

Systems Manual



**PC Development System for the
Sony PlayStation**

Psy-Q™ from Psygnosis Ltd

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- 2) This device must accept any interference that may be received, including interference that may cause undesired operation.**

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Introduction

Psy-Q for the **Sony PlayStation** is a fast PC based cross development system for producing and testing mixed C and/or assembler programs for the Sony PlayStation games console.

This version of Psy-Q features:

- High performance **Psy-Q** SCSI interface card for host PC.
- Compact PlayStation adapter cartridge, including extensive firmware stored in battery backed SRAM.
- All the software you need:-
 - A RISC R3000 assembler compatible with standard C compilers including the popular Freeware Gnu-C.
 - Fast R3000 assembler with numerous directives.
 - High Speed Linker and Librarian, with extensive link-time options.
 - Two powerful Source Level Debuggers, allowing the programmer to step, trace and set breakpoints directly in the source code.

Additional hardware required:

- Host 386/486/Pentium PC with hard disk drive, **at least 1 Megabyte of memory** and 1 free 16 bit ISA slot.
- Sony PlayStation.

About Psy-Q

- **Psy-Q** includes two industry-standard Assemblers, a Linker, a Debugger and a C and C++ compiler. The Assemblers are extremely fast, and fully compatible with other popular development systems. The two Debuggers offer an additional easy-to-use interface, with full support for mouse and pop-down menus, and work in any DOS text screen resolution, Windows or Windows '95.
- **Psy-Q** offers Source Level Debugging. This allows you to step, trace, set breakpoints, etc. in your original C or Assembler source code. The system automatically and invisibly, handles multiple text files.
- **Psy-Q** provides a high-speed genuine SCSI parallel link between the Host PC and target system, with a data transfer rate of over 1 Megabytes per second. The system supports up to 7 connected target devices, and cable lengths of over 6 metres.
- **Psy-Q**'s Assemblers and Linker make full use of extended or expanded memory, on PC compatibles with more than 640K of RAM.

Psy-Q for Sony PlayStation

The target interface is a very compact cartridge, that plugs onto the expansion port of the Sony PlayStation. If you wish to use CDR discs you must use a blue Sony Debug Station.

Adapter firmware provides diagnostics and self-test facilities; this is stored on battery-backed SRAM to allow for future firmware updates. Also included are assorted functions for useful run-time control of the development environment, as well as extensive fileserver facilities, to allow the target to manipulate files on the host PC.

Psy-Q Issue Information

Psy-Q development systems are available for a variety of other platforms:

- SEGA Saturn
- SEGA 32X
- SEGA MegaDrive/Genesis
- SEGA Mega-CD
- Nintendo Super NES
- Commodore Amiga 1200 and 600

PlayStation Development Software

The software for the PlayStation comes on five 3½“ HD disks. Disk 1 contains all the Psy-Q System software, including the R3000 Assembler, Debugger etc. Disk 2 contains an archive of the ‘Freeware’ GNU C compiler. Please note that a number of PlayStation specific Libraries are provided by Sony. Disk 3 contains the accompanying Documentation for the compiler. Disc 4 contains Windows ’95 software.

Contents of Disk 1:

| | |
|---------------------|--|
| PSYBIOS.COM | TSR BIOS extensions for PC host for use with Psy-Q |
| PSX505.CPE | Downloader v5.05 software for Adapter Interface |
| PSX515.CPE | Downloader v5.15 software for Adapter Interface |
| ASMPSX.EXE | R3000 series assembler for assembly programmers |
| ASPSXH.EXE | R3000 series assembler for C compiler output |
| RUN.EXE | Standalone Executable/Binary downloader |
| INITSERV.COM | Re-initialises PSYBIOS file server functions |
| DBUGPSX.EXE | R3000 Debugger for PlayStation system |
| CCPSX.EXE | Psy-Q <i>Build</i> Utility for GNU C |
| KANJI.COM | Used by CCPSX when source contains kanji text |
| PSYLINK.EXE | Psy-Q Linker |
| PSYLIB.EXE | Psy-Q Librarian |
| PSYMAKE.COM | Psy-Q <i>Make</i> Utility |
| BV.EXE | Program to set VGA text screen to display more lines |
| PSYQ.CB | Source for Brief Macro extensions |
| PSYQ.CM | Compiled Brief Macro extensions |
| PSYQ.INI | Path details for compiler installation |

Contents of Disk 2:

| | |
|-------------------|---|
| GNUPSX.ZIP | ZIP Archive of GNU's C Compiler |
| COPYING | 'GNU General Public License Terms and Conditions' |

Contents of Disk 3:

| | |
|--------------------|---|
| README.TX1 | Text file on getting pre-processor version number |
| README.TXT | Text file on installing GNU Documentation |
| RUNME.BAT | GNU Documentation installation batch file |
| COPYING | 'GNU Public License Terms and Conditions' |
| COPYING.LIB | 'GNU General Public License Terms and Conditions' |
| GZIP.EXE | GNU ZIP Decompressor program for GNUPSX.ZIP file |
| GCC.DOC | GNU Documentation files |
| CPP.DOC | GNU Documentation files |
| INFO.EXE | GNU Info program |

Contents of Disk 4:

| | |
|---------------------|---|
| pp100.zip | Archive used by setup |
| PsyClean.exe | Required if installing over early betas |
| setup.exe | Installation program |
| setup.txt | Installation instructions |
| unzip.exe | Decompressor used by setup.exe |

Acknowledgements

Psy-Q The Psy-Q Development platform has been designed and produced by **SN Systems Limited**, on behalf of **Psygnosis Limited**.

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C H A P T E R 1

Psy-Q Installation

The Psy-Q development system consists of the following physical components:

- **PC Board**
- **Target Interface**
- **Connecting Cable**
- **PC driver and Bios extensions**
- **Psy-Q executable files**

Installation is, therefore, a relatively straightforward procedure, and is described in this chapter under the following headings:

- **Installation Check List**
- **Installing the PC Interface**
- **Installing the PC Software**
- **PSYBIOS**
- **Installing the Target Interface**
- **Firmware Diagnostics**

Installation Check List

- Check the configuration of the Psy-Q PC board and install in the host PC - see later in this chapter for full installation details.
- Check configuration of the Psy-Q Target Adapter and install in the target console or machine - see later in this chapter for full installation details.
- Connect the supplied cable from the PC to the target machine.
- Load the PC board driver by typing, typically:

```
PSYBIOS /a308 /d7 /i15
```

See later in this chapter for full details of PSYBIOS.COM.

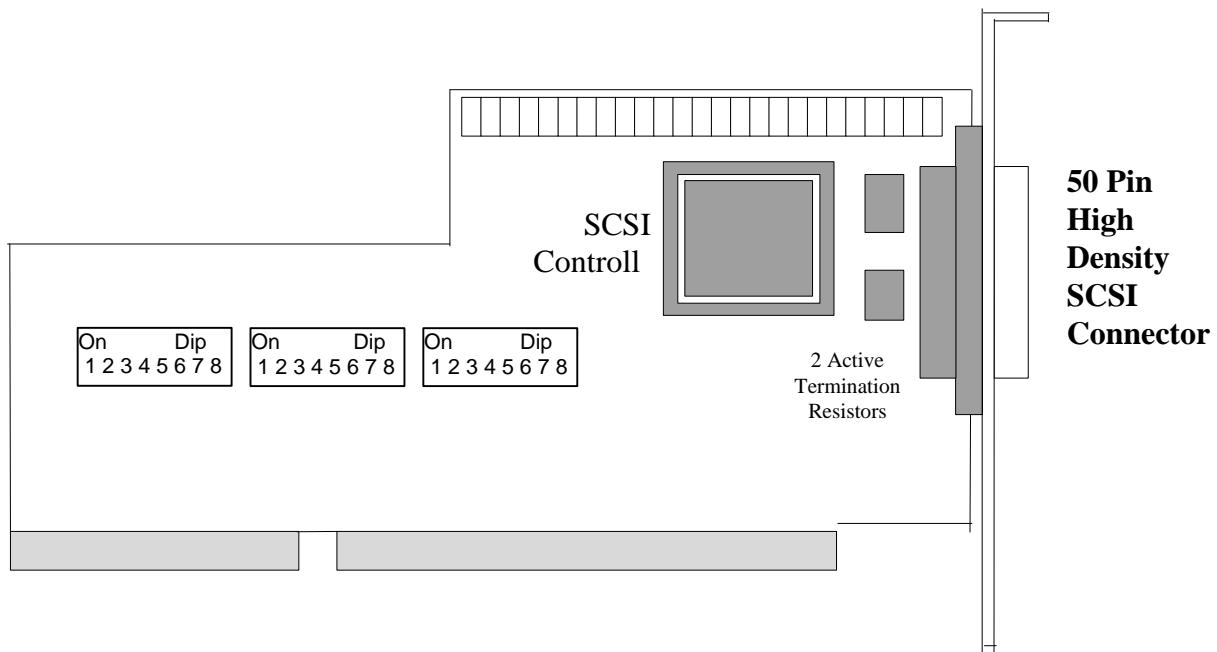
- Copy the runtime Psy-Q executable files to a directory on your PC - see the Issue List, in the Introduction, for the programs supplied with this version of Psy-Q. Also edit the PATH variable in autoexec.bat.
- Switch on the target console.
- Run the program **RUN.EXE**, without parameters, to verify the link to the target adapter - see chapter 2 for details of the RUN downloader program.
- If RUN correctly identifies the target, the Psy-Q system is now ready to be used, to assemble, download and debug programs.

Installing the PC Interface

The Psy-Q PC Interface board should be fitted in to an empty 16 bit slot in the host PC. The host must be an IBM PC-AT or compatible, running under MSDOS 3.1 or better.

If no 16 bit slot is available, the board will also fit into an 8 bit slot. However, this causes some degradation in speed.

Prior to fitting, the 3 banks of dip switches should be checked and configured as required. It is likely, however, that the factory setting will suffice. They are described below.



The Psy-Q PC Interface Board

CAUTION: This board is sensitive to static electricity; hold by the metal support bracket when handling.

DIP SWITCHES

The PC card is configured by altering the three dip switch banks on the card. These switches alter:

DMA
IRQ
SCSI Termination Power
IO Address
SCSI ID for the card (normally on ID 7)

| FUNCTION | DEFAULT |
|------------------------|--------------------------|
| DMA 7 | On, On |
| DMA 6 | Off, Off |
| DMA 5 | Off, Off |
| IRQ 15 | On |
| IRQ 12 | Off |
| IRQ 11 | Off |
| IRQ 10 | Off |
| IRQ 7 | Off |
| IRQ 5 | Off |
| Not Used | Off, Off |
| SCSI Termination Power | On |
| IO Address - A3 - A8 | Off, On, On, On, On, Off |
| Card SCSI ID | On, On, On |

DMA

DMA channels 5, 6, and 7 are available on the PC card. They are selected by switching the pairs of dip switches adjacent to DMA request (DRQ) and DMA acknowledge (DACK).

Both switches must be set to the same channel.

All DMA dip switches set to off will turn off DMA.

The default setting is **7**.

IRQ The PC card offers the following IRQ levels:
15, 12, 11, 10, 7, 5.

Select the required level by switching the adjacent dip switch.

You must only select one IRQ level.

The default setting is **15**.

SCSI Termination Power

The SCSI Termination Power switch determines whether SCSI termination is supplied on the card.

The default setting is **On**. This must **not** be changed.

IO Address The card offers a very large range of IO addresses from **200₁₆ to 3f8₁₆** in increments of 8. The address is changed by altering the 6 dip switches labeled A3 to A8.

A8 is the most significant bit, and **A3** is the least.

An address line is selected by switching it to **Off**.

The default setting is **308**.

Some examples are shown in the following table:

| | A8 | A7 | A6 | A5 | A4 | A3 |
|-----|-----|-----|-----|-----|-----|-----|
| 240 | On | On | Off | On | On | On |
| 2A0 | On | Off | On | Off | On | On |
| 300 | Off | On | On | On | On | On |
| 308 | Off | On | On | On | On | Off |
| 310 | Off | On | On | On | Off | On |
| 318 | Off | On | On | On | Off | Off |
| 380 | Off | Off | On | On | On | On |
| 388 | Off | Off | On | On | On | Off |
| 390 | Off | Off | On | On | Off | On |
| 3E0 | Off | Off | Off | Off | On | On |

Note: The following addresses must **not** be used: **2F8 COM2,**
378 Printer,
3F8 COM1,
3F0 Various.

SCSI ID

The last three switches alter the SCSI ID of the card.

The default setting is **7**. Do not change this setting.

The default settings have been chosen so that the possibility of contention with other internal boards is minimised. Nevertheless, care should be taken that settings on the Psy-Q board **do not conflict with any other card in the system**.

Installing the PC Software

The Psy-Q issue Disk 1 contains programs to perform the following functions:

- **Assembling**
- **Linking**
- **Debugging**
- **PC Driving**
- **Other target specific Bios Extensions**
- **Windows accessories**

Installing Development Software

To install the Psy-Q development programs onto the host PC, carry out the following procedure:

- create a new directory on the hard disk i.e. C:\PSYQ;
- copy the contents of the issue disk to the new directory;
- add the Psy-Q directory to the PATH variable in the AUTOEXEC.BAT;
- add a line in the AUTOEXEC.BAT to automatically load PSYBIOS.COM;
- add a line in the AUTOEXEC.BAT to create an environment variable

"PSYQ_PATH", specifying the directory for Psy-Q files, e.g.:

```
set PSYQ_PATH = C:\PSYQ
```

Note: After you have made changes to your AUTOEXEC.BAT file you will need to re-boot your PC to enable these changes to take effect.

PSYBIOS.COM

Description: PSYBIOS.COM is a TSR program, which acts as a driver for the Psy-Q interface board, installed in the host PC.

Syntax PSYBIOS [switches]

where each switch is preceded by a forward slash (/) and separated by spaces.

| Switches | Switches | Description |
|----------|------------------------|---|
| | /a <i>card address</i> | Set card address: 200 - 3f8 |
| | /b <i>buffer size</i> | Specify file transfer buffer size: 2 to 32 (in kilobytes) |
| | /c <i>window n</i> | Report all CD access to debugger message window <i>n</i> |
| | /d <i>channel</i> | Specify DMA channel: 5, 6, 7; 0 = off |
| | /i <i>intnum</i> | Specify IRQ number: 5, 7, 10, 11, 12, 15; 0 = off |
| | /l <i>filename</i> | Specify Fileserver log file; All fileserver functions will be recorded in the specified file. |
| | /s <i>id</i> | Override PC Interface SCSI ID jumper setting: 0 to 7 |
| | /8 | Run in 8 bit slot mode |

Remarks

- Normally, PSYBIOS.COM is loaded in the AUTOEXEC.BAT; it can safely be loaded high to free conventional memory.
- If PSYBIOS is run again, with no options, the current image will be removed from memory. This is useful if you wish to change the options without rebooting the PC.
- If the DMA number is not specified, the BIOS will work without DMA; however, it will be slower.
- The BIOS can drive the interface in 8 bit mode; however, this is the slowest mode of operating the interface.
- The *buffer size* option (/b) sets the size of the buffer used when the target machine accesses files on PC. A larger buffer will increase the speed of these accesses; however, more PC memory will be consumed. The default is a 1 K buffer.

Examples PSYBIOS /a308 /d7 /i15

Start the driver using the typical settings of:

| |
|----------------------------|
| Card address 308 |
| DMA channel 7 |
| Interrupt vector 15 |

Note: If you are using Windows '95, DO NOT install PSYBIOS from your AUTOEXEC.BAT. Only install it from DOS.

Installing the GNU 'C' Software

After you have installed the Psy-Q tools in their own directory on your hard disk, you are ready to install the popular GNU 'C' PSX Compiler. Before you begin you should read the COPYING text file on Disk 2 which details the GNU software license.

Disk 2 contains all of the files provided by GNU for the PSX 'C' Compiler. For PlayStation software development you may require components that can only be obtained directly from Sony. These include a number of useful Libraries and their C Header files which are specific to the PlayStation environment. If you do not already have this software, you should contact Sony directly.

To install from scratch you need file:-

GNUPSX.ZIP from Disk 2

+ PlayStation specific library and include files from Sony.

To install the compiler using the provided GNUPSX.ZIP file you should:-

- 1) From your hard drive root directory create a subdirectory PSX
- 2) Change into this new directory and unzip the GNUPSX.ZIP file.

To do this, type:

```
CD \PSX
PKUNZIP -d GNUPSX.ZIP
```

This will give you the directory structure:

C:\GNUPSX BIN *CPPPSX.EXE*
CC1PSX.EXE
CC1PLPSX.EXE
GCC.FAQ
EMU387

LIB *LIBSN LibSN Source files*
LIBSN.LIB
Other libraries from Sony

INCLUDE SYS *Header files from Sony*
Header files from Sony
LIBSN.H

The BIN directory contains the main compiler executable files. You do not need to add C:\GNUPSX\BIN to your path as CCPSX will use the binary path specified in PSYQ.INI.

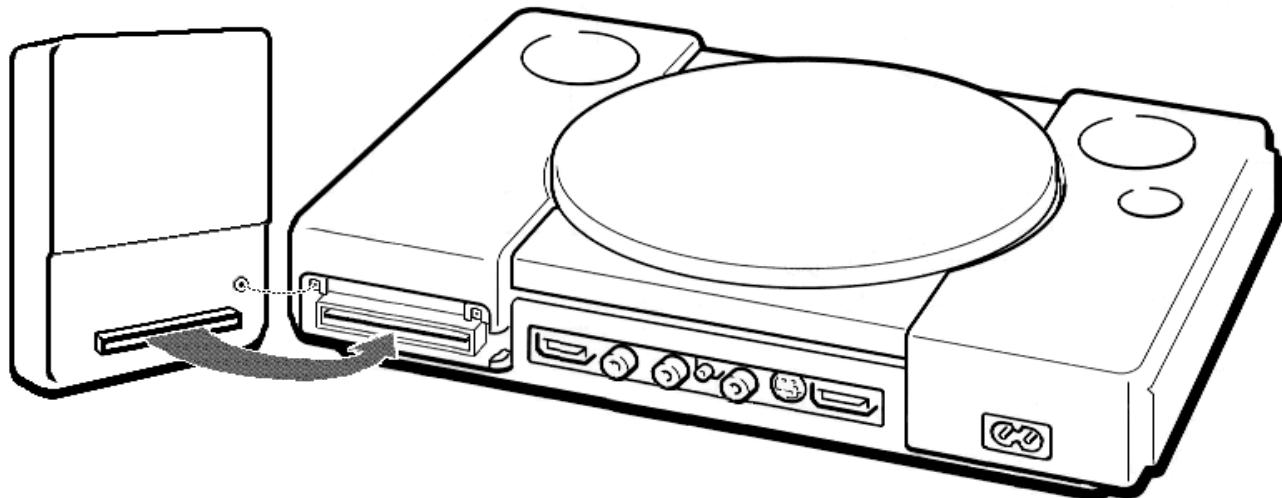
- 3) To build code (such as some of the more recent demos from Sony) that makes use of Sony's PlayStation specific libraries, you will need a number of PlayStation library and include files which are available to licensees directly from Sony.
- 4) If you wish to use the GNU C compiler with the CCPSX *build* program then you may also have edit the file "PSYQ.INI". This file tells CCPSX where is can locate the GNU C files it needs. PSYQ.INI will typically look like this:

```
[ccpsx]
stdlib=libgcc.lib libc.lib libm.lib libsn.lib
compiler_path=c:\gnupsx\bin
library_path=c:\gnupsx\lib
c_include_path=c:\gnupsx\include
```

This .INI file will tell PSY-Q's CCPSX program where to find all the things it needs to compile your programs. The CCPSX program should remain in your Psy-Q directory which is in your path. The GNU compiler components do not need to be in your path. You will probably wish to add other PlayStation specific library files to your STDLIB list above.

- 6) You should now re-boot to ensure that the above environment changes take effect. After the reboot you can run CCPSX to compile, assemble, and link your programs.

Installing the Target Interface



WARNING: Never insert or remove the Psy-Q Target Interface when the target is switched on. Doing so can permanently damage the Interface.

Installation should be as follows:

- The adapter should be inserted onto the back of the expansion port. It should then be firmly fixed in place by tightening the locking screw from the back of the adapter.
- The SCSI cable should be plugged into the Target adapter and also the host PC SCSI Interface.

Note: On a ROM-based system you must ensure that a valid PlayStation disc is inserted before booting the system. For non ROM-based systems, use the supplied silver CD.

- You are now ready to turn the Target on and test the PlayStation adapter.

Firmware Select

The ROM on the target interface only contains a simple downloader which is not suitable for developing programs. Its only purpose is to install new versions of the downloader software into the battery backed RAM of the interface.

When a new version of the downloader is installed, a checksum is calculated and stored for future reference. As the system starts up it will calculate the checksum from the installed downloader. If this new checksum matches the old checksum, it will use the installed downloader. If the checksum does not match, e.g. if the downloader has become corrupt, then the simple downloader in the ROM is used. This will enable you to download the latest version of the downloader.

It is possible that the downloader stored in the battery backed RAM may be corrupted in such a way that the checksum matches the new calculated value. This could cause the downloader to crash, preventing a new downloader being installed over it. In the unlikely event of this happening you should:

- Power up your Sony PlayStation
- Press RESET twice, in quick succession.
- This will flush the corrupted downloader, allowing a new downloader to be installed.

Downloader Installation

If you have correctly connected the target interface to your Psy-Q PC SCSI card, once you have installed the Psy-Q software you should be able to confirm communication with the PC by executing the Psy-Q RUN program (with no parameters).

You must also have installed PSYBIOS correctly before you can execute the RUN program. RUN will establish a connection to the target system and display the ID code of the interface firmware. If no downloaders have been installed, a message should appear something like:-

```
RUN.EXE Executable/Binary file downloader version 2.30
Copyright (c) 1992,93,94 S N Systems Ltd.
```

```
Target 0 is R3000 - SONY_PSX5.05
```

```
No file to process
```

Before you start development, you will need to install the full downloader provided on the Issue Diskette. This file is called PSXxxx.cpe, where the *xxx* denotes the current version number. This downloader is installed into the adapter by using the RUN command.

For example:

```
RUN PSX505.CPE
```

The downloader will be kept battery backed in memory until another version of the downloader is installed. To check everything worked properly, just execute RUN again. It should report the correct version of the new downloader just installed.

Assuming this all works correctly then your installation is complete and you can proceed to experiment with Sony PlayStation software development...

RUN.EXE - program downloader

Description This program downloads runnable object code to the target machine.

Syntax `RUN [switches] file name [[switches] filename...]`

where switches are preceded by a forward slash (/).

Switches `/h` halt target - that is, download but do not run.

`/t#` use target SCSI ID number # - *always 0 for the PlayStation.*

`/u#` use target unit number # *always 0 for the PlayStation.*

`/w##` retry for ## seconds if target does not respond.

Remarks If run is executed without any runtime parameters, the program will simply attempt to communicate with the target adapter hardware. If successful, run displays the target identification; if the attempt fails, an appropriate error message is displayed.

The file to be downloaded may contain:

- An executable image, output by the development system, in .cpe format. Up to 8 cpe files may be specified
- A raw binary image of a cartridge.

For an executable file, execution will begin as indicated in the source code; for a binary ROM image, execution will begin as if the target machine had been reset with a cartridge in place.

Multiple executable files may be specified. However, only the last executable address will apply - specified files are read from left to right.

Running with Brief

Most programmers prefer to develop programs completely within a single, enabling environment. Future versions of Psy-Q will provide a self-contained superstructure with a built-in editor, tailored to the requirements of the assembly and debug sub-systems. For the time being however, it is recommended that programmers seeking such facilities should use Borland's Brief text editor, which is already supported by Psy-Q.

Installation in Brief

In order to use Brief with Psy-Q, you will need to make a few changes to your AUTOEXEC.BAT file after you have installed Brief:

Set the BCxxx environment variables. These variables take the file extension of a source file to tell Brief how to Assemble or Compile the file. For example:

```
set bcpsx="asmpsx /i /w /d /zd %%s,t0:,%%s,,"
set bcs="asmpx /i /w /d /zd %%s,t0:,%%s,,"
set bcc="ccpsx -v -g -Xo$80010000 %%s.c -o%%s.cpe,%%s.sym"
```

These will Assemble .PSX source file with ASMPSX, .S source files with the ASMPSX assembler (see chapter 2), and Compile .C source files with CCPSX (see The Build Utility chapter).

Set the BFLAGS environment variable, with -mPSYQ appended, to force the Psy-Q macro file to be loaded on start-up. For example:

```
set bflags=-ai60Mk2u300p -mrestore -Dega -D101key -mPSQ
```

The variable may look different depending on how Brief was set up.

Finally, copy the file PSYQ.CM, containing macros, into the \BRIEF\MACROS directory, or create it from source file PSYQ.CB;

Note: The standard Brief feature of using **Alt-F10** to compile the current file as instructed by the BCxxx environment variable still works as normal. However, if you take the time to write a simple make file for each of your projects you will find the additional Psy-Q keystrokes much more convenient and powerful.

The Psy-Q brief macros:

Ctrl-G Goto label (locate definition of label under the cursor in loaded source files)
Ctrl-F Return from label (undo the above operation)
Ctrl-W Write out all changed files
Ctrl-V Evaluate expression under cursor using values from symbol file(s)
Ctrl-F9 Select make file for current project
Ctrl-F10 Make program and enter debugger
Alt-F9 Make program and start it running
F9 Enter the Debugger

If you wish to change any of these key assignments then change to your \BRIEF\MACROS directory and edit the file PSYQ.CB. Near the top of this file you will see where the keys are assigned to the various functions and it should be easy to change the key names and re-compile the macro by pressing **Alt-F10**.

Note: If you re-assign any of the Brief standard key assignments then you may lose access to that original Brief function.

Ctrl-F9 allows you to select which make file you wish to use. By default, Psy-Q will use the file in your current directory called **MAKEFILE.MAK**. If you do not wish to use this file then use **Ctrl-F9** to select the preferred make file.

Ctrl-F10, **Alt-F9** and **F9** work by calling the PSYMAKE program with a suitable parameter to select which operation to perform. Your Psy-Q disk includes a simple make file called **MAKEFILE.MAK** as an example. If you edit this file you will see that it defines how to do one of three operations:-

- Assemble and Run
- Assemble but don't Run
- Enter Debugger

It should be easy for you to adapt this file to your needs. If you are doing one simple assembly then all you will have to change is the name of the file that is assembled and add any other command line options you require.

It does not matter which of your source files you are in when you press one of the make/debug keys - the make file will specify the commands to the assembler and debugger.

Installing the Windows '95 Debugger

Installation Instructions

Note: You will need to know your Psy-Q SCSI card hardware resource settings to complete installation.

Note: The Compiler, Assemblers and Linkers must have been previously installed within DOS.

Note: Do not install PSYBIOS.COM as this and RUN will not be needed with the Windows '95 Debugger.

Installing Automatically from Floppy Disk

Ensure there is at least 1.5mb free on your C drive and in addition, 2.5Mb free on the drive where you will be installing your software.

1. Read **setup.txt**.
2. Run the program **setup.exe** by double-clicking on it using an explorer window.
3. Select '**Yes**' to start the installation.
4. Setup will unzip and launch the Psy-Q for Windows '95 setup program (**pqsetup.exe**). On-line help is available throughout the installation process.
5. If this is the first installation of the Debugger, confirm the specified licence conditions.
6. Specify or confirm the directory in which you wish to install the Debugger.
7. Depending on the type of installation, specify the settings for the DEX Board or SCSI card.
8. After installation is complete, close **pqsetup** and **setup** will delete the temporary files it installed on your hard disk.

Installing Manually

1. Unzip the file **pp100zip** into a temporary directory.
2. Run the program **pqsetup.exe**.
3. Select **psxp_1.pqp** and continue with the installation.

Additional Notes for Beta Testers

- If you are a beta tester of the Windows '95 software, you do not need to install this version of the Debugger. Instead, use the latest version available from SN Systems. Contact John@snsys.com for more information.
- If you have installed a beta version of the Debugger prior to Release 6 and wish to install this version, you must run the program PsyClean.exe to remove unused DLLs from your System directory.

CHAPTER 2

The ASMPSX Assembler

The **ASMPSX** assembler can assemble source code at over 1 million lines per minute. Executable image or binary object code can be downloaded by the Assembler itself, to run in the target machine immediately, or later, by the **RUN** utility.

This chapter discusses how to run an assembly session, under the following headings:

- **Assembler Command Line**
- **Assembler and Target Errors**

Assembler Command Line

During the normal development cycle, **ASMPSX** may be:

- run in stand alone mode
- launched from an editing environment such as Brief - see later in this chapter
- invoked as part of the **Make** utility - see The Psymake Utility chapter.

When the Assembler is run independently, the command line takes the following form; each component of the line is then described:

Syntax **ASMPSX** */switchlist source,object,symbols,listings,tempdata*

or

ASMPSX *@commandfile*

If the first character on the command line is an @ sign, the string following it signifies a Psy-Q command file containing a list of Assembler commands.

Switches The assembly is controlled by inclusion of a set of switches, each preceded by a forward slash (/). The /o switch introduces a string of assembler options; these can also be defined in the source code, using an **OPT** directive. Assembler options are described in detail in chapter 9, the available switches are listed below:

| | |
|----------------------|---|
| /c | Produce list of code in unsuccessful conditions |
| /d | Set Debug mode - if the object code is sent to the target machine, do not start it. |
| /e <i>n=x</i> | Assigns the value <i>x</i> to the symbol <i>n</i> . |
| /g | Non-global symbols will be output directly to the linker object file. |

| | | |
|-----|-----------------|---|
| /j | <i>pathname</i> | Nominate a search path for INCLUDE files. |
| /k | | Permits the inclusion of pre-defined foreign conditionals, such as IFND - see also MACROS , chapter 5. |
| /l | | Output a file for the Psylink Linker. |
| /m | | Expand all macros encountered. |
| /o | <i>options</i> | Specify Assembler options - see chapter 9 for a full description of the available options. |
| /p | | Output pure binary object code, instead of an executable image in .cpe format - see also RUN.EXE , chapter 2. |
| /ps | | Output ASCII representation of binary file in Motorola <i>s-record</i> format |
| /w | | Output EQUATE statements to the Psylink file. |
| /z | | Output line numbers to the Psylink file. |
| /zd | | Generate source level Debug information. |

| | |
|-----------------|--|
| Source | The file containing the source code; if an extension is not specified, the default is .psx . If this parameter is omitted, the Assembler outputs <i>help</i> in the form of a list of switches. |
| Object | The destination to which object code is written, either a file or target machine. If the object code is to be sent directly to the target machine, specify a name of Tn: , where <i>n</i> signifies the SCSI device number of the target (this should always be 0 for the PlayStation). If this parameter is omitted, object code will not be produced. |
| Symbols | The file to which symbol information is written, for use by the Debugger. |
| Listings | The file to contain listings generated by assembly. |
| Tempdata | This parameter nominates a file to be placed on the RAM disk for faster access. If the name is omitted, the default is asm.tmp ; note that the temporary file is always deleted after assembly is complete. |

Remarks

- If any of the above parameters are omitted, the dividing comma must still be included on the command line, unless it follows the last parameter.
- The Assembler run may be prematurely terminated by any of the following methods:

Pressing **Control-C**

Pressing **Control-Break** (recognised more quickly because it does not require a **DOS** operation to spot it)

Pressing **Esc**

- The Assembler checks for an environment variable called **ASMPSX**. This can contain default options, switches and file specifications, (in the form of a command line), including terminating commas for unspecified parameters. Defaults can be overridden in the runtime command line.

