

## Predefined Debugger Variables

<i>\$fpasingle</i>	If set, Pdbx prints floating-point registers as single-precision numbers.
<i>\$fpustackall</i>	If set, Pdbx prints nonzero floating-point stack entries even if in empty state (80387 FPU only).
<i>\$hexchars</i>	If set, Pdbx prints characters in hexadecimal.
<i>\$hexfloats</i>	If set, Pdbx prints floating-point stack registers in hexadecimal.
<i>\$hexin</i>	If set, Pdbx interprets integers in command input as hexadecimal.
<i>\$hexints</i>	If set, Pdbx prints integers in hexadecimal.
<i>\$hexoffsets</i>	If set, Pdbx prints offsets from registers in hexadecimal.
<i>\$hexstrings</i>	If set, Pdbx prints character arrays in hexadecimal.
<i>\$listwindow</i>	Default number of lines to display with the <b>list</b> command. If not set, Pdbx prints 10 lines. When used with <b>list proc</b> for listing a procedure, Pdbx lists <i>\$listwindow</i> lines around the beginning of the procedure.
<i>\$noframe</i>	If set, Pdbx does not follow the chain of call frames on the stack. This allows access to global variables and register contents in code that does not have conventional stack frames.
<i>\$nostrict</i>	If set, Pdbx relaxes type checking rules for <b>call</b> and <b>assign</b> commands.
<i>\$octin</i>	If set, Pdbx interprets integers in command input as octal. If <i>\$hexin</i> is set, <i>\$octin</i> is ignored.
<i>\$whichreg</i>	If set, Pdbx includes the register name with the information displayed by the <b>whatis</b> command for the specified variable. Your program must declare the storage class for the variable as type <b>register</b> . Valid for C programs only.

## Type Conversion

To coerce the value of expression *expr* to type *typename*, use the construct *expr\typename*. To coerce the value of expression *expr* to a pointer to type *typename*, use the construct *expr\&typename*. If *typename* is a struct, precede it with a double dollar sign (\$\$).

If Pdbx prints the message `incompatible types or type mismatch` after you enter a command that includes type conversion, you can use the **set \$nostrict** command to relax type-checking rules and then reenter the command.

## Formats

The following table lists the formats you can use with the *address/* and *address=* commands.

Format	Type <sup>a</sup>	Radix
i	machine instruction	n/a
d	short word	decimal
D	long word	decimal
o	short word	octal
O	long word	octal
x	short word	hexadecimal
X	long word	hexadecimal
b	byte	octal
c	character	n/a
s	null-terminated string	n/a
f	single-precision real	n/a
g	double-precision real	n/a

<sup>a</sup>A short word is 16 bits; a long word is 32 bits.

## Identifiers Containing Special Characters

When entering an identifier that contains special characters (such as a period) or an identifier that is also a Pdbx reserved word, you should enclose the identifier in back quotes. For example, entering the following command instructs Pdbx to stop in the routine `._SQRT`:

```
stop in `._SQRT`
```

## Register Names

Register Type	Processor		
	80386	80387	1167
scratch	\$eax \$ecx \$edx	n/a n/a n/a	\$fp2-\$fp7
user <sup>a</sup>	\$ebx \$edi \$esi	n/a n/a n/a	\$fp8-\$fp31
stack	n/a	\$st0-\$st7	n/a
other	\$eip \$esp \$eflags \$ebp	n/a n/a n/a n/a	n/a n/a n/a n/a

<sup>a</sup>program variable declared with the register keyword

The following aliases are also supported: **pc** for **eip**, **sp** for **esp**, and **fp** for **ebp**.



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## Invoking Pdbx

Use one of the following syntax forms to invoke Pdbx. Use the first form when debugging an application that consists of a single program; use the second form when debugging applications that consist of multiple programs. Invoking Pdbx as **pdbx** is useful when debugging a parallel program; invoking Pdbx as **dbx** is useful when debugging a program that creates child processes and only the parent process is of interest.

```
{pdbx
dbx} [-i] [-u] [-a] [-c file] [-I dir] ...
[execfile [coredump]]
```

```
{pdbx
dbx} [-i] [-u] [-a] [-c file] [-I dir] ...
-O execfile ] ... [-Q execfile ] ... [-C coredump ] ...
```

## Exiting Pdbx

Enter the following command to exit Pdbx:

```
quit
```

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\* 1 0 0 3 - 4 8 5 4 8 - 0 0 \*



