
9 : ORMODE ( MODE ADDR -> . SET MODE INTO INSTR.)
10  SWAP OVER @ OR SWAP ! ;
11 : ,OPERAND ( ?OPERAND MODE -> ) DUP 67 = OVER 77 = OR IF ( PC)
12  SWAP HERE 2 + - SWAP ENDIF DUP 27 = OVER 37 = OR ( LITERAL)
13  SWAP 177760 AND 60 = OR ( RELATIVE) IF , ENDIF ;
14 : 1OP <BUILDS , DOES> @ , FIXMODE DUP HERE 2 -
15  ORMODE ,OPERAND ;                                DECIMAL

```

## SCR # 11

```

0 ( ASSEMBLER, CONT.)                          OCTAL
1 : SWAPOP ( -> . EXCHANGE OPERANDS OF 3-WORD INSTR, ADJ. PC-REL)
2   HERE 2 - @ HERE 6 - @ 6700 AND 6700 = IF ( PC-REL) 2 + ENDIF
3   HERE 4 - @ HERE 6 - @ 67 AND 67 = IF ( PC-REL) 2 - ENDIF
4   HERE 2 - ! HERE 4 - ! ;
5 : 2OP <BUILDS , DOES> @ ,
6   FIXMODE DUP HERE 2 - DUP >R ORMODE ,OPERAND
7   FIXMODE DUP 100 * R ORMODE ,OPERAND HERE R> - 6 =
8   IF SWAPOP ENDIF ;
9 : ROP <BUILDS , DOES> @ , FIXMODE DUP HERE 2 - DUP >R ORMODE
10  ,OPERAND DUP 7 SWAP U< IF ." ERR-REG-B " ENDIF
11  100 * R> ORMODE ;
12 : BOP <BUILDS , DOES> @ , HERE - DUP 376 >
13  IF ." ERR-BR+ " . ENDIF DUP -400 < IF ." ERR-BR- " .
14  ENDIF 2 / 377 AND HERE 2 - ORMODE ;
15                                     DECIMAL

```

## SCR # 12

```

0 ( ASSEMBLER - INSTRUCTION TABLE)           OCTAL
1 010000 2OP MOV,      110000 2OP MOVB,      020000 2OP CMP,
2 120000 2OP CMPB,    060000 2OP ADD,        160000 2OP SUB,
3 030000 2OP BIT,     130000 2OP BITB,      050000 2OP BIS,
4 150000 2OP BISB,    040000 2OP BIC,        140000 2OP BICB,
5 005000 1OP CLR,     105000 1OP CLRB,      005100 1OP COM,
6 105100 1OP COMB,    005200 1OP INC,        105200 1OP INCB,
7 005300 1OP DEC,     105300 1OP DECB,      005400 1OP NEG,
8 105400 1OP NEGB,    005700 1OP TST,        105700 1OP TSTB,
9 006200 1OP ASR,     106200 1OP ASRB,      006300 1OP ASL,
10 106300 1OP ASLB,   006000 1OP ROR,        106000 1OP RORB,
11 006100 1OP ROL,    106100 1OP ROLB,      000300 1OP SWAB,
12 005500 1OP ADC,    105500 1OP ADCB,      005600 1OP SBC,
13 105600 1OP SBCB,   006700 1OP SXT,        000100 1OP JMP,
14 074000 ROP XOR,    004000 ROP JSR,
15 : RTS, 200 OR , ;                                DECIMAL

```

## SCR # 13

```

0 ( ASSEMBLER - CONT.)          OCTAL
1 000400 BOP BR,      001000 BOP BNE,      001400 BOP BEQ,
2 100000 BOP BPL,      100400 BOP BMI,      102000 BOP BVC,
3 102400 BOP BVS,      103000 BOP BCC,      103400 BOP BCS,
4 002000 BOP BGE,      002400 BOP BLT,      003400 BOP BLE,
5 101000 BOP BHI,      101400 BOP BLOS,     103000 BOP BHIS,
6 103400 BOP BLO,      003000 BOP BGT,      000003 OP BPT,
7 000004 OP IOT,      000002 OP RTI,      000006 OP RTT,
8 000000 OP HALT,     000001 OP WAIT,     000005 OP RESET,
9 000241 OP CLC,      000242 OP CLV,      000244 OP CLZ,
10 000250 OP CLN,     000261 OP SEC,      000262 OP SEV,
11 000264 OP SEZ,     000270 OP SEN,      000277 OP SCC,
12 000257 OP CCC,     000240 OP NOP,      006400 OP MARK,
13 : EMT, 104000 + , ;
14
15                                DECIMAL

```

## SCR # 14

```

0 ( ASSEMBLER - REGISTERS, MODES, AND CONDITIONS)  OCTAL
1 : C CONSTANT ;      0 C R0  1 C R1  2 C R2  3 C R3  4 C R4
2   5 C R5  6 C SP  7 C PC  2 C W  3 C U  4 C IP  5 C S  6 C RP
3 : RTST ( R MODE -> MODE) OVER DUP 7 > SWAP 0 < OR
4   IF ." NOT A REGISTER: " OVER . ENDIF + -1 ;
5 : )+ 20 RTST ;      : -) 40 RTST ;      : I) 60 RTST ;
6 : @)+ 30 RTST ;      : @-) 50 RTST ;      : @I) 70 RTST ;
7 : # 27 -1 ;      : @# 37 -1 ;
8 : () DUP 10 U< IF ( REGISTER DEFERRED) 10 + -1
9   ELSE ( RELATIVE DEFERRED) 77 -1 ENDIF ;
10 ( NOTE - THE FOLLOWING CONDITIONALS REVERSED FOR 'IF', ETC. )
11 001000 C EQ  001400 C NE      100000 C MI  100400 C PL
12 102000 C VS  102400 C VC      103000 C CS  103400 C CC
13 002000 C LT  002400 C GE      003000 C LE  003400 C GT
14 101000 C LOS 101400 C HI      103000 C LO  103400 C HIS
15                                DECIMAL

```

## SCR # 15

```

0 ( ASSEMBLER - STRUCTURED CONDITIONALS)  OCTAL
1
2 : IF, ( CONDITION -> ADDR ) HERE SWAP , ;
3 : IPATCH ( ADDR ADDR -> . ) OVER - 2 / 1 - 377 AND
4   SWAP DUP @ ROT OR SWAP ! ;
5 : ENDIF, ( ADDR -> ) HERE IPATCH ; : THEN, ENDIF, ;
6 : ELSE, ( ADDR -> ADDR ) 00400 , HERE IPATCH HERE 2 - ;
7 : BEGIN, ( -> ADDR ) HERE ;
8 : WHILE, ( CONDITION -> ADDR ) HERE SWAP , ;
9 : REPEAT, ( ADDR ADDR -> ) HERE 400 , ROT IPATCH HERE IPATCH ;
10 : UNTIL, ( ADDR CONDITION -> ) , HERE 2 - SWAP IPATCH ;
11 : C; CURRENT @ CONTEXT !  OLDBASE @ BASE !  SP@ 2+ =
12 IF SMUDGE ELSE ." CODE ERROR, STACK DEPTH CHANGED " ENDIF ;
13
14 : NEXT, IP )+ W MOV,  W @)+ JMP, ;
15 FORTH DEFINITIONS                                DECIMAL

```

SCR # 16

0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

SCR # 17

```
0 ( ASSEMBLER - EXAMPLES)
1 CODE TEST1 33006 # 33000 MOV, NEXT, C;
2 CODE TEST2 555 # 33000 () MOV, NEXT, C;
3 CODE TESTDUP S () S -) MOV, NEXT, C;
4 CODE TEST0 R0 S -) MOV, NEXT, C;
5 CODE TESTBYTE 33006 R1 MOVB, R1 S -) MOV, NEXT, C;
6 CODE TEST3 33000 # R1 MOV, 444 # 20 R1 I) MOV, NEXT, C;
7 CODE TEST-DUP S () TST, NE IF, S () S -) MOV, ENDIF, NEXT, C;
8 CODE TESTLP1 15 # R1 MOV, BEGIN, R1 DEC, GT WHILE, R1 S -) MOV,
9 REPEAT, NEXT, C;
10 CODE TESTLP2 15 # R1 MOV, BEGIN, R1 S -) MOV, R1 DEC,
11 EQ UNTIL, NEXT, C;
12 : TESTVARIABLE CONSTANT ;CODE W S -) MOV, NEXT, C;
13
14
15
```

SCR # 18

0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

SCR # 19