Examples

asmpsx /zd /o ae+,w- scode,t0:,scode.sym

This command will initiate the assembly of the R3000 source code contained in a file called **scode.psx**, with the following active options:

- *source level debug information* to be generated
- *automatic even enabled*
- *warning messages* to be suppressed
- the resultant *object code* to be transferred directly to the target *machine, SCSI device 0*
- *symbol information* to be output to a file called **scode.sym**
- *assembly listing* to be suppressed

ASMPSX @game.pcf

will recognise the preceding @ sign and take its command line from a Psy-Q command file called **GAME . PCF**.

Assembly Errors

During the assembly process, errors may be generated as follows:

By the assembler itself, as it encounters error conditions in the source code.

Remarks

Appendix A gives a full list of Assembler error messages.

plus

Abort, Retry or Bus Reset

C H A P T E R 3

Syntax of Assembler Statements

In order to control the running of an Assembler, source code traditionally contains a number of additional statements and functions. These allow the programmer to direct the flow and operation of the Assembler as each section of code is analysed and translated into a machine-readable format. Normally, the format of Assembler statements will mirror the format of the host language, and ASMPSX follows this convention.

This chapter discusses the presentation and syntax of Assembler statements, as follows:

- **Format of Statements**
- **Format of Names and Labels**
- **Constants**
- **Functions**
- **Operators**
- **RADIX**
- **ALIAS and DISABLE**

Format of Statements

Assembler statements are formatted as follows:

Name or LabelDirective *Operand*

The following syntactical rules apply:

- Individual fields are delimited by spaces or tabs.
- Overlong lines can be split by adding an ampersand (&); the next line is then taken as a continuation.
- Lines with an equals (=) sign as the first character are considered to be the case options of a **CASE** statement - see Flow Control, page 4-31.
- Comment Lines:
 - comments normally follow the operand, and start with a semicolon (;).
 - lines which consist of space or tab characters are treated as comments.
 - a complete line containing characters other than space or tabs is treated as a comment, if it starts with a semicolon or asterisk.

Format of Names and Labels

Names and Labels consist of standard alpha-numeric symbols, including upper-case letters, lower-case letters and numeric digits:

A to Z, a to z, 0 to 9

In addition, the following characters can occur:

Colon (:) Can be used at the end of a name or label when defined, but not when referenced.

Question Mark (?), Underscore (_), Dot (.)

These three characters are often used to improve the overall readability

AT sign @ Indicates the start of a local label - see chapter 7. Note that, by using the Assembler option */ln*, the local label symbol can be changed to a character other than @.

The following usage rules apply throughout:

- Numeric digits and Question Marks must not be the first character of a name.
- Labels normally start in column 1. However, if they start elsewhere, there must be no characters preceding the name, except space or tab, and the last character must be a colon.
- If a problem in interpretation is caused by the inclusion of a non-alphanumeric character in a Name or Label, that character can be replaced by a backslash, or the entire Name or Label surrounded by brackets.

Format of Constants

The Assembler supports the following constant types:

Character Constants

A character string enclosed in quote marks is a character constant and is evaluated as its ASCII value. Character constants may contain up to 4 characters, to give a 32 bit value. Thus:

| | | |
|--------|--|--------------|
| "A" | = 65 | = 65 |
| "AB" | = (65*256) + 66 | = 16706 |
| "ABC" | = (65*65536) + (66*256) + 67 | = 4276803 |
| "ABCD" | = (65*16777216) + (66*65536) + (67*256) + 68 | = 1094861636 |

Integer Constants

Integer constants are normally evaluated as decimal, the default base, unless one of the following pertains:

- the **RADIX** directive changes the base - see chapter 3.
- \$, as the first character of an integer, signifies a Hex number; % signifies a Binary number.
- If a character is preceded by a backslash and up arrow (^), the corresponding control character is substituted.
- The **AN** Assembler option allows numbers to be defined as Intel and Zilog integers. That is, the number must start with a numeric character and end with one of:

D for Decimal; **H** for Hexadecimal; **B** for Binary

Special Constants

The following pre-defined constants are available in ASMPSX.

| | |
|------------------|--|
| _year | As a two digit number, e.g. 95 |
| _month | 1 = January; 12 = December |
| _day | 1 = 1st day of month |
| _weekday | 0 = Sunday; 6 = Saturday |
| _hours | 00 - 23 |
| _minutes | 00 - 59 |
| _seconds | 00 - 59 |
| * | Contains the current value of the Location Counter. |
| @ | Contains the actual PC value at which the current value will be stored - see below. |
| narg | Contains the number of parameters in the current macro argument - see chapter 5 for further details. |
| _rs | Contains the current value of RS Counter - see chapter 4 for further details. |
| _filename | A pre-defined string containing the name of the primary file undergoing assembly. |

Remarks Time and Date Constants:

Time and Date constants are set to the start of assembly; they are not updated during the assembly process.

Example RunTime db " \#_hours:\#_minutes:& \#_seconds "

this expands to the form *hh:mm:ss*, as follows

RunTime db " 21:08:49 "

Note This example uses the special macro parameter, `\#`, which is described in chapter 5.

Location Counter constants:

The current value of the program pointer can be used as a constant. To substitute the value of the location counter at the current position, an asterisk (*) is used:

```
section      Bss, g_bss
Firstbss    equ      *
```

Since * gives the address of the start of the line,

```
org      $100
dw      *, *, *
```

defines \$100 three times.

An @, when used on its own as a constant, substitutes the value of the location counter, pointing to an address at which the current value will be stored.

```
org      $100
dw      @, @, @
```

defines \$100,\$104,\$108.

Assembler Functions

ASMPSX offers many functions to ease the programmer's task. These are listed below, together with the page number for a more detailed explanation of their usage. In addition, there is a group of specialised functions, which are described on the following pages.

| Name | Action | Page |
|---|---|------|
| def(a) | Returns <i>true</i> if a has been defined | 4-27 |
| ref(a) | Returns <i>true</i> if a has been referenced | 4-26 |
| type(a) | Returns the data type of a | 5-12 |
| sqrt(a) | Returns the square root of a | |
| strlen(<i>text</i>) | Returns the length of string in characters | 6-2 |
| strcmp(<i>texta</i> , <i>textb</i>) | Returns <i>true</i> if strings match | 6-3 |
| instr([<i>start</i> ,] <i>txa</i> , <i>txb</i>) | Locate substring a in string b | 6-4 |
| sect(a) | Returns the base address of section a | 8-7 |
| offset(a) | Returns the offset into section a | 8-7 |
| sectoff(a) | Equivalent to offset | 8-7 |
| group(a) | Returns the base address of group a | 8-2 |
| groupoff(a) | Returns the offset into group a | 8-2 |

Special Functions

filesize("filename")

Returns the length of a specified file, or -1 if it does not exist.

groupsize(*X*) Returns the current (not final) size of group *X*.

grouporg(*X*) returns the **ORG** address of group *X* or the group in which *X* is defined if *X* is a symbol or section name.

groupend(*X*) Returns the end address of group *X*.

sectend(*X*) Returns the end address of section *X*.

sectsize(*X*) Returns the current (not final) size of section *X*.

alignment(*X*) Gives the alignment of previously defined symbol *X*. This value depends upon the base alignment of the section in which *X* is defined, as follows:

Word aligned - value in range 0 -3

Halfword aligned - value in range 0 -1

Byte aligned - value always 0

Assembler Operators

The Assembler makes use of the following expression operators:

| Symbol | Type | Usage | Action |
|--------|---------|-------|--|
| () | Primary | (a) | Brackets of Parenthesis |
| + | Unary | +a | a is positive |
| - | Unary | -a | a is negative (see Note ¹) |
| = | Binary | a=b | Assign or equate b to a |
| + | Binary | a+b | Increment a by b |
| - | Binary | a-b | Decrement a by b |
| * | Binary | a*b | Multiply a by b |
| / | Binary | a/b | Divide a by b, giving the quotient |
| % | Binary | a%b | Divide a by b, giving the modulus |
| << | Binary | a<<b | Shift a to the left, b times |
| >> | Binary | a>>b | Shift a to the right, b times |
| ~ | Unary | ~a | Logical compliment or NOT a |
| & | Binary | a&b | a is logically ANDed by b |
| ^ | Binary | a^b | a is exclusively ORed by b |
| ! | Binary | a!b | a is inclusively ORed by b |
| | Binary | a b | Acts the same as a!b |
| <> | Binary | a<>b | a is unequal to b |
| < | Binary | a<b | a is less than b |
| > | Binary | a>b | a is greater than b |
| <= | Binary | a<=b | a is less than or equals b |
| >= | Binary | a>=b | a is greater than or equals b |

Note¹

Since the Assembler will evaluate 32-bit expressions, the negation bit is Bit 31. Therefore, \$FFFFFF and \$FFFFFF are positive hex numbers; \$FFFFFF is a negative number

Note²

If a comparison evaluates as *true*, the result is returned as **-1**; if it evaluates as *false*, the result is returned as **0**.

Hierarchy of Operators

Expressions in the Assembler are evaluated using the following precedence rules:

- Parentheses form the primary level of hierarchy and force precedence - their contents are performed first;
- Without the aid of parentheses, operators are performed in the order dictated by the hierarchy table;
- Operators with similar precedence are performed in the direction of their associativity - normally, from left to right, except unary operators.

| <i>Operator</i> | <i>Direction</i> | <i>Description</i> |
|-----------------|------------------|--------------------|
| () | ← | Primary |
| + , -, ~ | → | Unary |
| <<, >> | → | Shift |
| &, !, ^ | → | Logical |
| *, /, % | → | Multiplicative |
| +, - | → | Additive |
| >, <, <=, >= | → | Relational |
| =, <≠ | → | Equality |

RADIX

Description The Assembler defaults to a base of 10 for integers. This may be changed by preceding individual numbers with the characters % or \$, to change the base for that integer to binary or hex. Alternatively, the **RADIX** directive can be used to change the default base.

Syntax **RADIX** *newbase*

Remarks

- Acceptable values for the new base are in the range of 2 to 16.
- Whatever the current default, the operand of the **RADIX** directive is evaluated to a decimal base.
- The **AN** assembler option (see chapter 9) will not be put into effect if the default **RADIX** is greater than 10, since the signifiers **B** and **D** are used as digits in hexadecimal notation.

Examples **radix** 8

sets the default base to OCTAL.

ALIAS and DISABLE

Description These directives allow the programmer to avoid a conflict between the reserved system names of constants and functions and the programmer's own symbols. Symbols can be renamed by the **ALIAS** directive and the original names **DISABLE**'d, rendering them usable by the programmer.

Syntax

| | | |
|----------------|----------------|-------------|
| <i>newname</i> | ALIAS | <i>name</i> |
| | DISABLE | <i>name</i> |

Remarks Symbolic names currently known to the Assembler may be **ALIASed** and **DISABLEd**. However, these directives must not be used to disable Assembler directives.

Examples

| | | |
|----------------------|----------------------|---------------------------|
| <code>_Offset</code> | <code>alias</code> | <code>offset</code> |
| | <code>disable</code> | <code>offset</code> |
| | <code>...</code> | |
| <code>_Offset</code> | <code>dh</code> | <code>_Offset(Lab)</code> |
| <code>offset</code> | <code>dh</code> | <code>*-pointer</code> |

CHAPTER 4

General Assembler Directives

The Assembler provides a variety of functions and directives to control assembly of the source code and its layout in the target machine.

This chapter documents the Assembler directives which allow the programmer to control the processes of assembly, grouped as follows:

- **Assignment Directives**
- **Data Definition**
- **Controlling Program Execution**
- **Include Files**
- **Controlling Assembly**
- **Target-related Directives**

Assignment Directives

The directives in this section are used to assign a value to a symbolic name. The value may be a constant, variable or string.

- **EQU**
- **SET** (and **=**)
- **EQUS**
- **EQUR**
- **Rsize**
- **RSSET**
- **RSRESET**

EQU

Description Assigns the result of the expression, as a constant value, to the preceding symbolic name.

Syntax *symbol name EQU expression*

See Also **SET, EQUS**

Remarks

- The Assembler allows the assigned expression to contain forward references. If an **EQU** cannot be evaluated as it is currently defined, the expression will be saved and substituted in any future references to the equate (see Note below).
- It is possible to include an equate at assembly time, on the Assembler command line. This is useful for specifying major options of conditional assembly, such as *test mode* - see Assembler switches, chapter 2..
- Assigning a value to a symbol with **EQU** is absolute; an attempt at secondary assignment will produce an error. However, it is permissible to re-assign the **current** value to an existing symbol; typically, this occurs when subsidiary code redefines constants already used by the master segment.

Examples

| | | |
|---------|-----|--------------------|
| Length | equ | 4 |
| Width | equ | 8 |
| Depth | equ | 12 |
| Volume | equ | Length*Width*Depth |
| DmaHigh | equ | \$ffff8609 |
| DmaMid | equ | DmaHigh+2 |

Note List equ *Lastentry-Firstentry*

if *Firstentry*, *Lastentry* not yet defined, then:

dw List+2

will be treated as

dw (Lastentry-Firstentry)+2

the equated expression is implicitly bracketed.

SET

Description Assigns the result of the expression, as a **variable**, to the preceding symbolic name.

Syntax

| | | |
|--------------------|------------|-------------------|
| <i>symbol name</i> | SET | <i>expression</i> |
| <i>symbol name</i> | = | <i>expression</i> |

See Also **EQU**

Remarks

- **SET** and equals (=) are interchangeable
- Values assigned by a **SET** directive may be re-assigned at any time.
- The Assembler does not allow the assigned expression in a **SET** directive to contain forward references. If a **SET** cannot be evaluated as it is currently defined, an error is generated.
- If the symbol itself is used before it is defined, a warning is generated, and it is assigned the value determined by the preliminary pass of the Assembler.
- The symbol in a **SET** directive does not assume the type of the operand. It is, therefore, better suited to setting local values, such as in macros, rather than in code with a relative start position, such as a **SECTION** construct, which may cause an error - see *Examples*.

Examples

| | | |
|------------|-----|---------------------|
| LoopCount | set | 0 |
| GrandTotal | = | SubTotalA+SubTotalB |
| xdim | set | Bsize<<SC |

The following example will encrypt the string passed as the macro parameter.

```
cbb      macro   string
lc       =       0
        rept   strlen(\string)
cc       substr  lc+1,lc+1,\string; extract one
                character into
                label cc
db       '\cc'^( $A5+lc)    ; encrypt the
                character stored
                in cc and define
                in memory
lc       =       lc+1          ; increment counter
endr                            ; do for all chars
                                in string
endm
```

EQUS

Description Assigns a text or string variable to a symbol.

Syntax

- symbol name* **EQUS** "text"
- symbol name* **EQUS** 'text'
- symbol name* **EQUS** *symbol name*

See Also **EQU, SET**

Remarks

- Textual operands are delimited by double or single quotes. If it is required to include a double quote in the text string, delimit with single quotes or two double quotes; similarly, to include a single quote in the text, delimit with double quotes or two single quotes - see examples below.
- If delimiters are omitted, the Assembler assumes the operand to be the symbol name of a previously defined string variable, the value of which is assigned to the new symbol name.
- Point brackets, { and }, are special delimiters used in Macros - see **MACRO** directive specification, chapter 5.
- Symbols equated with the **EQUS** directive can appear at any point in the code, included as part of another text string. If there is the possibility of confusion with the surrounding text, a backslash (\) may be used before the symbol name and if necessary, after it, to ensure the expression is expanded correctly. See examples below.

Examples

```

Sinquote equs "What''s the point?"
Sinquote equs "What's the point?"

Doubquote equs "Say ""Hello"" and go"
Doubquote equs 'Say "Hello" and go'

Program equs "Psy-Q v 1.2"
Qtex equs "What's the score?"
db   "Remember to assemble &
     \filename",0

```

```
Z          equus "123"
-----
dw      z + 4
converts to
dw      123 + 4
```

whereas the following expression needs backslashes to be expanded correctly

```
dw      number\z\a
converts to
dw      number123a
```

```
SA      equus 'StartAddress'
-----
dw      \SA\4
converts to
dw      StartAddress4
```

EQUR

Description Defines a symbol as an alternative for a data register or an address register.

Syntax *symbol name EQUR register name*

See Also **REG**

Remarks

- The major use of the **EQUR** directive is to improve the overall readability of the source code.
- In order that the Assembler can evaluate the expression correctly, dots are not allowed as part of the symbol name of a **EQUR** (see example below).

Examples `lw t1,RGBinds(a2)`

This could be re-written using **EQUR**'s, as follows:

```
Red      equr      t1
Green    equr      a2
.
.
.
lw Red,RGBinds(Green)
```

Rsize

Description Assigns the value of the **__RS** variable to the symbol, and advances the *rs* counter by the number of bytes, half-words or words, specified in *count*.

Syntax *symbol name Rsize count*

where *size* is **b** byte (8 bits)
h half word (16 bits)
w word (32 bits)

(if *size* is not specified, **w** is assumed)

See Also **RSSET, RSRESET**

Remarks

- This directive, together with the following two associated directives, operate on or with the Assembler variable, **__RS**, which contains the current offset.

Examples *rsreset*

```
Icon_no    rb    1
Dropcode   rh    1
Actcode    rh    1
Actname    rb    10
Objpos    rw    1
Artlen    rb    0
```

After each of the first five **RS** equates, the **__RS** pointer is advanced; the values for each equate are as follows:

| | | |
|----------|----|---|
| Icon_no | 0 | (set to zero by RSRESET) |
| Dropcode | 1 | |
| Actcode | 4 | (Automatic Even set, advances the pointer to even boundary) |
| Actname | 6 | |
| Objpos | 16 | |
| Artlen | 20 | |

The last **rb** does not advance the **__RS** pointer, since a count of zero is equivalent to an **EQUATE** to the **__RS** variable.

RSSET

Description Assigns the specified value to **__RS** variable.

Syntax **RSSET** *value*

See Also **Rsize, RSRESET**

Remarks This directive is normally used when the offsets are to start at a value other than zero.

Examples See the **Rsize** directive

RSRESET

Description Sets the **__RS** variable to zero.

Syntax **RSRESET** [value]

See Also *Rsize*, **RSSET**

Remarks

- Using this directive is the normal way to initialise the **__RS** counter at the start of a new data structure.
- The optional parameter is provided for compatibility with other assemblers; if present, **RSRESET** behaves like the **RESET** directive.

Examples See the *Rsize* directive

Data Definition

The directives in this section are used to define data and reserve space.

- **Dsize**
- *DCsize*
- **DSsize**
- **HEX**
- **DATA**
- **DATASIZE**
- **IEEE32**
- **IEEE64**

Dsize

Description This directive evaluates the expressions in the operand field, and assigns the results to the preceding symbol, in the format specified by the size parameter. Argument expressions may be numeric values, strings or symbols.

Syntax *symbol name Dsize expression,..,expression*

where .size is **b** byte (8 bits)
h half word
w word

See Also *DCsize*

Remarks

- Textual operands are delimited by double or single quotes. If it is required to include a double quote in the text string, delimit with single quotes or two double quotes; similarly, to include a single quote in the text, delimit with double quotes or two single quotes - see examples below. If delimiters are omitted, the Assembler assumes the operand to be the symbol name of a previously defined string variable, the value of which is assigned to the new symbol name.
- When the Automatic Even assembler option (/AE) is in force, directives for *half word* and *word* ensure that the program counter is aligned to the next word boundary.

Examples

| | | |
|----------|----|-----------------------|
| Hexvals | dh | \$80d,\$a08,0,\$80d,0 |
| Coords | dw | -15,46 |
| Pointers | dw | StartMarker,EndMarker |
| ErrorMes | db | "File Error",0 |

Notes If the Assembler encounters a parameter that is out-of-range, an error is flagged; the following statements will produce errors:

| | |
|----|--------|
| db | 257 |
| db | -129 |
| dh | 66000 |
| dh | -33000 |

DCsize

Description This directive generates a block of memory of the specified length, containing the specified value.

Syntax **DCsize** *length,value*

where *size* is **b** byte (8 bits)
h half word (16 bits)
w word

See Also *Dsize*

Remarks When the Automatic Even assembler option (/AE) is in force, DCB directives for half word and word ensure that the program counter is aligned to the next word boundary.

Examples `dcb 256,$7F` ;generates 256 bytes containing \$7F
`dcw 64,$12345678` ;generates 54 words containing \$12345678

DSsize

Description Allocates memory to the *symbol* of the specified *length* and initialises it to zero.

Syntax *symbol name DSsize length*

where *size* is **b** byte (8 bits)
h half word (16 bits)
w word

See Also *Dsize, DCsize*

Remarks

- When the Automatic Even assembler option (/AE) is in force, **DS** directives for *word* and *long word* ensure that the program counter is aligned to the next *word* boundary.
- If this directive is used to allocate memory in a **Group/Section** with the **BSS** attribute, the reserved area will not be initialised - see **Groups and Sections**, chapter 8.

Examples List dsw 64

reserves an area 64 words long, and sets it to zero.

Buffer dsb 1024

reserves a 1k bytes area, and sets it to zero.

HEX

Description This directive takes a list of hex digits as an argument and assigns the resulting value to the preceding symbol. It is intended as a quick way of inputting small hex expressions.

Syntax *symbol name* **HEX** *hexlist*

See Also **INCBIN**

Remarks Data stored as **HEX** is difficult to read, less memory-efficient and causes more work for the Assembler. Therefore, it is suggested that the **HEX** statement is used for comparatively minor data definitions only. To load larger quantities of data, it is recommended that the data is stored in a file, to be INCLUDED as a binary file at runtime - see **Include Files**, chapter 4.

Examples `HexStr` `hex` `100204FF0128`

is another way of writing

`HexStr` `db` `$10,$02,$04,$FF,$01,$28`

DATASIZE and DATA

Description Together, these directives allow the programmer to define values between 1 and 256 bytes long (8 to 2048 bits). The size of the **DATA** items must first be defined by a **DATASIZE** directive.

Syntax

```
DATASIZE  size
          DATA      value, value
```

where *value* is a numeric string, in hex or decimal, optionally preceded by a minus sign.

See Also **IEEE32, IEEE64**

Remarks If a *value* specified in the **DATA** directive converts to a value greater than can be held in *size* specified by **DATASIZE**, the Assembler flags an error.

Examples

```
datasize  8
...
data      $123456789ABCDEF0
data      -1, $FFFFFFFFFFFF
```

IEEE32 and IEEE64

Description These directives allow 32 and 64 bit floating point numbers to be defined in **IEEE** format.

Syntax

```
IEEE32    fp.value
IEEE64    fp.value
```

See Also **DATA, DATASIZE**

Examples

| | |
|--------|-------------------|
| ieee32 | 1.23, 34e10 |
| ieee64 | 123456.7654321e-2 |

Controlling Program Execution

The directives in this section are used to alter the state of the program counter and control the execution of the Assembler.

- **ORG**
- **CNOP**
- **OBJ**
- **OBJEND**

ORG

Description The **ORG** directive informs the Assembler of the location of the code in the target machine.

Syntax **ORG** *address[,parameter]*

where *address* is a previously-defined symbol, or a hex or decimal value, optionally preceded by a question mark (?) and followed by a (target-specific) numeric parameter.

See Also **OBJ, OBJEND, GROUP, SECTION**

Remarks

- If a link file is output, the **ORG** directive must not be used - see **Groups and Sections**, chapter 8.
- If the program contains **SECTIONS**, a single **ORG** is allowed, and it must precede all **SECTION** directives. If the program does not utilise the **SECTION** construct, it may contain multiple **ORG**'s.

Examples

| | | |
|---------|--------|----------|
| Begin | org | \$100 |
| | move.w | sr,-(A7) |
| Program | equ | \$4000 |
| | ... | |
| | org | Program |

CNOP

Description Resets the program counter to a specified *offset* from the specified *size* boundary.

Syntax **CNOP** *offset, size boundary*

See Also **EVEN**

Remarks As with the **EVEN** directive, in code containing **SECTIONS**, the Assembler does not allow the program counter to be reset to a size boundary greater than the alignment already set for that section. Therefore, a **CNOP** statement, with a size boundary of 2, is not allowed in a section that is byte-aligned.

Examples

```
section.l prime
Firstoff = 512
Firstsize = 2
...
cnop     Firstoff,Firstsize
```

sets the program counter to 512 bytes above the next word boundary.

Note that:

```
cnop     0, 2
```

performs as an **EVEN** statement.

OBJ and OBJEND

Description **OBJ** forces the code following it to be assembled as if it were at the specified address, although it will still appear following on from the previous code.

OBJEND terminates this process and returns to the **ORG'd** address value.

Syntax **OBJ** *address*

OBJEND

See Also **ORG**

Remarks

- The **OBJ - OBJEND** construct is useful for code that must be assembled at one address (for instance, in a ROM cartridge), but will be run at a different address, after being copied there.
- Code blocks delimited by **OBJ - OBJEND** cannot be nested.

Examples

| | |
|--------|-------|
| org | \$100 |
| dw | * |
| dw | * |
| obj | \$200 |
| dw | * |
| dw | * |
| objend | |
| dw | * |
| dw | * |

The above code will generate the following sequence of words, starting at address \$100:

| |
|-------|
| \$100 |
| \$104 |
| \$200 |
| \$204 |
| \$110 |
| \$114 |

Include Files

The source code for most non-trivial programs is too large to be handled as a single file. It is normal for a program to be constructed of subsidiary files, which are called together during the assembly process.

The directives in this section are used to collect together the separate source files and control their usage; also discussed are operators to aid the control of code to be assembled from **INCLUDED** files.

- **INCLUDE**
- **INCBIN**
- **DEF**
- **REF**

INCLUDE

Description Informs the Assembler to draw in and process another source file, before resuming the processing of the current file.

Syntax **INCLUDE** *filename*

where *filename* is the name of the source file to be processed, including drive and path identifiers - see **Note**. The *filename* may be surrounded by quotes, but they will be ignored.

See Also **INCBIN**

Remarks

Traditionally, there will be one main file of source code, which contains **INCLUDE**'s for all the other files.

INCLUDED files can be nested.

The /j switch can be used to specify a search path for INCLUDED files - see **Assembler Options**, chapter 9.

Examples A typical start to a program may be:

```
section    short1
codestart  jmp      entrypoint

db         _hours,_minutes
db         _day,_month
dh         _year

include    vars1.s

section    short2

include    vars2.s

section    code

include    graph1.s
include    graph2.s
```

```
include    maths.s
include    trees.s
include    tactics.s

entrypoint li      t0,8
             lw      a0,fred
             ...
```

Note: Since a path name contains backslashes, the text in the operand of an INCLUDE statement may be confused with the usage of text previously defined by an EQUUS directive. To avoid this, a second backslash may be used or the backslash may be replaced by a forward slash (solidus).

Thus, `include d:sourcelevels.asm`

may be re-written as

`include d:\source\levels.asm`

or `include d:/source/levels.asm`

INCBIN

Description Informs the Assembler to draw in and process binary data held in another source file, before resuming the processing of the current file.

Syntax *symbol* **INCBIN** *filename[,start,length]*

- *filename* is the name of the source file to be processed, including drive and path identifiers. Optionally, the filename may be surrounded by quotes, which will be ignored;
- *start* and *length* are optional values, allowing selected portions of the specified file to be included.

See Also **INCLUDE, HEX**

Remarks

- This directive allows quantities of binary data to be maintained in a separate file and pulled into the main program at assembly time; typically, such data might be character movement strings, or location co-ordinates. The Assembler is passed no information concerning the type and layout of the incoming data. Therefore, labeling and modifying the **INCBINed** data is the responsibility of the programmer.
- The **/j** switch can be used to specify a search path for **INCLUDED** files - see Assembler Options, chapter 9.

Examples `Charmove incbin d:source" charmov.bin`

Note: Since a path name contains backslashes, the text in the operand of an **INCBIN** statement may be confused with the usage of text previously defined by an **EQUUS** directive. To avoid this, a second backslash may be used or the backslash may be replaced by a forward slash (solidus).

Thus, `include d:\source\charmov.bin`

may be re-written as

`include d:\source\charmov.bin` or

`include d:/source/charmov.bin`

Note The nominated file may be accessed selectively, by specifying a position in the file, from which to start reading, and a **length**. **Note that:**

- if start is omitted, the INCBIN commences at the beginning of the file;
- if the length is omitted, the INCBIN continues to the end of the file;
- if both *start* and *length* are omitted, the entire file is **INCBINed**.

REF

Description **REF** is a special operator to allow the programmer to determine which segments of code are to be **INCLUDED**.

Syntax **[~]REF(symbol)**

The optional preceding tilde (~) is synonymous with *NOT*.

Remarks **REF** is *true* if a reference has previously been encountered for the symbol in the brackets.

Examples

| | | |
|-------|-------|------------|
| Links | if | ref(Links) |
| | lw | r1,8(a0) |
| | ... | |
| | jr | ra |
| | endif | |

The *Links* routine will be assembled if a reference to it has already been encountered.

DEF

Description Like the **REF** operator, **DEF** is a special function. It allows the programmer to determine which segments of code have already been **INCLUDED**.

Syntax **[~]DEF(symbol)**

The optional preceding tilde (~) is synonymous with *NOT*.

Remarks **DEF** is *true* if the symbol in the brackets has previously been defined.

Examples

| | | |
|----------|------|---------------|
| | if | ~def(loadadr) |
| loadadr | equ | \$1000 |
| execadr | equ | \$1000 |
| relocadr | equ | \$80000-\$300 |
| | endc | |

The address equates will be assembled if load_addr has not already been defined.

Controlling Assembly

The following directives give instructions to the Assembler during the assembly process. They allow the programmer to select and repeat sections of code:

- **END**
- **IF**
- **ELSE**
- **ELSEIF**
- **ENDIF**
- **CASE**
- **ENDCASE**
- **REPT**
- **ENDR**
- **WHILE**
- **ENDW**
- **DO**
- **UNTIL**

END

Description The **END** directive informs the Assembler to cease its assembly of the source code.

Syntax **END** [address]

See Also **REGS**

Remarks

- The inclusion of this directive is mostly cosmetic, since the Assembler will cease processing when the input source code is exhausted.
- The optional parameter specifies an initial address for the program. See also the **REGS** statement, in the section - **Target-Related Directives**, chapter 4.

Example

| | | |
|----------|------|------------|
| startrel | lw | t0, (a0) |
| | addu | r3, r2, r1 |
| | ... | |
| | jr | ra |
| | end | |

IF, ELSE, ELSEIF, ENDIF, ENDC

Description These conditional directives allow the programmer to select code for assembly.

Syntax

| | |
|---------------|---------------|
| IF | [~]expression |
| ELSE | |
| ELSEIF | [~]expression |
| ENDIF | |
| ENDC | |

See Also **CASE**

Remarks

- The **ENDC** and **ENDIF** directives are interchangeable.
- If the **ELSEIF** directive is used without a following expression, it acts the same as an **ELSE** directive.
- The optional tilde, preceding the operand expression, is synonymous with *NOT*. Its use normally necessitates the prudent use of brackets to preserve the sense of expression.

Examples

```

sec_dir    if      Sony 1
           equ     2

           elseif   Target
sec_dir    equ     1

           else
sec_dir    equ     3
           endif

```

```

round      if      ~usesquare
           macro
           addu   \1,\2,\3
           endm

           elseif
round      macro
           endm
           endc

```

```

ldimm      macro   dest,imm
           if      (\imm>-
                     32768)&(\imm<32768)
           addiu  \dest,r0,\imm
           else
           if      (\imm)&$ffff
           ori    \dest,\det,(\imm)&$ffff
           endif
           endif
           endm

```

CASE and ENDCASE

Description The **CASE** directive is used to select code in a multiple-choice situation. The **CASE** argument defines the expression to be evaluated; if the argument(s) after the *equals sign* are *true*, the code that follows is assembled. The *equals-question mark* case is selected if no previous case is *true*.

Syntax

```
CASE      expression
=expression[,expression]
=?
ENDCASE
```

See Also **IF conditionals**

Remarks In the absence of a *equals-question mark* (=?) case, if the existing cases are unsuccessful, the case-defined code is not assembled.

