



DECUS

PROGRAM LIBRARY

DECUS NO.	8-544
TITLE	CHECK and CHANGE-D
AUTHOR	Benjamin C. Woodbury
COMPANY	Holden, Massachusetts
DATE	April 14, 1972
SOURCE LANGUAGE	PAL-D

RECORDS

OFFICE OF THE ATTORNEY GENERAL



DATE	DESCRIPTION	AMOUNT
1901
1902
1903
1904
1905
1906
1907
1908
1909
1910

...

CHECK AND CHANGE-D

DECUS Program Write-up

DECUS NO. 8-544

ABSTRACT

CHECK AND CHANGE-D is an octal debugging program. Its advantage over DEC's DDT is that it loses no locations of core. It takes advantage of Monitor's scratch blocks, and automatic input-output block reading into core. CHECK AND CHANGE-D stores its master controller in this place, reads specific blocks over itself, and uses 7200-7377 for a scratch page. When finished, it restores block 2.

LOADING INSTRUCTIONS

Load the tape (two pass)
Start at *3200
When it returns to Monitor -

```
.SAVE CCD!7400;7400  
.SAVE .SIN:400-3177;0
```

CHECK AND CHANGE-D is now loaded on the disk.

To use -

Load program to be debugged into core. Return to Monitor.
TYPE "CCD" return

The computer will respond with a carriage return, line feed
CHECK AND CHANGE-D is now ready for operation.

To Ask a location of core, type "A", the computer will then type "L", then type the location of core that you wish to examine, then a space. The computer will type "/xxxx" where xxxx is the contents of the location that you typed in.

To Change a location, type "C", the computer will type "L". Type the location of the word to be changed, then a space. The computer will then type "T". Type the new contents of the word. Then a space.

To do a WORDSEARCH, type "W". The computer will type "L". Type the lower limit, and a space. The computer will then type "U". Type the upper limit +1, then a space. The computer will then type "M". Type the mask, and then a space. The computer will type "W". Type the word to be looked for, then a space. The computer will then type various lines of "xxxx/ yyyy" where xxxx is the location, and yyyy is the word in that location. After the second line feed, the computer is done.

To insert a BREAKPOINT, type "B", the computer will type "L". Type the location at which you would like the breakpoint, then a space. The computer will type "F". Type the location of one free location from 1 to 177 (a location that will not be used while the

program is running from the starting point to the breakpoint) then a space. The computer will type "S". Type the location at which to start, then a space. It will start at "S" and end (return to CCD) at the breakpoint. (The location of the breakpoint and the free location will be restored.)

To start the program up, with no return to CCD, type "S". The computer will type "L". Type the location at which to start, then a space. The computer will then start there.

To return to Monitor, type "Q". Your program may now be stored on the disk, without loss of 7200-7577.

Note: A rubout may be typed on all but ASK. It will echo a space.

Note: CHECK AND CHANGE-D writes over block #2 of monitor, so that the only way to return to monitor is with QUIT or START at location 7600, not by using the toggle switches. If the toggle switches are used, the computer will return to CCD.

Note: When saving CCD, it must be saved in the order above, because the computer predicts where monitor will store it, and inserts various block numbers accordingly.

SUMMARY OF COMMANDS

ASK

A L XXXX / YYYY

CHANGE

C L XXXX T YYYY

BREAKPOINT

B L XXXX F YYYY S ZZZZ

WORDSEARCH

W L WWW U XXXX M YYYY W ZZZZ

START

S L XXXX

QUIT

Q

.

Note: When determining where monitor will store this program, it takes it for granted that the SAM blocks are at 200, 401, 1001, and 1401 respectfully. If they aren't, write this patch:

*3263
SAM 1
SAM 2 (optional)
SAM 3 (optional)
SAM 4 (optional)
\$

CAUTION: CHECK and CHANGE-D must be saved on the disk, and must be started at *3200 before-hand!