```
0 ( STRING ROUTINES)          DECIMAL
1 ( NOTE: STRING-STACK PTR, $SP, IS 300 BYTES FROM STACK ORIGIN)
2 300 VARIABLE STACKSIZE      S0 @ STACKSIZE @ - VARIABLE $SP
3 : $CLEAR ( -> ) S0 @ STACKSIZE @ - $SP ! ;      $CLEAR
4 : $LEN ( -> LENGTH . LENGTH OF TOP OF $STACK) $SP @ DUP S0 @
5   STACKSIZE @ - < 0= IF ." $STACK EMPTY" QUIT ELSE @ ENDIF ;
6 : $DROP ( ->. DROP FROM $STACK) $LEN 2+ =CELLS $SP +! ;
7 : $COUNT ( ADDR -> ADDR LENGTH) DUP 2+ SWAP @ ;
8 : $. ( ->. PRINT STRING) $SP @ $COUNT -TRAILING TYPE $DROP ;
9 : $?OVER ( N-> . ) HERE 256 + + $SP @ < 0=
10  IF ." WOULD CAUSE $OVERFLOW" QUIT ENDIF ;
11 : $@TEXT ( ADDR CNT ->. MOVE TEXT INTO $STACK) DUP 2+ =CELLS
12   DUP $?OVER MINUS $SP +! $SP @ ! $SP @ $COUNT CMOVE ;
13 : $@ ( FROM-ADDR -> . STRING INTO $STACK) $COUNT $@TEXT ;
14 : (") R COUNT DUP 1+ =CELLS R> + >R $@TEXT ;
15
```

SCR # 20

```
0 ( STRINGS - CONTINUED)
1 : $NULL ( CREATE NULL STRING) -2 $SP +! 0 $SP @ ! ;
2 : " ( ->. STRING TO $STACK - COMPILE OR EXECUTE) STATE @
3   IF COMPILE (") 34 WORD HERE C@ 1+ =CELLS ALLOT
4   ELSE 34 WORD HERE COUNT $@TEXT ENDIF ; IMMEDIATE
5 : $! ( TO-ADDR -> . MOVE STRING FROM $STACK TO MEMORY.)
6   $SP @ SWAP $LEN 2+ CMOVE $DROP ;
7 : $DIM ( LEN -> . CREATES STRING VARIABLE OF GIVEN LENGTH.)
8   0 CONSTANT HERE HERE 2 - ! 2+ =CELLS ALLOT ;
9 : $VARIABLE ( -> . CREATES $VAR FROM $STACK TOP.) $LEN $DIM
10  $SP @ HERE $LEN 2+ =CELLS - $LEN 2+ CMOVE $DROP ;
11 : $DUP ( -> ) $SP @ $@ ;
12 : $SEG ( BEGIN END -> ) OVER - 1+ SWAP 1 -
13  $SP @ 2+ + SWAP $@TEXT ;
14 : $STR ( N -> ) S->D SWAP OVER DABS <# #S SIGN #> $@TEXT ;
15
```

SCR # 21

```
0 ( STRINGS - CONTINUED)
1 : $VAL ( -> N . POSITIVE ONLY) HERE 33 32 FILL
2   $SP @ 2+ HERE $LEN CMOVE 0 S->D HERE 1 - (NUMBER)
3   DROP $DROP DROP ;
4 : $SECOND $LEN =CELLS 2+ $SP @ + DUP S0 @ STACKSIZE @ - < 0=
5   IF ." ERROR, NO SECOND STRING" QUIT ENDIF ;
6 : $OVER $SECOND $@ ;
7 : MOVEW ( FROM TO NBYTES -> . LIKE 'CMOVE' BUT FROM HIGH END)
8   2 - -2 SWAP DO OVER I + @ OVER I + ! -2 +LOOP DROP DROP ;
9 : $SWAP ( -> ) $OVER $SP @ ( FROM) DUP $LEN =CELLS 2+ +
10  ( TO) $LEN =CELLS 2+ $SECOND @ =CELLS 2+ + ( # OF BYTES)
11  MOVEW $LEN =CELLS 2+ $SP +! ;
12
13
14
15
```

```

SCR # 22
0 ( STRINGS - CONTINUED )
1 0 VARIABLE TEMP
2 : $COMP ( -> NEG OR 0 OR POS. COMPARE STRINGS) 0 TEMP !
3   $SECOND 2+ $SP @ 2+ ( STRING TEXT ADDRESSES)
4   $LEN $SECOND @ MIN ( # CHARACTERS TO COMPARE)
5   0 DO OVER I + C@ OVER I + C@ - -DUP IF LEAVE TEMP ! ENDIF
6   LOOP DROP DROP TEMP @ $DROP $DROP ;
7 : $< ( -> BOOL ) $COMP 0< ;
8 : $= ( -> BOOL ) $COMP 0= ;
9 : $> ( -> BOOL ) $COMP 0 > ;
10 : $+-EVEN ( -> ) $LEN $SWAP $SP @ ( FROM) DUP 2+
11   $LEN =CELLS 2+ ( #) MOVEW 2 $SP +! $LEN + $SP @ ! ;
12 : $+ ( -> . CONCATENATE ) $LEN $SECOND @ ( SAVE LENGTHS)
13   $+-EVEN DUP 1 AND IF $SP @ 2+ + OVER SWAP DUP 1+ SWAP ROT
14   CMOVE 1 AND IF $SP @ DUP 2+ $LEN 2+ MOVEW 2 $SP +! ENDIF
15   ELSE DROP DROP ENDIF ;

```

SCR # 23

```

0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

```

SCR # 24

```

0 ( TRIG LOOKUP ROUTINES - WITH SINE *10000 TABLE)
1 : TABLE <BUILDS 0 DO , LOOP DOES> SWAP 2 * + @ ;
2 10000 9998 9994 9986 9976 9962 9945 9925 9903 9877
3 9848 9816 9781 9744 9703 9659 9613 9563 9511 9455
4 9397 9336 9272 9205 9135 9063 8988 8910 8829 8746
5 8660 8572 8480 8387 8290 8192 8090 7986 7880 7771
6 7660 7547 7431 7314 7193 7071 6947 6820 6691 6561
7 6428 6293 6157 6018 5878 5736 5592 5446 5299 5150
8 5000 4848 4695 4540 4384 4226 4067 3907 3746 3584
9 3420 3256 3090 2924 2756 2588 2419 2250 2079 1908
10 1736 1564 1392 1219 1045 0872 0698 0523 0349 0175
11 0000 91 TABLE SINTABLE
12 : S180 DUP 90 > IF 180 SWAP - ENDIF SINTABLE ;
13 : SIN ( N -> SIN) 360 MOD DUP 0< IF 360 + ENDIF DUP 180 >
14   IF 180 - S180 MINUS ELSE S180 ENDIF ;
15 : COS ( N -> COS) 90 + SIN ;

```

SCR # 25

0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

SCR # 26

```
0 ( FORTRAN LINKAGE, RSX)
1 CODE ACALL ( ARGS... N ADDR -> . CALL FORTRAN, ETC..)
2 S )+ R2 MOV, ( SAVE ENTRY ADDRESS IN REGISTER)
3 R3 RP -) MOV, R4 RP -) MOV, R5 RP -) MOV, ( SAVE R3,R4,R5)
4 S R5 MOV, ( THE STACK WILL BE THE ARG. LIST)
5 PC R2 () JSR, ( LINK THROUGH R2)
6 RP )+ R5 MOV, RP )+ R4 MOV, RP )+ R3 MOV, ( RESTR R3,R4,R5)
7 S )+ R2 MOV, R2 R2 ADD, R2 S ADD, ( DROP THE ARGS)
8 NEXT, C;
9
10 ( THIS IS AN EXAMPLE - WRITE LINES ON AN RSX FILE)
11 0 VARIABLE NFORT
12 : FILECALL 2 VLINK @ ACALL ;
13 : OPEN 1 NFORT ! 0 NFORT FILECALL ;
14 : CLOSE 3 NFORT ! 0 NFORT FILECALL ;
15 : WRITE ( ADDR ->. WRITE A LINE) 2 NFORT ! NFORT FILECALL ;
```

SCR # 27

0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

SCR # 28

```
0 ( RT-11 SYSTEM-CALL EXAMPLE - DATE)
1 CODE DATE 12 400 * # R0 MOV, 374 EMT, R0 S -) MOV, NEXT, C;
2 : YEAR ( -> N ) DATE 31 AND 72 + ;
3 : DAY ( -> N ) DATE 32 / 31 AND ;
4 : MONTH ( -> N ) DATE 1024 / 15 AND ;
5
6
7
8
9
10
11
12
13
14
15
```

SCR # 29