Examples The following is an alternative for the example listed under the **IF** directive - see chapter 4.

```
Target      equ    Sony1
...
case Target
=Sony1
sec_dir    equ    2
=Sony2
sec_dir    equ    1
=?         db    "New Version",0
sec_dir    equ    3
endcase
```

REPT, ENDR

Description These directives allow the programmer to repeat the code between the **REPT** and **ENDR** statements. The number of repetitions is determined by the value of *count*.

Syntax

| | |
|-------------|--------------|
| REPT | <i>count</i> |
| ... | |
| ENDR | |

See Also **DO, WHILE**

Remarks When used in a Macro, **REPT** is frequently associated with the **NARG** function.

Examples

| | |
|------|---------|
| rept | 12 |
| dh | 0,0,0,0 |
| endr | |

| | | |
|-----|--------|-------------------|
| cbb | macro | string |
| lc | = | 0 |
| | rept | strlen(\string) |
| cc | substr | lc+1,lc+1,\string |
| | db | "\cc"^(SA5+lc) |
| lc | = | lc+1 |
| | endr | |
| | endm | |

WHILE, ENDW

Description These directives allow the programmer to repeat the code between the WHILE and ENDW statements, as long as the expression in the operand holds *true*.

Syntax

| | |
|--------------|-------------------|
| WHILE | <i>expression</i> |
| ... | |
| ENDW | |

See Also **REPT, DO**

Remarks Currently, any string equate substitutions in the WHILE expression take place once only, when the WHILE loop is first encountered - see Note below for the ramifications of this.

Examples

| | | |
|-------|-------|-------------|
| MultP | equ | 16 |
| | ... | |
| Indic | = | MultP |
| | while | Indic>1 |
| | lw | r1,term(a0) |
| | ... | |
| Indic | = | Indic-1 |
| | endw | |

Note Because string equates are only evaluated at the start of the WHILE loop, the following will not work:

| | | |
|---|-------|------------------|
| s | equ | "x" |
| | while | strlen("\s") < 4 |
| | dcb | "\s",0 |
| s | equ | "\s\x" |
| | endw | |

To avoid this, set a variable each time round the loop to indicate that looping should continue:

```

s      equs      "x"
looping =         -1
          while    looping
          db        "\s", 0
s      equs      "\s\x"
looping =         strlen("\s") < 4
          endw

```

DO, UNTIL

Description These directives allow the programmer to repeat the code between the **DO** and **UNTIL** statements, until the specified expression becomes *true*.

| | |
|---------------|--|
| Syntax | DO ... UNTIL <i>expression</i> |
|---------------|--|

See Also **REPT, WHILE**

Remarks Unlike the **WHILE** directive, string equates in an **UNTIL** expression will be re-evaluated each time round the loop.

| | |
|-----------------|--|
| Examples | MultP equ 16 ... Indic = MultP do lw r1, term(a0) ... Indic = Indic-1 until Indic<=1 |
|-----------------|--|

Target-Related Directive

The following directive allows the programmer to specify certain initial parameters in the target machine:

- REGS

REGS

Description If a *CPE* file is produced or object code output is directed to the target, the **REGS** directive specifies the contents of the registers at the start of code execution.

Syntax **REGS** *regcode=expression[,regcode=expression]*

where *regcode* is the mnemonic name of a register, such as **r1**, **PC**.

Remarks This directive is not available for relocatable code which is specific to the target or pure binary code.

Example `regs pc = _ _SN_ENTRY_POINT`

Register assigns can be declared on one line, separated by commas.

CHAPTER 5

Macros

The Assembler provides extensive macro facilities; these allow the programmer to assign names to complete code sequences. They may then be used in the main program like existing assembler directives.

This chapter discusses the following topics, directives and functions:

- **MACRO, ENDM**
- **MEXIT**
- **Macro Parameters**
- **SHIFT, NARG**
- **MACROS**
- **PUSHP, POPP**
- **PURGE**
- **TYPE**

MACRO, ENDM, MEXIT

Description A *macro* consists of the source lines and parameter place markers between the **MACRO** directive and the **ENDM**. The label field is the symbolic name by which the macro is invoked; the operand allows the entry of a string of parameter data names.

When the assembler encounters a directive consisting of the *label* and optional parameters, the source lines are pulled into the main program and expanded by substituting the place markers with the invocation parameters. The expansion of the macro is stopped immediately if the assembler encounters a **MEXIT** directive.

Syntax

| | | |
|--------------|--------------|---------------------------|
| <i>Label</i> | MACRO | <i>[symbol,...symbol]</i> |
| | ... | |
| | MEXIT | |
| | ... | |
| | ENDM | |

See Also **MACROS**

Remarks

- Note that the invocation parameter string effectively starts at the character after the macro name, that is, the *dot* (.) character. Text strings, as well as **.b**, **.w** and **.l** are permissible parameters - see **Parameters** below.
- Control structures within macros must be complete. Structures started in the macro must finish before the **ENDM**; similarly, a structure started externally must not be terminated within the macro. To imitate a simple control structure from another assembler, a short macro might be used - see **MACROS** below.

Examples

| | | |
|--------|-------|--------|
| remove | macro | |
| | dh | -2,0,0 |
| | endm | |

| | | |
|------|-------|---------------------|
| Form | macro | |
| | if | strcmp('\1', '0') |
| | dh | 0 |
| | else | |
| | dh | \1-FormBase |
| | endif | |
| | endm | |

Macro Parameters

Parameters Macro parameters obey the following rules:

- The parameters listed on the macro invocation line may appear at any point in the code declared between the **MACRO** and **ENDM** statements. Each parameter is introduced by a *backslash* (\); where this may be confused with text from an **EQU**, a backslash may also follow the parameter.
- Up to thirty two different parameters are allowed, numbered **\0** to **\31**. **\0** is a special parameter which gives the contents of the *size* field of the macro directive when it was invoked, that is, the text after the point symbol (.). This includes not only **.b**, **.h** or **.w**, but also any text:

Example zed

```
macro
\0
endm
...
zed.nop
```

will generate a NOP instruction.

Instead of the **\0** to **\31** format, parameters can be given symbolic names, by their inclusion as operands to the **MACRO** directive. The preceding *backslash* (\) is not mandatory; however, if there is the possibility of confusion with the surrounding text, a *backslash* may be used before and after the symbol name to ensure the expression is expanded correctly:

Example Position

```
macro      A,B,C,Pos,Time
          \Time*(\A*\Pos+\B*\Pos+\C*\Pos)
          dh
          endm
```

Surrounding the operand of an invoked macro with *greater than* and *less than* signs (<...>), allows the use of comma and space characters.

Example

```

Credits    macro
          dh      \1,\2
          db      \3
          db      0
          even
          endm
          ...
Credits    11,10,<Psy-Q, from Psygnosis>

```

- Continuation Lines - when invoking a macro, it is possible that the parameter list will become overlong. As with any directive statement, the line can be terminated by an *ampersand* (&) and continued on the next line to improve readability.

Example

```

chstr    macro
          rept    narg
          db      k_\1
          shift
          endr
          db      0
          even
          endm
          ...
cheatstr chstr    i,c,a,n,b,a,r,e,l,y,&
                  s,t,a,n,d,i,t

```

This example will generate a labeled list of define bytes:

```

db      k_I
db      k_C
---
db      k_I
db      k_t
db      0

```

Special Parameters

There are a number of special parameter formats available in macros, as follows:

Converting Integers to Text

The parameters \# and \\$ replace the decimal (#) or hex (\$) value of the symbol following them, with their character representation. Commonly, this technique is used to access *Run Date* and *Time*:

Example

```
RunTime    org      $1006
           db      "\#_hours:\#_minutes:&
           \#_seconds"
```

this expands to the form hh:mm:ss, as follows

```
RunTime    db      "21:08:49"
```

Generating Unique Labels

The parameter \@ can be used as the last characters of a label name in a macro. When the macro is invoked, this will be expanded to an underscore followed by a decimal number; this number is increased on each subsequent invocation to give a unique label.

Example

```
Slots      macro
           add  r1,r0,r0
           lw   r1,\1
           beq dun@
           addiu f3, r0, 1
           bgt  r3, r0, next@
           dun\@
           endm
           ...
           Slots    freeobl,numslot1
```

Each time the *Slots* macro is used, new labels in the form next_001 and dun_001 will be generated.

Entire Parameter

If the special parameter `_` (backslash underscore) is encountered in a macro, it is expanded to the complete argument specified on the macro invocation statement.

Examples All

```
macro
db           \_
endm
...
All          1, 2, 3, 4
```

will generate

```
db           1, 2, 3, 4
```

Control Characters

The parameter `\^x`, where *x* denotes a control character, will generate the specified control character.

Using the Macro Label

The label heading the invocation line can be used in the macro, by specifying the first name in the symbol list of the **MACRO** directive to be an asterisk (*), and substituting `*` for the label itself. However, the resultant label is not defined at the current program location. Therefore, the label remains *undefined* unless the programmer gives it a value.

Extended Parameters

The Assembler accepts a set of elements, enclosed in curly brackets ({}), to be passed to a macro parameter. The **NARG** function and **SHIFT** directive can then be used to handle the list:

Example

```
cmd          macro
cc           equs          {\1}
              rept          narg(cc)
              \cc
              shift         cc
              endr
              endm
```

For example, the line:

```
cmd           <nop, jr ra, nop>
```

Will generate the following code

```
nop
jr           ra
nop
```

SHIFT, NARG

Description These directives cater for a macro having a variable parameter list as its operand. The **NARG** symbol is the number of arguments on the macro invocation line; the **SHIFT** directive shifts all the arguments one place to the left, losing the leftmost argument.

Syntax *directive* **NARG**
 ...
 SHIFT

where **NARG** is a reserved, predefined symbol.

See Also **Extended Parameters**

Examples routes macro
 rept narg
 if strcmp('\1', '0')
 dh 0
 else
 dh \1-routebase
 endif
 shift
 endr
 endm
 ...
 routes 0, gosouth_1

This example goes through the list of parameters given to the macro and defines a half word of \$0000 if the argument is zero or a 16 bit offset into the 'routebase' table of the given label.

MACROS

Description The **MACROS** directive allows the entry of a single line of code as a macro, with no associated **ENDM** directive. The single line of code can be a control structure directive.

Syntax *Label* **MACROS** *[symbol,..symbol]*

See Also **MACRO**

Remarks The **MACROS** directive may be used to stand in for a single, complex code line. Often, the short macro allows the programmer to synthesise a directive from another assembler. Including the **/k** option on the command line will cause several macros emulating foreign directives to be generated.

Examples

| | | | |
|-------------|---------------|---|------------------------------------|
| a | = | 0 | <i>; a=0 do explosion</i> |
| | | | <i>; a=1 do offset calculation</i> |
| boom | if | 0 | |
| | macros | | |
| | jal | | <i>explos1</i> |
| | else | | |
| boom | macros | | |
| | lw | | <i>r1, blowup-tactbase(1)</i> |
| | endif | | |

PUSHP, POPP

Description These directives allow text to be pushed into, and then popped from, a string variable.

Syntax

| | |
|--------------|---------------|
| PUSHP | <i>string</i> |
| POPP | <i>string</i> |

Remarks There is no requirement for the **PUSH** and corresponding **POPP** directives to appear in the same macro.

Examples

| | | |
|------------------|-------|--------------|
| makeframe | macro | stksize |
| | pushp | stksize |
| | sub | sp, stksizel |
| | endm | |

| | | |
|------------------|-------|-------------|
| freeframe | macro | |
| | popp | stksize |
| | goto | sp, stksize |
| | endm | |

This means the user does not have to specify stksize when using freeframe. The user must ensure that calls to makeframe and freeframe are balanced.

PURGE

Description The **PURGE** directive removes an expanded macro from the internal tables and releases the memory it occupied.

Syntax **PURGE** *macroname*

Remarks If you need to redefine a macro, it is not necessary to purge it first as this is done by the Assembler.

Examples

| | | |
|-------|-------|------------------------|
| HugeM | macro | |
| | dh | \1 |
| | dh | \2 |
| | ... | |
| | dh | \31 |
| | endm | |
| | | |
| HugeM | | paral,103,faultlevel,& |
| ... | | 40,50,para31 |
| | | |
| purge | | HugeM |

TYPE

Description **TYPE** is a function used to provide information about a symbol. It is frequently used with a macro to determine the nature of its parameters. The value is returned as a word; the meanings of the bit settings are given below.

Syntax **TYPE**(*symbol*)

The reply word can be interpreted as follows:

| | |
|---------------|--|
| Bit 0 | Symbol has an absolute value |
| Bit 1 | Symbol is relative to the start of the Section |
| Bit 2 | Symbol was defined using SET |
| Bit 3 | Symbol is a Macro |
| Bit 4 | Symbol is a String Equate (EQUS) |
| Bit 5 | Symbol was defined using EQU |
| Bit 6 | Symbol appeared in an XREF statement |
| Bit 7 | Symbol appeared in an XDEF statement |
| Bit 8 | Symbol is a Function |
| Bit 9 | Symbol is a Group Name |
| Bit 10 | Symbol is a Macro parameter |
| Bit 11 | Symbol is a short Macro (MACROS) |
| Bit 12 | Symbol is a Section Name |
| Bit 14 | Symbol is a Register Equate (EQUR) |

C H A P T E R 6

String Manipulation Functions

To enhance the Macro structure, the Assembler includes powerful functions for string manipulation. These enable the programmer to compare strings, examine text and prepare subsets.

This chapter covers the following string handling functions and directive:

- **STRLEN**
- **STRCMP**
- **INSTR**
- **SUBSTR**

STRLEN

Description A function which returns the length of the text specified in the brackets.

Syntax **STRLEN**(*string*)

See Also **STRCMP**

Remarks The **STRLEN** function is available at any point in the operand.

Examples Nummov macro

```
rept      strlen(\1)
lw        r3, (a0)
add      a0, 4
sw        r3, (a1)
add      a1, 4
endr
endm
...
Nummov    12345
```

The number of characters in the string is used as the extent of the loop.

STRCMP

Description A function which compares two text strings in the brackets, and returns *true* if they match, otherwise it returns *false*.

Syntax **STRCMP**(*string1*,*string2*)

See Also **STRLEN**

Remarks When comparing two text strings, the **STRCMP** function starts numbering the characters in the target texts from one.

Examples

| | | |
|------|-------|----------------------------|
| Vers | equ | "Acs" |
| | ... | |
| | if | strcmp("\Vers", "Sales") |
| | lh | v0, SalInd (a0) |
| | else | |
| | if | strcmp("\Vers", "Acs") |
| | lh | v0, AcInd (a0) |
| | else | |
| | if | strcmp("\Vers", "Test") |
| | lh | v0, TstInd (a0) |
| | endif | |
| | endif | |
| | endif | |

INSTR

Description This function searches a text string for a specified sub-string. If the string does not contain the sub-string, the result of zero is returned; if the sub-string is present, the result is the location of the sub-string from the start of the target text. It is also possible to specify an alternate start point within the string via an optional parameter.

Syntax **INSTR** ([*start*,] *string*, *sub-string*)

See Also **SUBSTR**

Examples

| | | |
|------|-------|----------------------------|
| Mess | equ | "Demo for Sales Dept" |
| | ... | |
| | if | instr("\Mess" , "Sales") |
| | lw | v0, SalInd (a0) |
| | else | |
| | lw | v0, AcInd (a0) |
| | endif | |

Note When returning the offset of a located sub-string, the **INSTR** function starts numbering the characters in the target text from one.

SUBSTR

Description This directive assigns a value to a symbol; the value is a sub-string of a previously specified text string, defined by the *start* and *end* parameters. The *start* and *end* parameters will default to the start and end of the string, if omitted.

Syntax *symbol* **SUBSTR** *[start],[end],string*

See Also **INSTR, EQUS**

Remarks When assigning a sub-string to a symbol, the **SUBSTR** directive starts numbering the characters in the source text from one.

Examples

| | | |
|---------|--------|-------------------------|
| Message | equus | "A short Sample String" |
| Part1 | substr | 9,14, "\Message" |
| Part2 | substr | 16,, "\Message" |
| Part3 | substr | ,7, "\Message" |
| Part4 | substr | ,, "\Message" |

where Part1 equals *Sample*
 Part2 equals *String*
 Part3 equals *A short*

The last statement is equivalent to an **EQUS** assigning the whole of the original string to Part4.

```
Cbb      macro      string
cc       =          0
        rept      strlen(string)
cc       substr    lc+1, lc+1, string
db       db        'cc'^( $A5+lc )
lc+1
endr
endm
```

Again, this is an example of encryption of a string.

CHAPTER 7

Local Labels

As a program develops, finding label names that are both unique and definitive becomes increasingly difficult. Local Labels ease this situation by allowing meaningful label names to be re-used.

This chapter covers the following topics and directives:

- **Local Label Syntax and Scope**
- **MODULE and MODEND**
- **LOCAL**

Syntax and Scope

Syntax

- Local Labels are preceded by a local label signifier. By default, this is an @ sign; however, any other character may be declared by using the **I** option in an **OPT** directive or on the Assembler command line - see **Assembler Options**, chapter 9.
- Local label names follow the general label rules, as specified in chapter 3.
- Local labels are not de-scoped by the expansion of a macro.

Scope

The region of code within which a Local Label is effective is called its *Scope*. Outside this area, the label name can be re-used. There are three methods of defining the scope of a Local Label:

- The scope of a local label is implicitly defined between two non-local labels. Setting a variable, defining an equate or RS value does not de-scope current local labels, unless the **d** option has been used in an **OPT** directive or on the Assembler command line - see **Assembler Options**, chapter 9..
- The scope of a Local Label can also, and more normally, be defined by the directives **MODULE** and **MODEND** - see chapter 7.
- To define labels (or any other symbol type) for local use in a macro, the **LOCAL** directive can be used - see chapter 7..

Examples

```

plot2      lb      t0,loc(t1)
           nop
           subiu   t0,t2
           bne    zero,t0,@chk1
           nop
           jal     lcolor
           nop
           b      setplot
           nop
           @chk1
           Setplot  set     *
           Plot3   --- 
           b      @chk1
           nop

```

MODULE and MODEND

Description Code occurring after a **MODULE** statement, and up to and including the **MODEND** statement, is considered to be a *module*. Local labels defined in a *module* can be re-used, but cannot be referenced outside the *module*'s scope. A Local label defined elsewhere cannot be referenced within the *current module*.

Syntax

| |
|---------------|
| MODULE |
| ... |
| ... |
| MODEND |

See Also **LOCAL**

Remarks

- Modules can be nested.
- The **MODULE** statement itself is effectively a non-local label and will de-scope any currently active default scoping.
- Macros can contain modules or be contained in a module. A local label occurring in a module can be referred to by a macro residing anywhere within the module. A module contained within a macro can effectively provide labels local to that macro.

Examples

```
mystrcmp    module
             move      t2,a0
             move      v0,zero
@lp        lbu       t0,0(t2)
             addi     t2,t2,1
             lbu       t1,0(a2)
             addiu   a2,a2,1
             bne     t0,t1,@diff
             nop
             bnez   t0,@lp
             nop
             li      v0,1      ;true
@diff      jr      ra
             nop
             modend ;mystrcmp
```

LOCAL

Description The **LOCAL** directive is used to declare a set of macro-specific labels.

Syntax **LOCAL** *symbol,...symbol*

See Also **MODULE**

Remarks

- The scope of symbols declared using the **LOCAL** directive is restricted to the host macro.
- The **LOCAL** directive does not force a type on the symbol set that makes up its operand. In practice, therefore, such symbols can be used as equates, string equates or any other type, as well as labels.

Examples

| | | |
|---------|-------|-------------|
| print | macro | string |
| | local | mylabel |
| | jal | stringprint |
| | nop | |
| | db | \string,0 |
| | cnop | 0,4 |
| mylabel | | |
| | endm | |

C H A P T E R 8

Structuring the Program

Normally, the organisation of the memory of the target machine does not match the layout of the source files. The Assembler however, uses Groups and Sections to create a structured target memory **and** relocatable program sections.

This chapter covers the following topics and directives:

- **SECTION**
- **GROUP**
- **PUSHS and POPS**
- **SECT and OFFSET**

GROUP

Description This directive declares a group with up to seven group attributes.

Syntax *GroupName* **GROUP** *[Attribute,..Attribute]*

where an attribute is one of the following - see below for descriptions:

WORD
BSS
ORG(*address*)
FILE(*filename*)
OBJ(*address*)
SIZE(*size*)
OVER(*GroupName*)

See Also **SECTION**

Remarks Group Attributes are interpreted as follows:

WORD - the *group* may be accessed using absolute word addressing. Note that this will only have an effect if the **ow+** parameter has been used to allow optimisation to occur.

Example Group1 group word

BSS - no initialised data to be declared in this *group*.

Example Group1 group bss

ORG - sets the **ORG** address of the *group*, without reference to the other *group* addresses. If this attribute is omitted, the *group* will be placed in memory, following on from the end of the previous *group*.

Example

| | | |
|----|-------|------------|
| | org | \$100 |
| G1 | group | |
| G2 | group | org(\$400) |
| G3 | group | |

will place the groups in the sequence G1,G2,G3

FILE - outputs a *group*, such as an overlay, to a its own binary file; other groups will be output to the declared file.

Example Group1 group org(\$400),file("charov.bin")

OBJ - sets the group's **OBJ** address. Code is assembled as if it is running at the **OBJ** address but is placed at the group's **ORG** address. If no address is specified then the **OBJ** value is the same as the group's **ORG** address.

Examples

| | | |
|--------|-------|------------------------|
| Group1 | group | org(\$400),obj(\$1000) |
| Group2 | group | org(\$800),obj() |

SIZE - specifies the maximum allowable size of the *group*. If the size exceeds the specified size, the assembler reports an error.

Example Group1 group size(32768)

OVER - overlays this *group* on the specified *group*. Code at the start of the second group is assembled at the same address as the start of the first group. The largest of the overlaid groups' sizes is used as the size of each group.

Note: It is necessary to use the **FILE** attribute to force different overlays to be written to different output files.

Example Group2 group over(Group1)

SECTION

Description This directive declares a logical code section.

Syntax

SECTION*size SectionName[,Group]*

SectionName **SECTION***size [Attribute,..Attribute]*

The second format is a special case, designed to allow definition of a section with group attributes - see below for a description.

See Also **GROUP**

Remarks

- Unless the section has been previously assigned, the section will be placed in an unnamed default group, if the **GROUP** name is omitted
- It is possible to define a section with group attributes. The assembler will automatically create a group with the section name preceded by a tilde (~) and place the section in it.

Example Sect1 section bss

defines *Sect1*, with the **BSS** attribute, in a group called *~Sect1*.

- The *size* parameter can be **b**, **h** or **w**; if the parameter is omitted, the default size is **word**. When a size is specified on a section directive, alignment to that size is forced *at that point*. The start of the section is aligned on a boundary based on the largest size on any of the entries to that section - in all modules in the case of linked code.

Note: If a section is sized as byte, you cannot use the **EVEN** directive in the section. Furthermore, the **CNOP** directive cannot be used to re-align the Program Counter to a value greater than the alignment of the host section - See chapter 4.

- If sections are used to structure application code, only a single **ORG** directive can be used; this must precede all section definitions. Groups and Sections may have **ORG** attributes to position them.

No **ORG** directives or attributes are permitted when producing linkable output. Within a group, sections are ordered in the sequence that the Linker encounters the section definitions.

Example

```
Sectionb  one
db        1,2,3

section   two
db        10,11,12

sectionb  one
db        4,5

section   two
db        13,14
```

Will produce the following sections and bytes:

| | |
|-----|------------------|
| one | 1,2,3,4,5 |
| two | 10,11,12,0,13,14 |

PUSHS and POPS

Description These directives allow the programmer to open a new, temporary section then return to the original section. **PUSHS** saves the current section, **POPS** restores it.

Syntax **PUSHS**

POPS

Examples

| | | |
|----------|---------|----------|
| plotcomp | lw | t0,8(t1) |
| | --- | |
| passdl | equ | * |
| | pushs | |
| | section | dolight |
| | dw | passdl |
| | ... | |
| | pop | |

This example shows **PUSHS** and **POPS** being used to pass system information between sections, in the form of the location counter.

SECT and OFFSET

Description The **SECT** function returns the address of the section in which the symbol in the brackets is defined. The **OFFSET** function returns the offset value from the beginning of the section.

Syntax **SECT** *(expression)*

OFFSET *(expression)*

Remarks

- If a link is being performed, the **SECT** function is evaluated when it is linked; if there is no link it will be evaluated when the second pass has finished.
- Likewise, if a link is being performed, the **OFFSET** function is evaluated when it is linked; however, if there is no link the **OFFSET** will be evaluated during the first pass.

Examples dh sect(Table1)
 dh sect(Table2)
 dh offset(*)

CHAPTER 9

Options, Listings and Errors

This chapter completes the discussion of the Assembler and its facilities. It covers methods of determining run-time Assembler options, producing listings and error-handling, as well as passing information to the Linker:

- **OPT**
- **Assembler Options**
- **PUSHO and POPO**
- **LIST and NOLIST**
- **INFORM**
- **FAIL**
- **XREF, XDEF and PUBLIC**
- **GLOBAL**

OPT

Description This directive allows Assembler options to be enabled or disabled in the application code. See 'Assembler Options' below for a full listing.

Syntax **OPT** *option,..option*

See Also **PUSHO, POPO**

Remarks

- An option is turned on and off by the character following the option code:
 - + (plus sign) = ON
 - (minus sign) = OFF
- Options may also be enabled or disabled by using the **/O** switch on the Assembler command line - see Command Line Syntax, chapter 2.

Examples opt an+ , l:+ , e-

Assembler Options

The following reference list shows the default settings for the various options and optimisations available during assembly. More detailed descriptions are given below.

| <i>Option</i> | <i>Description</i> | <i>Default</i> |
|---------------|--|----------------|
| AE | Enable Automatic Even Mode | On |
| AN | Enable Alternate Numeric mode | Off |
| AT | Allow Assembler to use temporary Register | On |
| C | Activate/ Suppress Case sensitivity | Off |
| D | Allow EQU or SET to descope local labels | Off |
| E | Print lines containing errors | On |
| H | Automatic hazard removal (insert NOP) | Off |
| Lx | Substitute <i>x</i> for Local Label signifier | Off |
| M | Enable/disable macro instructions | On |
| N | Insert NOP in branch delay slots | Off |
| S | Handle equated names as labels | Off |
| T | Automatically truncate values in db/dh/dw statements | Off |
| V | Write Local Labels to symbol file | Off |
| W | Print warning messages | On |
| WS | Operands may contain white space | Off |
| X | Assume XREFs in defined section | Off |

Option Descriptions

AE - Automatic Even

When using the word and long word forms of **DC**, **DCB**, **DS** and **RS**, enabling this option forces the program counter to the following word boundary prior to execution. The default setting for this option is **AE+**.

AN - Alternate Numeric

The default setting for this option is **AN-** but setting it to **AN+** allows the inclusion of numeric constants in Zilog or Intel format, i.e. followed by **H**, **D** or **B** to signify **Hex**, **Decimal** or **Binary**. See also the section on the **RADIX** directive - chapter 3.

AT - Alternate Assembler to use Temporary Register

Within MIPS standard format code, some instructions are not actually instructions but macros, for example:

```
sw t0,fred
```

when assembled will produce the following:

```
Lui      at,fred>>16
sw      t0,fred&$ffff(at)
```

This trashes the AT Register.

Warnings will be generated when the AT Register is used if this option is set to **AT+** but **errors** will be inserted if it is set to **AT-**.

The default setting is **AT+**.

C - Case Sensitivity

When this option is set to **C+**, the case of the letters in a label's name is significant; for instance, **SHOWSTATS**, **ShowStats** and **showstats** would all be legal. The default setting is **C-**.

D - Descope Local Labels

The default setting for this option is **D-** but if it is set to **D+**, local labels will be descoped if an **EQU** or **SET** directive is encountered.

E - Error Text Printing

If this option is enabled, the text of the line which caused an Assembler error will be printed together with the host file name and line number. The default setting for this option is **E+**.

H - Automatic Hazard Removal

If this option is set to the default **H-**, the Assembler will warn the user of any pipeline hazards. If it is set to **H+**, it will insert an NOP into the code. Note that this does not apply to instructions following returns at the end of subroutines.

L- Local Label Signifier

Local labels are signified by a preceding AT sign (@). This option allows the use of the character following the option letter as the signifier. Thus, **L:** would change the local label character to a colon (:). **L+** and **L-** are special formats that toggle the character between a *dot* (+) and an @ sign (-). The default setting is **L-**.

M - Enable/Disable Macro Instruction

Set this option to **M-** and errors will be given on macro instructions, e.g. the following code:

```
li      r2,$587329
```

will expand to the following sequence:

```
lui      r2,$58
ori      r2,$7329
```

Set it to the default **M+** and the same code will generate an error.

N - Generate an NOP in Branch Delay Slots

The default setting for this option is **N-** but set it to **N+** and an NOP will be automatically inserted after all branch instructions.

S - Treat Equated Symbols as Labels

The default setting for this option is **S-** but set it to **S+** and disassembly will treat equates as labels rather than just values.

W - Print warning messages

When this option is set to the default setting of **W+**, the Assembler will identify various instances where a warning message would be printed but assembly will continue. Disabling the **W** option will suppress the reporting of warning messages.

WS - Allow white spaces

The default setting for this option is **WS-** but if it is set to **WS+**, operands may contain white spaces. Thus, the statement:

```
dc.l      1 + 2
```

defines a *longword* of value 1 with **WS** set **Off**, and a *longword* of value 3 with **WS** set to **On**.

X - XREFs in defined section

The default setting for this option is **X-** but if it is set to **X+**, **XREFs** are assumed to be in the section in which they are defined. This allows optimisation to absolute word addressing to be performed provided that the section is defined with the **WORD** attribute or is in a **Group** with the **WORD** attribute.

PUSHO and POPO

Description The **PUSHO** directive saves the current state of all the assembler options; **POPO** restores the options to their previous state. They are used to make a temporary alteration to the state of one or more options.

Syntax

| |
|--------------|
| PUSHO |
| POPO |

See Also

OPT

Examples

| | | | |
|---------|---------|---------------|--------------------------|
| pusho | | | ; save options state |
| opt | ws+, c+ | | ; change options state |
| SetAlts | = | height * time | |
| SETALTS | dh | 256 * SetAlts | |
| popo | | | ; restore previous state |

LIST and NOLIST

Description The **NOLIST** directive turns off listing generation; the **LIST** directive turns on the listing.

Syntax

| | |
|---------------|------------------|
| NOLIST | |
| LIST | <i>indicator</i> |

where indicator is a plus sign (+) or a minus sign (-).

Remarks

- If a list file is nominated, either by its inclusion on the Assembler command line, or in the Assembler's environment variable, a listing will be produced during the first pass.
- The Assembler maintains a *current listing status* variable, which is originally set to zero. List output is only generated when this variable is zero or positive. The listing directives affect the listing variable as follows:
 - **NOLIST** sets it to -1;
 - **LIST**, with no parameter, zeroes it;
 - **LIST +** adds 1;
 - **LIST -** subtracts 1.

Examples *Directive* *Status* *Listing produced?*

| | | |
|--------|----|-----|
| nolist | -1 | no |
| list - | -2 | no |
| list | 0 | yes |
| list - | -1 | no |
| list - | -2 | no |
| list + | -1 | no |
| list + | 0 | yes |

Note

In the following circumstances, the Assembler automatically suppresses production of listings:

- during macro expansion;
- for unassembled code because of a failed conditional.

These actions can be overridden by:

- including the **/M** option on the Assembler command line to list expanding macros;
- including the **/C** option on the Assembler command line to list conditionally ignored code - see Command Line Syntax, chapter 2.