# Pdbx Command Summary

## Creating and Executing Processes

<code>%n</code>	Change the current process to <i>n</i>
<code>call procedure</code> ( <i>parameters</i> )	Execute specified procedure
<code>cont</code> [ <i>%procnum</i> ] <code>all</code> [ <i>signal</i> ] <code>to sourceline</code> [ <i>&amp;</i> ]	Resume process execution
<code>create</code> [ <i>execfile</i> ] [ <i>args</i> ] [< <i>infile</i> ] [> <i>outfile</i> ]	Create new process; use <code>cont</code> to execute the process
<code>next</code> [ <i>%procnum</i> ] <code>all</code> [ <i>&amp;</i> ]	Execute next line or, if the next line calls a procedure, execute the entire procedure
<code>ps</code> [ <i>%procnum</i> ]	Print processes and their states; an asterisk (*) in the resultant display marks the current process
<code>release</code> <i>%procnum</i>	Release process from Pdbx control
<code>rerun</code> [ <i>execfile</i> ] [ <i>args</i> ] [< <i>infile</i> ] [> <i>outfile</i> ] [ <i>&amp;</i> ]	Same as <code>run</code> except uses arguments specified with last <code>run</code> or <code>create</code> command when no arguments are specified
<code>return</code> [ <i>procedure</i> ]	Continue until current procedure returns or until return to the specified procedure
<code>run</code> [ <i>execfile</i> ] [ <i>args</i> ] [< <i>infile</i> ] [> <i>outfile</i> ] [ <i>&amp;</i> ]	Create and execute a new process; terminate old processes
<code>step</code> [ <i>%procnum</i> ] <code>all</code> [ <i>&amp;</i> ]	Execute next source line
<code>terminate</code> [ <i>%procnum</i> ] <code>all</code>	Terminate processes and remove from process list

## Tracing, Breakpoints, and Signals

<code>catch</code> [ <i>event</i> ] <i>signal</i>	Stop process when specified signal or event occurs
<code>delete</code> <i>cmdnumber</i> ...	Cancel the breakpoint or tracepoint associated with <i>cmdnumber</i>
<code>ignore</code> [ <i>event</i> ] <i>signal</i>	Do not stop when specified signal or event occurs
<code>signal</code> { <i>%procnum</i> } <code>all</code> } <i>sig</i>	Send the signal specified by <i>sig</i> to one or all processes

## Tracing, Breakpoints, and Signals (cont.)

<code>status</code> [> <i>filename</i> ]	Print active breakpoints and tracepoints
<code>stop</code> [ <i>procid</i> ] <i>in procedure</i> [ <i>if condition</i> ]	Stop execution on entry to <i>procedure</i>
<code>stop</code> [ <i>procid</i> ] <i>at sourceline</i> [ <i>if condition</i> ]	Stop before executing specified source line
<code>stop</code> [ <i>procid</i> ] <i>variable</i> [ <i>if condition</i> ]	Stop when value of <i>variable</i> changes
<code>stop</code> [ <i>procid</i> ] <i>if condition</i>	Stop when <i>condition</i> becomes true
<code>stop all</code>	Stop all running processes
<code>trace</code> [ <i>procid</i> ] [ <i>in procedure</i> ] [ <i>if condition</i> ]	Print trace information as process executes
<code>trace</code> [ <i>procid</i> ] <i>sourceline</i> [ <i>if condition</i> ]	Print specified source line each time it is encountered (before executing it)
<code>trace</code> [ <i>procid</i> ] <i>procedure</i> [ <i>in procedure</i> ] [ <i>if condition</i> ]	Print which procedure called <i>procedure</i> and value of each parameter passed to it
<code>trace</code> [ <i>procid</i> ] <i>expression</i> <i>at sourceline</i> [ <i>if condition</i> ]	Evaluate and print expression before executing code at the specified source line
<code>trace</code> [ <i>procid</i> ] <i>variable</i> [ <i>in procedure</i> ] [ <i>if condition</i> ]	Print value of <i>variable</i> each time it changes

