

Atari 8bit VolksForth Memory Map#

The default memory map for VolksForth for the Atari maximized the usable memory for the Forth directory.

The screen memory is sized for a Graphics 0 screen. To use other graphic modes, either a manual displaylist with manual specified screen memory must be used or the upper half of the VolksForth memory must be relocated (LIMIT - SP@). See [Relocating VolksForth](#).

The hexadecimal numbers in parenthesis show the memory location values for VolksForth 3.80.3 loaded on Atari DOS 2.5