
DEBUGGER-CONTEXT

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This document last edited on August 13, 1987.

Introduction

When debugging Common Lisp programs, have you ever wished that the Xerox Lisp debugger let you do things in the right lexical context? Ever wish you could access locally-defined functions, return from blocks, or evaluate variables in the debugger without resorting to the inspector? Ever wish you could tell the "big boys" in Washington a thing or two? Well, two out of three ain't bad. `DEBUGGER-CONTEXT` gives you the ability to access and modify the lexical context of code you are debugging in a straightforward way.

User Interface

`DEBUGGER-CONTEXT` defines two debugger commands that affect the debugger's lexical context.

`lex` [Debugger Command]

Sets the lexical context of the debugger window to that of the stack frame selected in the backtrace window (`il:lastpos`). Henceforth, all evaluation done in this debugger window will be with respect to that lexical environment. The lexical environment of a frame is taken to be the first one encountered as an argument in that frame. Once the `lex` command is given, selecting other stack frames in the backtrace window will not change the lexical environment; you must issue another `lex` command to do so.

The lexical environment of a frame is taken to be the first one encountered as an argument in that frame.

`unlex` [Debugger Command]

Removes the current lexical context; all evaluation will subsequently be done with respect to the current dynamic environment.