TERSE DEBUGGING PACKAGE

STEP   STEP NNNN

        PREPARE TO DEBUG VERB NAMED NNNN. THE VERB ABOUT TO BE
        EXECUTED WILL BE PRINTED.

S

        EXECUTE ONE INSTRUCTION (ONE PASS THROUGH THE INNER
        INTERPRETER).

Q

        EXECUTE THE ENTIRETY OF THE VERB ABOUT TO BE EXECUTED.
        Note: Q places the breakpoint pointer at the adr 2 + the
        interpreter pointer. Verbs that use the 2nd word as data or a
        jump address (IF ELSE CASE LIT) will not work. No actual
        change in the memory location is made (PROM programs can be
        debugged this way), but note that the program is actually
        being stepped an instruction at a time when in Q or
        breakpoint mode.

PSD

        LIST THE CONTENTS OF THE entire PARAMETER STACK.

RSD

        LIST THE CONTENTS OF THE entire RETURN STACK.

BRK   n BRK

        SET A BREAKPOINT AT THE SPECIFIED ADDRESS.
        Example: ' TESTPROG 1+ BRK
        Set a breakpoint at the first instruction of TESTPROG (note
        skipping the header byte).

CLRBRK   Clear breakpoint.

VERB   n VERB

        Display the name of the verb whose code start adr is n. Very
        handy !

UNCOM   n UNCOM

        Uncompile (list) the verb compiled at adr n.

'   ' NNNN --- n

        Return the begin of code adr of verb NNNN. (Part of system
        verbs)

PS   --- n

         Returns the value of the parameter stack pointer (same as
         SP@).

RS   --- n

         Returns the value of the return stack pointer.

    *** FLAGS AND COUNTERS ***

BM   VARIABLE. BREAK MODE.
         0 - STOP EXECUTION ON ENCOUNTERING BREAKPOINT.
         1 - PRINT STATUS ON ENCOUNTERING BREAKPOINT AND CONTINUE
             EXECUTION.

DFG   VARIABLE. DISPLAY MODE FLAG.
         0 - NO DISPLAY AFTER INSTRUCTION EXECUTED.
         1 - DISPLAY ONLY INSTRUCTION TO BE EXECUTED.
         2 - Display parameter stack, verb about to be executed, and
         top of return stack (I). (2 is default value)
             DISPLAY FORMAT:
         [... stktopvalue] VERB= NNNN [I= n]

SCT   Variable. Step count. Normally set to 0.
         Set to the number of instructions to be executed before
         control returns to user.

$BC   Variable. Current interpreter pointer used by debugger.

BPNT   Variable. Adr where breakpoint is set.

$BRK   Variable. If 1, breakpoint is set. Execution mode is
         breakpoint mode. A STEP or S will proceed until the BPNT @ is
         reached.