

# List Object Source

This function is used to display the source code of an object and maintain breakpoints. For you to be able to use **List object source**, the corresponding source must be in your current library or in one of its steplibs.

## ▶ To list the source code of an object

- In the **Debug Main Menu**, enter function code L and an object name.

Or:

Enter the following direct command:

```
LIST object
```

See also the syntax of LIST in *Command Summary and Syntax*.

The **List Object Source** screen appears and the object source is displayed with all current breakpoints listed in the **Message** column on the right-hand side of the screen.

Choose PF7 (-) or PF8 (+) to scroll up or down one page.

If you execute a Natural object, the debugger interrupts execution at each breakpoint or watchpoint you have set and the **Debug Break** window appears (see *Debug Break Window* in *Concepts of the Debugger*).

## ▶ To list the source code of an interrupted Natural object

- From the **Debug Break** window, choose function code L for **List break**.

Or:

If relevant, on a debugger screen, choose PF9 (Li Br) or enter the following direct command:

```
LIST BREAK
```

The **List Object Source** screen appears with the source code of the object displayed at the position where a break (breakpoint or watchpoint) occurred. The name of the breakpoint or watchpoint is displayed in the **Message** column on the right-hand side of the screen. The corresponding source code line is highlighted.

This section covers the following topic:

- Maintain Breakpoints
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## Maintain Breakpoints

The **List object source** function, may be used to invoke or directly execute breakpoint maintenance functions from within an object source. For instructions on how to set breakpoints and general information on breakpoints, see Conditions of Use in *Breakpoint Maintenance*.

### ▶ To invoke a breakpoint maintenance function from an object source

1. In the **Debug Main Menu**, enter function code L and an object name.

Or:

Enter the following direct command:

```
LIST object
```

See also the syntax of LIST in *Command Summary and Syntax*.

The source code of the specified object is displayed.

The names of breakpoints already set are displayed in the **Message** column on the right-hand side of the screen.

- To navigate in the source list, enter one of the following commands in the command line:

+ (plus sign) or - (minus sign) to scroll down or up one page,

TOP to scroll to the beginning,

BOTTOM to scroll to the end,

LEFT to scroll to the left,

RIGHT to scroll to the right.

2. In the object source, mark the line(s) desired with any of the commands listed below:

Line Command	Explanation
AC	Activates breakpoints.
DA	Deactivates breakpoints.
DE	Deletes breakpoints.
DI	Displays breakpoints.
MO	Goes to the <b>Modify Breakpoint</b> maintenance screen.
SE	Sets breakpoints.
SM	Goes to the <b>Set Breakpoint</b> maintenance screen.

Upon successful command execution, a corresponding message is displayed in the **Message** column on the right-hand side of the screen.