```
0 ( RSX-11M SYSTEM-CALL EXAMPLE - DATE)
1 DECIMAL
2 0 VARIABLE TBUFF 14 ALLOT
3 CODE TIME TBUFF # SP -) MOV, 2 400 * 75 + # SP -) MOV,
4 377 EMT, NEXT, C;
5 : YEAR ( -> N ) TIME TBUFF @ ;
6 : MONTH ( -> N ) TIME TBUFF 2+ @ ;
7 : DAY ( -> N ) TIME TBUFF 4 + @ ;
8 : HOUR ( -> N ) TIME TBUFF 6 + @ ;
9 : MINUTE ( -> N ) TIME TBUFF 8 + @ ;
10 : SECOND ( -> N ) TIME TBUFF 10 + @ ;
11 : TICK ( -> N ) TIME TBUFF 12 + @ ;
12 : TICKS/SECOND ( -> N ) TIME TBUFF 14 + @ ;
13
14
15
```

SCR # 30

```
0 ( RSX-11M SYSTEM-CALL EXAMPLE - TERMINAL I/O)
1
2 : PUSH ASSEMBLER SP -) MOV, FORTH ;
3 0 VARIABLE INBUF 78 ALLOT
4 0 VARIABLE IOSTAT 2 ALLOT
5 CODE INPUT 0 # PUSH 0 # PUSH 0 # PUSH 0 # PUSH
6 120 # PUSH INBUF # PUSH 0 # PUSH IOSTAT # PUSH
7 4 # PUSH 4 # PUSH 10400 # PUSH 6003 # PUSH
8 377 EMT, NEXT, C;
9
10
11
12
13
14
15
```

SCR # 31

0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

SCR # 32

```
0 ( EXAMPLES - RANDOM #S, VIRTUAL ARRAY, RECURSIVE CALL)
1 ( RANDOM NUMBER GENERATOR. CAUTION - EVERY 128TH RELATED.)
2 1001 VARIABLE RSEED
3 : URAND ( -> N, UNSIGNED 0-65K)
4   RSEED @ 2725 U* 13947 S->D D+ DROP DUP RSEED ! ;
5 : RAND ( N -> M, 0 TO N-1)
6   URAND U* SWAP DROP ;
7 ( 'VARRAY' CREATES A VIRTUAL ARRAY ON DISK SCREENS.)
8 : VARRAY ( LRECL #RECS STARTSCREEN -> )
9   <BUILDS , , DUP , 1024 SWAP / ,
10  ( STARTSCREEN, #RECS, LRECL, RECS/SCREEN)
11  DOES> >R DUP R 2 + @ < 0= OVER 0< OR
12    IF ." ERROR, V-ARRAY RANGE " . R> DROP
13    ELSE R 6 + @ /MOD R @ + BLOCK SWAP R> 4 + @ * + THEN ;
14
15 : MYSELF ( RECURSIVE CALL)   LATEST PFA CFA , ; IMMEDIATE
```

SCR # 33

0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

SCR # 34

```

0 ( CREATE BOOTABLE IMAGE ON SCREENS 40-47.  FOR STAND-ALONE.)
1 ( NOTE - THIS DOES NOT WRITE THE BOOT BLOCK OR THE OTHER FORTH)
2 ( SCREENS.  IF YOU START WITH A BLANK DISK, FIRST USE THE COPY)
3 ( PROGRAM ON SCREEN 38, AND MOVE THE COPY TO DX0. THEN EXECUTE)
4 ( 'DECIMAL 34 LOAD'.  THE BOOT LOADER WILL ONLY HANDLE)
5 ( IMAGES UP TO 7.9K BYTES.  THIS LEAVES SEVERAL HUNDRED)
6 ( BYTES FOR NEW OPERATIONS, AND THESE COULD LOAD MORE.)
7 DECIMAL   : SIZETEST 1024 8 * 256 -  HERE U< IF ." TOO BIG"
8   QUIT THEN ;  SIZETEST  FORGET SIZETEST
9 OCTAL     ( NEXT LINE RESETS THE START-UP TABLE.)
10 LATEST 14 +ORIGIN !  HERE 36 +ORIGIN !  HERE 34 +ORIGIN !
11 DECIMAL  35 LOAD  CREATE-BINARY-IMAGE  ( WRITE SYSTEM)
12 10 LOAD 11 LOAD 12 LOAD 13 LOAD 14 LOAD 15 LOAD  ( ASSEMBLER)
13 36 LOAD  ( WRITES BOOT LOADER AT END OF SCREEN 47)
14 COLD  ( COLD START OF NEW SYSTEM - GET RID OF ASSEMBLER ETC.)
15

```

SCR # 35

```

0 ( CREATE A BINARY IMAGE ON SCREENS 40 - 47  )
1 ( START AT ZERO)
2 : CREATE-BINARY-IMAGE  48 40 DO
3   I 40 - 1024 *  ( ADDRESS TO MOVE FROM)
4   I BLOCK ( ADDRESS TO MOVE TO)
5   1024 CMOVE      UPDATE      LOOP      FLUSH ;
6
7
8
9
10
11
12
13
14
15

```

SCR # 36

```

0 ( CREATE BOOT LOADER.  NOTE - DOES NOT WRITE BOOT BLOCK)
1 ASSEMBLER DEFINITIONS OCTAL
2 : INIT, 1000 # R0 MOV,  00000 # R1 MOV,
3   177170 # R4 MOV,  200 # R3 MOV, ;
4 : ?TERM, R1 () TSTB,  LE IF, 1000 @# JMP, ENDIF, ;
5 : WAITT, BEGIN, R3 R4 () BIT, NE UNTIL, ;
6 : WAITD, BEGIN, 40 # R4 () BIT, NE UNTIL, ;
7 : ?ERR, R4 () TST, LE IF, HALT, ENDIF, ;
8 : BLOOP, R3 R2 MOV,
9   BEGIN, WAITT, 2 R4 I) R0 )+ MOV,  R2 DEC,  EQ UNTIL, ;
10 : NEXTTAB, 1 R1 I) R5 MOV,  R5 INC, R5 INC,
11   R5 32 # CMP, GT IF, 32 # R5 SUB, THEN,
12   R5 1 R1 I) MOV,  1 R1 I) 2 R1 I) CMPB,
13   EQ IF, 3 # R1 ADD, ENDIF, ;
14
15   DECIMAL 37 LOAD

```

SCR # 37

```
0 ( CREATE BOOT LOADER, CONT.)      OCTAL
1 : TRACK, R1 () R5 MOVB, R5 2 R4 I) MOV, ;
2 : SECTOR, 1 R1 I) R5 MOVB, R5 2 R4 I) MOV, ;
3 : MAINL, BEGIN, ?TERM, 7 # R4 () MOV, WAITT, SECTOR, WAITT,
4   TRACK, WAITD, ?ERR, 3 # R4 () MOV, BLOOP, NEXTTAB,
5   400 UNTIL, ;
6 : 2, 400 * + , ;
7 : TABLE, 17 27 2, 7 17 2, 10 10 2,
8   20 15 2, 15 20 2, 16 16 2,
9   21 23 2, 23 21 2, 24 26 2, 0 0 2, ;
10
11 CODE BOOT 35000 JMP, C;
12 : TASK ;
13 35000 DP ! HERE 6 + INIT, WAITD, MAINL, HERE SWAP ! TABLE,
14 FORGET TASK
15 17572 35006 ! 35000 21 26 WTS 35200 21 30 WTS
```

SCR # 38

```
0 ( DISK COPY FROM SYSTEM DISK TO DX1)
1 DECIMAL 20000 CONSTANT C
2 : GET 26 0 DO C I 128 * + OVER I 3 * 26 MOD 1+ RTS
3   LOOP ;
4 : PUT 26 0 DO C I 128 * + OVER 77 + I 3 * 26 MOD 1+ WTS
5   LOOP ;
6 : COPY 77 0 DO I GET DROP I PUT DROP LOOP ;
7
8
9
10
11
12
13
14
15
```

SCR # 39