INFORM and FAIL

Description The **INFORM** directive displays an error message contained in text which may optionally contain parameters to be substituted by the contents of expressions after evaluation. Further Assembler action is based upon the state of severity. The **FAIL** directive is a pre-defined statement, included for compatibility with other Assemblers. It generates an “Assembly Failed” message and halts assembly.

Syntax **INFORM** *severity, text[, expressions]*

FAIL

Remarks

- These directives allow the programmer to display an appropriate message if an error condition is encountered which the Assembler does not recognise.
- Severity is in the range 0 to 3, with the following effects:
 - 0 : the Assembler simply displays the text;
 - 1 : the Assembler displays the text and issues a warning;
 - 2 : the Assembler displays the text and raises an error;
 - 3 : the Assembler displays the text, raises a fatal error and halts the assembly.
- *Text* may contain the parameters **%d**, **%h** and **%s**. They will be substituted by the **decimal**, **hex** or **string** values of the following expressions.

Examples

| | |
|---------------|-----------------------------|
| TableSize equ | TableEnd-TableStart |
| MaxTable equ | 512 |
| if | TableSize>MaxTable |
| inform | 0, "Table starts at %h and& |
| | is %h bytes long", & |
| | TableStart, TableSize |
| inform | 3, "Table Limit Violation" |
| endif | |

XDEF, XREF and PUBLIC

Description If several sub-programs are being linked, use **XDEF**, **XREF** and **PUBLIC** to refer to symbols in a sub-program which are defined in another sub-program.

Syntax

XDEF *symbol[,symbol]*
XREF *symbol[,symbol]*

PUBLIC *on*
PUBLIC *off*

Remarks

- In the sub-program where symbols are initially defined, the **XDEF** directive is used to declare them as externals.
- In the sub-program which refers the symbols, the **XREF** directive is used to indicate that the symbols are in a another sub-program.
- The Assembler does not completely evaluate an expression containing an **XREFed** symbol; however, resolution will be effected by the linker.
- The **PUBLIC** directive allows the programmer to declare a number of symbols as externals. With a parameter of on, it tells the Assembler that all further symbols should be automatically **XDEFed**, until a **PUBLIC off** is encountered.

Examples Sub-program A contains the following declarations :

```
xdef      Scores,Scorers
...

```

The corresponding declarations in sub-program B are:

```
xdef      PointsTable
xref      Scores,Scorers
...

```

```
Origin    public   on
          =        MainChar
Force     dh       speed*origin
Rebound   dh       45*angle
          public  off
```

GLOBAL

Description The **GLOBAL** directive allows a symbol to be defined which will be treated as either an **XDEF** or an **XREF**. If a symbol is defined as **GLOBAL** and is later defined as a label, it will be treated as an **XDEF**. If the symbol is never defined, it will be treated as an **XREF**.

Syntax **GLOBAL** *symbol[,symbol]*

See Also **XREF, XDEF, PUBLIC**

Remarks This is useful in header files because it allows all separately assembled sub-programs to share one header file, defining all global symbols. Any of these symbols later defined in a sub-program will be **XDEFed**, the others will be treated as **XREFs**.

C H A P T E R 10**Debug Stub Functions**

Debugger stub services are available from assembly language using the BREAK opcodes. These services include fileserver functions which allow the PSX to access files on the PC hard disk as well as some specific Debugger functions.

These fileserver functions are also accessible as ‘C’ callable functions and the pollhost function as a ‘C’ macro, provided by the default library LIBSN.LIB.

These facilities are discussed in the following two sections:

The ‘C’ Library Functions
Assembly Language Facilities

The 'C' Library Functions

The following are provided by LIBSN.LIB and declared in LIBSN.H. The majority are fileserver functions but there is also one macro to provide feedback for the Debugger.

pollhost
PCinit
PCopen
PClseek
PCread
PCwrite
PCclose
PSYQpause

The Pollhost Macro

Description

This causes the target box to poll the host PC, allowing the Debugger access to the PSX memory when it is running code, i.e. not single stepping.

Syntax

pollhost is defined as a macro:

```
#define pollhost() asm("break 1024") /* 0x0400 */
```

so its syntax is obvious:

```
pollhost()
```

Remarks

A macro is used so the call is inline preserving the variable scope.

This function should be included in user source code for proper operation of the Debugger. It is responsible for transferring data to the PC Debugger, so should be put in the main loop or the vertical blank interrupt of the program to be debugged. This call takes time to transfer the data; if however, updates are turned off or the Debugger is exited, the call will return immediately.

The PCinit Function

Description

This function re-initialises the PC filing system, close open files etc...

Prototype

int **PCinit** (void)

passed: void

return: error code (0 if no error)

The Popen Function

Description

This function opens a file on the PC host.

Prototype

int **Popen** (char “name, int flags, int perms)

passed: PC file pathname
open mode (0=read access, 1=write access, 2=read/write access)
permission flags (this is included only for UNIX compatibility and
should be set to 0)

return: file-handle or -1 if error

The PClseek Function

Description

This function seeks the file pointer to the specified position in the file.

Prototype

```
int      PClseek (int fd, int offset, int mode)
```

passed: file-handle
 seek offset
 seek mode
 (mode 0=rel to start, mode 1=rel to current fp,
 mode 2=rel to end)

return: absolute value of new file pointer position

Remarks

To find the length of a file which is to be read into memory, perform:

```
Len = PClseek( fd, 0, 2);
```

This will set len to the length of the file and can then be passed to PCread().

The PCread Function

Description

This function reads a specified number of bytes from a file on the PC.

Prototype

```
int      PCread (int fd, char *buff, int len)
```

passed: file-handle
 buffer address
 count

return: count of number of bytes actually read

Remarks

Unlike the assembler function this provides for a full 32 bit count.

PCread should not be passed extreme values of count, as could be achieved on a UNIX system, as this will cause the **full amount** specified to be transferred i.e. **not** just to the end of the file.

To find the length of a file which is to be read into memory, perform:

```
Len = PCread( fd, buff, 256 );
```

This will set len to the length of the file and can then be passed to PCread().

The PCwrite Function

Description

This function writes the specified number of bytes to a file on the PC.

Prototype

```
int      PCwrite (int fd, char *buff, int len)
```

passed: file-handle
 buffer address
 count
return: count of number of bytes actually written

Remarks

Unlike the assembler function this provides for a full 32 bit count.

The Pcclose Function

Description

This function closes an open file on the PC.

Prototype

int **PCclose** (int fd)

passed: file-handle

return: negative if error

The PsyQpause Function

Description

This function causes a temporary pause in the execution of your program.

It is intended to allow you to examine the program using the Debugger.

The Debugger Run function will resume execution.

Prototype

Void **PsyQpause** ()

Assembly Language Facilities

To call a particular function, load any parameters into the specified registers and then issue the BREAK command followed by the appropriate code.

| Code | Meaning and Arguments |
|--------|---|
| 0x0000 | Used by Debugger as breakpoint for step/trace etc, but can also be used to halt user code for examination by Debugger. |
| 0x0101 | <i>Initialises PC remote filing system</i> Passed: nothing Returns: v0= error code (0 if successful) |
| 0x0102 | <i>Creates a file on the PC</i> Passed: a1 = pointer to ascii file name (zero terminated) a2 = file attributes Return: v0 = PC error code (0 if successful) v1= file handle |
| 0x0103 | <i>Opens a file on the PC</i> Passed: a1 = pointer to ascii file name (zero terminated) a2 = file open mode (0 is read/write) Return: v0 = PC error code (0 if successful) v1 = file handle |
| 0x0104 | <i>Closes a file on the PC</i> Passed: a1 = file handle Return: v0 = error code (0 if successful) |
| 0x0105 | <i>Reads a file on the PC</i> Passed: a1 = file handle a2 = count of number of bytes to read a3 = pointer to buffer Return: v0 = error code (0 if successful) v1= amount of data actually read |
| 0x0107 | <i>Writes a file on the PC</i> Passed: a1= file handle a2 = count of number of bytes to write a3 = pointer to buffer Return: v0 = error code (0 if successful) v1= amount of data actually written |

| Code | Meaning and Arguments |
|--------|--|
| 0x0107 | <i>Seek (move file pointer) position in a PC file</i> |
| | Passed: a1= file handle |
| | a2 = seek offset |
| | a3 = file seek mode |
| | (0 = relative to start of file) |
| | (1 = relative to current file pointer) |
| | (2 = relative to end of file) |
| 0x0400 | <i>Poll host PC (To service PC data request etc)</i> |
| | Preserves all registers. |
| | This function polls the host PC and allows it access to the PSX memory, necessary for example, during real time debugging. |
| 0x0401 | <i>Cold Start Debugger Stub. Does not return any values.</i> |
| 0x0402 | <i>Warm Start Debugger Stub. Does not return any values.</i> |
| 0x0403 | <i>Enable/Disable interrupts while in downloader.</i> |
| | Default at cold-start is interrupts disabled while Debugger stub is running. |
| | Passed: a0 = value to be ANDed with status reg on entry to Debugger |
| | a1= value to be Ored with status reg on entry to Debugger |
| | Default values at Debugger startup are OxFFFFFFFC and 0, i.e. interrupts off during Debugger functions. |
| 0x0404 | <i>Enable/Disable CPU cache.</i> |
| | Passed: a0 = 0 to disable a0 = 1 to enable cache |
| 0x0405 | <i>Unhook Debugger from Interrupt Vectors.</i> |
| | This will restore the interrupt vector at 0x00000080 to its previous state (as it was before the Debugger stub was installed). |

Code**Meaning and Arguments**

0x0406

Flag which interrupts are to be handled by Debugger.

Passed: a0 = bit mask (1 bit per interrupt source)
Each bit masks an interrupt source (as per each possible value of CAUSE register)

| Bit No | Corresponding Interrupt Source |
|---------------|--|
| 00 | Interrupt |
| 01 | Not on PSX (TLB modified exception on R3000) |
| 02 | Not on PSX (TLB load exception) |
| 03 | Not on PSX (TLB store) |
| 04 | Address Error (load or instr fetch) |
| 05 | Address Error (Store) |
| 06 | Bus Error (instr fetch) |
| 07 | Bus Error (Data load or store) |
| 08 | Syscall |
| 09 | Break |
| 10 | Reserved Instruction |
| 11 | Copro Unuseable |
| 12 | Arithmetic Overflow |

Bit = 1: Int to be trapped by Debugger

Bit = 0: Int to be passed to old handler (e.g. OS)

Default value for this flag word at Debugger stub

cold start is: **bits 0 and 8 not set (0), bits 1 through 7 and 9 through 12 set (1)**

This function reads a specified number of bytes from a file on the PC.

CHAPTER 11

The DBUGPSX Debugger

DBUGPSX is a full source level Debugger, as well as a traditional symbolic Debugger. This allows source code to be viewed, run and traced, stepped-over, breakpoints set and cleared.

The original symbolic debug facilities are all still available. A source level display will revert to a symbolic disassembly, when no source level information is available.

The following Debugger topics are discussed in this chapter:

- **Command Line Syntax**
- **Configuration**
- **Activity Windows**
- **Debugger Options**
- **Menu and Keyboard Usage**

At the end of the chapter a short ‘tour’ of the Debugger provides a guide to its most important features; use this in conjunction with the included sample C program.

Debugger Command Line

Syntax **DBUGPSX** [*switches*] [*filename* [*filename...*]]

DBUGPSX ?

displays a help message.

Remarks *Filename* specifies the name of a file containing symbols, produced by using the **/zd** option during assembly. If no extension is shown, a default extension of **.SYM** will be added. Multiple filenames are allowed and must be separated by a space - the symbol files will then be loaded in the order specified.

Switches

| | |
|-----------------------------------|--|
| /c- | Turn case sensitivity OFF (+ for ON) |
| /d | Disable automatic run-to-main at C program start-up. |
| /e <i>file[,file,file]</i> | Load target machine with CPE file(s). |
| /f\$ <i>xxxxxxxx</i> | Find line number and file for address <i>\$xxxxxxxx</i> . |
| /h | Halt target machine when Debugger starts. |
| /i### | Specify update interval (in 1/18ths sec). |
| /m# | Sets the Debugger mouse sensitivity; # is a number between 1 to 4 - default is 3. DBUGPSX drives the mouse itself. This overcomes some shortcomings exhibited by the Microsoft Mouse driver, particularly in 132 column mode. |
| /m+ | Use the current system mouse driver; later versions of the Microsoft drivers (8 upwards) allow the mouse to be used in a DOS window. |
| /m- | Revert to DBUGPSX mouse driver. |

| | |
|----------------|--|
| /r## | Specify data screen rows in video bios. |
| /R | Use alternative mnemonics in register window. |
| /sfile | Override default configuration filename. |
| /t# | Set target SCSI device number (override default setting). |
| /u- | Turn continual update mode OFF (+ for ON). |
| /vexprtext | Evaluate expression text and put result to standard output device. |
| /&expr,.. expr | List of parameter expressions, separated by commas. |

Remarks

- Source level mode can be used if a suitable Symbol File is specified on the command line. This file contains symbols and additional source level information produced by the /zd option in the Assembler - see chapter 2.. See chapter 11 - for more about source level debugging.
- Expressions passed to the Debugger using the /& switch can be referred to from inside the Debugger in the form &0, &1, etc., where 0 means the first expression on the command line, 1 means the second etc.

Configuration Files

When **DBUGPSX** is loaded, it accesses a Configuration File, containing information about the current Debugger environment. The current configuration can be saved at any time during an active Debugger session. The default filename can be overridden with an option on the command line (**/s**) or at run-time, so that the most frequently used configurations are always readily available.

Configuration File Names

- The normal Configuration File name is **DBUGPSX.C##**, where the first number is the target SCSI ID number, and the second number is the virtual screen. Typically, therefore, the configuration loaded at start-up is **DBUGPSX.C00**.
- If that file is not located the Debugger will look for a suitable defaults file; the current directory will be searched for a default filename built from the target name string. This will typically be **DBUGPSX.CFG**.

Contents of Configuration File

A Configuration File can include the following information:

- Read Memory Ranges;
- Write Memory Ranges;
- Video type and usage;
- Label Level;
- Colour and Mono attributes;
- Default Tab Settings for various filetypes;
- Window Type and Display position;
- Breakpoints;
- History details.

Activity Windows

The Debugger display consists of one or more activity windows. The number of windows, the contents of each window and the window size, can all be specified at run-time. The default display consists of two windows; the upper one normally contains a display of the registers, the lower window shows the disassembly of the target program code.

The Debugger can run up to 10 virtual screens; each screen has its own configuration file - see chapter 11. Alternate screens can be accessed by pressing **Alt-n**, where *n* is the screen number 0 - 9 and 0 means screen 10.

```
◆ File Run Window Config CPU 80010050 14:08:02
Target 0:0 is R3000 - SONY_PSX5.15 =
zr = 00000000 t0 = 00000000 s0 = A000B870 t8 = 00000001 hi = 00000008
at = 80010000 t1 = 00000000 s1 = 00000000 t9 = 00000000 lo = 00000000
v0 = 001E5470 t2 = 0000002D s2 = 00000000 k0 = XXXXXXXX
v1 = 00002000 t3 = 00010000 s3 = 00000000 k1 = 00000EDC SR = 00000400
a0 = 801FE000 t4 = 00000023 s4 = 00000000 gp = 80010B3C
a1 = 001E546C t5 = 0000002B s5 = 00000000 sp = 801FFFF8 Ca = 00000024
a2 = 00000000 t6 = 00000000 s6 = 00000000 fp = 801FFFF8
a3 = 0000002A t7 = 00000000 s7 = 00000000 ra = 800103C4

PC = 80010050 addiu sp,sp,-$18
09 Step

main >27BDFFE8 addiu sp,sp,-$18
80010054 AFBF0014 sw ra,$14<sp>
80010058 AFBE0010 sw fp,$10<sp>
8001005C 03A0F021 move fp,sp
80010060 0C0040F2 jal __main
80010064 00000000 nop
80010068 0C004075 jal EnterCriticalSection
8001006C 00000000 nop
80010070 3C04F200 lui a0,$f200
80010074 34840003 ori a0,a0,$0003
80010078 34050002 ori a1,zero,$0002
8001007C 34061000 ori a2,zero,$1000
80010080 3C078001 lui a3,$8001
80010084 24E70194 addiu a3,a3,$194
80010088 0C004085 jal OpenEvent
8001008C 00000000 nop
80010090 3C018002 lui at,$8002
80010094 AC228B80 sw v0,-$7480<at>
80010098 3C048002 lui a0,$8002
8001009C 8C848B80 lw a0,-$7480<a0>
800100A0 0C004079 jal EnableEvent
800100A4 00000000 nop
800100A8 3C04F200 lui a0,$f200
800100AC 34840003 ori a0,a0,$0003
800100B0 0C004081 jal StartRCnt
800100B4 00000000 nop
800100B8 0C004089 jal ExitCriticalSection
800100BC 00000000 nop
800100C0 0C0040C5 jal PCinit
800100C4 00000000 nop
800100C8 3C048001 lui a0,$8001
800100CC 24840000 addiu a0,a0,0
800100D0 00002821 move a1,zero
800100D4 00003021 move a2,zero

I : SONY_PSX5.15 ! Stopped ! Disasm: Go ! Stop ! Step ! StepOver
```

The Debugger Display, with Register and Disassembly Windows

Window Types

The **Register** window provides a complete view of the selected processor's registers. Register contents can be changed by:

- Typing directly at the current cursor location or
 - Entering an expression by pressing the **ENTER** key to display an Expression Input window.

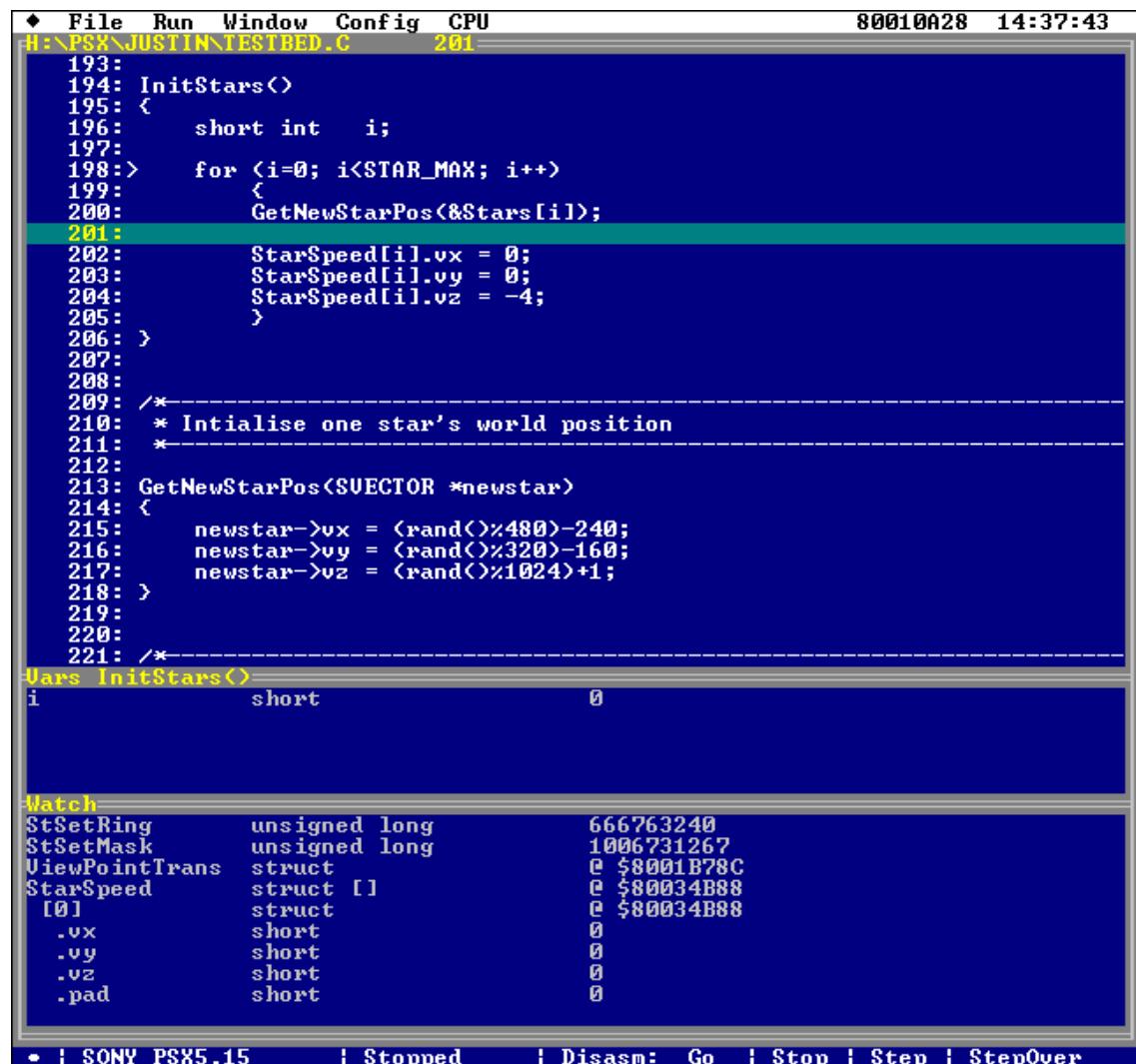
The **Disassembly** window shows the contents of the target memory as disassembled code. If a Symbol File has been loaded into the Debugger, symbol names are substituted as appropriate. Breakpoints (optionally with conditions and counts) can be added to any line and the code run, traced or stepped.

The Debugger, with display in Register and Hex Mode

If the PC of the target machine is pointing at a line in the current disassembly display, it is indicated by a greater than sign (>). If a line contains a breakpoint, that line is displayed in a different colour; the breakpoint count and expression details are shown at the end of the line.

The **Hex** window displays memory in hexadecimal, either in byte, word or long word form. Like the Register window, the contents can be changed by any of the following methods:

- Typing directly at the current cursor location
- Entering an expression for evaluation by pressing the **ENTER** key to display an Expression Input window
- Pressing + or - to increment or decrement the value at the cursor position



The screenshot shows the DBUGPSX Debugger interface with the following sections:

- File Run Window Config CPU**: Top menu bar.
- 80010A28 14:37:43**: Top right status bar.
- H:\PSX\JUSTIN\TESTBED.C 201**: File path and current line (line 201 is highlighted).
- Source Code Area**: Displays the C code for `InitStars()`. Line 201 is highlighted in green. The code initializes a star's world position.
- Variables Area**: Shows the variable `i` of type `short` with a value of `0`.
- Watch Area**: Shows the following memory dump for `StarSpeed` (a struct):

| | | |
|----------------|---------------|--------------|
| StSetRing | unsigned long | 666763240 |
| StSetMask | unsigned long | 1006731267 |
| ViewPointTrans | struct | 0 \$8001B78C |
| StarSpeed | struct [] | 0 \$80034B88 |
| [0] | struct | 0 \$80034B88 |
| .vx | short | 0 |
| .vy | short | 0 |
| .vz | short | 0 |
| .pad | short | 0 |
- Bottom Status Bar**: Includes buttons for SONY_PSX5.15, Stopped, Disasm, Go, Stop, Step, and StepOver.

The Debugger, with Source, Variable and Watch display

The **Watch** and **Variable** windows allow variables, tables and code locations to be monitored as your program is running.

The **Variable** window automatically tracks the scope of your C program. As you trace though your program and the variable scope changes, this window will always display the current local variables. The up and down **arrow keys** and **pg-up** and **pg-down** allow you to scroll the window to see all your variables.

The **Watch** window performs a similar function for user specified expressions and is typically used to display global variable data. You can enter all your global variables in this window by pressing **Alt-G**. Specific C or Assembler expressions (global and local) can be entered at the cursor position by pressing **INSert**. Conversely, entries can be deleted using **DELet**. All entries in a Watch window are saved when you exit and restored the next time you run the Debugger.

In both the Var and Watch windows pointers and arrays can be de-referenced and structures, unions and enums can be opened up for closer examination, by placing the cursor over the relevant entry and pressing '+' from the numeric keypad. They can be subsequently closed by pressing '-'. This will even work for local register structures within unions within structures etc.

The **Text** or **File** window allows a text file to be viewed directly. Within a File window you can change to a different text file by pressing **ENTER**. The Debugger will then request the name of the new file to load.

The **Source Level** window is an extension of the **File** window. Most source level key commands are the same as for a Disassembly window.

To enter source mode, tell the File window to display program source at a particular address. The easiest way to do this is to hit the **TAB** key. As in a Disassembly window this causes the window to locate to the current program counter address; if the Debugger has source level information for that part of your program it will display corresponding source code.

Alternatively you can enter source mode by typing **Alt-G** (for Goto location) and then entering the address you wish to locate to (any expression or Assembly language label name or a C function name - such as *main* will do fine).

Note that in Source mode, line numbers are added to the left side of the window display and the PC line is indicated with a '>' after the line number, similar to a Disassembly window.

If you wish to view text which is truncated off the right side of the window then the window can be scrolled to the left and right using the left and right cursor keys.

You can step, trace, run to cursor and set breakpoints in the source code in much the same way as a for Disassembly window. The cursor in the currently active text window will track the PC during a trace. Note, however, that unlike tracing in a Disassembly window, a trace at Source Level may trace more than one instruction as it will trace the entire source line, which, if it is a macro or a 'C' source line, may correspond to the execution of one or more instructions. Similarly **F8** (Stepover) will step-over the entire source line, which could be equivalent to stepping over several subroutine calls.

If you are unsure of how a Source Level operation will behave, a Disassembly window can be viewed at the same time to determine how the operations correspond to actual processor instructions. If you attempt to step into a C function or Assembly language subroutine for which the Debugger does not have any source level information then the Debugger will attempt to perform a step-over operation instead. If this is not possible (e.g. if the code without source level information is jumped to rather than called), then the window display will switch to Disassembly mode. The trace can be continued and when the PC returns to a region for which there is Source information, the window will switch back to the Text display.

In order to use any of the Source Level features you must have the necessary extra debugging information in your Symbol File(s). If it is not present then the Debugger will be unable to switch to Source mode and Source Level operations will produce appropriate error messages. This information is added to the Symbol Files by the C compiler if you add the **-g** switch to your CCPSX command line or by the Assembler if you specify the **/zd** switch on the ASMPSX command line.

The Symbol File normally contains the full original pathnames of all files used to build your project. When Source Level debugging the Debugger will attempt to load those files from the same locations. In some cases this may not be convenient e.g. if part of the project was built by another developer on a different PC or on a network drive; even if you have a copy of the appropriate Source Files you may not have them at the same location.

To get around this you can provide the Debugger with a search path for Source Files. To do this just select a Source File window and type **Alt-P**. You will be prompted to enter a normal DOS search path. This search path can contain many entries and be as long as you wish.

e.g.

```
c:\;c:\temp\myfiles;c:\gnumips\src\common
```

The Debugger will first look for the file in the directory specified in the Symbol File (determined when the project was built). If it cannot locate the file at the original location then it will search for it by name at the following locations:-

```
c:\filename.sym  
c:\temp\myfiles\filename.sym  
c:\gnumips\src\common\filename.sym
```

The first filename match located will be assumed to be the correct Source File.

The search path will be saved in the Debugger Configuration File when you exit the Debugger. To remove an existing search path just specify a blank search path string.

Additional Debugger Features

Automatic Overlay Support allows the Debugger to dynamically track overlays as they are loaded into your program and work with the Source Files and variables specific to that overlay. This requires no modification to your Source Code at all. You only need to tell the Linker which files will overlay in memory. Any number of concurrent overlays are supported over multiple memory areas. A simple overlay is included with the Psy-Q software.

Big Text Screens allow you to view as much information as possible by working in a higher text resolution. This is achieved by putting the text screen in the required resolution before running the Debugger. At least **80x50** is recommended but the Debugger will happily work in higher text resolutions up to **132x66**. Most modern VGA cards are capable of 132 column text modes and come with a utility to set such resolutions. Psy-Q also includes the **BV.EXE** program which will take any screen mode and adapt it to 30, 32, 60 or 64 lines. Use the **/r50** debugger command line switch if you prefer to edit at **80-25** but debug at **80x50**.

Multiple Text Screens are available when a single 132x64 screen is not enough to display all your debug information. Up to 10 virtual screens can be used; switch between them by pressing **Alt-n** (where *n* is a digit 1,2,3,4,..0). The configuration at each screen is saved when you switch and restored when you switch back; these configurations are also saved when you exit the Debugger.

Name Completion is provided by all prompts where C or Assembler labels are entered. Type the first few letters of the name and press **Ctrl-N**. If the required label does not appear, repeat **Ctrl-N** to 'toggle' through the alternatives. This facility also works for a name in the middle of an expression.

Prompt Histories are provided to allow you to select from your history of prior entries. This information is saved when you exit the Debugger and restored for your next debugging session.

CPU Hardware Breaks can be used to cause the PlayStation CPU to stop when a specific memory location is read from or written to. Hardware breaks can be accessed by typing **Alt-B**.

Note that C or Assembler syntax can be used with this facility.

In Assembler mode you will be prompted for a mask value. This mask has 1 bit to enable, therefore a mask value of **-1 (\$FFFFFF)** will be the usual value to trap one particular address.

In C mode you only need to enter the **name** of your C variable; the Debugger will automatically calculate the correct address and mask value.

Using Debugger Windows

The following key strokes and mouse actions allow the programmer to exercise control over the Debugger display - note that a complete list of all key options is given later in the chapter.

Moving Between Windows

Use one of the following methods to move between Debugger windows:

- Press **F1**, followed by an up or down cursor key to point to the required window
- Press **Shift**, plus **up** or **down cursor** key
- Point and click at the required window

Selecting The Window Type

Use one of the following methods to change the type of the current window:

- Use the mouse to select the **SET TYPE** option from the **WINDOW** menu
- Press **Shift** and **F1**

In each case a selection window is presented. To choose the new type - use the mouse, type the initial letter or press the **TAB** key then **ENTER**.

Re-Sizing Windows

To change the size of a Debugger window:

1. Position the cursor in the required window
2. Press **F2**
3. Use the up or down cursor key to move the selected window edge to the desired size
4. Press **ENTER** to confirm

Press **Ctrl-Z** to re-present the original display.

Splitting An Existing Window

To add another window to the display:

1. Position the cursor in the required window
2. Press **F3**
3. Press a cursor key to specify the location of the new window

Note that the new window is the same type as the source window.

Joining Two Windows

To remove a Debugger window:

1. Position the cursor in the required window
2. Press **F4**
3. Use the up or down cursor key to select the window edge to be removed
4. Press **ENTER** to confirm

Moving The Cursor Within A Window

You can position the cursor by clicking at the new location with the left mouse button. The cursor control keys also allow the re-positioning of the cursor in the selected window, as follows:

- **Register Window** - Use the four arrow keys to move between register values; the **HOME** key positions the cursor in the top left register field.
- **Watch and Register Windows** - Use the four arrow keys to move between adjacent lines and characters; the **HOME** key positions the cursor in the top left character position.
- **Disassembly and Text Window** - Use the up and down arrows to move the highlight bar; the **HOME** key moves the line under the cursor to the top of the window.
- **Hex Window** - Use the four arrow keys to move between adjacent lines and bytes/words; the **HOME** key moves the byte/word under the cursor to the top left of the window.

Locking A Window

A window can be locked to dynamically display a specific memory region, by:

- Pressing **Alt-L** and entering an address or an expression which evaluates to an address in the input box;
- Selecting the **LOCK** option from the **WINDOW** menu;
- Pressing **Ctrl-L** to turn the lock on and off.
- Locking a display to the expression **&0**; this allows the Debugger to be started with a window pointing to an address or label specified on the command line - see chapter 11.

