

## DEBUG QUICK REFERENCE GUIDE

At the prompt 'DEBUG CMD ?' the following keys are active:

ON	-	Return to normal operating mode
B	-	Edit Breakpoints
C	-	Continue execution from last breakpoint
E	-	Enter code at address specified
F	-	Edit User Flags
G	-	As E above
R	-	Edit CPU Registers
S	-	Edit CPU Status
ENTER	-	Print Register Contents

## BREAKPOINT EDITOR

At the status display BKPTS OFF/BKPTS ON/NO BKPTS use the following:

ON	-	Return to main DEBUG menu
C	-	Clear all breakpoints
D	-	Disable all breakpoints
E	-	Enable all breakpoints
ENTER	-	Print breakpoint status
0..9	-	Edit specified breakpoint

Once a breakpoint has been selected then use:

ON	-	Return to status display above
<-	-	Delete this breakpoint or delete last digit of address being entered
R/S	-	Terminate breakpoint address entry or move to next breakpoint in sequence
ENTER	-	Print this breakpoints information
0..F	-	Digits for breakpoints address

## ENTER CODE AND CONTINUE CODE

If E has been pressed enter the address at which you want program execution to begin. Do this using the keys 0..F. Corrections may be made with the delete key. Terminate the address with R/S and the code will be run. Pressing ON during address entry will return you to the main DEBUG menu.

If C has been pressed, the calculator will search for the last breakpoint it executed and if it finds one, its address will be displayed. Pressing R/S will continue execution, pressing any other key will return you to the main DEBUG menu.

## USER FLAG EDITOR

In response to 'FLAG \_\_' enter a decimal user flag number 00-55 using 0..9. The flag's status either SET or CLR is shown and may be toggled using the R/S key. Press ON to return to the main DEBUG menu. Deletion works as normal and flag status will be printed on any printers in TRACE mode.

## REGISTER EDITOR

In this editor the following keys are active:

ON	-	Return to the main DEBUG menu
USER	-	Move left one digit or left one register if preceded by SHFT
PRGM	-	Move right one digit or right one register if preceded by SHFT
0..F	-	Enter digit at current position

The layout of the registers is as follows:

N	M	B	A	C	C:00 is the starting
13..0	13..0	13..0	13..0	13..0	position for editing
LEFT <-			>- RIGHT		

## STATUS EDITOR

To change the CPU status use:

ON	-	Return to the DEBUG menu
ENTER	-	Print this status screen
R/S	-	Toggle between two status screens
D	-	Select Decimal mode
G	-	Enter new value for G (2 hex digits)
H	-	Select Hexadecimal mode
P	-	Enter hex value for position of pointer P
Q	-	Enter hex value for position of pointer Q
R	-	Select active pointer (P or Q)
S	-	Enter new value for ST (2 hex digits)

## PRINTING

All printing is subject to the printer being in TRACE mode. For HP-IL printers this means user flag 15 must be set (this can be done using the flag editor).