Command Summary and Syntax

This section describes all debugger commands that directly execute debug functions or navigate in debugger screens.

For an explanation of more complex command structures with user-defined operands, see *Syntax Diagrams* below.

This section covers the following topics:

- All Debug Commands
- Syntax Diagrams

All Debug Commands

The debug commands listed in the table below can be entered in the command line of any debugger screen. An underlined portion of a debug command or subcommand represents its minimum abbreviation.

Command	Subcommand(s)	Explanation	
_		Scrolls one page down in a list.	
		Scrolls to the beginning of a list.	
TOP			
+		Scrolls one page down in a list.	
++		Scrolls to the end of a list.	
<u>BOT</u> TOM			
<u>AC</u> TIVATE	BREAKPOINT	Activates breakpoints as described in Breakpoint	
(syntax below)	or	Maintenance.	
	BP		
	<u>SP</u> Y	Activates breakpoints <i>and</i> watchpoints: see also Activate Spy in <i>Spy Maintenance</i> .	
	WATCHPOINT	Activates watchpoints as described in <i>Watchpoint Maintenance</i> .	
	or		
	WP		
ВМ		Invokes the Breakpoint Maintenance menu described in <i>Breakpoint Maintenance</i> .	
BREAK		Displays the Debug Break window: see also BREAK in <i>Navigation and Information Commands</i> .	
<u>CA</u> NCEL		Cancels the current operation and/or exits screens without saving modifications.	

Command	Subcommand(s)	Explanation
DBLOG	A or Q or D	Invokes the DBLOG utility (see the <i>Utilities</i> documentation) from within the debugger. To specify a database environment, use one of the subcommands: • A = Adabas (this is the default) • Q = SQL • D = DL/I Note: During a debug interrupt, you can only specify one of the subcommands listed above.
DEACTIVATE or DA	BREAKPOINT or BP	Deactivates breakpoints as described in <i>Breakpoint Maintenance</i> .
(syntax below)	<u>SP</u> Y	Deactivates breakpoints and watchpoints: see also Deactivate Spy.
	WATCHPOINT or	Deactivates watchpoints as described in Watchpoint Maintenance.
DELETE (syntax below)	BREAKPOINT or BP	Deletes breakpoints as described in <i>Breakpoint Maintenance</i> .
	<u>SP</u> Y	Deletes breakpoints and watchpoints: see also Delete Spy.
	WATCHPOINT or WP	Deletes watchpoints as described in Watchpoint Maintenance.
	<u>EN</u> VIRONMENT	Deletes the specified debug environment: see also <i>Delete</i> Debug Environment.

Command	Subcommand(s)	Explanation	
DISPLAY (syntax below)		Displays breakpoints as described in <i>Breakpoint Maintenance</i> .	
	BP		
	<u>SP</u> Y	Displays breakpoints <i>and</i> watchpoints: see also <i>Display Spy</i> .	
	WATCHPOINT	Displays watchpoints as described in <i>Watchpoint Maintenance</i> .	
	or		
	WP		
	CALL	Displays statistics on Natural objects invoked during the execution of an application: see also <i>Display Called Objects</i> .	
	EXEC	Displays statistics on executed statement lines of invoked Natural objects: see also <i>Display Executed Statement Lines</i> .	
	<u>HE</u> XADECIMAL	Displays the contents of variables in hexadecimal format.	
	<u>NOC</u> ALL	Displays statistics on Natural objects that have not been invoked during the execution of an application: see also <i>Display Non-Called Objects</i> .	
	NOEXEC	Displays statistics on non-executed statement lines of invoked Natural objects: see also <i>Display Non-Executed Statement Lines</i> .	
	<u>OBJ</u> ECT	Displays statistics on the call frequency of objects: see also <i>Display All Objects</i> .	
	<u>ST</u> ATEMENT	Display statistics on executed and non-executed statement lines of invoked Natural objects: see <i>Display All Statement Lines</i> .	
	<u>VA</u> RIABLE	Displays variables for interrupted Natural objects as described in <i>Variable Maintenance</i> .	
	<u>XSTAT</u> ISTICS	Displays a statistical summary of execution statistics: see also <i>Display Statement Execution Statistics</i> .	
EM		Invokes the Debug Environment Maintenance menu described in <i>Debug Environment Maintenance</i> .	
ESCAPE	BOTTOM	Stops processing a loop and escapes to the first statement after the loop: see ESCAPE BOTTOM in <i>Execution Control Commands</i> .	
	ROUTINE	Stops processing an interrupted Natural object and continues with another object, if available: see ESCAPE ROUTINE in <i>Execution Control Commands</i> .	
<u>E</u> XIT		Leaves the current screen: see EXIT in <i>Execution Control Commands</i> .	