If a lock expression is set, but de-activated by **Ctrl-L**, the Debugger will start-up with the display initially positioned at the lock address, but the window start can subsequently be changed with the cursor keys etc. as normal.

General Mouse Usage

- Clicking the **left** mouse button re-positions the cursor at the site of the click. If the new position is in another window, this will become the active window.
- Clicking the **right** mouse button on a register in the **Register** window will open an Expression Input box.
- Clicking the **right** mouse button on a memory field in the **Hex** window will open an Expression Input box.
- Clicking the **right** mouse button on a line in the **Disassembly** window toggles a breakpoint.
- A window can be re-sized by clicking the **left** mouse button on a window edge and dragging it to the new position.
- Dragging a window border to the edge of the window deletes the window.

Keyboard Options

The following table is a complete list of keyboard options, categorised by function. Many of these functions are duplicated by Menu options.

Expressions At many points in the session, the Debugger will prompt for input - this can often take the form of an expression for evaluation. Expressions in the Debugger follow the same rules as the Assembler (see chapter 3), with the following exceptions:

- Assembly language expressions may contain processor registers.
- The Debugger assumes a default radix of hexadecimal, therefore, decimal numbers must be preceded by a # sign.
- Indirect addresses are indicated by square brackets [].
- When the Debugger gets an indirect datum, it assumes a (32 bit) long word; this can be overridden by using the @ sign together with **b** or **w** following the square bracket.

Prompts Each time that the Debugger requests input the reply is stored. These stored prompts form a history which can be accessed (and then edited) at data entry time via the **up** and **down** arrow keys. Note that, when the Debugger closes, the last ten historic entries in each class are stored in the Configuration File, and restored the next time that the Debugger is executed.

Leaving The Debugger

Ctrl-X Exit Debugger, without saving the current configuration
Alt-X Exit the Debugger and save the current configuration

Window Handling

F1 Move to next window
F2 Re-size Window
F3 Divide Window into two
F4 Delete Window
Shift-Arrows Move to selected Window
Ctrl-Z Zoom current Window; again to restore original display
Shift-F1 Select Window Type

Debug Control

| | |
|------------------|---|
| Ctrl-F2 | Re-download your CPE file to target and re-set PC |
| Esc | Halt the target, at first opportunity |
| Shift-Esc | Halt the target, turning off interrupts |
| Alt-R | Restore Registers from previous Save |
| Alt-I | Set the update interval; the interval is input in 18ths of a second, therefore, 18 means once a second, 9 means twice a second, etc |
| Alt-U | Toggle auto-update mode on or off |
| F6 | Run Target code until the instruction under the cursor is reached |
| F7 | Trace current instruction (or source line if in text display window) |
| F8 | Step-over current instruction; (as F7 but call instructions are stepped over) |
| F9 | Run target code from current program location |
| Shift-F9 | Set temporary breakpoint at user specified address and run from current location |

File Accessing

| | |
|------------------|---|
| < | Upload memory from the target to a named file on the PC |
| > | Download a file from the PC to the target memory |
| Shift-F10 | Load a new configuration file |

Miscellaneous

| | |
|--------------|---|
| F10 | Select a Menu Option |
| Alt-H | Hex Calculator; enter an expression to be evaluated |
| Alt-D | Display the amount of free memory |
| Alt-n | Switch to Virtual Screen <i>n</i> (1 - 9 plus 0= 10). |
| Alt-N | Label Continuation; enter first few letters from a label and press Alt-N to find first match. Repeated Alt-N cycles through all matches. |

Disassembly Window

| | |
|-------------------|--|
| Up/Down | Move highlight bar |
| Left/Right | Move display by one word |
| PgUP/Dn | Move display by a page |
| Home | Move display so that the highlighted line is at the top |
| Alt-G | Go to address specified in input window |
| Tab | Move the highlight bar to the Program Counter address |
| Shift-Tab | Make the Program Counter the same as the currently highlighted address |
| Alt-L | Lock the display to a specified address |
| Ctrl-L | Toggle Lock on or off |
| Ctrl-D | Disassembly memory to a PC text file |
| Ctrl-S | Search for a particular instruction fragment (as text, space as separator) |
| Ctrl-N | Continue search |

File and Source Windows

| | |
|---------------|--|
| Tab | Locate address of current PC and display corresponding source code |
| Alt-G | Locate source display to specified address |
| Alt-T | Override default tab settings for this window (prompts for a list of tab positions) |
| Ctrl-S | Search for a text string |
| Ctrl-N | Continue search |
| Alt-P | Specify source-file search path |

Breakpoints

| | |
|-----------------|--|
| Alt-C | Enter condition for the highlighted breakpoint |
| Ctrl-C | Enter count for the highlighted breakpoint |
| F5 | Turn highlighted breakpoint on or off |
| Shift-F5 | Clear all current breakpoints |
| Shift-F6 | Reset all current breakpoint counts |

Hex Window

| | |
|-----------------|---|
| Arrows | Move to adjacent byte/word/long word |
| PgUp/Dn | Move display by one page |
| Home | Move display so that currently highlighted byte/word/long word is at the top |
| Alt-W | Switch display between byte, word and long word |
| ENTER | Change contents of current location to the result of an expression; entered in an input window |
| 0-9, A-F | Directly change contents of highlighted location |
| + | Increment contents of highlighted location |
| - | Decrement contents of highlighted location |
| Alt-G | Go to address specified in input window |
| Alt-F | Move display to address contained in highlighted location |
| Ctrl-S | Search for a hex (or text if started with “ character) string (prompts for a space separated list of bytes/words/longs) |
| Ctrl-N | Continue search |

Register Window

| | |
|-----------------|--|
| Arrows | Move to next register |
| Home | Move to top left register |
| ENTER | Change contents of current register to the result of an expression; entered in an input window |
| 0-9, A-F | Directly change contents of highlighted register |

Watch Window

| | |
|-------------------|---|
| Up/Down | Move to next watch expression |
| Home | Move to top watch expression |
| Ins | Add a new watch expression |
| Del | Delete the highlighted watch expression |
| + | Opens information on the data under the cursor (structure, array etc.) or de-references the data if it is a pointer |
| - | Closes expanded information |
| Tab | Changes the <i>result display</i> format of a C expression under the cursor |
| Right/Left | Increments/Decrement array index under the cursor (currently only if not expanded with +) |

Var Window

| | |
|-------------------|---|
| Up/Down | Move to next watch expression |
| Home | Move to top watch expression |
| Ins | Add a new watch expression |
| Del | Delete the highlighted watch expression |
| + | Opens information on the data under the cursor (structure, array etc.) or de-references the data if it is a pointer |
| - | Closes expanded information |
| Tab | Changes the <i>result display</i> format of a C expression under the cursor |
| Right/Left | Increments/Decrements array index under the cursor (currently only if not expanded with +) |
| <> | (Also comma and dot) Crawls up and down the stack, adjusting the scope of current debugger display to that of calling functions. Top level is a 'C' callstack display. |

'C' Callstack Display

| | |
|--------------|--|
| > | (Also dot) Return to current scope |
| Enter | Display the variables of the scope under the cursor. |

The **DBUGPSX** menu affords easy mouse access to some of the commonest Debugger functions. Note that if no mouse is available, the Menu can still be accessed by pressing **F10**.

Debugging Your Program Using Psy-Q

To get you started with the Psy-Q DOS Debugger, this section provides a quick guide to some of its most important features. Follow this on-line with the simple C program **SAMPLE.C** (included with the software) and experiment with the Debugger commands.

Due to the confidential nature of the information subject to a Sony developer's license, we cannot provide example Playstation source code. This sample program does not refer to confidential Playstation hardware details; the intention is merely to demonstrate some of the Debugger features.

To build the demo, change into the **SAMPLE** directory and compile the program **SAMPLE.C** by entering the following command line:

```
ccpsx -g -O0 -Xo$80010000 sample.c -osample.cpe,sample.sym
```

This calls the CCPSX program to compile the C source. The **-g** switch tells CCPSX to produce full debugging information (necessary for Source Level debugging). The **-o** switch specifies the output filenames.

This example will output the executable file **SAMPLE.CPE** and the Symbol File **SAMPLE.SYM**.

At this stage you could execute the .CPE File by entering:

```
RUN SAMPLE
```

This would not be very useful however, as this example does not produce any PlayStation display; therefore, in order to examine the code you must debug the sample using DBUGPSX.

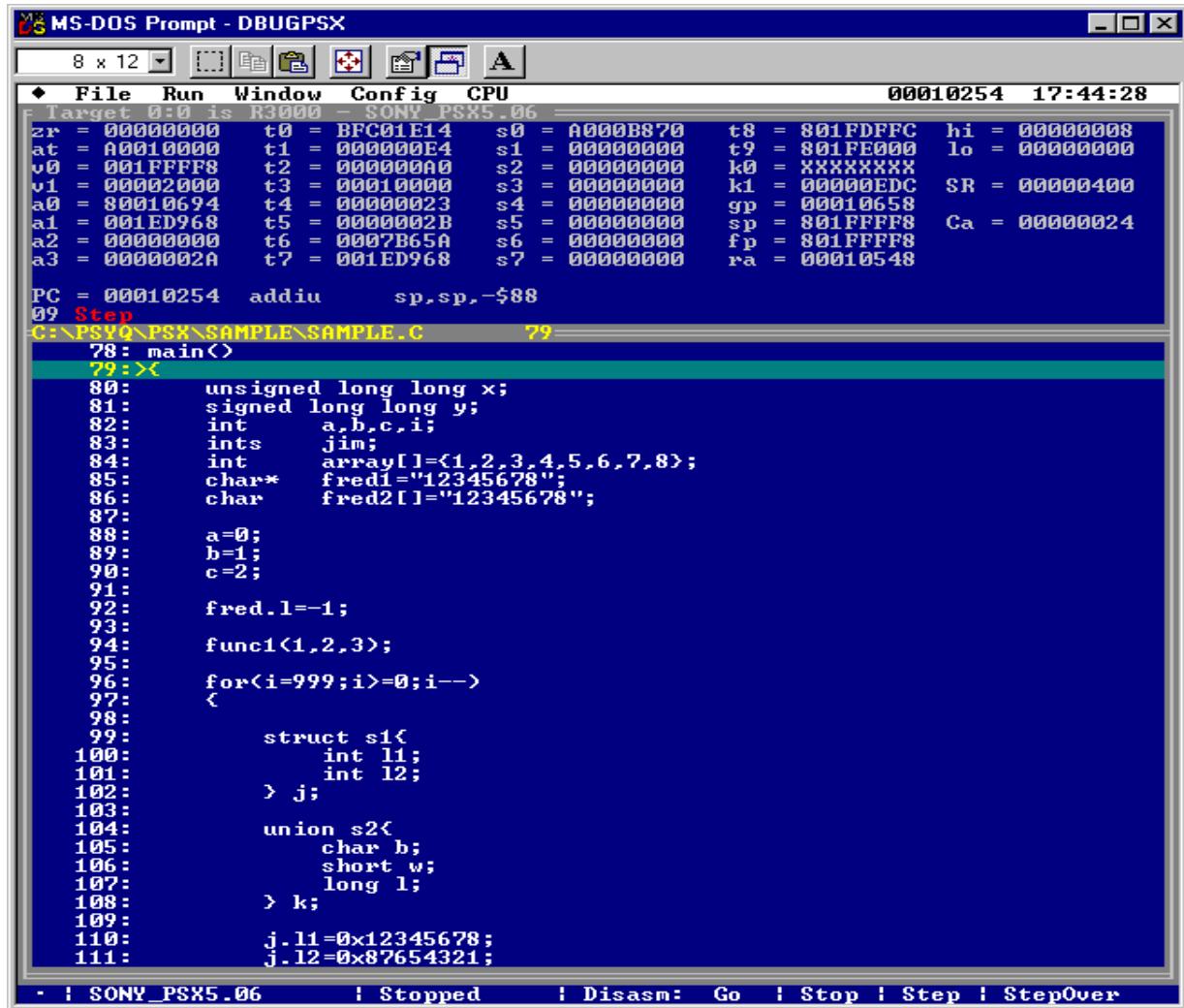
Start the Debugger by entering the following command line:

```
DBUGPSX sample /e
```

In this case, 'sample' specifies the name of the Symbol File. The **/e** switch causes the Debugger to also load the .CPE File (default = same name as the Symbol File but with a .SYM extension).

The Debugger will now start up and present the default layout. This is divided into two windows; the top will show the CPU Registers whilst the second will be a Disassembly display.

If however, the Debugger finds a standard Psy-Q C start-up, it will automatically run the program to the start of the C function `main()` and switch to C source mode; the lower window will then display this source code.



The screenshot shows the DBUGPSX debugger interface. The top window is titled 'MS-DOS Prompt - DBUGPSX' and displays the CPU Registers. The bottom window is titled 'C:\PSYQ\PSX\SAMPLE\SAMPLE.C' and displays the C source code. The source code window has the line '79: :>C' highlighted in yellow, indicating the current line of execution.

```

MS-DOS Prompt - DBUGPSX
8 x 12  File  Run  Window  Config  CPU  00010254  17:44:28
◆ File  Run  Window  Config  CPU
* Target 0:0 is R3000 - SONY PSX5.06
zr = 00000000  t0 = BFC01E14  s0 = 0000B870  t8 = 801FDFFC  hi = 00000008
at = 00010000  t1 = 000000E4  s1 = 00000000  t9 = 801FE000  lo = 00000000
v0 = 001FFFF8  t2 = 000000A0  s2 = 00000000  k0 = XXXXXXXX
v1 = 00002000  t3 = 00010000  s3 = 00000000  k1 = 00000EDC  SR = 00000400
a0 = 80010694  t4 = 00000023  s4 = 00000000  gp = 00010658
a1 = 001ED968  t5 = 0000002B  s5 = 00000000  sp = 801FFFF8  Ca = 00000024
a2 = 00000000  t6 = 0007B65A  s6 = 00000000  fp = 801FFFF8
a3 = 0000002A  t7 = 001ED968  s7 = 00000000  ra = 00010548
PC = 00010254  addiu    sp,sp,-$88
09 Step
C:\PSYQ\PSX\SAMPLE\SAMPLE.C  79
78: main()
79: :>C
80:     unsigned long long x;
81:     signed long long y;
82:     int a,b,c,i;
83:     ints jim;
84:     int array[]={1,2,3,4,5,6,7,8};
85:     char* fred1="12345678";
86:     char fred2[]="12345678";
87:
88:     a=0;
89:     b=1;
90:     c=2;
91:
92:     fred.l=-1;
93:
94:     func1<1,2,3>;
95:
96:     for<i=999;i>=0;i-->
97:
98:
99:         struct s1{
100:             int l1;
101:             int l2;
102:         } j;
103:
104:         union s2{
105:             char b;
106:             short w;
107:             long l;
108:         } k;
109:
110:         j.l1=0x12345678;
111:         j.l2=0x87654321;

```

CPU Register and Source Windows

If the Source window is not already displayed, select it by:

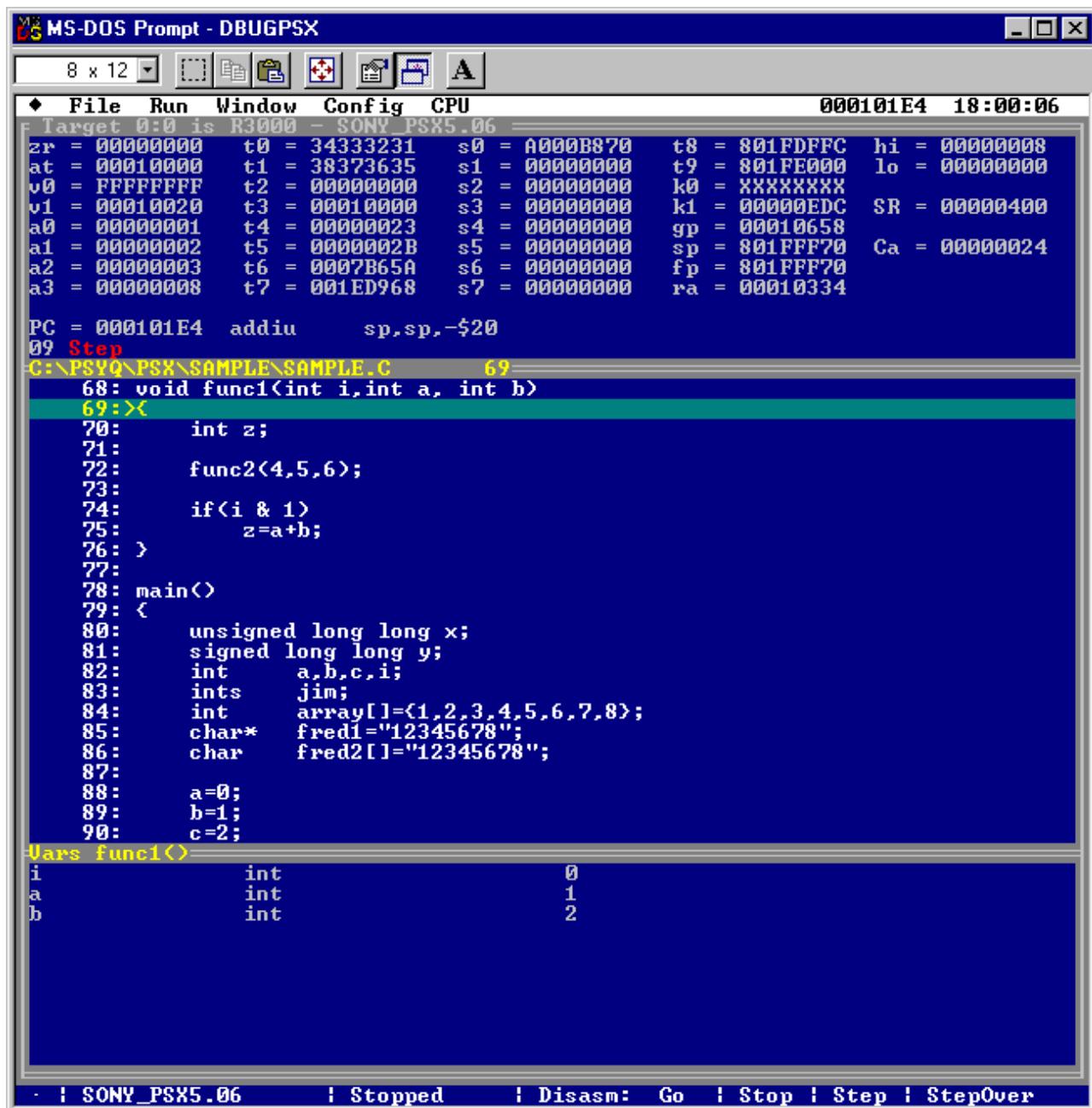
- Clicking the lower window with the mouse or
- Pressing **Shift** and a cursor key to change to an adjoining window

From this window you can single step and set breakpoints in your source code.

To View Local Variables

Split the current window by pressing **F3** and down arrow. Change to the lower window (by Shift-arrow **or** clicking on it with the mouse) and then make this a **VARiable** window (**Shift-F1, V**).

Now return to the Source window and press **F7** several times until you trace into another function. As you trace through the program, notice that the variable scope changes and that the Var window always displays the current local variables.



The screenshot shows the DBUGPSX interface with two windows. The main window is the Source window, displaying assembly code and C source code for a function named func1. The assembly code includes instructions like addiu, subiu, and moviu, along with memory addresses and register values. The C source code shows function definitions and variable declarations. The lower window is the Var window, titled 'Vars func1()', showing local variables i, a, and b with their current values (0, 1, 2 respectively). The status bar at the bottom provides navigation and status information.

```

MS-DOS Prompt - DBUGPSX
File Run Window Config CPU 000101E4 18:00:06
Target 0:0 is R3000 - SONY PSX5.06
zr = 00000000 t0 = 34333231 s0 = A000B870 t8 = 801FDFFC hi = 00000008
at = 00010000 t1 = 38373635 s1 = 00000000 t9 = 801FE000 lo = 00000000
v0 = FFFFFFFF t2 = 00000000 s2 = 00000000 k0 = XXXXXXXX
v1 = 00010020 t3 = 00010000 s3 = 00000000 k1 = 00000EDC SR = 00000400
a0 = 00000001 t4 = 00000023 s4 = 00000000 gp = 00010658
a1 = 00000002 t5 = 0000002B s5 = 00000000 sp = 801FFF70
a2 = 00000003 t6 = 0007B65A s6 = 00000000 fp = 801FFF70
a3 = 00000008 t7 = 001ED968 s7 = 00000000 ra = 00010334

PC = 000101E4 addiu sp,sp,-$20
09 Step
C:\PSYQ\PSX\SAMPLE\SAMPLE.C 69
68: void func1(int i,int a, int b)
69: XC
70:     int z;
71:
72:     func2(4,5,6);
73:
74:     if(i & 1)
75:         z=a+b;
76:     }
77:
78: main()
79: {
80:     unsigned long long x;
81:     signed long long y;
82:     int a,b,c,i;
83:     int jim;
84:     int array[]={1,2,3,4,5,6,7,8};
85:     char* fred1="12345678";
86:     char fred2[]="12345678";
87:
88:     a=0;
89:     b=1;
90:     c=2;
Vars func1()
i          int          0
a          int          1
b          int          2

```

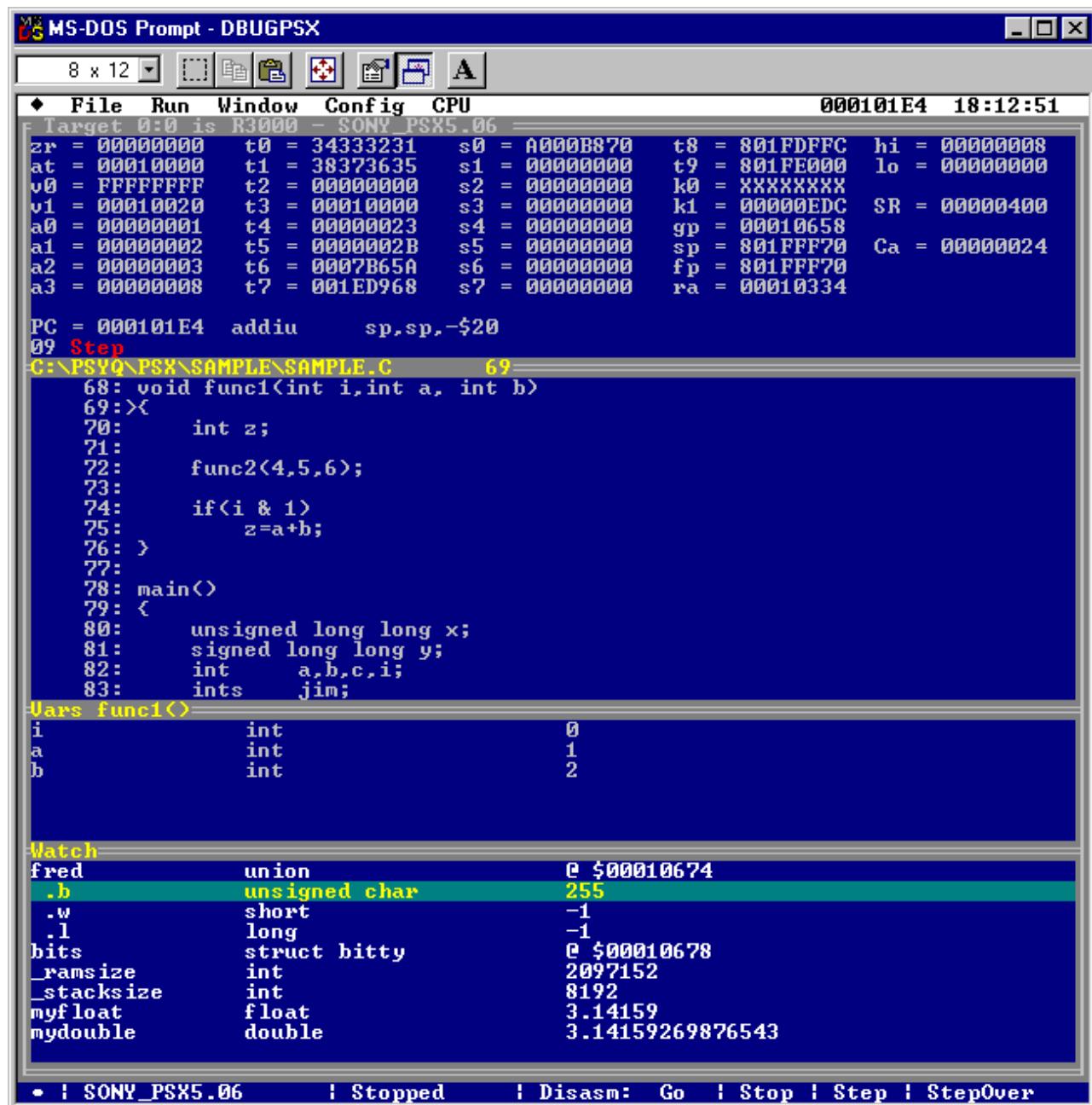
! SONY_PSX5.06 ! Stopped ! Disasm: Go ! Stop ! Step ! StepOver

Source Window and Var Window showing Local Variables

To View Global Variables

Create another window and set its type to **Watch**; now press **Alt-G** to enter all your global variables in this window. You can also enter specific C or Assembler expressions (global and local) at the cursor position by pressing **INSert**. Entries can be deleted using **DELet**e.

In both the Var and Watch windows, you can de-reference pointers and arrays or open up structures, unions and enums by placing the cursor over the relevant entry and pressing '+' on the numeric keypad. Close them again by pressing '-'.



The screenshot shows the DBUGPSX debugger interface with multiple windows:

- Top Window (CPU):** Shows assembly code for a function named `func1`. The code includes `func2` calls and variable assignments. The assembly code is as follows:

```

68: void func1(int i,int a, int b)
69:>{
70:     int z;
71:
72:     func2(4,5,6);
73:
74:     if(i & 1)
75:         z=a+b;
76: }
77:
78: main()
79: <
80:     unsigned long long x;
81:     signed long long y;
82:     int     a,b,c,i;
83:     int    jim;

```
- Watch Window:** Shows global variables for the target `SONY_PSX5.06`. The variables listed are:

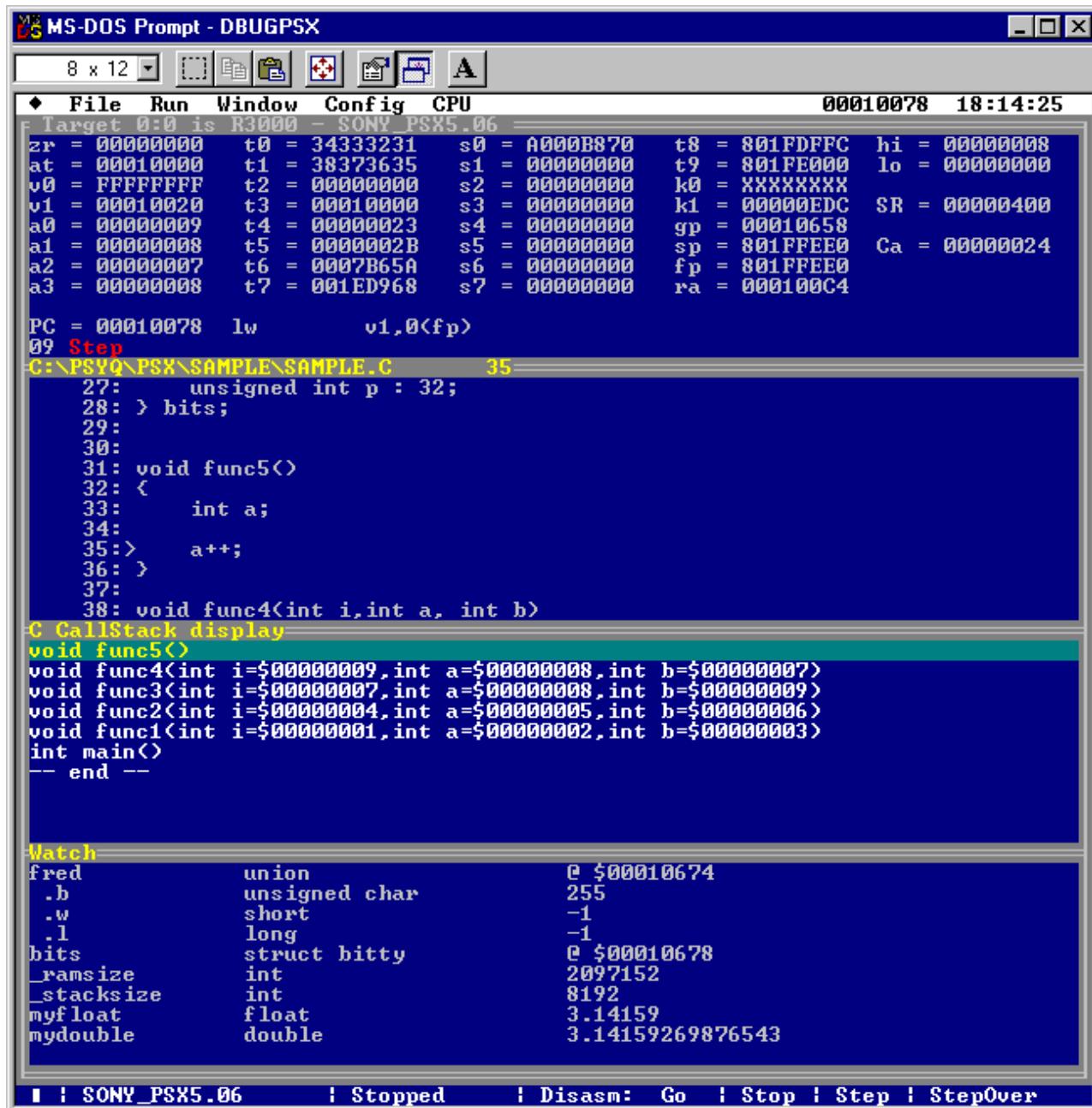
| Variable | Type | Value |
|-------------------------|---------------------------|-------------------------------|
| <code>fred</code> | union | <code>0 \$00010674</code> |
| <code>.b</code> | unsigned char | <code>255</code> |
| <code>.w</code> | short | <code>-1</code> |
| <code>.l</code> | long | <code>-1</code> |
| <code>bits</code> | struct <code>bitty</code> | <code>0 \$00010678</code> |
| <code>_ramsize</code> | int | <code>2097152</code> |
| <code>_stacksize</code> | int | <code>8192</code> |
| <code>myfloat</code> | float | <code>3.14159</code> |
| <code>mydouble</code> | double | <code>3.14159269876543</code> |
- Bottom Status Bar:** Shows the target `SONY_PSX5.06`, the state `Stopped`, and control buttons for Disasm, Go, Stop, Step, and StepOver.

Opened Up Structures In Watch Window

Return to the Source window and continue tracing through the program (**F7**); now re-select the Var window again. If you press **<** or **>** (or comma and dot without Shift), you can 'crawl' up and down the current C callstack.

> from the current scope will take you to the scope of the function which called the current function
 < from the current scope will take you to a complete dump of the C callstack - (a list of called functions and their parameters)

Select a particular stack level with the cursor and press **Enter** to expand the callstack scope to display all its variables.



The screenshot shows the DBUGPSX interface in an MS-DOS window. The CPU register dump at the top shows various registers with their values. The assembly code window below shows the source code of a C program with line numbers and assembly mnemonics. The callstack window is highlighted in yellow and displays the current callstack structure. The watch list window at the bottom shows variables and their current values.

