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* EEWORD (i.e., you must do **IMMEDIATE EEWORD** and *not* EEWORD 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

The board should now reset into the application program.