

BUGZAP

Disk & RAM Debugger

User's Guide

Copyright 1982 by ALDEVCO  
5725 Dragon Way  
Cincinnati, Ohio 45227  
513-561-7671

## Introduction

BUGZAP has been designed to provide visual access to both the semiconductor memory and the disk memory. The program uses memory space between DCOOH and EBOOH. To enter BUGZAP simply type BUGZAP when the TRSDOS READY prompt appears. A grid of hexadecimal numbers will appear on the screen. The left most column displays the RAM address for the first character in the line. The next sixteen hex characters are the memory contents of the address. On the right are sixteen alpha numeric characters which correspond to the hex characters. There are sixteen of these lines on the screen, thereby displaying a full page or sector of memory (256 bytes).

When the pointer is blinking at the bottom of the screen, BUGZAP is ready to accept a new command.

### M - Memory Address

To change address, press the key "M" and enter the page address. When operating in disk mode, enter the drive, track and sector. (See SWITCH)

### / - SWITCH

BUGZAP operates in two modes; RAM and Disk. In order to switch between the two, press the key "/".

### P - PRINT

Press "P" to send the screen image to a printer.

### F1 - EDIT

The key "F1" will bring the pointer to the first memory location on the screen. The pointer can be moved to the desired position with the arrow keys and new data can be entered. The "/" key will shift the pointer from the Hex to ASCII or vice versa, allowing data to be entered in Hex code or direct ASCII. The key "F2" will terminate the edit and write the changes to memory.

### B - BREAKPOINT

In preparation for a jump command, press "B" and enter the address from which to return to BUGZAP.

### J - JUMP

Press "J" then enter the memory address where the processor is to find its next instruction.

ESC - ABORT

If you wish to abort a command you have entered, such as EDIT, simply press the escape key.

X - Return to System (or caller)

; - STEP

To change the displayed sector or page to the next, press the key ";".  
To change to the previous, press the key "-".