

OSI TRACE (from the Fifth Book of OSI)

Code \$1790-\$1FFF, ends at \$1F20. 1F21- 1FFF used by mnemonics for disassembly.
Calls (\$FFFC), \$FBA9, FFEB
Locations \$DF00
Execute \$1790

On program start the cursor is at PC entry position. After entering a four digit hex address (address of the code to debug), the cursor jumps to command mode.

Commands

<space> Single-step the instruction at the bottom line of the program counter window.
Tracing routines that use the keyboard may not work.

G Execute under trace control. Stops at breakpoints or on CTRL-C (if enabled).

Bn 1-6 Set breakpoint address, \$FFFF to clear. Jumps to breakpoint window.

K Skip (don't execute) one instruction.

CC Change the program counter address. Jumps to PC window.

CA Change contents of accumulator

CX Change contents of X register

CY Change contents of Y register

CP Change contents of stackpointer. If it overlaps \$28 there will be problems with the Trace program.

CS Change the status register bits in sequence to 0 or 1

M Jump to memory window and wait for an address entry

Subroutine Instructions

W If the instruction at the PC position is a JSR, the routine will be executed, same as G until a RTS is encountered.

S Same as G until the stack pointer becomes two larger.

R An RTS is executed.

Memory location changes (after M and address entered)

/ Read location again

" Display ASCII representation of active memory address

+ Next memory location

SHFT-N Preceding memory location

0-9, A-F Enter new content

CR Input of a new address

Everything else jumps back to command level

Other commands

CTRL-A Show command being executed

CTRL-C Like CTRL-A then break

1 Enable CTRL

0 Disable CTRL

N New start of program

E Jump to reset-vector