```
0 ( ** CAUTION ** BINARY IMAGE IN SCREENS 40-47)
1 ( SCREENS 40 - 47 CONTAIN THE BOOTABLE STAND-ALONE SYSTEM.)
2 ( THE LAST 256 BYTES OF THIS SYSTEM IMAGE CONTAIN A LOADER.)
3 ( ADVISE RESERVING SCREENS 48 - 59 FOR BINARY PROGRAM OVERLAYS.)
4 ( FOR NOW, 50-56 CONTAIN AN EXAMPLE OF FORTH PROGRAMMING FOR)
5 ( A FLOPPY DRIVER. THESE SCREENS ARE NO LONGER USED BY THE)
6 ( SYSTEM. THEY ARE FOR ILLUSTRATION ONLY, AND MAY BE)
7 ( DELETED.)
8
9
10
11
12
13
14
15
```

SCR # 48

0  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

SCR # 49

0 ( NOTE CONCERNING SCREENS 50 - 56 )  
1 SCREENS 50 - 56 ARE NOT USED IN THE CURRENT SYSTEM. THEY  
2 ARE LEFT OVER FROM DEVELOPMENT OF THE STAND-ALONE VERSION'S  
3 DISKETTE HANDLER. THOUGH NOT PRODUCTIZED OR FULLY DOCUMENTED,  
4 THEY WERE LEFT ON THE DISKETTE FOR POSSIBLE STUDY BY ADVANCED  
5 USERS. OF COURSE THEY CAN BE ERASED, AND THE SPACE RE-USED.  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15

SCR # 50

0 ( FLOPPY DRIVER - MACROS)  
1 ASSEMBLER DEFINITIONS OCTAL ( SET UP MACROS)  
2 : WAITT, ( ->. MACRO - WAIT FOR 'TRANSFER' FLAG)  
3 BEGIN, RXCS 200 # BIT, NE UNTIL, ;  
4 : WAITD, ( ->. MACRO - WAIT FOR 'DONE' FLAG)  
5 BEGIN, RXCS 40 # BIT, NE UNTIL, ;  
6 : EMPTY, ( ADDR ->. USES R0. EMPTY CONTROLLER'S BUFFER)  
7 S )+ R0 MOV, ( ADDRESS) 200 # S -) MOV, ( COUNT)  
8 BEGIN, WAITT, RXDB R0 )+ MOV, ( MOVE 1 BYTE)  
9 S ( ) DEC, EQ UNTIL, S )+ TST, ( POP) ;  
10 : FILL, ( ADDR ->. USES R0. FILL CONTROLLER'S BUFFER)  
11 S )+ R0 MOV, ( ADDRESS) 200 # S -) MOV, ( COUNT)  
12 BEGIN, WAITT, R0 )+ RXDB MOV, ( MOVE 1 BYTE)  
13 S ( ) DEC, EQ UNTIL, S )+ TST, ( POP) ;  
14 FORTH DEFINITIONS DECIMAL  
15 55 LOAD 51 LOAD 52 LOAD 53 LOAD 54 LOAD

```

SCR # 51
0 ( FLOPPY DRIVER, NRTS)
1 CODE NRTS ( ADDR1 TR1 SEC1 N -> FLAG.)
2     ( USES R0, R1.  READ N SECTORS.)
3     S )+ R1 MOV, ( # OF SECTORS TO READ)
4     BEGIN,      7 # R0 MOV,  PC ' DRIVE2? JSR,  ( ADJUST )
5     R0 RXCS MOV,  WAITT,  ( 'READ' COMMAND)
6     S )+ RXDB MOV,  WAITT,  ( MOVE SECTOR #)
7     S )+ RXDB MOV,  WAITD,  ( MOVE TRACK #)  ERTTST,
8     3 # RXCS MOV,  ( 'EMPTY' COMMAND)
9     EMPTY,  ERTTST,
10    R1 DEC, EQ UNTIL,
11    S -) CLR, ( FLAG, 0=GOOD READ)  NEXT,  C;
12
13 : RTS ( ADDR TR SEC -> FLAG)
14 1 NRTS  IF ." DISK READ ERROR IN RTS" QUIT THEN ;
15

```

```

SCR # 52
0 ( FLOPPY DRIVER - NWTS)
1 CODE NWTS ( ADDR1 TR1 SEC1 N -> FLAG.)
2     ( USES R0, R1.  WRITE N SECTORS)
3     S )+ R1 MOV, ( # OF SECTORS TO BE WRITTEN)
4     BEGIN,
5     1 # RXCS MOV,  WAITT,  ( 'FILL' COMMAND)
6     4 S I) S -) MOV, ( PUSH COPY OF ADDRESS)
7     FILL,  ERTTST,  5 # R0 MOV, PC ' DRIVE2? JSR, ( ADJUST)
8     R0 RXCS MOV,  WAITT,  ( 'WRITE' COMMAND)
9     S )+ RXDB MOV,  WAITT,  ( MOVE SECTOR #)
10    S )+ RXDB MOV,  WAITD,  ( MOVE TRACK #)  ERTTST,
11    S )+ TST, ( POP ADDRESS)
12    R1 DEC, EQ UNTIL,
13    S -) CLR, ( FLAG, 0 = GOOD WRITE)  NEXT, C;
14 : WTS ( ADDR TR SEC -> FLAG)
15 1 NWTS  IF ." DISK WRITE ERROR IN WTS" QUIT THEN ;

```

```

SCR # 53
0 ( FLOPPY DRIVER - SKEW, NSETUP)
1 OCTAL
2 ( NOTE - THE 'SEQUENCE #' IS 0-ORIGIN SECTOR SEQUENCE, SKEWED)
3 : SKEW1 ( SEQUENCE# -> TRACK SECTOR)
4     ( TR=S/32+1;  SEC=<6<T-1>+2S+<S MOD 32>/15>MOD 32 + 1  )
5     DUP 32 / SWAP
6     OVER 6 * OVER 2 * + SWAP 32 MOD 15 / + 32 MOD 1+
7     SWAP 1+ SWAP ;  DECIMAL  56 LOAD
8 : NSETUP ( ADDR SEQ# N -> ADDR1 TR1 SEC1)
9     OVER 1975 > IF SWAP 56 + SWAP THEN ( 1920 VS 2002 PER DISK)
10    ROT OVER 128 * + ROT  ROT ( INCREMENT ADDRESS TO PAST AREA)
11    OVER + 1 - SWAP 1 - SWAP ( SET UP FOR +LOOP ON SEQ#)
12    DO      128 - ( ADJUST THE ADDRESS)
13    DUP ( COPY ADDRESS)  I SKEW ( COMPUTE TRACK & SECTOR)
14    ROT ( BRING COPY OF ADDRESS TO STACK TOP)
15    -1 +LOOP      DROP ( EXTRA ADDRESS)  ;

```

```

SCR # 54
0 ( FLOPPY - TR/W)
1 : ?READERR ( FLAG ->)
2   IF ." DISK READ ERROR" QUIT ENDIF ;
3 : ?WRITERR ( FLAG ->)
4   IF ." DISK WRITE ERROR" QUIT ENDIF ;
5 : TR/W ( ADDR BLOCK# R=1,W=0 ->)
6   >R 6 + 8 * R> ( CHANGE SCREEN # TO FIRST SEQ #)
7   IF 8 NSETUP 8 NRTS   ?READERR
8   ELSE 8 NSETUP 8 NWTS   ?WRITERR   THEN   ;
9 ' TR/W 2 - ' BUFFER 44 + !
10 ' TR/W 2 - ' BLOCK 50 + !
11 ' TR/W 2 - ' FLUSH 36 + !
12
13
14
15

```

```

SCR # 55
0 ( FLOPPY - ERROR TEST.  LOAD AFTER 50.)
1 ASSEMBLER DEFINITIONS OCTAL
2 : ERRST, ( MACRO - IF ERROR, -> -1 AND EXIT)
3   RXCS TST, LT IF, -1 # S -) MOV, NEXT, THEN, ;
4 FORTH DEFINITIONS DECIMAL
5
6 CODE DRIVE2? ( ->.  SUBROUTINE - ADJUST R0, TRACK IF SECOND DR)
7   2 S I) 114 # CMP, ( TRACK > 76 ? )
8   HI IF, 115 # 2 S I) SUB, ( SUBTRACT 77)
9   20 # R0 BIS, ( SET UNIT-SELECT BIT)
10  THEN,   PC RTS,   C;
11
12
13
14
15

```