Command	Subcommand(s)	Explanation	
<u>F</u> LIP		Switches between the display of the two PF-key lines (PF1 to PF12 and PF13 to PF24).	
<u>G</u> O		Returns control to the execution of the interrupted Natural object: see GO in <i>Execution Control Commands</i> .	
LAST		Displays the command entered last. The last three commands are stored and can be recalled.	
<u>LE</u> FT		Shifts to the left side of a source code listing.	
<u>LI</u> ST		Displays the source code of a object.	
(syntax below)	<u>BR</u> EAK	Shows the object source with the current break. The relevant statement line is highlighted.	
	<u>LA</u> STLINE	Shows the object source with the last line executed before the current break.	
<u>LO</u> AD	<u>EN</u> VIRONMENT	Loads the debug environment specified: see <i>Load Debug</i>	
(syntax below)		Environment.	
<u>ME</u> NU		Invokes the Debug Main Menu .	
<u>MO</u> DIFY	BREAKPOINT	Modifies breakpoints as described in Breakpoint	
(syntax below)	or	Maintenance.	
	BP		
	<u>SP</u> Y	Invokes the Modify Breakpoint or Modify Watchpoint screen: see also <i>Modify Spy</i> in <i>Spy Maintenance</i> .	
	WATCHPOINT	Modifies watchpoints as described in Watchpoint	
	or	Maintenance.	
	WP	Modifica the contents of variables in boundaries of former	
	HEXADECIMAL	Modifies the contents of variables in hexadecimal format.	
	<u>VA</u> RIABLE	Invokes the Display Variable screen for modification as described in <i>Modify Variable</i> .	
<u>NE</u> XT		Executes the next command specified for a breakpoint or watchpoint.	
<u>O</u> BJCHAIN		Displays executed objects at various program levels: see OBJCHAIN in <i>Navigation and Information Commands</i> .	
ON		Switches test mode on or off. See also Switching Test Mode on and Off.	
or			
OFF			

Command	Subcommand(s)	Explanation	
PRINT	CALL	Prints statistics on Natural objects invoked during the execution of an application: see also <i>Display Called Objects</i> .	
(syntax below)	<u>EX</u> EC	Prints statistics on executed statement lines of invoked Natural objects: see also <i>Display Executed Statement Lines</i> .	
	<u>NOC</u> ALL	Prints statistics on Natural objects that have not been invoked during the execution of an application: see also <i>Display Non-Called Objects</i> .	
	NOEXEC	Prints statistics on non-executed statement lines of invoked Natural objects: see also <i>Display Non-Executed Statement Lines</i> .	
	<u>OBJ</u> ECT	Prints statistics on the call frequency of objects: see also <i>Display All Objects</i> .	
	<u>ST</u> ATEMENT	Prints statistics on executed and non-executed statement lines of invoked Natural objects: see also <i>Display All Statement Lines</i> .	
	XSTATISTICS	Prints statistics on executed statement lines: see also <i>Display Statement Execution Statistics</i> .	
PROFILE		Displays the User Profile screen where you can modify the profile of the debugger as described in <i>Navigation and Information Commands</i> .	
RESET (syntax below)	ENVIRONMENT	Resets the current debug environment: see <i>Reset Debug Environment</i> .	
<u>RI</u> GHT		Shifts to the right side of a source code listing.	
<u>RU</u> N		Switches off test mode and continues program execution.	
SAVE (syntax below)	<u>EN</u> VIRONMENT	Resets the current environment and saves the debug specifications. See also <i>Save Debug Environment</i> .	
<u>SC</u> AN	ABS	Only applies when using the function List object source (see <i>List Object Source</i>).	
		Searches for a value in the source code of an object: see SCAN in <i>Navigation and Information Commands</i> and <i>Syntax Diagrams</i> below.	
<u>SC</u> REEN		When entered upon interruption of an object, displays the current screen output of the interrupted Natural object. ENTER takes you back to debug mode.	