## Command Aliases and Debugger Variables

<code>alias</code> <i>name cmdname</i>	Define an abbreviation for a Pdbx command name
<code>alias</code> <i>name "cmdstring"</i>	Define an abbreviation for a Pdbx command string
<code>alias</code> <i>name (parameter</i> [ <i>, parameter</i> ] ... ) <i>"cmdstring"</i>	Define an abbreviation for a Pdbx command string with replaceable parameters
<code>alias</code> [ <i>name</i> ]	Print current aliases
<code>unalias</code> <i>name</i>	Undefine <i>name</i> as an alias
<code>set</code> [ <i>name</i> [=expression]]	Set a debugger variable
<code>unset</code> <i>name</i>	Delete the specified debugger variable

## Examining and Altering Variables

<code>assign</code> <i>variable=expression</i>	Assign value of <i>expression</i> to <i>variable</i>
<code>dump</code> [ <i>procedure</i> ] [> <i>filename</i> ]	Print names and values of variables in current procedure
<code>print</code> <i>expression</i> [, <i>expression</i> ] ...	Print value of variable or expression
<code>print</code> <i>fpustack</i>	Print contents of 80387 FPU registers

## Accessing Source Files

<code>/pattern</code> [/]	Search forward for specified pattern
<code>?pattern</code> [?]	Search backward for specified pattern
<code>edit</code> [ <i>sourcefile</i> ]	Edit current source file
<code>edit</code> <i>procedure</i>	Edit current source file and place cursor at beginning of specified procedure
<code>file</code> [{ <i>%execfile</i> } <i>sourcefile</i> ]	Use <i>sourcefile</i> as current source file
<code>list</code> [ <i>linenumber</i> [, <i>linenumber</i> ] ]	Print source lines in the current source file
<code>list</code> <i>procedure</i>	List specified procedure
<code>use</code> [ <i>%execfile</i> ] [ <i>directory</i> ... ]	Add directory to source file directory search list

## Examining and Altering the Current Context

<code>down</code> [ <i>nlevels</i> ]	Change the current procedure to the procedure <i>nlevels</i> down the stack
<code>func</code> [ <i>procedure</i> ]	Change the current procedure and current source file designations to the specified procedure
<code>up</code> [ <i>nlevels</i> ]	Change the current procedure to the procedure <i>nlevels</i> up the stack
<code>whatis</code> <i>identifier</i>	Print declaration for identifier
<code>where</code> [ <i>%procnum</i> ]	Print traceback

## Examining and Altering the Current Context (cont.)

<code>whereis</code> <i>identifier</i>	Print qualified names for all instances of <i>identifier</i>
<code>which</code> <i>identifier</i>	Print qualified name for <i>identifier</i> in the current context

## Machine-Level Debugging

<code>address</code> , <i>address</i> / [ <i>format</i> ]	Print values in memory in specified address range
<code>address</code> / [ <i>count</i> ] [ <i>format</i> ]	Print <i>count</i> values in memory starting at <i>address</i>
<code>address=</code> [ <i>format</i> ]	Print value of the number specified by <i>address</i> in the specified format
<code>listi</code> [ <i>linenumber</i> [, <i>linenumber</i> ]]	Disassemble and print instructions
<code>listi</code> <i>procedure</i>	Disassemble and print instructions for specified procedure
<code>nexti</code> [ <i>%procnum</i> ] <code>all</code> [ <i>&amp;</i> ]	Execute next instruction or, if next instruction calls a procedure, execute entire procedure
<code>stepi</code> [ <i>%procnum</i> ] <code>all</code> [ <i>&amp;</i> ]	Execute next instruction
<code>stopi</code> [ <i>procid</i> ] [ <i>at</i> ] <i>address</i> [ <i>if condition</i> ]	Stop before executing the instruction at <i>address</i>
<code>tracei</code> [ <i>procid</i> ] [ <i>in procedure</i> ] [ <i>if condition</i> ]	Trace program at machine level
<code>tracei</code> [ <i>procid</i> ] <i>address</i> [ <i>if condition</i> ]	Print instruction at specified address before it executes
<code>tracei</code> [ <i>procid</i> ] <i>variable</i> [ <i>at address</i> ] [ <i>if condition</i> ]	Print value of variable before execution of instruction at specified address

## Miscellaneous Commands

<code>help</code>	Print synopsis of frequently used Pdbx commands
<code>sh</code> [ <i>commandline</i> ]	Create new shell and pass it the specified command line
<code>source</code> <i>filename</i>	Execute Pdbx commands in <i>filename</i>
<code>suspend</code>	Suspend Pdbx and return to shell; use <code>cs</code> 's <code>fg</code> to resume