Registers:

```

◆ File Run Window Config CPU
00010078 18:14:25
Target 0:0 is R3000 - SONY PSX5.06 =
r0 = 00000000 t0 = 34333231 s0 = A000B870 t8 = 801FDFEC hi = 00000008
at = 00010000 t1 = 38373635 s1 = 00000000 t9 = 801FE000 lo = 00000000
v0 = FFFFFFFF t2 = 00000000 s2 = 00000000 k0 = XXXXXXXX
v1 = 00010020 t3 = 00010000 s3 = 00000000 k1 = 00000EDC SR = 00000400
a0 = 00000009 t4 = 00000023 s4 = 00000000 gp = 00010658
a1 = 00000008 t5 = 0000002B s5 = 00000000 sp = 801FFEE0 Ca = 00000024
a2 = 00000007 t6 = 0007B65A s6 = 00000000 fp = 801FFEE0
a3 = 00000008 t7 = 001ED968 s7 = 00000000 ra = 000100C4

PC = 00010078 lw v1,0<fp>
09 Step

```

Source Code:

```

C:\PSYQ\PSX\SAMPLE\SAMPLE.C 35
27:     unsigned int p : 32;
28: > bits;
29:
30:
31: void func5()
32: {
33:     int a;
34:
35:>     a++;
36: }
37:
38: void func4(int i,int a, int b)

```

CallStack display:

```

void func5()
void func4(int i=$00000009,int a=$00000008,int b=$00000007)
void func3(int i=$00000007,int a=$00000008,int b=$00000009)
void func2(int i=$00000004,int a=$00000005,int b=$00000006)
void func1(int i=$00000001,int a=$00000002,int b=$00000003)
int main()
-- end --

```

Watch:

| | | |
|------------|---------------|------------------|
| fred | union | 0 \$00010674 |
| .b | unsigned char | 255 |
| .w | short | -1 |
| .l | long | -1 |
| bits | struct bitty | 0 \$00010678 |
| _ramsize | int | 2097152 |
| _stacksize | int | 8192 |
| myfloat | float | 3.14159 |
| mydouble | double | 3.14159269876543 |

Bottom Bar:

```

! ! SONY_PSX5.06 ! Stopped ! Disasm: Go ! Stop ! Step ! StepOver

```

Expanded Callstack Scope

Useful Debugging Commands

| |
|---|
| F5 - Toggle breakpoint at cursor (Source or Disassembly) |
| F6 - Run to current cursor location (Source or Disassembly) |
| F7 - Single step (Source or Disassembly) |
| F8 - Step-over (i.e. break on next instruction or source line) |
| F9 - Run |
| ESC - Stop |

If your program is running around an endless loop and you have hardware interrupt support enabled (this requires an appropriate downloader version on the target), you can press **ESC** at any time to stop the target. If you do not have hardware interrupt support enabled, you can still stop the target if you have a pollhost () call in a suitable location, for example your program main loop or a regular interrupt handler.

For further details of the Debugger please refer to the earlier part of this chapter and keep an eye on the Psy-Q BBS for further updates.

CHAPTER 12

The PSYLINK Linker

The Psy-Q Linker **PSYLINK** is a fully-featured linker which works with all processor types. It facilitates the splitting of complex programs into separate, manageable sub-programs which can be recombined by **PSYLINK** into a final, single application.

This chapter discusses the linker together with the Librarian utility, under the following headings:

- **Command Line Syntax**
- **Linker Command Files**
- **XDEF, XREF and PUBLIC**
- **GLOBAL**

The Linker-associated Assembler directives are repeated here for ease of reference.

PSYLINK Command Line

Description The **PSYLINK** link process is controlled by a series of parameters on the command line, and by the contents of a Linker command file. The syntax for the command line is as follows:

Syntax **PSYLINK** [*switches*] *objectfile(s),output,symbolfile,mapfile,libraries*

If a parameter is omitted, the separating comma must still appear unless it is the last parameter of the line.

Switches Switches are preceded by a forward slash (/), and are as follows:

| | |
|-----------------------------|--|
| /a | Set C variable alignment to 2 bytes. |
| /c | Tells the linker to link case sensitive; if it is omitted, all names are converted to upper case. |
| /d | Debug Mode - perform link only. |
| /e <i>symb=value</i> | Assigns value to symbol. |
| /i | Invokes a window containing Link details. |
| /l <i>path</i> | Specify path to search for library files. |
| /m | Output all external symbols to the map file. |
| /n <i>maximum</i> | Set the maximum number of object files, or library modules, that can be linked, 1 to 32768; default = 256 Higher values require larger amounts of memory. |
| /o <i>address</i> | Set an address for an ORG statement. |
| /p | Output padded pure binary object code; ORGed sections of code are separated with random data. (equivalent of /pb switch on assembler) |
| /ps | Output ASCII representation of binary file in Motorola <i>s-record</i> format. |

| | |
|-------------------|---|
| /s | All sections must be in defined groups. |
| /u <i>number</i> | Specify the <i>unit number</i> in a multi-processor target. |
| /v | Enable automatic overlay recognition by the Debugger. |
| /wl | Warn of multiple definitions in libraries. |
| /wm | Warn of multiple declarations of the same C variable. |
| /x <i>address</i> | Set address for the program to commence execution. |
| /z | Clear all requested BSS memory sections. |

Objectfile(s) A list of object files, output by the Assembler using the /l option. File names are separated by spaces or plus (+) signs; if the file starts with an @ sign, it signifies the name of a Linker command file - See below for a description of the format.

Output The destination file for the linked code; if omitted no output code is produced. If the output file name is in the format Tn:, the linked code is directly sent to the target machine - *n* specifies the SCSI device number.

Symbolfile The destination file for the symbol table information used by the Debugger.

Mapfile The destination file for map information.

Libraryfiles Library files available - see The PSYLIB Librarian chapter for further information.

Linker Command Files

Command files contain instructions for the Linker, about source files and how to organise them. The Linker command file syntax is much like the Assembler syntax, with the following commands available:

| | | | |
|-----------------|------------------|---------------------|--|
| Commands | INCLUDE | <i>filename</i> | Specify name of object file to be read. |
| | INCLIB | <i>filename</i> | Specify library file to use |
| | ORG | <i>address</i> | Specify ORG address for output |
| | WORKSPACE | <i>address</i> | Specify new target workspace address |
| <i>name</i> | EQU | <i>value</i> | Equate name to value |
| | REGS | <i>pc=address</i> | Set initial PC value |
| <i>name</i> | GROUP | <i>attributes</i> | Declare group |
| <i>name</i> | SECTION | <i>attributes</i> | Declare section with attributes |
| | SECTION | <i>name[,group]</i> | Declare section, and optionally specify its group |
| <i>name</i> | ALIAS | <i>oldname</i> | Specify an ALIAS for a symbol name |
| | UNIT | <i>unitnum</i> | Specify destination unit number; this must always be 0 for the PlayStation. |

Group attributes:

| | |
|-----------------------------|--|
| BSS | group is uninitialized data |
| ORG(<i>address</i>) | specify group's org address |
| OBJ(<i>address</i>) | specify group's obj address |
| OBJ() | group's obj address follows on from previous group |
| OVER(<i>group</i>) | overlay specified group |
| FILE("filename") | write group's contents to specified file |
| SIZE(<i>maxsize</i>) | specify maximum allowable size |

Remarks

- Sections within a group are in the order that section definitions are encountered in the command file or object/library files.
- Any sections that are not placed in a specified group will be grouped together at the beginning of the output.
- Groups are output in the order in which they are declared in the Linker command file or the order in which they are encountered in the object and library files.
- Sections which are declared with attributes, (i.e. not in a group) in either the object or library files, may be put into a specified group by the appropriate declaration in the Linker command file.

Examples

```
include  "inp.obj"
include  "sort.obj "
include  "out.obj"

org      1024
regs    pc=progstart

comdata  group   word
code     group   word
bssdata  group   bss

section  data1,comdata
section  data2,comdata

section  code1,code
section  code2,code

section  tables,bssdata
section  buffers,bssdata
```

GLOBAL

Description The **GLOBAL** directive allows a symbol to be defined which will be treated as either an **XDEF** or an **XREF**. If a symbol is defined as **GLOBAL** and is later defined as a label, it will be treated as an **XDEF**. If the symbol is never defined, it will be treated as an **XREF**.

Syntax **GLOBAL** *symbol[,symbol]*

See Also **XREF, XDEF, PUBLIC**

Remarks This is useful in header files because it allows all separately assembled modules to share one header file, defining all global symbols. Any of these symbols later defined in a module will be **XDEFed**, the others will be treated as **XREFs**.

XDEF, XREF and PUBLIC

Description If several sub-programs are being linked, to refer to symbols in a sub-program which are defined in another sub-program, use XDEF, XREF and PUBLIC.

| | | |
|---------------|---------------|------------------------|
| Syntax | XDEF | <i>symbol[,symbol]</i> |
| | XREF | <i>symbol[,symbol]</i> |
| | PUBLIC | on |
| | PUBLIC | off |

Remarks

- In the sub-program where symbols are initially defined, the **XDEF** directive is used to declare them as externals.
- In the sub-program which refers the symbols, the **XREF** directive is used to indicate that the symbols are in a another sub-program.
- The Assembler does not completely evaluate an expression containing an **XREFed** symbol; however, resolution will be effected by the linker.
- Specifying a *size* of **w** on the **XREF** directive indicates that the symbol can be accessed using absolute word addressing.
- The **PUBLIC** directive allows the programmer to declare a number of symbols as externals. With a parameter of **on**, it tells the Assembler that all further symbols should be automatically **XDEFed**, until a **PUBLIC off** is encountered.

Examples Sub-program A contains the following declarations :

```
xdef      Scores,Scorers
xref.w    PointsTable
...
```

The corresponding declarations in sub-program B are:

```
xdef      PointsTable
xref      Scores,Scorers
...
Origin   public   on
          =        MainChar
Force    dcw      speed*origin
Rebound  dcw      45*angle
          public  off
```

Example Linker Command File for GNU C Program

```
          org      $80010000
text      group
bss       group      bss

          section   .rdata, text
          section   .text, text
          section   .ctors, text
          section   .dtors, text
          section   .data, text
          section   .sdada, text
          section   .sbss, bss

          include   objfile1.obj
          include   objfile2.obj

c:psxliblibsns.lib

regs      PC=_ _SN_ENTRY_POINT
```


CHAPTER 13

The PSYLIB Librarian

If the Linker cannot find a symbol in the files produced by the Assembler, it can be instructed by a Linker command line option to search one or more object module Library files.

This chapter discusses Library usage and the **PSYLIB** library maintenance program:

- **PSYLIB Command Line Syntax**
- **Using the Library feature**

PSYLIB Command Line

Description The Library program, **PSYLIB.EXE**, adds to, deletes from, lists and updates libraries of object modules.

Syntax **PSYLIB** [*switches*] *library module...module*

where switches are preceded by a forward slash (/), and separated by commas.

See Also **PSYLINK**

Switches

| | |
|-----------|--|
| /a | Add the specified modules to the library |
| /d | Delete the specified module from the library |
| /l | List the modules contained in the library |
| /u | Update the specified modules in the library |
| /x | Extract the specified modules from the library |

Library The name of the file to contain the object module library.

Module list The object modules involved in the library maintenance.

Using the Library feature

- To incorporate a Library at link time, specify a library file on the Linker command line - see chapter 12.
- If the Linker locates the required external symbol in a nominated library file, the module is extracted and linked with the object code output by the Assembler.

CHAPTER 14

The CCPSX Build Utility

CCPSX is a *build* utility to execute the C Compiler, Assembler and Linker.

CCPSX makes use of the **ASPSX** Assembler to process the assembly syntax produced by the GNU C Compiler. It is discussed in the following sections:

- **CCPSX Command Line**
- **Source Files**

CCPSX Command Line

Description **CCPSX.EXE** is a utility that simplifies the process of running the separate 'C' compiler passes and then assembling and linking the compiler output. Using **CCPSX** you need only specify the input files and what output format you require, and then **CCPSX** itself will execute the tools required to generate the output.

Syntax **CCPSX** [*options / filename[,filename...]*]

The command line consists of a sequence of control options and source file names. *Options* are preceded by a minus sign (-), and *filenames* are separated by commas.

Long command lines can be stored in separate control files. These can then be used on the command line by using a '@' sign in front of the control file name.

Options *Control*

| | |
|---------------|--|
| -E | Pre-process only. If no output file is specified output is send to the screen. |
| -S | Compile to assembler source |
| -c | Compile to object file. If an output file is specified, then all output is sent to this file. Otherwise it saved as the source file name with an .OBJ extension. |
| -Ipath | Specify extra include path for pre-compiler |

Debug

| | |
|--------------|---|
| -g... | Generate debug information for source level debugging |
|--------------|---|

Optimisation

| | |
|------------------|--|
| -O0 | No optimisation (default) |
| -O or -O1 | Standard level of optimisation |
| -O2 | Full optimisation |
| O3 | Full optimisation and function in-lining |

General

| | |
|-------------------|--|
| -W... | Suppress all warnings |
| -Dname=val | Define pre-processor symbol <i>name</i> , and optionally to the value specified. |
| -Uname | Undefine the pre-defined symbol <i>name</i> before pre-processing starts |
| -v | Print all commands before execution |
| -f... | Compiler option |
| -m... | Machine specific option |

Linker

- l*libname*** Include specified library *libname* when linking
- X...** Specify linker option
- o*destin*** Specify the destination. Either a file (e.g. *prog.cpe*), or target (e.g. *t0:*) can be specified

See GNU C documentation for full description

Example `CCPSX -v -g -Xo$80010000 main.c -omain.cpe,main.sym`

This example will execute the compiler to compile the source file **MAIN.C**, then run **ASPSX** to produce the object file and finally will run **PSYLINK** to produce an executable and symbol file (**MAIN.CPE** and **MAIN.SYM** respectively) **ORGd** to the specified address. The **-v** switch will cause **CCPSX** to echo all commands it executes to stdout. The **-g** switch will request full debug info in the symbol file.

`CCPSX @main.cf -omain`

This will force CCPSX to use the contents of the **MAIN.CF** file on the command line, before the **-o** option.

Source Files

The specified source files can be either C or assembler source files, or object files. CCPSX decides how to deal with a source file based on the files extension. The following table describes how each file extension is processed:

| | |
|---------------------|---|
| .C | Passed through C pre-processor, C compiler, Assembler, Linker |
| .I | Passed through C compiler, Assembler, Linker |
| .CC | Passed through C pre-processor, C++ compiler, Assembler, Linker |
| .CPP | Passed through C pre-processor, C++ compiler, Assembler, Linker |
| .II | Passed through C++ compiler, Assembler, Linker |
| .IPP | Passed through C++ compiler, Assembler, Linker |
| .ASM | Passed through C compiler, Assembler, Linker |
| .S | Passed through Assembler, Linker |
| <i>other</i> | Passed through Linker |

Remarks

- The PC file system is not case sensitive and so the case of the extension has no effect.
- Various command line switches can stop processing at any stage, eliminating linking, assembling or compiling.
- The **-x** option can be used to override the automatic selection of action based on file extension.
- Files with extensions that are not recognised are treated as object files and passed to the linker. This includes **.OBJ** files, the standard object file extension.
- Several different source files, which may have different file extensions, may be placed on the command line.

CHAPTER 15

The PSYMAKE Utility

PSYMAKE is a make utility for MS-DOS which automates the building and rebuilding of computer programs. It is general purpose and not limited to use with the **Psy-Q** system. The utility is discussed under the following headings:

- **Command Line Syntax**
- **Format of the Makefile**

PSYMAKE Command Line

Description **PSYMAKE** only rebuilds the components of a system that need rebuilding. Whether a program needs rebuilding is determined by the file date stamps of the target file and the source files that it depends on. Generally, if any of the source files are newer than the target file, the target file will be rebuilt.

Syntax **PSYMAKE** [*switches*] [*target file*]

or

PSYMAKE @*makefile.mak*

Switches Valid switch options are :

| | |
|------------------------------|---|
| /b | Build all, ignoring dates |
| /d <i>name=string</i> | Define name as string |
| /f <i>filename</i> | Specify the MAKE file |
| /i | Always ignore error status |
| /q | Quiet mode; do not print commands before executing them |
| /x | Do not execute commands - just print them |

If no **/f** option is specified, the default makefile is **MAKEFILE.MAK**; if no extension is specified on the makefile name **.MAK** will be assumed.

If no target is specified, the first target defined in the makefile will be built.

Contents of the Makefile

The Makefile consists of a series of commands, governed by explicit rules, known as dependencies, and implicit rules. When a target file needs to be built, **PSYMAKE** will first search for a dependency rule for that specific file. If none can be found, **PSYMAKE** will use an implicit rule to build the target file.

Dependencies:

A dependency is constructed as follows :

```
targetfile : [sourcefiles]
    [command
    ...
    command ]
```

- The first line instructs **PSYMAKE** that the file "*targetfile*" depends on the files listed as "*sourcefiles*".
- If any of the source files are dated later than the target file, or the target file does not exist, **PSYMAKE** will issue the commands that follow in order to rebuild the target file.
- If no source files are specified, the target file will always be rebuilt.
- If any of the source files do not exist, **PSYMAKE** will attempt to build them first before issuing the commands to build the current target file. If **PSYMAKE** cannot find any rules defining how to build a required file, it will stop and report an error.

The target file name must start in the left hand column. The commands to be executed in order to build the target must all be preceded by white space (either space or tab characters). The list of commands ends at the next line encountered with a character in the leftmost column.

Examples `main.cpe: main.PSX incl.h inc2.h
ASMPSX main,main`

This tells **PSYMAKE** that *main.cpe* depends on the files *main.PSX*, *incl.h* and *inc2.h*. If any of these files are dated later than *main.cpe*, or *main.cpe* does not exist, the command "ASMPSX main,main" will be executed in order to create or update *main.cpe*.

```
main.cpe: main.PSX incl.h inc2.h  
ASMPSX /l main,main,main  
psylink main,main
```

Here, two commands are required in order to rebuild *main.cpe*.

Implicit Rules

If no commands are specified, **PSYMAKE** will search for an implicit rule to determine how to build the target file. An implicit rule is a general rule stating how to derive files of one type from another type; for instance, how to convert **.ASM** files into **.EXE** files.

Implicit rules take the form:

```
.<source extension>.<target extension>:  
  command  
  [...  
  command ]
```

Each *<extension>* is a 1, 2 or 3 character sequence specifying the DOS file extension for a particular class of files.

At least one command must be specified.

Examples `.s.bin:
 asmPSX /p $*,$*`

This states that to create a file of type **.bin** from a file of type **.S**, the **asmPSX** command should be executed. (See below for an explanation of the **\$*** substitutions.)

Executing commands:

Once the commands to execute have been determined, **PSYMAKE** will search for and invoke the command. Search order is:

- current directory;
- directories in the path.

If the command cannot be found as *A*.EXE or *A*.COM file or the command is *A*.BAT file, **PSYMAKE** will invoke COMMAND.COM to execute the command/batch file. This enables commands like CD and DEL to be used.

Command prefixes:

The commands in a dependency or implicit rule command list, may optionally be prefixed with the following qualifiers :

@ - suppress printing of command before execution
- number - abort if exit status exceeds specified level
- - (without number) ignore exit status (never abort)

- Normally, unless */q* is specified on the command line, **PSYMAKE** will print a command before executing it. If the command is prefixed by *@*, it will not be printed.
- If a command is prefixed with a hyphen followed by a number, **PSYMAKE** will abort if the command returns an error code greater than the specified number.
- If a command is prefixed with a hyphen without a number, **PSYMAKE** will not abort if the command returns an error code.
- If neither a hyphen or a hyphen+number is specified, and */i* is not specified on the command line, **PSYMAKE** will abort if the command returns an error code other than 0.

Macros A macro is a symbolic name which is equated to a piece of text. A reference to that name can then be made and will be expanded to the assigned text. Macros take the form:

name = *text*

- The *text* of the macro starts at the first non-blank character after the equals sign (=), and ends at the end of the line.
- Case is significant in macro names.
- Macro names may be redefined at any point.
- If a macro definition refers to another macro, expansion takes place at time of usage.
- A macro used in a rule is expanded immediately.

Examples `FLAGS = /p /s`

```
...
.68k.bin:
    ASMPSX $(FLAGS) /p $*,$*
```

The `$(FLAGS)` in the `ASMPSX` command will be replaced with `/p /s`.

Pre-defined macros:

The following pre-defined macros all begin with a dollar sign and are intended to aid file usage:

| | |
|----------------|--|
| \$d | Defined Test Macro, e.g.: |
| | <code>!if \$d(MODEL)</code> |
| | <code># if MODEL is defined ...</code> |
| \$* | Base file name with path, e.g. <code>C:\PSYQ\TEST</code> |
| \$< | full file name with path, e.g. <code>C:\PSYQ\TEST.S</code> |
| \$: | path only, e.g. <code>C:\PSYQ</code> |
| \$. | full file name, no path, e.g. <code>TEST.S</code> |
| \$& | base file name, no path, e.g. <code>TEST</code> |

The filename pre-defined macros can only be used in command lists of dependency and implicit rules.

Directives: The following directives are available:

```
!if      expression
!elseif  expression
!else
!endif
```

These directives allow conditional processing of the text between the *if*, *elseif*, *else* and *endif*. Any non-zero expression is *true*; zero is *false*.

!error *message* Print the message and stop.

!undef *macroname* Undefines a macro name.

Expressions: Expressions are evaluated to 32 bits, and consist of the following components :

| | |
|--------------------------|---|
| Decimal Constants | e.g. 1 10 1234 |
| Hexadecimal | e.g. \$FF00 \$123abc |
| Monadics | - ~ ! |
| Dyadics | + - * / % > < & ^ && > < >= <= == (or =) != (or <>) |

The operators have the same meanings as they do in the C language, except for = and <>, which have been added for convenience.

Value assignment:

Macro names can be assigned a calculated value; for instance:

```
NUMFILES == $(NUMFILES)+1
```

(Note **two** equals signs in value assignment)

This evaluates the right hand side, converts it to a decimal ascii string and assigns the result to the name on the left.

In the above example, if *NUMFILES* was currently "42", it will now be "43".

Note *NUMFILE* = \$(NUMFILES)+1

would have resulted in *NUMFILES* becoming "42+1".

Undefined macro names convert to '0' in expressions and null string elsewhere.

Comments:

Comments are introduced by a hash mark (#):

```
main.exe: main.psx  # main.exe only depends
               # on main.psx

               # whole line comment
```

Line continuation:

A command too long to fit on one line may be continued on the next by making '\' the last character on the line, with no following spaces/tabs:

```
main.exe : main.psx i1.h i2.h \
           i3.h i4.h
```

CHAPTER 16

Psy-Q Debugger for Windows 95

Introduction

The Psy-Q Debugger for Windows '95 takes advantage of the new range of 32-bit operating systems available for PCs; it provides full source level as well as traditional symbolic debugging and supports and enhances all the power of the DOS-based version plus the advantages of a multi-tasking GUI environment.

It helps you to detect, diagnose and correct errors in your programs via the step and trace facilities, with which you can examine local and global variables, registers and memory.

Breakpoints can be set wherever you need them at C and Assembler level and if required, these breaks can be made conditional on an expression. Additionally, selected breakpoints can be disabled for particular runs.

The Debugger employs drop-down menus, tool buttons, keyboard shortcuts and pop-up menus to help you debug quickly and intuitively.

Projects

The Debugger uses Projects to group together details of Files, Targets, Units, Views and other settings and preferences. All this information is saved and made available for your next debugging session.

Views

The Debugger offers the functionality of splitting the screen into a number of Panes, each displaying discreet or linked information. This information is available within a View, or document window (MDI Child). Each View can be split horizontally or vertically into the number of Panes you require and each Pane can be set to show a specific type of information.

You can have as many combinations of either tiled Panes or overlapping Views as you choose.

Your choice of Views depends on the level at which you are debugging. For example, it is appropriate to use a Register Pane for assembler debugging and a Local Pane when debugging in C.

Individual Views can be saved on disk for subsequent use in other Projects. However, when you close the Debugger and then re-start a session, your previous screen set-up will initially be displayed automatically.

Colour Schemes

To aid identification, a **separate** colour scheme can be allocated to the Views used by each Unit that you reference. Alternatively, the same colour can be allocated to **all** Views.

Files

The Symbol Files you require are located and loaded by the Debugger and the relevant CPE and Binary Files are downloaded to the Target. Where a multi-unit system is in use you must also specify the Unit where Symbol and Binary Files are to be loaded.

Dynamic Update

Changes in memory are highlighted on each display update, showing which areas of memory are being altered as the Target is being run and you are stepping and tracing your code.

The following topics are discussed in this chapter:

| |
|--------------------------------------|
| On-line Help |
| Installing the Debugger |
| Launching the Debugger |
| The Psy-Q File Server |
| Connecting the Target and Unit |
| Project Management |
| Psy-Q Debugger Productivity Features |
| Views |
| Panes |
| Debugging Options |
| Closing the Debugger |

On-line Help Available For The Debugger

Help text describing the features covered in this chapter, can also be accessed on-line via the Help menu on the main menu.

Selecting these options will result in the following:

- Contents will display the Contents page of the help system in the left-hand side of the screen. Clicking any of the underlined topics will provide further information about the relevant subject.
- Pane Types and the required Pane will directly access relevant text for the chosen Pane.
- Installation will display installation procedures.
- About will provide the Version Number.

Within the on-line help system, clicking text with a **dotted** underline will display a pop-up description but double-clicking text with a **solid** underline will display another (linked) help page.

The buttons at the top of the help text window can be used to facilitate the following:

- Search and/or Find to locate a particular word or topic.
- Back to re-display the previous page.
- ≤ and ≥ to display the previous and next page in the browse sequence, as outlined in the Table Of Contents. (See below).
- Glossary to display an alphabetic listing of terms found in the help system. Click on any topic to obtain a pop-up definition.

As well as accessing information via the Contents page, on-line help can also be located via the Table Of Contents in the right-hand area of the screen. This represents the subject areas of the help system as book icons. Double-click any icon to display titles of the individual pages which compose each 'book'. Double-click any of these pages and the text will be displayed in the left-hand side of the screen.

Installing The Debugger

A Set-up program is used to install the Debugger; this is distributed via either of the following methods:

- Full Release Files
- Maintenance Patch Files

Both methods are described in more detail below the Directory Structure.

Directory Structure

All the Files relating to the Windows software live in one directory tree. This tree can reside anywhere but it is probably easier to locate it on the root of a local drive.

The default directory name is:

‘C:\PsyQ_Win\’

and it is *recommended* that you follow this convention. Set-up also installs several Files in the Windows System directory and adds two keys to the Registry.

These keys are:

[HKEY_LOCAL_MACHINE\SOFTWARE\SN Systems] (hardware settings)
[HKEY_CURRENT_USER\Software\SN Systems] (configuration information)

Set-up also registers the File types **.psy** (Psy-Q Project), **.pqp** (Psy-Q patch) and **.cpe** and adds some programs to the Start menu.

IMPORTANT: Do not install the program on a server and execute it across a network. For un-installation advice, please contact SN Systems.

Obtaining Releases And Patches

Releases and patches are available directly from SN Systems' BBS and ftp sites. In order to access these sites you will need an account with the necessary permissions.

To apply for an account telephone SN Systems or contact them via Support@snsys.com. Patches and releases can also be obtained via email in MIME, provided that you are a member of the Windows-Users mailing list. (See below).

Note: Members of the Windows-Users mailing list will be notified of releases and patches as they become available.

Determining The Latest Releases And Patches

This is achieved via any of the following methods:

- Contact John@snsys.com
- Look in one of the File sites for the latest Files and information
- Send mail to the auto-responder maildrop - Versions@snsys.com.

Mailing Lists

SN Systems maintain the following mailing lists:

- Announce@snsys.com - For all announcements regarding Psy-Q
- Windows-Users@snsys.com - For up-to-date information
- Windows-Discuss@snsys.com - For all Debugger users (discussion)

The first two are read-only and provide details about revisions and other information. The third is an open read/write list which hosts any Debugger related discussions, problems, suggestions or comments.

For more information on these lists, send a HELP message to Norman@snsys.com (the Robot List Manager) or John@snsys.com.

Addresses for SN Systems' ftp, web and BBS sites

- <ftp://ftp.snsys.com>
- <http://www.snsys.com>
- BBS - +44 (0)117 9299 796 and +44 (0)117 9299 798

Beta Test Scheme

SN Systems maintain a separate scheme for beta testing new versions of the Debugger.

The benefits of this are as follows:

- You will receive new versions of the Debugger before any other user
- You will have a prioritised chance to supply feedback to the Debugger's authors

If you are a member of this scheme, you don't need to install release versions of the Debugger.

For more information, contact John@snsys.com.

Installing A Full Release

A Full Release File contains an archive of several Files and a Set-up program that can be used to install the Debugger automatically.



To install the release:

1. Obtain the latest full release from SN Systems.
2. Read **Readme.txt** which contains last-minute installation instructions.
3. If the release is on a floppy, launch **Setup.exe** straight-away. If however, the release is in a zip File, you must unzip the File into a temporary directory and then launch Setup from that temporary directory.
4. If this is the first full installation of the Debugger, confirm the displayed license conditions.
5. Specify or confirm the directory in which you wish to install the Debugger.
6. The Files will be installed and the Registry will be updated.
7. Depending on the type of installation, specify the settings for the DEX Board or SCSI Card. (See **Configuring Your Dex Board/SCSI Card** below).
8. Once the dialogue has been completed the installation is complete.

Note: This method can be used for the first installation of the Debugger and also for subsequent upgrades if you do not wish to use Maintenance Patches. See **Upgrading Your System** below.

Upgrading Your System

From time to time, SN Systems will provide updates to the Debugger that introduce bug fixes and new features. For your convenience, updates are supplied as full installations **and** as maintenance patches.

A Maintenance Patch contains only the difference between Files so it is much smaller. This makes it quicker to download and apply. However, patches can only be applied over certain previous versions.



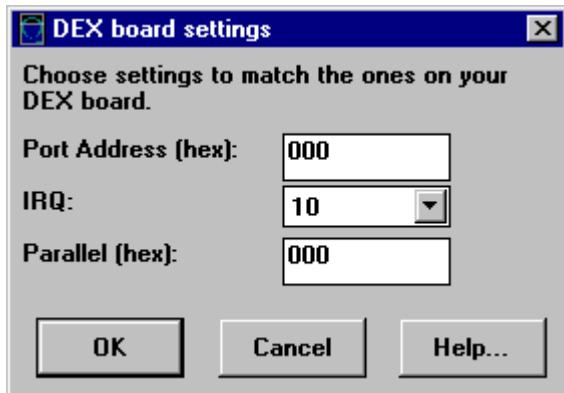
To apply a Maintenance Patch:

1. Determine your current release by reading the **About** box for the Debugger.
2. Obtain the Maintenance Patch from SN Systems. Instructions will be provided so you can determine which patch must be applied.
3. Apply the patch by using the PQSetup program. This is available on the Start menu or by double-clicking a patch file (.pqp). Follow the on-line instructions.

Configuring Your Dex Boards

If you are installing a Full Release for the Sony PlayStation (DEX only), you must specify the settings for these DEX Boards.

- ▶ Enter appropriate values to the dialogue box displayed during the Set-up program.



DEX Board Settings Dialogue Box

1. Enter a 3 or 4-digit hexadecimal number to the **Port Address** and **Parallel** boxes and specify an **IRQ** value by clicking on the down arrow and selecting as appropriate.
2. Click **OK**.
3. The installation is now complete.

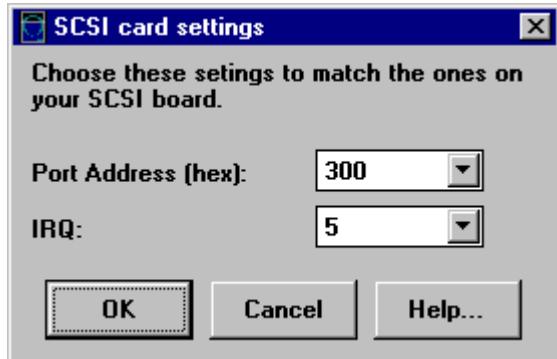
IMPORTANT: **Port Address** and **IRQ** values must be correct for the Debugger to work. If they are incorrect or another device is configured to use similar settings, the programs will not work.

