Simple Compare

	<b>Starting Fo</b>	orth Le	xicon Missing or Changed in PropForth
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	Date: 11-17-2	012	
	Version: V. 0.9	97	2 <sup>nd</sup> Draft – several errors removed
Group	SF Lexicon	status	note

## MODIFIED ITEMS - NOT MERELY RENAMED

Loop	loop+	Modified ??	PropForth uses <b>+loop</b> , NOT sure if this is modified or just renamed.
stack/memory	!	modified	PropForth divides this into 4 items <b>COG!, L!, W!</b> , and <b>C!</b> (C! was in Starting Forth)
stack/memory	@	modified	PropForth divides this into 4 items; <b>COG</b> @, L@, <b>W</b> @, and <b>C</b> @ (C@ was in Starting Forth)
stack/memory	literal	modified	PropForth has two different length literals: <b>litl</b> and <b>litw</b>
word creation	create	modified	In PropForth, this does NOT return a dictionary address. CANNOT create arrays, use <b>variable – allot – cells</b>
word creation	variable	modified	PropForth has <b>variable</b> (which is 32bit and creates arrays) and <b>wvariable</b> (which is 16bit, maybe arrays, too)

## RENAMED ITEMS

character	blank	renamed	PropForth has <b>bl</b>
commentary commentary	( )	renamed renamed	Prop Forth uses { and } for text to be ignored, <i>it seems the parenthesis are used for other purposes</i> Prop Forth uses { and } for text to be ignored, <i>it seems the parenthesis are used for other purposes</i>
Dictionary	word	renamed	PropForth uses words
stack manipulation	r@	renamed??	See RS@

## STARTING FORTH ITEMS NOT INCLUDED IN PROPFORTH 5.03

base	octal	none	Octal is not needed much these days
character	hold	none	character string output
character	page	none	This is an ANSI ESC character sequence that clears the Console screen
character	type	none	outputs a string
character string	>number	none	Not used
character string	compare	none	Not used
character string	count	none	Not used
console fron addr	?	none	? alone not in use, prints the contents of an address followed by a space
Dictionary	marker	none	Use forget
double functions	2!	none	! Changed to 4 different ! Items, size and location dependent
double functions	2@	none	@ Changed to 4 different @ Items, size and location dependent
Double number functions	d-	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	d.r	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	d+	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	d<	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	d=	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	dmax	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	dmin	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	du<	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	m*	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	m*/	none	Double number functions would be 64 bit in PropForth, less needed
Double number functions	m+	none	Double number functions would be 64 bit in PropForth, less needed
execution	abort"	none	Cease execution and output message to console
execution	quit	none	terminates current task and returns control to console

## Simple Compare

Character CO	blk		Not serve at a line Development of the state of the server server at a development of the server server
file and OS	block	none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
file and OS		none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
file and OS	empty-buffers	none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
file and OS	include	none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
file and OS	list	none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
file and OS	load	none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
file and OS	SCr	none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
file and OS	update	none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
file and OS	use	none	Not supported in Prop Forth – use <b>safeforth</b> and/or eeprom and sdcard file systems
interpret	l	none	Enter interpretative state
interpret	[']	none	Find word and compile as literal
Loop	repeat	none	Not used
math	mod	none	Not used, not sure why – see a different approach to mod is followed.
math	fm/mod	none	Chapter 7 – rather a complex word, see Starting Forth text
math	sm/rem	none	Chapter 7 – rather a complex word, see Starting Forth text
Memory clear	erase	none	Stores zeros in X bytes of memory
numeric formats	u<	none	Unsigned number are supported in PropForth, this word is just not provided
relocate	cmove>	none	Not used
relocate relocate	cmove> move	none	Not used Not used
relocate	move	none	Not used
relocate stack manipulation	move ?dup	none none	Not used Leading ? Not in use – Duplicates only in non-zero
relocate stack manipulation stack manipulation	move ?dup ?stack	none none none	Not used Leading ? Not in use – Duplicates only in non-zero Leading ? Not in use – tests for stack underflow, PropForth resets underflow, returns error
relocate stack manipulation stack manipulation stack manipulation	move ?dup ?stack 2over	none none none none	Not used Leading ? Not in use – Duplicates only in non-zero Leading ? Not in use – tests for stack underflow, PropForth resets underflow, returns error Can be created by the user
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relocate stack manipulation stack manipulation stack manipulation stack manipulation stack manipulation stack/memory text format	move ?dup ?stack 2over 2swap sp@ sp0 +! -trailing	none none none none none none none	Not used Leading ? Not in use – Duplicates only in non-zero Leading ? Not in use – tests for stack underflow, PropForth resets underflow, returns error Can be created by the user Can be created by the user stack pointer stack pointer add a number to an address – would need to determine Cog versus Hub ram and maybe data length removes trailing white space
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