

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

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.

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## 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 SYSPBM direct commands listed in the table below. An underlined portion of a command represents its minimum abbreviation. For further commands, see *SYSPBM 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.<br>Displays one object after the other and then redisplay the screen on which NEXT was entered. |
| PF3    | EXIT    | 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   | CANCEL  | Same as EXIT.  |
| PF15   | MENU    | Invokes the <b>SYSBPM Main Menu</b> .  |
|        | NEXT    | Only applies if a range of objects was selected.<br>Displays one object after the other and then redisplay the screen on which NEXT was entered. |