

Script to check code inspectors on frames  
(can be in any package)

**type `cntl-b` to cause a break.**

**Place the mouse in the break window and press the middle button**

**select `BT!`**

**choose a frame that does not have a `\` and select it with the middle button.**

**When a menu appears choose `InspectCode`**

*Observe the code window -- it should scroll and allow selections but not allow any changing.*

**return to the window caused by the `BT!`**

**choose a frame that does have a `\` and select it with the middle button.**

**When a menu appears choose `InspectCode`**

*Observe the code window -- it should scroll and allow selections but not allow any changing.*

-----

**return to the window caused by the `BT!`**

**select an entry with the left button.**

**a window will appear that has a title (whatever entry you chose) `Frame`.**

**In that window select a element in the left hand column with the left button.**

**Press the middle button over the same element.**

**select `"set"`**

**type: `5`**

*-- the value of the chosen element should become 5*

**Find a list in the right hand column of the frame window and select it with the left button.**

**Press the middle button and choose `"inspect"`**

*-- an inspect window with the elements of the list will appear*