```

SCR # 56
0 ( FLOPPY - APPENDAGE OF 53)
1 : SKEW ( LIKE BEFORE, ONLY HANDLE 2ND DRIVE)
2   DUP 1975 > IF 1976 - SKEW1 SWAP 77 + SWAP
3   ELSE SKEW1 THEN ;
4
5
6
7
8
9
10
11
12
13
14
15

```



## XII. Glossary

The Forth Implementation Team glossary for the common language model is reprinted (from the Installation Manual). Words which are in FORTH.MAC but not in the common language glossary are listed below. Most were added for convenience on this particular system.

=CELLS	n1 --- n1 Add 1 if necessary to make even number.
?ALIGN	--- Force even address in dictionary.
BYE	--- Return to the operating system.
C/L	--- n1 Number of characters per line (F.I.G. Model).
CURRENT	--- Vocabulary into which new definitions are compiled (F.I.G. Model).
I/O	addr block# flag --- Read or write 512-byte block, handle errors.
OCTAL	--- Set number base to octal.
U.	n1 --- Unsigned print.
U<	n1 --- Unsigned less-than test.
XI/O	addr block# flag --- report Read or write 512-byte block, return error report.

## fig-FORTH GLOSSARY

This glossary contains all of the word definitions in Release 1 of fig-FORTH. The definitions are presented in the order of their ascii sort.

The first line of each entry shows a symbolic description of the action of the procedure on the parameter stack. The symbols indicate the order in which input parameters have been placed on the stack. Three dashes "---" indicate the execution point; any parameters left on the stack are listed. In this notation, the top of the stack is to the right.

The symbols include:

addr    memory address

b        8 bit byte (i.e. hi 8 bits zero)

c        7 bit ascii character (hi 9 bits zero)

d        32 bit signed double integer, most significant portion with sign on top of stack

f        boolean flag. 0=false, non-zero=true

ff       boolean false flag=0

n        16 bit signed integer number

u        16 bit unsigned integer

tf       boolean true flag=non-zero

The capital letters on the right show definition characteristics:

C        May only be used within a colon definition. A digit indicates number of memory addresses used, if other than one.

E        Intended for execution only.

L0       Level Zero definition of FORTH-78.

L1       Level One definition of FORTH-78.

P        Has precedence bit set. Will execute even when compiling.

U        A user variable.

Unless otherwise noted, all references to numbers are for 16 bit signed integers. On 8 bit data bus computers, the high byte of a number is on top of the stack, with the sign in the leftmost bit. For 32 bit signed double numbers, the most significant part (with the sign) is on top.

All arithmetic is implicitly 16 bit signed integer math, with error and under-flow indication unspecified.

!	<p>n addr --- Store 16 bits of n at address. Pronounced "store".</p>	L0	(+LOOP)	<p>n --- The run-time procedure compiled by +LOOP, which increments the loop index by n and tests for loop completion. See +LOOP.</p>	C2
!CSP	<p>Save the stack position in CSP. Used as part of the compiler security.</p>		(ABORT)	<p>Executes after an error when WARNING is -1. This word normally executes ABORT, but may be altered (with care) to a user's alternative procedure.</p>	
#	<p>d1 --- d2 Generate from a double number d1, the next ascii character which is placed in an output string. Result d2 is the quotient after division by BASE, and is maintained for further processing. Used between &lt;# and #&gt;. See #S.</p>	L0	(DO)	<p>The run-time procedure compiled by DO which moves the loop control parameters to the return stack. See DO.</p>	C
#>	<p>d --- addr count Terminates numeric output conversion by dropping d, leaving the text address and character count suitable for TYPE.</p>	L0	(FIND)	<p>addr1 addr2 --- pfa b tf (ok) addr1 addr2 --- ff (bad) Searches the dictionary starting at the name field address addr2, matching to the text at addr1. Returns parameter field address, length byte of name field and boolean true for a good match. If no match is found, only a boolean false is left.</p>	
#S	<p>d1 --- d2 Generates ascii text in the text output buffer, by the use of #, until a zero double number n2 results. Used between &lt;# and #&gt;.</p>	L0			
'	<p>--- addr Used in the form: ' nnnn Leaves the parameter field address of dictionary word nnnn. As a compiler directive, executes in a colon-definition to compile the address as a literal. If the word is not found after a search of CONTEXT and CURRENT, an appropriate error message is given. Pronounced "tick".</p>	P,L0	(LINE)	<p>n1 n2 --- addr count Convert the line number n1 and the screen n2 to the disc buffer address containing the data. A count of 64 indicates the full line text length.</p>	
(	<p>Used in the form: ( cccc) Ignore a comment that will be delimited by a right parenthesis on the same line. May occur during execution or in a colon-definition. A blank after the leading parenthesis is required.</p>	P,L0	(LOOP)	<p>The run-time procedure compiled by LOOP which increments the loop index and tests for loop completion. See LOOP.</p>	C2
(	<p>Used in the form: ( cccc) Ignore a comment that will be delimited by a right parenthesis on the same line. May occur during execution or in a colon-definition. A blank after the leading parenthesis is required.</p>	P,L0	(NUMBER)	<p>d1 addr1 --- d2 addr2 Convert the ascii text beginning at addr1+1 with regard to BASE. The new value is accumulated into double number d1, being left as d2. addr2 is the address of the first unconvertible digit. Used by NUMBER.</p>	
(."	<p>The run-time procedure, compiled by ." which transmits the following in-line text to the selected output device. See ."</p>	C+	*	<p>n1 n2 --- prod Leave the signed product of two signed numbers.</p>	L0
(;CODE)	<p>The run-time procedure, compiled by ;CODE, that rewrites the code field of the most recently defined word to point to the following machine code sequence. See ;CODE.</p>	C	*/	<p>n1 n2 n3 --- n4 Leave the ratio <math>n4 = n1*n2/n3</math> where all are signed numbers. Retention of an intermediate 31 bit product permits greater accuracy than would be available with the sequence: n1 n2 * n3 /</p>	L0
			*/MOD	<p>n1 n2 n3 --- n4 n5 Leave the quotient n5 and remainder n4 of the operation <math>n1*n2/n3</math>. A 31 bit intermediate product is used as for */.</p>	L0

<p>+            n1 n2 --- sum            L0 Leave the sum of n1+n2.</p> <p>+!           n addr ---            L0 Add n to the value at the address. Pronounced "plus-store".</p> <p>+ -          n1 n2 --- n3            -FIND Apply the sign of n2 to n1, which is left as n3.</p> <p>+BUF        addr1 --- addr2 f Advance the disc buffer address addr1 to the address of the next buffer addr2. Boolean f is false when addr2 is the buffer presently pointed to by variable PREV.</p> <p>+LOOP       n1 --- (run)            P,C2,L0             addr n2 --- (compile) Used in a colon-definition in the form: DO ... n1 +LOOP At run-time, +LOOP selectively controls branching back to the corresponding DO based on n1, the loop index and the loop limit. The signed increment n1 is added to the index and the total compared to the limit. The branch back to DO occurs until the new index is equal to or greater than the limit (n1&gt;0), or until the new index is equal to or less than the limit (n1&lt;0). Upon exiting the loop, the parameters are discarded and execution continues ahead.</p> <p>            At compiled time, +LOOP compiles the run-time word (+LOOP) and the branch offset computed from HERE to the address left on the stack by DO. n2 is used for compile time error checking.</p> <p>+ORIGIN    n --- addr Leave the memory address relative by n to the origin parameter area. n is the minimum address unit, either byte or word. This definition is used to access or modify the boot-up parameters at the origin area.</p> <p>,           n ---            L0 Store n into the next available dictionary memory cell, advancing the dictionary pointer. (comma)</p> <p>-           n1 n2 --- diff        L0 Leave the difference of n1-n2.</p> <p>--&gt;                            P,L0 Continue interpretation with the next disc screen. (pronounced next-screen).</p>	<p>-DUP        n1 -- n1            (if zero)             n1 -- n1 n1 (if non-zero)    L0 Reproduce n1 only if it is non-zero. This is usually used to copy a value just before IF, to eliminate the need for an ELSE part to drop it.</p> <p>            --- pfa b tf        (found)             --- ff            (not found) Accepts the next text word (delimited by blanks) in the input stream to HERE, and searches the CONTEXT and then CURRENT vocabularies for a matching entry. If found, the dictionary entry's parameter field address, its length byte, and a boolean true is left. Otherwise, only a boolean false is left.</p> <p>-TRAILING   addr n1 --- addr n2 Adjusts the character count n1 of a text string beginning address to suppress the output of trailing blanks. I.e. the characters at addr+n1 to addr+n2 are blanks.</p> <p>.            n ---            L0 Print a number from a signed 16 bit two's complement value, converted according to the numeric BASE. A trail- ing blank follows. Pronounced "dot".</p> <p>."                            P,L0 Used in the form: ." cccc" Compiles an in-line string cccc (delimited by the trailing ") with an execution procedure to transmit the text to the selected output device. If exe- cuted outside a definition, ." will immediately print the text until the final ". The maximum number of characters may be an installation dependent value. See (.").</p> <p>.LINE       line scr --- Print on the terminal device, a line of text from the disc by its line and screen number. Trailing blanks are suppressed.</p> <p>.R           n1 n2 --- Print the number n1 right aligned in a field whose width is n2. No following blank is printed.</p> <p>/            n1 n2 --- quot        L0 Leave the signed quotient of n1/n2.</p> <p>/MOD        n1 n2 --- rem quot    L0 Leave the remainder and signed quotient of n1/n2. The remainder has the sign of the dividend.</p>
