Spy Maintenance

This function is used to activate, deactivate, list or delete all debug entries (spies) that is, breakpoints *and* watchpoints. Besides, **Spy maintenance** is an alternative method of accessing the breakpoint or watchpoint maintenance screens. These screens are explained in the sections *Breakpoint Maintenance* and *Watchpoint Maintenance*.

▶ **To invoke the spy maintenance function**

1. In the **Debug Main Menu**, enter function code S.

   Or:
   Enter the following direct command:

   ```
   SM
   ```

   The **Spy Maintenance** menu appears.

The functions provided in the **Spy Maintenance** menu are described in the following section.

- Set Test Mode ON/OFF

- Activate Spy

- Deactivate Spy

- Delete Spy

- Display Spy

- Modify Spy

Set Test Mode ON/OFF

See the section *Switch Test Mode On and Off*.

Activate Spy

▶ **To set the current state of specified spies to active**

- In the **Spy Maintenance** menu, enter function code A and a spy number *or* a spy name.

   Or:
   Use the direct command ACTIVATE, the syntax of which is described in the section *Command Summary and Syntax*.

If you do not specify a spy number or a spy name, *all* spies (breakpoints and watchpoints) are activated.

Deactivate Spy

▶ **To set the current state of specified spies to inactive**

- In the **Spy Maintenance** menu, enter function code B and a spy number *or* a spy name.

  Or:
  Use the direct command DEACTIVATE, the syntax of which is described in the section *Command Summary and Syntax*.

If you do not specify a spy number or a spy name, *all* spies (breakpoints and watchpoints) are deactivated.

Delete Spy

▶ **To delete specified spies**

- In the **Spy Maintenance** menu, enter function code C and a spy number *or* a spy name.

  Or:
  Use the direct command DELETE, the syntax of which is described in the section *Command Summary and Syntax*.

If you do not specify a spy number or a spy name, *all* spies (breakpoints and watchpoints) are deleted.

Display Spy

▶ **To display specified spies**

- In the **Spy Maintenance** menu, enter function code D and a spy number *or* a spy name.

  Or:
  Use the direct command DISPLAY, the syntax of which is described in the section *Command Summary and Syntax*.

  If the specified spy is unique, the **Display Breakpoint** or **Display Watchpoint** screen appears respectively and all specifications of this breakpoint or watchpoint are displayed.

  If the specified spy is not unique, a list of the spies concerned is displayed. On the list, you can activate, deactivate, display, modify or delete a spy by marking it with the line command AC, DA, DI, MO or DE respectively.

If you do not specify a spy number or a spy name, *all* spies (breakpoints and watchpoints) are displayed.

Modify Spy

▶ **To modify specified spies**

● In the **Spy Maintenance** menu, enter function code M and a spy number *or* a spy name.

  Or:
  Use the direct command MODIFY, the syntax of which is described in the section *Command Summary and Syntax.*

  If the specified spy is unique, the **Modify Breakpoint** or **Modify Watchpoint** screen appears respectively and the breakpoint or watchpoint specifications can be modified.

  If the specified spy is not unique, a list of the spies concerned is displayed. On the list, you can activate, deactivate, display, modify or delete a spy by marking it with the line command AC, DA, DI, MO or DE respectively.

If you do not specify a spy number or a spy name, *all* spies (breakpoints and watchpoints) are displayed for selection and modification.