

# 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. 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. Displays one object after the other and then redisplay the screen on which NEXT was entered.