--	--

0 1 2 3 --- n  
 These small numbers are used so often that it is attractive to define them by name in the dictionary as constants.

0< n --- f L0 ;S  
 Leave a true flag if the number is less than zero (negative), otherwise leave a false flag.

0= n --- f L0  
 Leave a true flag if the number is equal to zero, otherwise leave a false flag.

OBRANCH f --- C2  
 The run-time procedure to conditionally branch. If f is false (zero), the following in-line parameter is added to the interpretive pointer to branch ahead or back. Compiled by IF, UNTIL, and WHILE.

1+ n1 --- n2 L1  
 Increment n1 by 1.

2+ n1 --- n2  
 Leave n1 incremented by 2.

: P,E,L0  
 Used in the form called a colon-definition:  
 : cccc ... ;  
 Creates a dictionary entry defining cccc as equivalent to the following sequence of Forth word definitions '...' until the next ';' or ';CODE'. The compiling process is done by the text interpreter as long as STATE is non-zero. Other details are that the CONTEXT vocabulary is set to the CURRENT vocabulary and that words with the precedence bit set (P) are executed rather than being compiled.

; P,C,L0  
 Terminate a colon-definition and stop further compilation. Compiles the run-time ;S.

;CODE P,C,L0  
 Used in the form:  
 : cccc .... ;CODE  
 assembly mnemonics  
 Stop compilation and terminate a new defining word cccc by compiling (;CODE). Set the CONTEXT vocabulary to ASSEMBLER, assembling to machine code the following mnemonics.

When cccc later executes in the form:  
 cccc nnnn  
 the word nnnn will be created with its execution procedure given by the machine code following cccc. That is, when nnnn

is executed, it does so by jumping to the code after nnnn. An existing defining word must exist in cccc prior to ;CODE.

Stop interpretation of a screen. ;S is also the run-time word compiled at the end of a colon-definition which returns execution to the calling procedure.

< n1 n2 --- f L0  
 Leave a true flag if n1 is less than n2; otherwise leave a false flag.

<# L0  
 Setup for pictured numeric output formatting using the words:  
 <# # #S SIGN #>  
 The conversion is done on a double number producing text at PAD.

<BUILDS C,L0  
 Used within a colon-definition:  
 : cccc <BUILDS ...  
 DOES> ... ;  
 Each time cccc is executed, <BUILDS defines a new word with a high-level execution procedure. Executing cccc in the form:  
 cccc nnnn  
 uses <BUILDS to create a dictionary entry for nnnn with a call to the DOES> part for nnnn. When nnnn is later executed, it has the address of its parameter area on the stack and executes the words after DOES> in cccc. <BUILDS and DOES> allow run-time procedures to be written in high-level rather than in assembler code (as required by ;CODE).

= n1 n2 --- f L0  
 Leave a true flag if n1=n2; otherwise leave a false flag.

> n1 n2 --- f L0  
 Leave a true flag if n1 is greater than n2; otherwise a false flag.

>R C,L0  
 Remove a number from the computation stack and place as the most accessible on the return stack. Use should be balanced with R> in the same definition.

? addr --- L0  
 Print the value contained at the address in free format according to the current base.

?COMP  
 Issue error message if not compiling.

?CSP	Issue error message if stack position differs from value saved in CSP.	AND	n1 n2 --- n3	L0	Leave the bitwise logical and of n1 and n2 as n3.
?ERROR	f n --- Issue an error message number n, if the boolean flag is true.	B/BUF	--- n		This constant leaves the number of bytes per disc buffer, the byte count read from disc by BLOCK.
?EXEC	Issue an error message if not executing.	B/SCR	--- n		This constant leaves the number of blocks per editing screen. By convention, an editing screen is 1024 bytes organized as 16 lines of 64 characters each.
?LOADING	Issue an error message if not loading.	BACK	addr ---		Calculate the backward branch offset from HERE to addr and compile into the next available dictionary memory address.
?PAIRS	n1 n2 --- Issue an error message if n1 does not equal n2. The message indicates that compiled conditionals do not match.	BASE	--- addr	U,L0	A user variable containing the current number base used for input and output conversion.
?STACK	Issue an error message if the stack is out of bounds. This definition may be installation dependent.	BEGIN	--- addr n (compiling)	P,L0	Occurs in a colon-definition in form: BEGIN ... UNTIL BEGIN ... AGAIN BEGIN ... WHILE ... REPEAT At run-time, BEGIN marks the start of a sequence that may be repetitively executed. It serves as a return point from the corresponding UNTIL, AGAIN or REPEAT. When executing UNTIL, a return to BEGIN will occur if the top of the stack is false; for AGAIN and REPEAT a return to BEGIN always occurs.
?TERMINAL	--- f Perform a test of the terminal keyboard for actuation of the break key. A true flag indicates actuation. This definition is installation dependent.				
@	addr --- n Leave the 16 bit contents of address.				
ABORT	L0 Clear the stacks and enter the execution state. Return control to the operator's terminal, printing a message appropriate to the installation.				
ABS	n --- u Leave the absolute value of n as u.				
AGAIN	addr n --- (compiling) P,C2,L0 Used in a colon-definition in the form: BEGIN ... AGAIN At run-time, AGAIN forces execution to return to corresponding BEGIN. There is no effect on the stack. Execution cannot leave this loop (unless R> DROP is executed one level below).  At compile time, AGAIN compiles BRANCH with an offset from HERE to addr. n is used for compile-time error checking.				At compile time BEGIN leaves its return address and n for compiler error checking.
ALLOT	n --- L0 Add the signed number to the dictionary pointer DP. May be used to reserve dictionary space or re-origin memory. n is with regard to computer address type (byte or word).	BL	--- c		A constant that leaves the ascii value for "blank".
		BLANKS	addr count ---		Fill an area of memory beginning at addr with blanks.
		BLK	--- addr	U,L0	A user variable containing the block number being interpreted. If zero, input is being taken from the terminal input buffer.





DR0	Installation dependent commands to	END	P,C2,L0
DR1	select disc drives, by presetting OFFSET. The contents of OFFSET are added to the block number in BLOCK to allow for this selection. Offset is suppressed for error text so that it may always originate from drive 0.		This is an 'alias' or duplicate definition for UNTIL.
DROP	n --- Drop the number from the stack.	L0	
DUMP	addr a --- Print the contents of n memory locations beginning at addr. Both addresses and contents are shown in the current numeric base.	L0	
DUP	n --- n n Duplicate the value on the stack.	L0	
ELSE	addr1 n1 --- addr2 n2 (compiling) P,C2,L0 Occurs within a colon-definition in the form: IF ... ELSE ... ENDIF At run-time, ELSE executes after the true part following IF. ELSE forces execution to skip over the following false part and resumes execution after the ENDIF. It has no stack.  At compile-time ELSE emplaces BRANCH reserving a branch offset, leaves the address addr2 and n2 for error testing. ELSE also resolves the pending forward branch from IF by calculating the offset from addr1 to HERE and storing at addr1.		ENDIF addr n --- (compile) P,C0,L0 Occurs in a colon-definition in form: IF ... ENDIF IF ... ELSE ... ENDIF At run-time, ENDIF serves only as the destination of a forward branch from IF or ELSE. It marks the conclusion of the conditional structure. THEN is another name for ENDIF. Both names are sup- ported in fig-FORTH. See also IF and ELSE.  At compile-time, ENDIF computes the forward branch offset from addr to HERE and stores it at addr. n is used for error tests.
ERASE	addr n --- Clear a region of memory to zero from addr over n addresses.		
ERROR	line --- in blk Execute error notification and restart of system. WARNING is first examined. If 1, the text of line n, relative to screen 4 of drive 0, is printed. This line number may be positive or negative, and beyond just screen 4. If WARNING=0, n is just printed as a message number (non disc installation). If WARNING is -1, the definition (ABORT) is executed, which executes the system ABORT. The user may cautiously modify this execu- tion by altering (ABORT). fig-FORTH saves the contents of IN and BLK to assist in determining the location of the error. Final action is execution of QUIT.		
EMIT	c --- Transmit ascii character c to the selected output device. OUT is incremented for each character output.	L0	
EMPTY-BUFFERS	Mark all block-buffers as empty, not necessarily affecting the contents. Updated blocks are not written to the disc. This is also an initialization procedure before first use of the disc.	L0	
EXECUTE	addr --- Execute the definition whose code field address is on the stack. The code field address is also called the compilation address.		
ENCLOSE	addr1 c --- addr1 n1 n2 n3 The text scanning primitive used by WORD. From the text address addr1 and an ascii delimiting character c, is determined the byte offset to the first non-delimiter character n1, the offset to the first delimiter after the text n2, and the offset to the first charac- ter not included. This procedure will not process past an ascii 'null', treat- ing it as an unconditional delimiter.		EXPECT addr count --- L0 Transfer characters from the terminal to address, until a "return" or the count of characters have been received. One or more nulls are added at the end of the text.
