

Hexadecimal Display

This function is used to display in hexadecimal format the code of a Natural object currently loaded in the buffer pool.

▶ **To invoke Hexadecimal Display**

- In the **SYSBPM Main Menu**, enter function code H and specify an object: see the valid field input values as described in the section *Invoking and Operating SYSBPM*.

Or:

Enter the following SYSPBM direct command:

```
DISPLAY HEX library-name object-name dbid fnr
```

The **Hexadecimal Display** screen appears with the object code displayed in hexadecimal format.

PF Keys and Direct Commands

Within the object displayed on the screen, you can move to a specific location by entering either an absolute hexadecimal address or a hexadecimal offset relative to your current position.

On the **Hexadecimal Display** screen, you can use the PF keys or SYSBPM direct commands listed in the table below. An underlined portion of a command represents its minimum abbreviation. For further commands, see *SYSBPM Direct Commands*.

| PF Key | Command | Function |
|--------|---------------|--|
| PF1 | | Provides help information on SYSBPM direct commands. |
| PF2 | NEXT | Only applies if a range of objects was selected. Displays one object after the other and then redisplay the screen on which NEXT was entered. |
| PF3 | <u>EXIT</u> | Leaves the current function/screen and displays the previous screen. |
| PF4 | LAST | Displays the SYSBPM direct command entered most recently. |
| PF6 | - | Scrolls to the top of the display. |
| PF7 | - | Scrolls up one page. |
| PF8 | + | Scrolls down one page. |
| PF9 | ++ | Scrolls to the end of the display. |
| PF12 | <u>CANCEL</u> | Same as EXIT. |
| PF15 | MENU | Invokes the SYSBPM Main Menu . |
| | <u>NEXT</u> | Only applies if a range of objects was selected. Displays one object after the other and then redisplay the screen on which NEXT was entered. |