

Copy an application to Flash and to autostart it. Here, briefly, are the steps:

1. You should start with a clean IsoPod, by doing **SCRUB**. This will erase the Program Flash and remove any previous autostart patterns.
2. In the program file, each Forth word should be followed by **EEWORD**. This applies to colon definitions, CODE and CODE-SUB words, constants, variables, "defined" words (those created with <BUILDS..DOES>), and objects (those created with OBJECT).
3. If IMMEDIATE is used, it must come \*before\* EEWOR (i.e., you must do **IMMEDIATE EEWOR** and \*not\* EEWOR IMMEDIATE).
4. For IsoMax code the following rules apply:
  - a. MACHINE <name> must be followed by **EEWORD**.
  - b. APPEND-STATE <name> must be followed by **EEWORD**.
  - c. IN-STATE ... TO-HAPPEN (or THIS-TIME or NEXT-TIME) must be followed by **IN-EE**.
  - d. MACHINE-CHAIN ... END-MACHINE-CHAIN must be followed by **EEWORD**.
  - e. ON-MACHINE <name> is \*not\* followed by any **EE command**.[Note that we can make **EEWORD** and **IN-EE** automatic, if you want all state machines to be built in Flash and never in RAM.]
5. When the application is complete, you must use **SAVE-RAM** to preserve the state machine variables in Data Flash. (This does \*not\* save kernel variables.)
6. Finally you can set the autostart vector in Program Flash. You need to provide an address on a 400h boundary, within unused Program Flash, thus after the end of the application program. (Right now 4700-7DFF is available for applications.) I often use 7C00, near the end of Flash.  
Then type  
    <address> **AUTOSTART** <wordname>  
E.g., HEX 7C00 AUTOSTART MAIN ( For IsoMax V0.5 or earlier )  
or  
E.g., HEX 3C00 AUTOSTART MAIN ( For IsoMax V0.6 or newer )

The board should now reset into the application program.