FENCE	--- addr A user variable containing an address below which FORGETting is trapped. To forget below this point the user must alter the contents of FENCE.	U	



KEY	---	c	L0	LOOP	addr n --- (compiling) P,C2,L0
					Occurs in a colon-definition in form: DO ... LOOP
					At run-time, LOOP selectively controls branching back to the corresponding DO based on the loop index and limit. The loop index is incremented by one and compared to the limit. The branch back to DO occurs until the index equals or exceeds the limit; at that time, the parameters are discarded and execution continues ahead.
LATEST	---	addr			
					Leave the name field address of the topmost word in the CURRENT vocabulary.
LEAVE			C,L0		
					Force termination of a DO-LOOP at the next opportunity by setting the loop limit equal to the current value of the index. The index itself remains unchanged, and execution proceeds normally until LOOP or +LOOP is encountered.
LFA	pfa ---	lfa		M*	n1 n2 --- d
					Convert the parameter field address of a dictionary definition to its link field address.
					A mixed magnitude math operation which leaves the double number signed product of two signed numbers.
LIMIT	---	n		M/	d n1 --- n2 n3
					A constant leaving the address just above the highest memory available for a disc buffer. Usually this is the highest system memory.
					A mixed magnitude math operator which leaves the signed remainder n2 and signed quotient n3, from a double number dividend and divisor n1. The remainder takes its sign from the dividend.
LIST	n ---		L0	M/MOD	ud1 u2 --- u3 ud4
					Display the ascii text of screen n on the selected output device. SCR contains the screen number during and after this process.
					An unsigned mixed magnitude math operation which leaves a double quotient ud4 and remainder u3, from a double dividend ud1 and single divisor u2.
LIT	---	n	C2,L0	MAX	n1 n2 --- max L0
					Within a colon-definition, LIT is automatically compiled before each 16 bit literal number encountered in input text. Later execution of LIT causes the contents of the next dictionary address to be pushed to the stack.
					Leave the greater of two numbers.
LITERAL	n --- (compiling)		P,C2,L0	MESSAGE	n ---
					Print on the selected output device the text of line n relative to screen 4 of drive 0. n may be positive or negative. MESSAGE may be used to print incidental text such as report headers. If WARNING is zero, the message will simply be printed as a number (disc unavailable).
					If compiling, then compile the stack value n as a 16 bit literal. This definition is immediate so that it will execute during a colon definition. The intended use is: : xxx [ calculate ] LITERAL ;
					Compilation is suspended for the compile time calculation of a value. Compilation is resumed and LITERAL compiles this value.
					Leave the smaller of two numbers.
					Leave the two's complement of a number.
LOAD	n ---		L0	MOD	n1 n2 --- mod L0
					Begin interpretation of screen n. Loading will terminate at the end of the screen or at ;S. See ;S and -->.
					Leave the remainder of n1/n2, with the same sign as n1.
				MON	
					Exit to the system monitor, leaving a re-entry to Forth, if possible.

MOVE	addr1 addr2 n ---		PAD	--- addr	L0
	Move the contents of n memory cells (16 bit contents) beginning at addr1 into n cells beginning at addr2. The contents of addr1 are moved first. This definition is appropriate on word addressing computers.			Leave the address of the text output buffer, which is a fixed offset above HERE.	
NEXT			PFA	nfa --- pfa	
	This is the inner interpreter that uses the interpretive pointer IP to execute compiled Forth definitions. It is not directly executed but is the return point for all code procedures. It acts by fetching the address pointed by IP, storing this value in register W. It then jumps to the address pointed to by the address pointed to by W. W points to the code field of a definition which contains the address of the code which executes for that definition. This usage of indirect threaded code is a major contributor to the power, portability, and extensibility of Forth. Locations of IP and W are computer specific.			Convert the name field address of a compiled definition to its parameter field address.	
			POP		
				The code sequence to remove a stack value and return to NEXT. POP is not directly executable, but is a Forth re-entry point after machine code.	
			PREV	--- addr	
				A variable containing the address of the disc buffer most recently referenced. The UPDATE command marks this buffer to be later written to disc.	
			PUSH		
				This code sequence pushes machine registers to the computation stack and returns to NEXT. It is not directly executable, but is a Forth re-entry point after machine code.	
NFA	pfa --- nfa		PUT		
	Convert the parameter field address of a definition to its name field.			This code sequence stores machine register contents over the topmost computation stack value and returns to NEXT. It is not directly executable, but is a Forth re-entry point after machine code.	
NUMBER	addr --- d		QUERY		
	Convert a character string left at addr with a preceding count, to a signed double number, using the current numeric base. If a decimal point is encountered in the text, its position will be given in DPL, but no other effect occurs. If numeric conversion is not possible, an error message will be given.			Input 80 characters of text (or until a "return") from the operator's terminal. Text is positioned at the address contained in TIB with IN set to zero.	
OFFSET	--- addr	U	QUIT		L1
	A user variable which may contain a block offset to disc drives. The contents of OFFSET are added to the stack number by BLOCK. Messages by MESSAGE are independent of OFFSET. See BLOCK, DR0, DR1, MESSAGE.			Clear the return stack, stop compilation, and return control to the operator's terminal. No message is given.	
OR	n1 n2 --- or	L0	R	--- n	
	Leave the bit-wise logical or of two 16 bit values.			Copy the top of the return stack to the computation stack.	
OUT	--- addr	U	R#	--- addr	U
	A user variable that contains a value incremented by EMIT. The user may alter and examine OUT to control display formatting.			A user variable which may contain the location of an editing cursor, or other file related function.	
OVER	n1 n2 --- n1 n2 n1	L0			
	Copy the second stack value, placing it as the new top.				

R/W	addr blk f ---		SMUDGE	
	The fig-FORTH standard disc read-write linkage. addr specifies the source or destination block buffer, blk is the sequential number of the referenced block, and f is a flag for f=0 write and f=1 read. R/W determines the location on mass storage, performs the read-write and performs any error checking.		Used during word definition to toggle the "smudge bit" in a definition's name field. This prevents an uncompleted definition from being found during dictionary searches, until compiling is completed without error.	
R>	--- n	L0	SP!	A computer dependent procedure to initialize the stack pointer from S0.
	Remove the top value from the return stack and leave it on the computation stack. See >R and R.		SP@	--- addr A computer dependent procedure to return the address of the stack position to the top of the stack, as it was before SP@ was executed (e.g. 1 2 SP@ @ . . . would type 2 2 1).
R0	--- addr	U		
	A user variable containing the initial location of the return stack. Pronounced R-zero. See RP!		SPACE	L0 Transmit an ascii blank to the output device.
REPEAT	addr n --- (compiling)	P,C2	SPACES	n --- L0 Transmit n ascii blanks to the output device.
	Used within a colon-definition in the form: BEGIN ... WHILE ... REPEAT At run-time, REPEAT forces an unconditional branch back to just after the corresponding BEGIN.  At compile-time, REPEAT compiles BRANCH and the offset from HERE to addr. n is used for error testing.		STATE	--- addr L0,U A user variable containing the compilation state. A non-zero value indicates compilation. The value itself may be implementation dependent.
ROT	n1 n2 n3 --- n2 n3 n1	L0	SWAP	n1 n2 --- n2 n1 L0 Exchange the top two values on the stack.
	Rotate the top three values on the stack, bringing the third to the top.		TASK	A no-operation word which can mark the boundary between applications. By forgetting TASK and re-compiling, an application can be discarded in its entirety.
RP!			THEN	P,C0,L0 An alias for ENDIF.
	A computer dependent procedure to initialize the return stack pointer from user variable R0.		TIB	--- addr U A user variable containing the address of the terminal input buffer.
S->D	n --- d		TOGGLE	addr b --- Complement the contents of addr by the bit pattern b.
	Sign extend a single number to form a double number.			
S0	--- addr	U		
	A user variable that contains the initial value for the stack pointer. Pronounced S-zero. See SP!			
SCR	--- addr	U		
	A user variable containing the screen number most recently referenced by LIST.			
SIGN	n d --- d	L0		
	Stores an ascii "-" sign just before a converted numeric output string in the text output buffer when n is negative. n is discarded, but double number d is maintained. Must be used between <# and #>.			



WARNING	<pre>         --- addr         A user variable containing a value         controlling messages. If = 1 disc is         present, and screen 4 of drive 0 is the         base location for messages. If = 0, no         disc is present and messages will be         presented by number. If = -1, execute         (ABORT) for a user specified procedure.         See MESSAGE, ERROR.       </pre>	U	X	<pre>         This is a pseudonym for the "null" or         dictionary entry for a name of one         character of ascii null. It is the         execution procedure to terminate         interpretation of a line of text from         the terminal or within a disc buffer,         as both buffers always have a null at         the end.       </pre>
