

## RAM & ROM in noForth

### In Flash ROM: The comma-words and `ALIGN`

`! C! MOVE` cannot be used with a ROM destination.  
Use `,` `C`, `M`, instead.

`,` ( `x --` ) stores `x` in flashROM at `CHERE` and then updates `CHERE` to the address just after the stored number.

`M`, ( `addr len --` ) moves a string to `CHERE` and then updates `CHERE` .

```
CREATE GR
  S" Hello!"  DUP C,  M,  ALIGN
```

- When `CREATE` is used without a does-part, the created word will put the address of its 'ROM-body' on the stack: `GR COUNT TYPE`

### In RAM: `ALLOT` and `HERE`

`ALLOT` ( `n --` ) reserves `n` bytes at the RAM address `HERE` and then updates `HERE` to the address just after the allotted space.

```
: VARIABLE ( -- ) CREATE 2 ALLOT ;
```

- When `ALLOT` is used after `CREATE` and nothing is yet compiled in the created word, `ALLOT` will install an indirection (`HERE` ,) and the default action of the created word will be to put the address of the allotted space on the stack.  
A `DOES>` may follow, but then its code must explicitly fetch `HERE` from the ROM-body.

In fact the above definition is shorthand for

```
: VARIABLE ( -- )
  CREATE HERE , 2 ALLOT
  DOES> @ ;
```

After a power off/on the content of RAM is unpredictable. Allotted RAM in your program should be initialized at run-time and not while the program is being compiled.

For this reason in noForth the definition of a value does not take a numerical argument:

```
VALUE TEMPERATURE
```

If you do not like this, redefine `VALUE` as : `VALUE ( x 'name' -- ) value here cell- ! ;`