Command	Subcommand(s)	Explanation	
<u>SE</u> T	BREAKPOINT	Invokes the Set Breakpoint screen described in <i>Breakpoint Maintenance</i> .	
(syntax below)	or		
	BP		
	CALL ON	Activates or deactivates call statistics as described in <i>Call Statistics Maintenance</i> .	
	or		
	CALL OFF		
	<u>OBJ</u> ECT	Changes the default object specified for the debugger. See also SET OBJECT in Navigation and Information Commands.	
	WATCHPOINT	Invokes the Set Watchpoint screen described in <i>Watchpoint Maintenance</i> .	
	or		
	WP		
	XSTATISTICS ON	Activates (ON or COUNT) deactivates (OFF) the statement execution statistics as described in <i>Set Statement Execution</i>	
	or	Statistics.	
	XSTATISTICS COUNT		
	or		
	XSTATISTICS OFF		
SM		Invokes the Spy Maintenance menu described in <i>Spy Maintenance</i> .	
<u>STA</u> CK		Displays the contents of the entry at the top of the Natural stack: see STACK in <i>Navigation and Information Commands</i> .	
STEP	[n]	Continues an interrupted Natural object for the number (n) of executable statements specified with the command. If you do not specify n , one executable statement is skipped by default. See also STEP in <i>Execution Control Commands</i> .	
	SKIPSUBLEVEL [n]	Continues step-mode processing of Natural objects without entering programs at sub-levels. You can specify a level number (n). See also SKIPSUBLEVEL in <i>Execution Control Commands</i> .	
<u>STO</u> P		Terminates both the debugger and any interrupted Natural object; the NEXT prompt appears.	
<u>SY</u> SVARS		Displays the current values of a limited set of system variables (except the database-related system variables). See also <i>Display Variables</i> .	

Command	Subcommand(s)	Explanation
TEST ON		Switches test mode on or off. See also Switching Test Mode on and Off.
or		
TEST OFF		
WM		Invokes the Watchpoint Maintenance menu described in <i>Watchpoint Maintenance</i> .

Syntax Diagrams

The syntax diagrams listed below refer to more complex command sequences.

For detailed explanations of the symbols used within the syntax descriptions, see the section *System Command Syntax* in the *System Commands* documentation.

For better readability, synonymous keywords are omitted from the syntax diagrams below. An underlined portion of a keyword represents an acceptable abbreviation.

Valid synonyms are:

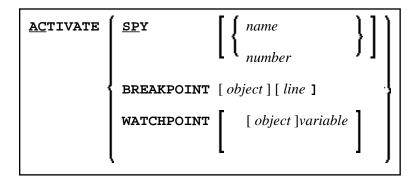
Keyword	Synonym
BREAKPOINT	BP
DEACTIVATE	DA
WATCHPOINT	WP

This section covers the following topics:

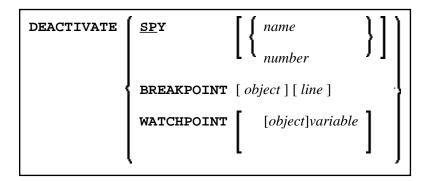
- ACTIVATE
- DEACTIVATE
- DELETE
- DISPLAY
- LIST
- LOAD
- MODIFY
- PRINT
- RESET
- SAVE

• SET

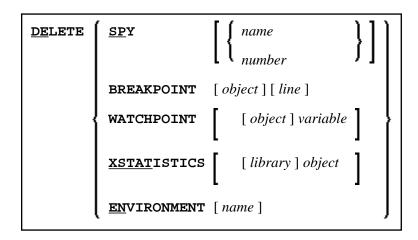
ACTIVATE



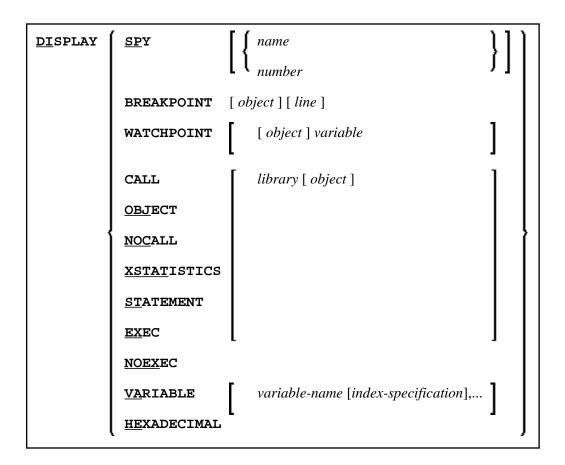
DEACTIVATE



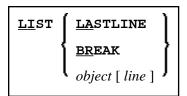
DELETE



DISPLAY



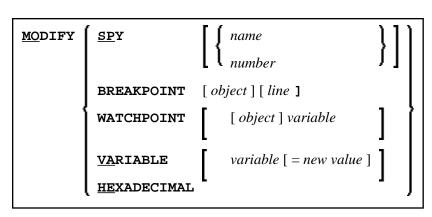
LIST



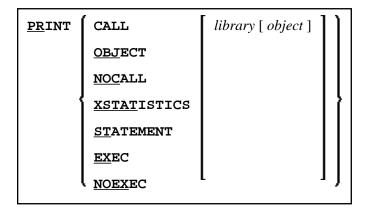
LOAD

```
LOAD ENVIRONMENT [ name ]
```

MODIFY



PRINT



RESET

```
RESET ENVIRONMENT [ name ]
```

SAVE

```
SAVE ENVIRONMENT [ name ]
```

SET