Note: The **Parallel** setting should be set to the I/O address of the port to which your dongle is connected. Most PCs use **378** for 1pt1:. If your dongle is on a different parallel port or your PC uses a non-standard port address, change this value. See **FAQ.DOC** for more information.

Configuring Your SCSI Card

If you are installing a Full Release for a SCSI Target, you must specify the settings for the SCSI Card.

- ▶ Enter appropriate values to the dialogue box displayed during the Set-up program.



SCSI Card Settings Dialogue Box

1. Specify a **Port Address** and **IRQ** value by clicking on the down arrows and selecting as appropriate.
2. Click **OK**.

The installation is now complete.

IMPORTANT: **Port Address** and **IRQ** values must be correct for the Debugger to work. If they are incorrect or another device is configured to use similar settings, the programs will not work.

Note: The IRQ value can be set to **0** to run without interrupts. However, this is only recommended for troubleshooting since running without interrupts will seriously impair the performance of the system.

Testing The Installation

Once the Debugger has been installed, you should now run **PsyServe.exe** in order to test that the configuration is working correctly.

A similar message to the following should be displayed:

**Psy-Q File and Message Server, Copyright 1995, SN Systems Ltd,
Version: 1.00 (December 1995)**

**Target: Sony Playstation Plug-In
Resources: Port=0x390, Interrupt=12**

**Loading SCSI Drivers...
Connected to SONY_PSX5.15
Ready to Serve**

If no message appears at all, your **Port** and **IRQ** settings may be incorrect or there may be a resource conflict with some other device.



However, you can change the **Port/IRQ** settings by re-running the Set-up program as follows:

1. Click on the Open File dialogue box.
2. Select the appropriate Card from the Cards menu.

You will then be presented with the same dialogue box as was displayed during installation.

See **FAQ.DOC** if you continue to have problems.

Documentation

If you experience problems during installation, the following documents provide useful information:

- **README.DOC** details how to obtain and apply maintenance releases
- **FAQ.DOC** contains Frequently Asked Questions and should be consulted if you experience any problems
- **BUG.TXT** describes how to report bugs
- **TODO.TXT** lists known bugs, problems and features that are not yet incorporated into the Debugger

Launching The Debugger

There are several ways of launching the Psy-Q Debugger under Windows '95.



A simple way is as follows:

1. Select the **Start** menu from Windows 95.
2. Choose the Programs option from the list displayed.
3. Select the **Psy-Q** folder from the list of programs.
4. Select **Psy-Q Debugger** from the folder.

You can also launch the Psy-Q Debugger from the desktop or folders or through Explorer in Windows '95.

With the drag and drop facility you can drop a Psy-Q Debugger Project File (extension .PSY) onto the icon of the Debugger and the selected Project is launched.

Alternatively, as file type .PSY has been registered with the Windows '95 shell, you can right-click on a Project File, select Debug from the menu and the Debugger will be launched with the selected Project.

Note: While the Debugger is still running, you can open a **new** Project by following the procedure described in the previous paragraph.

When you launch the Psy-Q Debugger it scans for recognised Units and if none are found a dialogue box prompts you to either **Repoll** or **Quit**. If the latest downloader has not been installed you are prompted to download this. The Psy-Q File server is automatically launched with the Debugger.

See Also:

[Launching PsyServe without the Debugger](#)

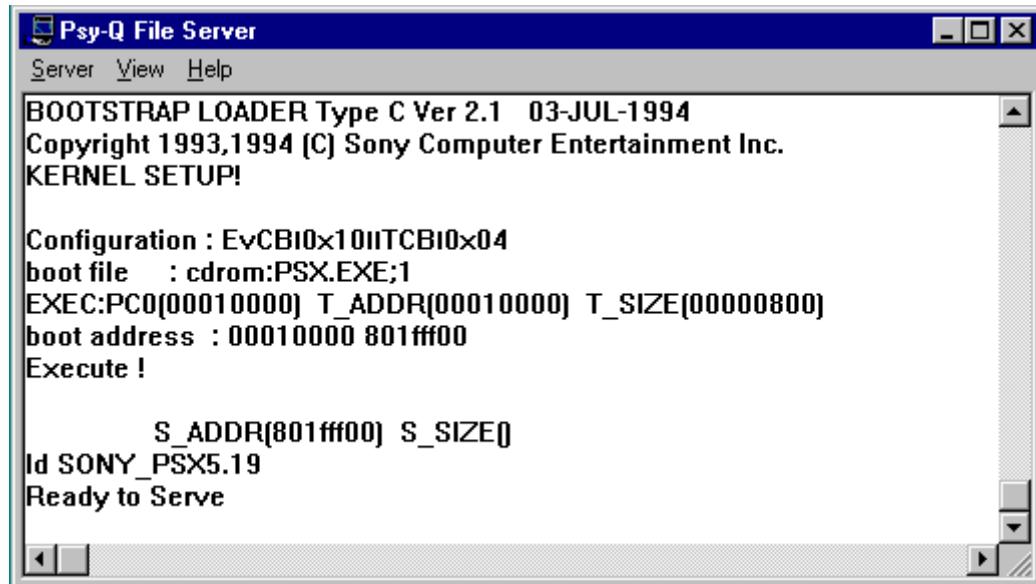
The Psy-Q File Server

The primary function of the Psy-Q File Server is to provide the PC Open and PC Read functions for your program.

It is always launched when the Debugger is launched and must always be running in the background while the Debugger is being used, both file serving and collecting messages.

When the File Server is running, the icon and name of the application appear on the Task bar of Windows '95.

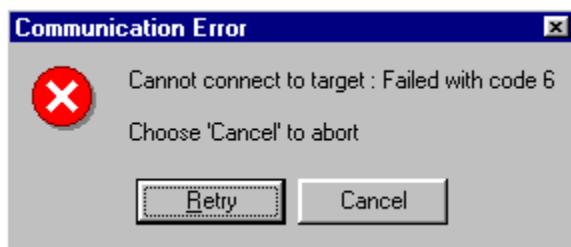
You can view the messages appended into the message window of the File Server during debugging by clicking on this icon.



File Server Message Window

If you wish the message window to be permanently displayed on top of other windows, select Always on Top from the View menu.

When the Debugger or File server experiences a communication error, a dialogue box will display a relevant error code and a Retry and Cancel button.



Communication Error Dialogue Box

Press Retry and the attempted connection will be repeated; press Cancel and the system will try to carry on and will attempt to recover from the error.

Note: If the Debugger comes up with this message, the File Server can still be used to reset the Target.

File Server Menu Commands

In addition, seven menu commands can be used with the File server:

- **Run Project** loads all Files (except Symbol Files) that are set to 'download on project startup' and runs the Project without loading the Debugger
- **Download CPE File to the Target.**
- **Run CPE** runs the Target after the CPE File has been downloaded.
- **Ping** determines the current status of the Target
- **Halt** provides the option to stop the Target if it is running.
- **Clear Window** removes any File Server messages.
- **Reset Target**

Note: Resetting the Target while the Debugger is running may cause unpredictable results.

Note: The Reset option is also available from the System menu of the File server.

IMPORTANT: **The Psy-Q File Server must always be running when the Debugger is running. You will not be permitted to stop the server until you close the Debugger; however, the File Server can be run without the Debugger .**

Launching The File Server Without The Debugger



If you wish to launch the File Server independently of the Debugger, for example, to run your Project without loading the Debugger:

1. Select the **Start** menu of Windows '95.
2. Choose the Programs option from the list displayed.
3. Select the **Psy-Q** folder from the list of programs.
4. Choose the **Psy-Q File Server** option from the folder.

Note: When you launch the File server the Target is automatically reset, whether the Debugger is running or not.

See Also:

[Launching the Debugger](#)

Connecting The Target and Unit

The Psy-Q Debugger automatically checks your system when you launch it, identifies any Targets that are connected and according to whether you are running a single or multi-Unit system, automatically connects to the relevant Unit(s).

The Unit toolbar appears at the bottom of the Debugger window directly above the Status line. The first icon in the toolbar has a pictogram of the Target known as the Unit button.



Unit Button

There will be a Unit toolbar and unique button for each Unit identified. Click on the button to display the Unit menu. This menu allows you to download and load (as relevant) foreign CPE and foreign Symbol Files and download non-foreign CPE and Binary Files. The menu also allows you to see and edit breakpoints.

The menu options are:

- Download CPE
- Download Binary
- Load Symbols
- Breakpoints

Each toolbar contains a set of debugging icons which represent:

- Starting programs
- Stopping a program running
- Stepping into a subroutine
- Stepping over a subroutine

Note: Note that these actions operate only in respect of the relevant Unit; therefore, where a multi-Unit system is in use they will not necessarily operate in respect of the Active View.

Note: The Psy-Q File server is automatically launched when the Psy-Q Debugger is started. The Server window displays any output from the Target while it is running.

Psy-Q Projects

A Psy-Q Project is a combination of the elements and settings associated with a specific development project.

It consists of any or all of the following:

- Units to be debugged
- Screen layout
- CPE Files
- Symbol Files
- Binary Files
- Breakpoints
- Other settings and preferences.

This set of information is used by the Debugger to track the debugging process. When you save a Project this includes all the Views, colour schemes and breakpoints already specified for it. These settings are reinstated when the Project is next opened.

Setting Up And Managing Projects

► To create a new Project you can either:

1. Open the default Psy-Q Project by selecting New from the Project menu.
2. Save and name the Project.
or
1. As 1) above.
2. Select files for the Project and add them to the file list.
3. Set file properties for executable files.
4. Save and name the Project
5. Re-open the Project with the files in the file list.

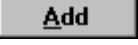
Selecting Files For Your Project

The Psy-Q Debugger uses files that are output from the build process. Three types of file may be included in the Project; these are:

- CPE Executable Files
- Symbol Files
- Binary Files

Adding Files To The List Of Project Files

► This is achieved as follows:

1. Select the Project menu from the Menu bar.
2. Choose Files from the menu; the Files dialog appears.
3. Click  to insert them into your file list.
4. Select CPE, Binary or Symbol Files from the '**Files of Type**' drop-down list.
5. Locate the file and click .
6. When you add a file to the file list a relevant dialog box requests you to set the file properties. For CPE and Binary Files these will determine the downloading of files to the Target. Additionally, for Binary and Symbol Files, they determine the Unit to which they will be loaded. See the '**Understanding File Properties**' sections below.

Note: It is not necessary to specify the Unit to which a CPE File should be loaded as this information is held within the file itself.

7. Repeat the operation until all the files you require appear in the list. To remove a file from the list, highlight it and click .
8. Click  when you have added all the files you require.

The CPE and Binary Files will be downloaded in the order shown in the file list.

Note: As file type .CPE has been registered with the Windows '95 shell, you can run a program directly from the shell by double-clicking on the relevant CPE File. Alternatively, if you wish to download the file to the Target without running it, right-click the relevant file and select Download from the menu.

Note: When you add Binary and Symbol Files to a Project they are not loaded until the Project is saved and re-opened.

Changing The Order Of Files In The File List

If you have multiple CPE and Binary Files within your Project, the order in which they are loaded during debugging is determined by the position you placed them in the File list.

► To change the file sequence:

1. Select the Project menu from the Menu bar.
2. Choose Files from the menu.
3. Highlight a file.
4. Use **Promote** or **Demote** to alter the position of the file in the list.

Repeat the process until the files are in the required order.

Note: This option is only useful if you have multiple CPE and Binary Files in your Project and the load order is important.

Specifying CPE File Properties

When you select a CPE File to include in your Project, a dialogue box requests that you set the properties for this file.

These properties allow you to control the downloading of files to the Target. The options are:

- **Download when Project starts** - This causes the CPE File to be downloaded when the Project is opened or reopened.
- **Run after CPE has been downloaded** - This causes the Unit to start running the code after downloading the file.

You may select either or both of these properties for any CPE File in the Project.

If you do not set the properties of at least one CPE File, the Debugger will not download any files to the Target when the Project is opened.



To change CPE File properties:

1. Select the Project menu from the Menu bar.
2. Choose Files from the menu.
3. Select the CPE File to change.
4. Click  **Properties...**.
5. Use the check boxes to apply the properties.
6. Click  **Close**.

Specifying Symbol File Properties

When you select a Symbol File to include in your Project, a dialogue box requests that you confirm or specify the Unit to which the file should be loaded.



To change Symbol File properties:

1. If the required Unit is not already displayed, click the down arrow until it appears.
2. Highlight the required Unit.
3. Click .
4. Click .

Specifying Binary File Properties

When you select a Binary File to include in your Project, you must complete the following dialogue box:



Binary File Properties Dialogue Box

These properties allow you to control the downloading of files to the Target:

- **Download when Project starts** - If this is selected the Binary File will be downloaded when the Project is opened or reopened.
- **Downloaded to a specified address** - The files will be downloaded to the address specified. This should be in OX notation for hexadecimal numbers. The default address will be zero.
- **Specify the Unit where the File is to be loaded** - Click on the down arrow to display further Units.

If you do not set the first option for at least one Binary File, the File Server will not download any Binary Files to the Target when the Project is opened. However, all Binary Files in the Project will be available on the relevant Unit menu.



To change Binary File properties:

1. Select the Project menu from the Menu bar.
2. Choose Files from the menu.
3. Select the Binary File to change and click **Properties...**
4. Select the **Download when Project starts** option if required and/or enter a relevant **address**.
5. Confirm or specify the Unit where the File is to be loaded.
6. Click **OK**.

Saving Your Project

Once the files have been selected, the new Project must be saved and re-loaded before debugging can begin.

- ▶ This is achieved as follows:

1. Select the Project menu from the Menu bar.
2. Choose the Save option from the menu.
3. Give a name and path to your Project.

File names in Windows '95 are up to 250 characters long and can contain spaces.

Psy-Q Debugger Project Files must be saved with the default File extension of **.PSY**.

4. Click .

Note: For a new Project you can choose the Restore rather than the Save option. Restore prompts you to save the Project before reloading it.

Note: The Save or Save As options can be used to save an existing Project.

Re-opening A Project

After saving a new Project you must re-open it before working with the files which have been added to the file list.

- ▶ This is achieved as follows:

1. Select the Project menu from the Menu bar.
2. Choose the Re-open option from the menu.

Note: The Re-open icon on the toolbar  can also be used to re-open a Project.

Saving A Project Under A New Name

The Save As option on the Project menu is used to save changes made to an existing Project, under a new name.

The default File extension for a Psy-Q Debugger Project is **.PSY**. When you save Project Files you must use this extension.

- ▶ To save a Project under a new name:

1. Select the Project menu from the Menu bar.
2. Choose the Save As option from the menu.
3. Give a name and path to the renamed Project.
4. Click .

Restoring A Project

The Restore option on the Project menu is used to re-load a Project in the state in which it was last saved, abandoning any changes made since the last save.

- ▶ To restore a Project:

1. Select the Project menu from the Menu bar.
2. Choose the Restore option from the menu.

Opening An Existing Project

When you launch the Psy-Q Debugger, the last Project you worked on will be loaded automatically.

- ▶ To open a **different** Project:

1. Select the Project menu from the Menu bar.
2. Choose the Open option from the menu.
3. Select the Project (.PSY) you require.
4. Click .

Note: An existing Project can also be opened via the Open Project icon  found on the toolbar.

Note: As File type .PSY has been registered with the Windows '95 shell, you can run a Project by double-clicking on the relevant .PSY File within the shell. Alternatively, if you only wish to load the Project into the Debugger, right-click the relevant file and select Debug from the menu.

Manually Loading Files Into A Project

External Files can be downloaded at any time; they are not saved with the Project.



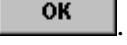
External **CPE** Files are **downloaded** to the Target as follows:

1. Click on the Unit menu at the base of the Debugger screen.
2. Choose the Download CPE option from the menu.
3. Choose the External File option.
4. Browse and select the required CPE File.
5. Click .

Note: You can also download a CPE File by double/clicking it within the shell.



Symbol Files can be **loaded** into the Debugger as follows:

1. Click on the relevant Unit menu at the base of the Debugger window.
2. Choose the Load Symbols option from the menu.
3. Browse and select the required Symbol File.
4. Click .

The Psy-Q Debugger Productivity Features

To enable you to work faster and more efficiently when using the Psy-Q Debugger, the following two features speed up your control of the debugging runs.

- Toolbar Icons
- Hot Keys

Toolbar Icons



The toolbar contains the group of icons shown above. Icons provide a quicker means of activating commands and setting properties.

From left to right they represent the following actions:

- | |
|--|
| Open a Project File |
| Save and then reopen the current Project |
| Open a new View |
| Switch to the next View |
| Split the Active Pane horizontally |
| Split the Active Pane vertically |
| Delete the Active Pane |
| Set the default colour scheme |

The Show Toolbar option on the Project menu is used to toggle the menu bar on and off. When the option is ticked the toolbar is displayed.



To toggle the toolbar:

1. Select the Project menu from the Menu bar.
2. Choose the Show Toolbar / Hide Toolbar option from the menu.

Note: Every Pane type has its own, additional toolbar which is appended to the main toolbar when that Pane is made Active.

Hot Keys

The following Hot Keys can be used instead of the Debugger menu options:

| | |
|---------------------------|---|
| F2 | Split Horizontal |
| F3 | Split Vertical |
| F4 | Delete current Pane |
| F5 | Toggle breakpoint on and off |
| F6 | Run to cursor |
| F7 | Step into a subroutine |
| F8 | Step over a subroutine |
| F9 | Run a program |
| Esc | Stop a program running |
| Ctrl + Shift + D | Change Pane to Disassembly Pane |
| Ctrl + Shift + L | Change Pane to Local Pane |
| Ctrl + Shift + M | Change Pane to Memory Pane |
| Ctrl + Shift + R | Change Pane to Register Pane |
| Ctrl + Shift + S | Change Pane to Source Pane |
| Ctrl + Shift + W | Change Pane to Watch Pane |
| Shift + Arrow Keys | Activates adjacent Pane in the specified direction. Where more than one, the current caret position determines the Pane to be made Active |
| Ins | New View |

Note: These keys will all operate in respect of the **Active** Pane.

Psy-Q Views

A View appears in the main window of the Psy-Q Debugger; it is used to display debugging information according to your requirements and to control step and trace actions during debugging.

When a Psy-Q Project is first created it has a default Pane layout.

Views can be split into as many Panes as you wish. These can be of the same or different types.

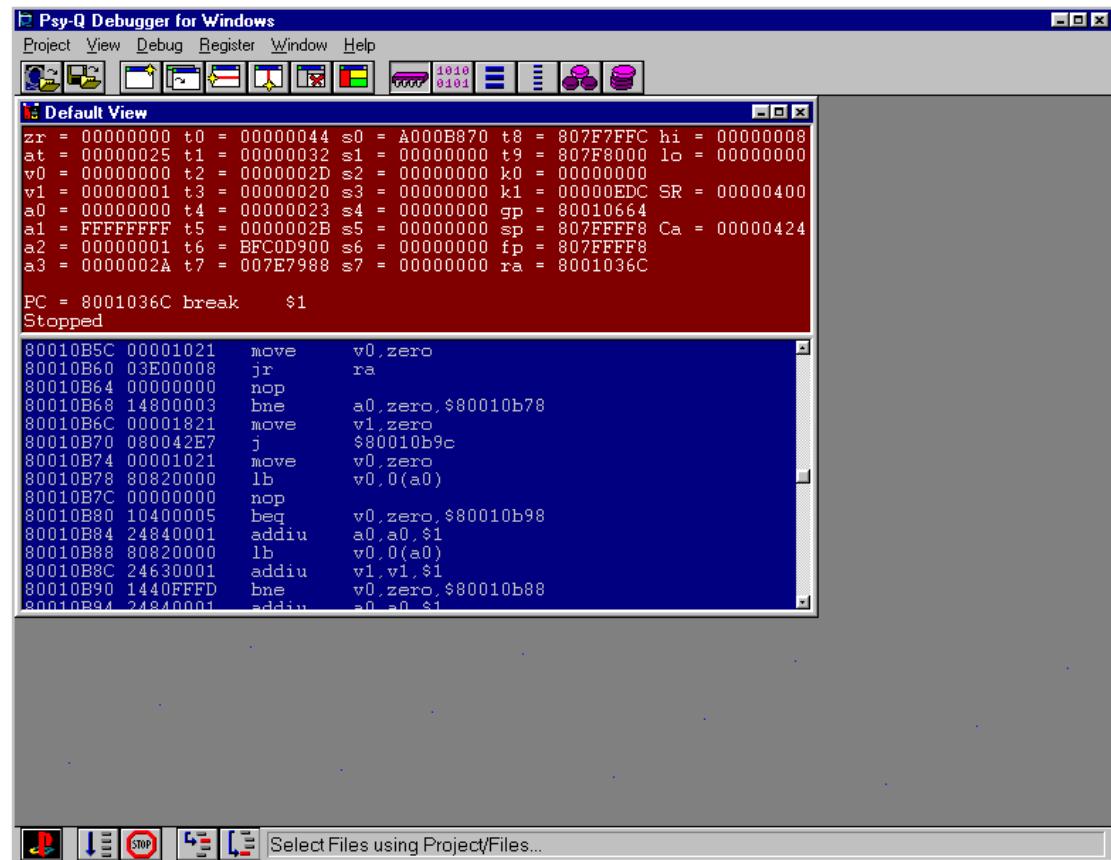
Only one is Active at any time; it will be displayed in a different colour scheme to the others.

Notes: Having created a View of different Panes you can save this as a View File either in, or independent of, the Project. Further information about Panes can be found in **Working With Panes** and **Selecting A Pane Type**.

Creating A Psy-Q View

Within a Psy-Q Project you can create as many Views as required; in turn, each View can be split into as many Panes as you need.

When you open a new Project, one View is displayed for each Unit connected.



Default View

To create a new View:

1. Select the View menu from the Menu bar.
2. Choose the New option from the menu.
3. From the Choose Unit box specify the Unit for which you wish to create a new View.

Note: The Choose Unit box will not appear when you are connected to a **single** Unit.



You can also use the New View icon on the toolbar  to create a new View or use the Hot Key **Insert**.

Alternatively, you can open a new View from the relevant Unit button, in which case you won't be prompted for the required Unit.

Note: A new View is supplied with the title 'Default View'. The View Name option in the View menu should be used to give it a title.

Note: Views can be saved either inside or outside of Psy-Q Projects.

Cycling between Views



If you have more than one View open within a Project you can cycle between them as follows:

1. Select the View menu from the Menu bar.
2. Choose the Next View option.

The Views are cycled around until you see the one you require. All Views appear on the View list regardless of the Unit for which they have been specified.



Alternatively, the Next View icon on the toolbar  , the Hot Keys **Ctrl + F6** or **Ctrl + TAB** can be used to cycle between Views.

Saving Your Views

Any number of Views can be saved within a Project.

All open Views will automatically be saved when you save the Project and will be opened when the Project is re-opened.

View Files can also be saved independently of Projects using the Save As command on the View menu.

- ▶ This is achieved as follows:

1. Arrange the Panes as you require.
2. Select the View menu from the Menu bar.
3. Choose the Save As option from the menu.
4. Give the View a name and path.
5. Click .

Note: The name you give the View File is not displayed on the View. To give a View a title use the View Name option on the View menu.

Naming A View

- ▶ Because you can use many Views within a Project, it is helpful to give each View an individual title.
1. Select the View menu from the Menu bar.
 2. Choose the View Name option from the menu.
 3. Enter the View name in the edit box.
 4. Click . The name appears at the top of the View.

Note: This is not the name of the File. See the note in **Saving Your Views** above for further details.

Changing Colour Schemes In Views

- To change the colours for a particular Unit:

1. Activate a View/Pane on the Unit that you wish to set colours for.
2. Select the View menu from the Menu bar.
3. Choose Set Default Colours... from the menu.

The following areas may be changed for the Active Unit:

Inactive Pane background colour

Inactive Pane text colour

Active Pane background colour

Active Pane text colour

PC text colour

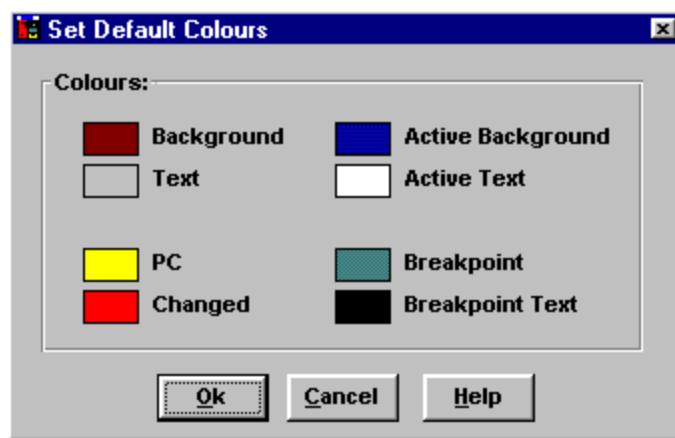
Changed information colour

Breakpoint background colour

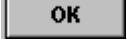
Breakpoint text colour

4. Click on the box representing the area you wish to amend.

A standard Windows dialogue box allows you to choose from a range of standard or customised colours.



Set Default Colours Dialogue Box

5. Select the required colour(s).
6. The selected colour scheme will be displayed for all visible Views.
7. Select  to retain the revised colours or  to revert to the original scheme.

Unit colours can also be amended by clicking on the Set Colour icon  on the toolbar.

Working With Panes

When a Psy-Q Project is first set up, the default View contains a default Pane layout for each Unit connected. However, this View can be split into as many Panes as you wish. These can be of the same or different types. Only one of the Panes is Active; it will be displayed in a different colour scheme to the others.



A Pane can be made Active via any of the following methods:

- Clicking on it
- Changing the Active **View** and the first Pane created for that View will become Active
- Using **Shift** and the appropriate **arrow key** to Activate the Pane in the specified direction
- Clicking the right mouse button on the required Pane and selecting from the displayed menu

Splitting Panes



A View can be divided into as many Panes as you wish. Click on the one you wish to split to make it Active, then:

1. Select the View menu from the Menu bar.
2. Choose either Split Vertical or Split Horizontal from the menu.

The Active Pane is split in half, either vertically or horizontally, depending on your choice.

You can also split a Pane horizontally or vertically via the icons on the toolbar  or by using the hot keys **F2** to split horizontally or **F3** to split vertically.

Note: When you split a Pane the two halves will both be of the same type as the original. The font for the new Pane will also match that of the original.

Changing Pane Sizes

- ▶ To change the size of Panes:

Drag the splitter bar between the Panes with the mouse.

The size and position of the Panes is saved when you save the View or the Project.

Note: Splitter bars only control the areas between the Panes. If you wish to change the size of the Debugger window you have to use the borders of the window itself.

Deleting A Pane

- ▶ The Delete Pane option on the View menu is used to delete a Pane within a View, as follows:

1. Click on the required Pane to make it Active.
2. Select the View menu from the Menu bar.
3. Choose Delete Pane from the menu.

Alternatively, the Delete Pane icon on the toolbar  or the hot key **F4** can be used to delete the Active Pane.

Changing Fonts In Panes



If required, the Set Font command can be used to change the display of text within a Pane, as follows:

1. Make the required Pane Active.
2. Select the View menu from the menu bar.
3. Choose Set Font from the menu.

A standard Windows dialogue box allows you to select from the available fonts.

Note: When you split a Pane, the new Pane will be displayed in the same font as the original one.

IMPORTANT: You will only be able to use non proportional fonts, e.g. Courier, New Courier, Fixed Sys, Terminal..

See Also:

[Changing Colour Schemes In Views](#)

Scrolling Within A Pane

Many Panes are unable to display the full set of information that is available to the Debugger in the small screen area shown. Therefore, the Debugger puts scroll bars onto Panes where there is more information than can be displayed on that part of the screen.

To see this additional information drag the thumb within the scroll bar or click on the arrows at either end of the scroll bar.

You can also scroll to the region you want by clicking on the required Pane to make it Active and then clicking and holding the left mouse button before dragging it to the top or bottom of the Pane.

See Also:

[Changing Pane Sizes](#)

Selecting A Pane Type

There are six types of Pane and you may display any number and combination.

A menu that allows you to change Pane properties is accessed via the Pane menu on the Menu bar or by right clicking the mouse on a relevant Pane. These menus are unique to the type of Pane that is Active but all the menus have the option **Change Pane** that allows you to switch between the different types.

Additionally, icons representing each type of Pane appear **adjacent** to the main toolbar.

Registers Pane - Displays the registers of the relevant CPU

Memory Pane - Displays areas of memory within the Target

Source Pane - Displays Source Files associated with program that CPU is running

Disassembly Pane - Displays the code that the CPU is running

Watch Pane - Displays 'watches' or expressions

Local Pane - Displays local variables

Click on the relevant icon to change the Active Pane.

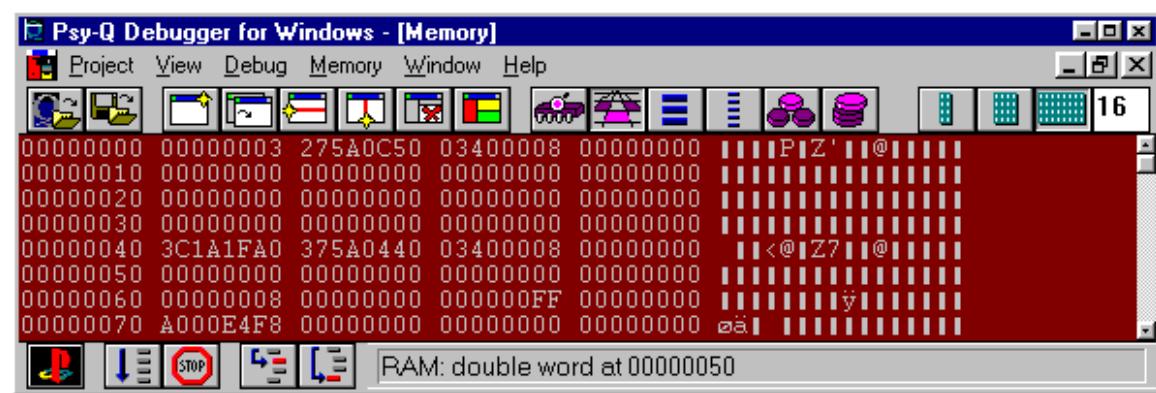
Note: You can also use the Hot Keys to switch between Pane types.

Icons representing menu options for the selected Pane are dynamically appended to the **far right** of the main tool bar. For example, if a **Disassembly** Pane is Active, Disassembly Pane **options** will be displayed.

Further details about the options for each type of Pane can be found below.

Memory Pane

There are three areas displayed on the Memory Pane: to the left is the memory address; in the middle is the value at the displayed memory address; and to the right is an optional ASCII display of the values which can be toggled on or off.



Memory Pane Display

You can **goto** an area of memory by typing the required address over the memory address or by selecting Goto from the Pane menu and entering a known address or label name to the dialogue box displayed.

See Also:

[Moving To A Known Address Or Label](#)

Use the scroll bars or the **goto** functions described above to move around the display.

The default setting for the Pane is in bytes with the ASCII display set.

Change this default by selecting the Pane menu and choosing from the options:

- Bytes
- Words (bytes x 2)
- Double words (bytes x 4)
- ASCII (Toggle ASCII display on and off)
- Set Width (Changes the number of bytes displayed on a line)



Alternatively, clicking on these icons will activate the options listed above.

You can overtype the hexadecimal or ASCII displays to alter the content of the memory. A change to the hexadecimal display will be reflected in the ASCII display and visa versa.

When you move the mouse pointer over the values, the Status line displays the Memory Address and one of the following Memory Types:

- RAM
- ROM
- Invalid.