WHILE	<pre>         f --- (run-time)         ad1 n1 --- ad1 n1 ad2 n2 P,C2         Occurs in a colon-definition in the         form:           BEGIN ... WHILE (tp) ... REPEAT         At run-time, WHILE selects conditional         execution based on boolean flag f. If         f is true (non-zero), WHILE continues         execution of the true part thru to         REPEAT, which then branches back to         BEGIN. If f is false (zero), execution         skips to just after REPEAT, exiting the         structure.          At compile time, WHILE emplaces         (OBRANCH) and leaves ad2 of the reserved         offset. The stack values will be         resolved by REPEAT.       </pre>	XOR	L1	<pre>         n1 n2 --- xor         Leave the bitwise logical exclusive-or         of two values.          [           Used in a colon-definition in form:             : xxx [ words ] more ;           Suspend compilation. The words after           [ are executed, not compiled. This           allows calculation or compilation           exceptions before resuming compilation           with ]. See LITERAL, ].            [COMPILE]             Used in a colon-definition in form:               : xxx [COMPILE] FORTH ;             [COMPILE] will force the compilation             of an immediate definition, that would             otherwise execute during compilation.             The above example will select the FORTH             vocabulary when xxx executes, rather             than at compile time.            ]             Resume compilation, to the completion of             a colon-definition. See [.         </pre>
WIDTH	<pre>         --- addr         In fig-FORTH, a user variable containing         the maximum number of letters saved in         the compilation of a definition's name.         It must be 1 thru 31, with a default         value of 31. The name character count         and its natural characters are saved, up         to the value in WIDTH. The value may be         changed at any time within the above         limits.       </pre>	U	L1	<pre>         ]         Resume compilation, to the completion of         a colon-definition. See [.       </pre>
WORD	<pre>         c ---         Read the next text characters from the         input stream being interpreted, until a         delimiter c is found, storing the packed         character string beginning at the dic-         tionary buffer HERE. WORD leaves the         character count in the first byte, the         characters, and ends with two or more         blanks. Leading occurrences of c are         ignored. If BLK is zero, text is taken         from the terminal input buffer, other-         wise from the disc block stored in BLK.         See BLK, IN.       </pre>	L0		



### XIII. Error and Warning Messages

Messages are listed alphabetically below. The following conditions do not fit in the alphabetical list:

word ?           The word is not defined. This will also occur if a number contains a digit not valid in the current number base, e.g. '8' in octal. Also note that editor operations are undefined unless a screen is being edited, and assembly mnemonics, etc. are undefined outside of a 'CODE' definition. Also the editor, assembler, and string package must have been loaded from disk before they can be used.

no response       If there is no response from the system, first hit carriage return to see if the system responds 'OK'. If not, try semicolon and carriage return, in case the system was in compilation mode.

MSG # n           Most error conditions in the Forth Interest Group model can report as either message numbers or texts. This scheme allows the message texts to be kept on disk to save memory, yet if the disk file (FORTH.DAT) is not accessible (e.g. on systems with no disk), Forth can still run and it will report errors as numbers. The system variable 'WARNING' controls this error-reporting mode; commonly the disk load screen changes 'WARNING' to cause message texts to be output. Note that when numbers are output, they will print in whatever number base is in effect.

## **Error Numbers**

These numbers are reported as 'MSG # n', only if the warning mode has not been set to use message texts from disk. The warning mode is set for disk when you execute '1 LOAD'. If you get one of these message numbers, look up the corresponding text in the alphabetical error and warning list below for additional information.

<b><u>MSG #</u></b>	<b><u>TEXT</u></b>
1	EMPTY STACK
2	DICTIONARY FULL
4	ISN'T UNIQUE (This is a warning only - no problem)
17	COMPILATION ONLY, USE IN DEFINITION
18	EXECUTION ONLY
19	CONDITIONALS NOT PAIRED
20	DEFINITION NOT FINISHED
21	IN PROTECTED DICTIONARY
22	USE ONLY WHEN LOADING

These message numbers are decimal. If the system is in octal when the message is given, the corresponding octal numbers will be printed.

## **Error/Warning List**

Note that some conditions that do not fit well into this list are described separately above.

### **\$STACK EMPTY**

String stack empty.

### **CAN'T SPREAD**

Invalid argument to Editor 'SPREAD' command.

### **CODE ERROR, STACK DEPTH CHANGED**

Error in using the Assembler, in a CODE definition. Usually an operand, mode symbol, or instruction has been omitted, or is extraneous. In case of difficulty spotting the error, enter a bunch of text CODE definitions, each with only one or a small number of instructions from the erroneous definition.

### **COMPILATION ONLY, USE IN DEFINITION**

A word such as 'DO', which can only be used inside of a colon definition, has been used otherwise.

### **CONDITIONALS NOT PAIRED**

'IF...ENDIF' or other conditionals are not paired or nested correctly.

### **DECLARE VOCABULARY**

Attempt to FORGET when the CONTEXT and CURRENT vocabularies are not the same. Beware of 'FORGET'; the entire range of words forgotten must be in a single vocabulary, otherwise Forth may crash. 'FORGET' is seldom useful on this system anyway, as there is enough memory so that it is unnecessary to clean up the dictionary very often, and if it is necessary, it is easy to reload the system. Valuable definitions should be in source form on disk.

### **DEFINITION NOT FINISHED**

Erroneous structure, such as 'DO' with no corresponding 'LOOP' when semicolon ends the definition.

#### DISK READ ERROR # n

Disk access error; for some reason the program is not able to read 'FORTH.DAT'. Make sure that the file is present on the proper disk and/or in the proper account number. These error numbers vary depending on the operating system. In case of difficulty, the source listing disk I/O section in lines 2000 and beyond pinpoints each error number in the I/O process. (Note than under RSX-11M, in case Forth crashes after 'FORTH.DAT' has been accessed, that file will probably need to be unlocked.)

#### DISK WRITE ERROR # n

See DISK READ ERROR, above.

#### EMPTY STACK

Attempt to use data from the stack when it is empty. However, this condition is not checked every time, for efficiency reasons. It is checked whenever control returns to the keyboard. Also, when 'EMPTY STACK' is given, a couple of numbers are placed on the stack; these are for use in future debugging packages. Therefore 'EMPTY STACK' will not occur every time.

#### ERR 0 ARG

Attempt to EDIT screen zero (usually the argument of 'EDIT' was omitted). Screen numbers start at 1.

#### ERR-BR+ n

Attempt to branch beyond range of the 'BR' instruction, in a CODE definition. 'n' is the length of the attempted branch.

#### ERR-BR- n

Same, only attempt to exceed branch range in negative direction.

#### ERR-REG-B

Non-register argument to 'JSR,' or 'XOR,'.

#### ERROR, NO SECOND STRING

Attempt to use '\$OVER' or some other string operation which requires two arguments, when there is only one argument on the string stack.

#### EXECUTION ONLY

Attempt to use a colon within a colon definition.

#### IN PROTECTED DICTIONARY

Attempt to FORGET a word below the FENCE, which is a safety guard to prevent accidental forgetting of the Forth system. To FORGET below the FENCE, first put a lower limit address into the system variable 'FENCE'.

#### ISN'T UNIQUE

This is a warning only. It means that the word just defined already exists. The consequence is that the previous definition becomes no longer accessible, which is alright if you do not intend to use the original definition later in the same program. In case of a mistaken redefinition, FORGET the mistake and re-enter the definition with a different name.

#### NOT A REGISTER n

In the assembler, an address-mode symbol which required a register argument was given a number 'n' which was not zero through seven.

#### TRAP ERROR # n addr psw

A run-time error occurred and trapped to the operating system. The trap number (which varies with operating system), the address of the trap, and the computer's PSW [Processor Status Word] are given in the current number base. Common causes of traps are non-existent or otherwise invalid addresses.

#### USE ONLY WHEN LOADING

The operation '-->' (which is not used in this system anyway) was executed from the keyboard, not from a screen being loaded from disk.

#### WOULD CAUSE \$OVERFLOW

A string operation could not be performed because the string stack would have overflowed into the dictionary, or come dangerously close.

Usually the session can continue normally after one of these errors has been reported. Previous definitions should still be good. Certain errors in use of the assembler may leave the number base set to octal; 'DECIMAL' will restore it.