# Commacode for RISC-V

Loading the assembler in order to define one or two words of your program in assembler takes relatively a lot of space.

COMMACODE produces 'comma code' for the most recently defined word and makes it easy to compile a low level forth word without the use of an active assembler.

```
: COMMACODE ( -- )
cr ." code "
created lfa>n count hx 1F and type 3 spaces
created lfa> >body chere over - 2 + 4 /
for dup chere 2 - =
   if h@+ . ." h, "
   else @+ u. ." , "
   then dup hx 0F and 0= if cr else space then
next drop ." end-code " cr ;
```

## How to use it

- 1. include the assembler in noForth
- 2. include the COMMACODE definition (select and copy the code and paste it into your noForth terminal)
- 3. define your word in assembler
- 4. execute the word COMMACODE

#### Example:

```
code 2@ ( a -- lo hi )
day 4 tos x) .mov     tos tos ) .mov
sp -) day .mov     next end-code     commacode
```

The output will be:

```
code 2@ 40004054 , C09414F1 , 8382 h, end-code
```

◆ Paste the output into your program.

## Forth addresses in COMMACODE

It is not a good idea to have absolute addresses of variables, values, subroutines, etc. in commacode. Replace them with their forth names. But, when you load a number into a register in RISC-V code, you will see that the number does not appear in the hex dump of the code.

Here is a method to get around that problem:

Start with AHEAD, 0 H, ..data field.. THEN,

The HOP register contains the address where the code starts, so the data field begins at HOP+4.

### Example: An interrupt routine that uses a value

```
value SUM
code PLUS ( -- ) \ xyz @ sum +!
ahead, 0 h,
adr sum ,
then,
day 4 hop x) .mov \ adr sum
moon day ) .mov \ sum
moon 1 .addi day ) moon .mov
mret end-code commacode
```

```
code PLUS A021 , 20000D44 , 429C4254 , C29C0785 , 30200073 , end-code
```

- ◆ Replace code with routine.
- ◆ Replace the address of the value with "ADR SUM".

```
adr sum . ← 20000D44 OK.0
```

```
routine PLUS A021 , adr sum ,
429C4254 , C29C0785 , 30200073 , end-code
```