Invalid memory is displayed as question marks instead of hexadecimal values and full stops instead of ASCII.

The Set Width icon can be used to change the width of the display; click on the icon and type in the number of bytes to be shown on each line.

The Active Pane can be made a **Memory Pane** via any one of the following methods:

Clicking on the Memory Pane icon on the toolbar 

Using the Pane Type option from the Pane Menu

Using the Hot Key **Ctrl+Shift+M**.

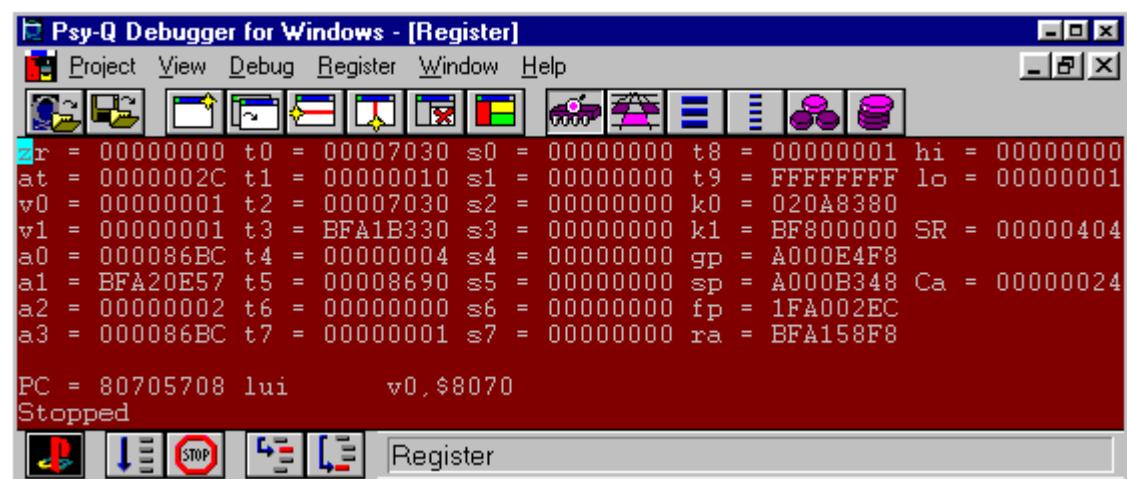
Registers Pane

The Registers Pane shows the registers of the central processing Unit. These can be overtyped if required.

If the CPU has a Status Register, you can overwrite the individual bits by typing **0** or **'R'** to reset the bit or **1** or **'S'** to set it.

The display also shows the disassembled instruction at the Program Counter (PC) and the address of the instruction which will be executed next.

It also shows the current status and (if relevant) exception of the CPU on the bottom line of the Pane.



Registers Pane Display

When you click the right hand mouse button over a Registers Pane or select the Pane menu on the menu bar, you will see the **Change Pane Type** or **Pane Operations** options. Note that these are the only menu options for this type of Pane.

The Active Pane can be made a **Registers Pane** via any of the following methods:

Clicking on the Registers Pane icon on the toolbar

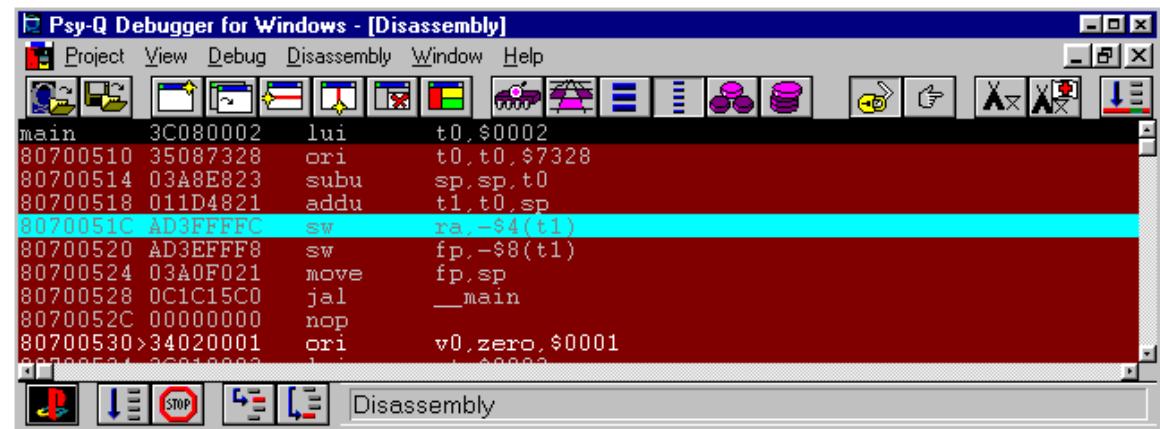
Using the Pane Type option from the Pane menu

Using the Hot Key **Ctrl+Shift+R**

Disassembly Pane

The Disassembly Pane shows the disassembled code from an area of memory.

Four columns are displayed; the first shows the address or label; the second displays the values at that location in hexadecimal; the disassembled op code is shown in the third column and the fourth contains the op code parameters.



Disassembly Pane Display

When the cursor is positioned on a particular label on the Disassembly Pane, the relevant label name and value will be displayed on the Status line.

The Program Counter (PC) is shown on the screen preceded by the marker '>'.

When you click the right hand mouse button over a Disassembly Pane or select from the Pane menu on the menu bar you see the following options:

- **Follow PC** to anchor the Pane to the Program Counter
- **Goto** to put the cursor at a known address or label name
- **Toggle breakpoint** to set and remove breakpoints
- **Edit breakpoint** to disable a breakpoint or make it conditional
- **Run to cursor** to run the Unit to the cursor position.

These options can also be activated by:

- Using the appropriate Hot Keys
- Clicking on these  icons

The Active Pane can become a **Disassembly Pane** via any one of the following methods:

Clicking on the Disassembly Pane icon on the toolbar 

Using the Pane Type option from the Pane menu

Using the Hot Key **Ctrl+Shift+D**

See Also:

[Anchoring Panes To The PC](#)

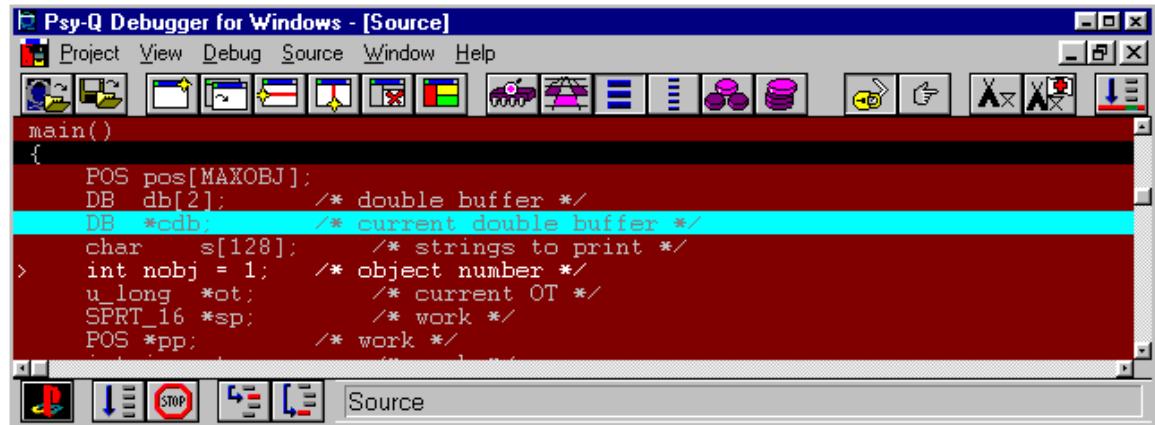
[Moving To A Known Address Or Label](#)

[Setting Breakpoints](#)

[Editing Breakpoints](#)

Source Pane

A Source Pane displays one of the Source Files included in your Project.



Source Pane Display

When you click the right hand mouse button over a Source Pane or select from the Pane menu on the Menu bar you see the following options:

- **Follow PC** to anchor the Pane to the Program Counter
- **Goto PC** (space)
- **Goto** to put the cursor at a known address or label name
- **Source Files**
- **Toggle breakpoint** to set and remove breakpoints
- **Run to cursor** to run the Unit to the cursor position.

Note: If the Program Counter (PC) is at a line displayed on the Pane it will be preceded by the PC point line marker ‘>’ and the line will be displayed in a different colour.

Note: If a breakpoint exists within the Pane it will display in a contrasting colour.

The options listed above can also be accessed:

- By using the appropriate Hot Keys
- By clicking on these  icons

Note: If the display is not set to follow the Program Counter (PC), the file displayed may not be the one executing at the PC.

The Active Pane can be made a **Source Pane** via any one of the following methods:

Clicking on the Source Pane icon on the toolbar 

Using the Pane Type option from the Pane menu

Using the Hot Key **Ctrl+Shift+S**

See Also:

Anchoring Panes To The PC

Moving To A Known Address Or Label

Setting Breakpoints

Editing Breakpoints

Changing Source Files In The Source Pane

By default, the Source Pane displays the Source File which contains the PC or is blank if the PC is out of range of your source.



Any of the Project Source Files can be examined in this Pane by using the Source Files option from the Source Pane menu, as follows:

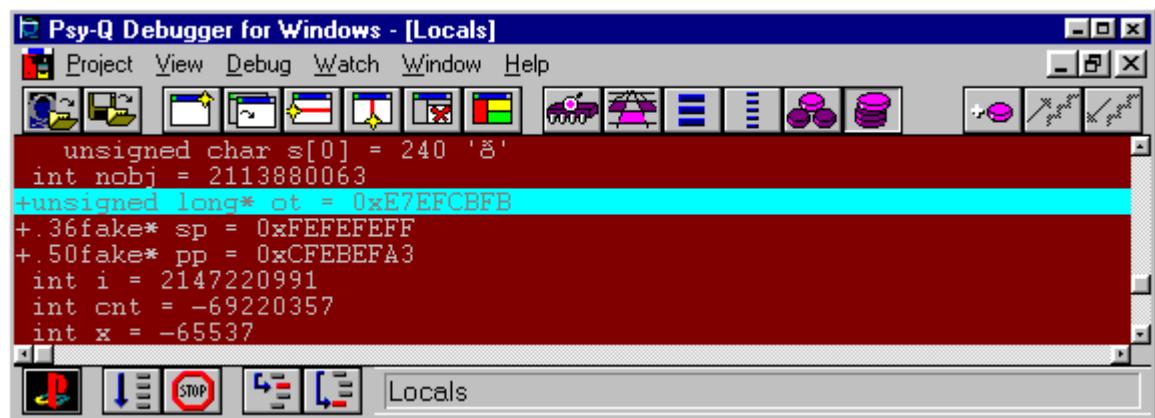
1. Select the Source Pane menu from the Menu bar.
2. Choose the Source Files option from the menu.
3. Select a Source File from the list displayed.
4. Click 

Local Pane

The Local Pane is used to display all variables in the current local scope when you are debugging in C.

As you step and trace, the contents of this Pane will change to display the variables in the new scope.

You can expand or collapse variables and traverse array indices.



Local Pane Display

Variables can be viewed in hexadecimal or decimal modes by right-clicking within the Pane and ‘toggling’ between Hexadecimal/Decimal (on the displayed menu) as required. A tick will appear alongside Hexadecimal when this mode is selected.

Any Local variable that evaluates to a ‘C’, l-type expression, can be assigned a new value.

When you select the Local Pane menu or click the right hand mouse button over a Local Pane you see the following menu:

- **Expand/Collapse** - when the cursor is over a pointer, a structure or an array
- **Increase Index** - when the cursor is over an array element
- **Decrease Index** - when the cursor is over an array element.

These options can also be activated by:

- Using the appropriate Hot Keys
- Clicking on these icons 

Note: Use of the Local Pane is restricted to debugging in C.

The Active Pane can be made a **Local Pane** via any of the following methods:

Clicking on the Local Pane icon on the toolbar 

Using the Pane Type option from the Pane menu

Using the Hot Key **Ctrl+Shift+L**

See Also:

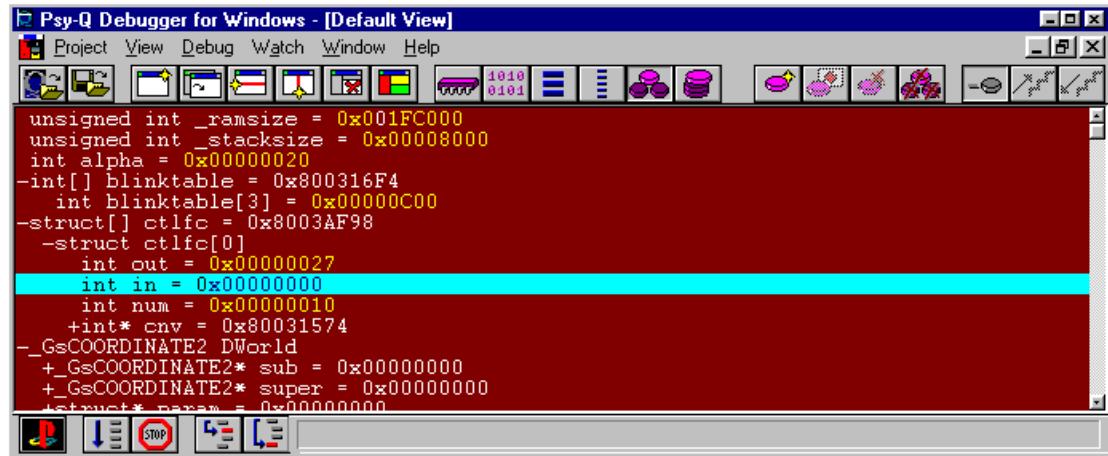
Watch Pane

Expanding Or Collapsing A Variable

Traversing An Index

Watch Pane

The Watch Pane is used to evaluate and browse C type expressions.



Watch Pane Display

When you select the Watch Pane menu or click the right hand mouse button over a Watch Pane, the following menu is displayed:

- **Add Watch**
- **Edit Watch**
- **Delete Watch**
- **Clear All Watches**
- **Expand/Collapse** - to view/hide the components of a structure or an array
- **Increase Index** - to view higher indexed values within an array
- **Decrease Index** - to view lower indexed values within an array

These options can also be activated by the following methods:

- Using the appropriate Hot Keys
- Clicking on the appropriate icons

Structures, pointers and arrays can be opened in a Watch Pane.

- If you open a **structure** the members of that structure are displayed.
- If you open a **pointer** it is dereferenced.
- If you open an **array** the first element of the array is displayed.

The contents of the Watch Pane are saved within the View when the Project is saved.

Variables can be viewed in hexadecimal or decimal modes by right-clicking within the Pane and ‘toggling’ between Hexadecimal/Decimal (on the displayed menu) as required. A tick will appear alongside Hexadecimal when this mode is selected.

Any Watch variable that evaluates to a ‘C’, l-type expression, can be assigned a new value.

Note: The options Expand/Collapse and Increase Index ‘+’ and Decrease Index ‘-’ are only available for arrays, pointers and structures.

See Also:

[Assigning Variables](#)

[Expanding Or Collapsing A Variable](#)

The Active Pane can be made a **Watch Pane** via any one of the following methods:

Clicking on the Watch Pane icon on the toolbar 

Using the Pane Type option from the Pane menu

Using the Hot Key **Ctrl+Shift+W**

C Type Expressions In Watch Pane

The following 'C' type expressions, shown in order of precedence, may be used to evaluate expressions within the Watch View of a Project:

| | |
|--------------------|------------------|
| [] | array subscript |
| -> | record lookup |
| \sim \ast $\&$ | unary prefix |
| \ast / $\%$ | multiplicative |
| $+$ $-$ | additive |
| $<<$ $>>$ | bitwise shifting |
| $<>$ \leq \geq | comparatives |
| \equiv \neq | equalities |
| $\&$ | bitwise and |
| \wedge | bitwise xor |
| \mid | bitwise or |

Note: As in C, parenthesis can be used to override precedence.

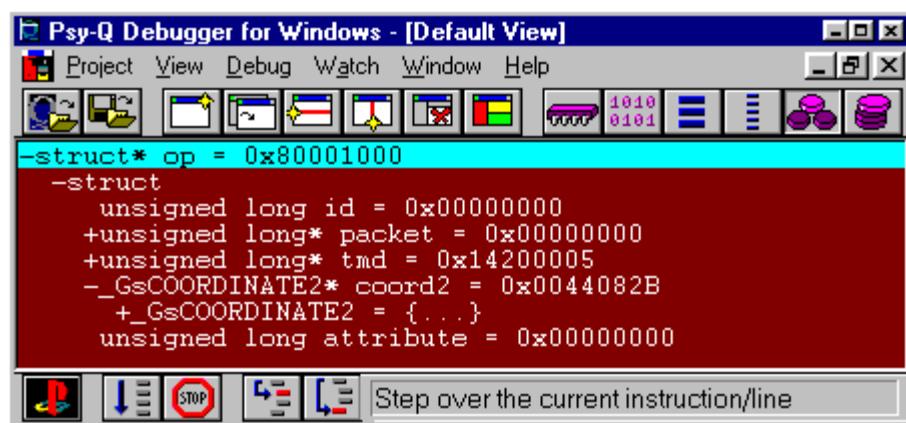
Assigning Variables

Any variable that evaluates to a 'C', l-type expression can be assigned a new value. For example, in the case of a de-referenced pointer, a new value can be assigned to the pointer or the de-referenced expression.

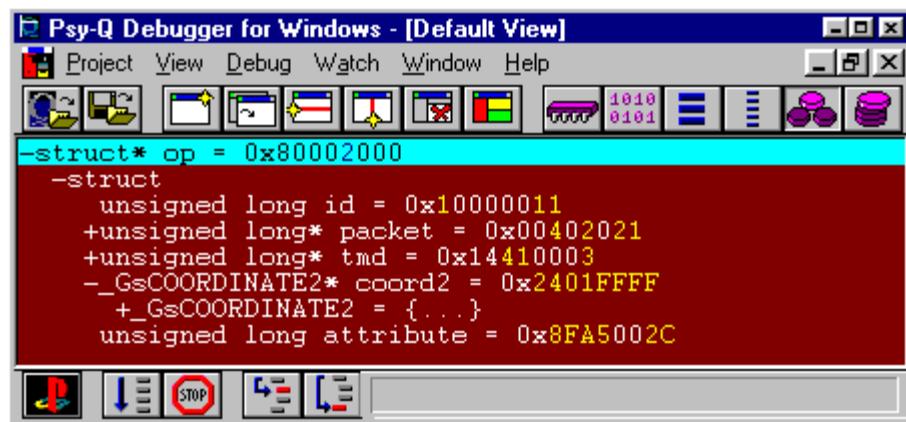
- ▶ Variables are assigned as follows:

1. Place the caret over the required expression to make it Active.
2. Press '='.
3. Enter the new value to the displayed dialogue box; this can be another expression if required.
4. Click .

In the example below, this facility was used to assign a new value of **0x80002000** to the specified pointer. The de-referenced structure changes to reflect the amended value.



Displayed Structures For Pointer Address



Amended Structures After Pointer Assigned New Variable

IMPORTANT: The expression that you are assigning and the new value, **must** have compatible types.

Note: Variables can be assigned whilst the Target is running.

Expanding Or Collapsing A Variable

Pointers, structures and arrays are variables which can be expanded or collapsed in the Local or Watch Panes when you place the caret over them.

If you expand a **pointer** a line will be added below for the dereferenced pointer. For example if the pointer is to an integer, the dereferenced pointer will display that integer.

An expanded **structure** will display all the elements of that structure below it.

For an expanded **array** the second line of the display will display the first element of the array.



To expand or collapse a variable:

1. Select the Pane menu for the Local or Watch Panes.
2. Choose the Expand or Collapse option from the menu.

When shown in the Watch Pane, expressions which can be expanded or collapsed will be prefixed as follows:

- + this indicates an expression that can be expanded
- this indicates that the expression is expanded and can be closed.

This is followed by the expression's type and value.

- To edit an expression highlight it and press Return.

Note: It is also possible to expand or collapse an expression by using the expand or collapse icons  on the Pane toolbar or pressing SPACE.

Traversing An Index

You can traverse an index if the caret is on an array element in the Local or Watch Panes.

If an index is increased, the array will display the **next** array element.

Decreasing an index causes the **previous** array element to be displayed.

- To increase or decrease an index:

1. Select the Pane menu for the Local or Watch Panes.
2. Choose the Increase Index or Decrease index option from the menu.

Note: It is also possible to expand or collapse a variable by using the increase index or decrease index icons  on the Pane toolbar.

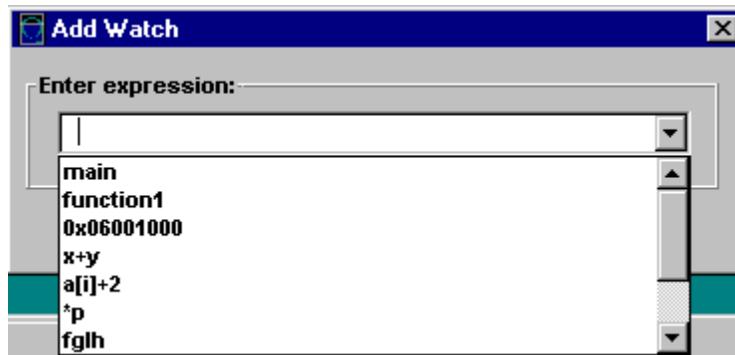
Adding A Watch

The Watch Pane is used to evaluate and browse C type expressions.



To add a watch or expression :

1. Make the Watch Pane the Active Pane.
2. Select the Watch Pane menu from the Menu bar.
3. Choose the Add Watch option from the menu.
4. Type the required expression directly into this box or click the down arrow to display expressions which have been used previously.



Add Watch Dialogue Box

5. Enter or click the required expression and select 

The Debugger also offers various 'matching' facilities whereby you can enter a partial value and the program will search the current and global scopes for those matching the specified criteria. These are described below in **Additional Features When Entering Expressions**.

Note: It is also possible to add a watch by clicking on the add watch icon  on the Watch Pane toolbar.

See Also:

[Expression Evaluation Features](#)

Additional Features When Entering Expressions

Simple Name Completion

- With this facility, the program will attempt to complete the symbol to the right of the specified expression, as follows:

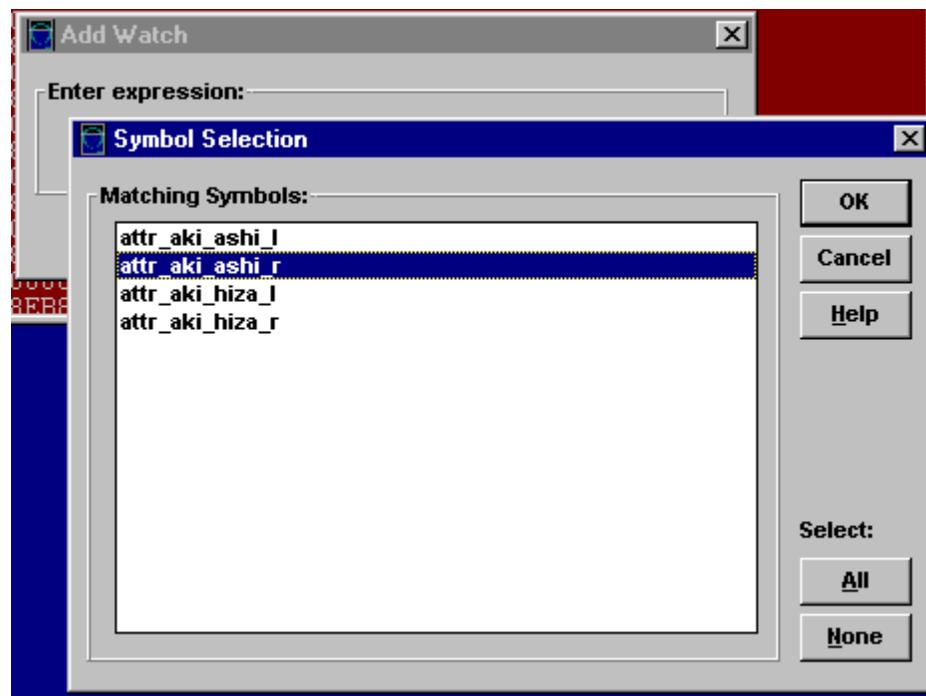
1. Enter a partial expression to the Add Watch dialogue box.
2. Click **Match** or press **Alt-M**.

If you had specified:

attr_

The Debugger will search for all symbols beginning with 'attr', first in the current scope and then in the global scope.

If a single match is found, the specified expression will be completed automatically. If more than one is located a dialogue box will list all matching symbols.



Symbol Selection Dialogue Box

3. Highlight (select) the required symbol and click **OK**. See **Multiple Selection** below for further details. The status line will display 'no matches found' where relevant.

Advanced Symbol Matching

- In addition to basic name completion which always completes the symbol at the **end** of the specified expression, extended name completion can be used to complete a symbol **anywhere** in the expression, as follows:

1. Enter a partial expression.
2. Place the caret (insertion point) on or at the end of the symbol you wish to complete and according to the group you wish to search, press one of the following key combinations:

Alt-N - All symbols (Normal)

Alt-G - Global (Static & external variables)

Alt-L - Local (Automatic variables in scope)

Alt-F - Functions (Static & external)

Alt - T - Types (Typedef & structure tag).

Matching expressions will be displayed as described above.

3. Highlight (select) the required symbol(s) and click .

Note: This advanced matching facility is only available from the keyboard.

Note: You cannot symbol match on register or label names.

Wild-Card Matching

- It is also possible to locate a particular symbol via the entry of a wild-card expression. This can include '*'s (to match any number of characters) and '?'s (to match any single character) and is used as follows:

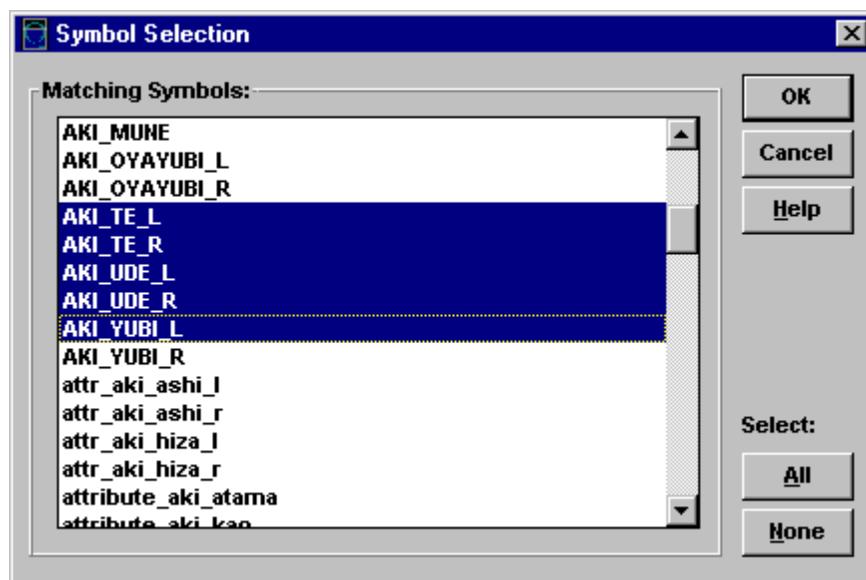
1. Enter a wild-card expression**Error! Bookmark not defined.**, for example ***tion**.
2. Select it via Shift+Left Arrow or by double-clicking.
3. Press **Alt-N**.

The Debugger will continue as described for **Extended Name Completion**. In the example specified above it will search for all symbols ending in 'tion', first in the current scope and then in the global.

Multiple Selection

- If you are name completing or wild-card matching a single symbol and more than one match is found, you can select all or some of the matches and add them to the Watch Pane at the same time. Where several matches are found, they will be presented in an 'extended selection' list box.

1. Select symbols as required; use the mouse and Ctrl and/or shift keys to make a specific selection or click **All** to highlight all the matched symbols.



Multiple Symbol Selection Dialogue Box

Use the mouse and Ctrl key to de-select a **particular** symbol from your list or click **None** to de-select **all** the symbols

2. When your selection is complete, click **OK**; the value in the dialogue entry box will change to <multiple selection>. Note that this value **cannot** be edited.
3. Click **OK** to add your selection to the Watch Pane.

Note: To browse all symbols, click **Match** with no value in the dialogue box **or** wild-card match using '*' as the wild-card.

Editing A Watch

- Any of the C type expressions that you can enter into the Watch Pane can be edited as follows:

1. Make the Watch Pane the Active Pane.
2. Select the Watch Pane menu from the Menu bar.
3. Choose the Edit Watch option from the menu.
4. Select the watch to edit.
5. Amend as necessary and click . History and matching facilities are available via this dialogue box.

Note: It is also possible to edit a watch by clicking on the Edit Watch icon  on the Watch Pane toolbar.

Note: To view variables in hexadecimal, right-click within the Pane and 'toggle' 'Hexadecimal/Decimal' as necessary. A tick will appear alongside Hexadecimal when this option has been selected.

See Also:

[Additional Features When Entering Expressions](#)

[Previously Entered Expressions History List](#)

Deleting A Watch

- Any of the C type expressions entered into the Watch Pane can be deleted as follows:

1. Make the Watch Pane the Active Pane.
2. Select the Watch Pane menu from the Menu bar.
3. Choose the Delete Watch option from the menu.
4. Select the watch and press Enter.

Note: It is also possible to delete a watch by clicking on the Delete Watch icon  on the Watch Pane toolbar or pressing DEL.

Note: You can only delete a Watch at the root of the expression, not on any expanded part of it.

Clearing All Watches

- All of the C type expressions entered into the Watch Pane can be removed in one action, as follows:

1. Make the Watch Pane the Active Pane.
2. Select the Watch Pane menu from the menu bar.
3. Choose the Clear All Watches option from the menu.

Note: You can also clear all watches by clicking on the Clear All Watches icon  on the Watch Pane toolbar.

Debugging Your Program

The Psy-Q Debugger helps you to detect, diagnose and correct errors in your programs. This is achieved via facilities which enable you to step and trace through your code in order to examine local and global variables, registers and memory.

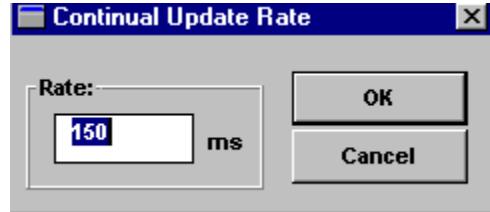
Breakpoints can be set wherever you need them at C and Assembler level and if required, these breaks can be made conditional on an expression. Additionally, selected breakpoints can be disabled for particular runs.

Your choice of Views depends on the level at which you are debugging. For example it is appropriate to use a Register Pane for assembler debugging and a Local Pane when debugging in C.

Specifying The Continual Update Rate

- ▶ It is possible to adjust the rate at which the Debugger updates information while the Target is running. This is particularly important for Targets which connect independently of a pollhost() since rapid connection rates may cripple the Target. It is achieved as follows:

1. Select Continual Update Rate from the Project option on the main menu or press **Ctrl+I**. A dialogue box displays the current rate in milliseconds:



Update Rate Dialogue Box

2. Enter a new value and select **OK**. The rate is saved between all debugging sessions and not as part of a Project.

Forcing An Update

During continual update, the information you see in the Debugger windows won't be updated until the next connection; therefore, the slower the update rate, the longer it will be before exceptions can be spotted. However, it is possible to force an update by pressing **Ctrl+U** or selecting the Update option from Debug on the main menu.

Setting Breakpoints

Breakpoints can be set in the Source and Disassembly Panes. They can be absolute (i.e. always break) or conditional upon an expression.

They are displayed in the Pane as a different coloured bar.



To set a breakpoint:

1. Make a Source or Disassembly Pane Active.
2. Click on the instruction or line at which you want to set the break.
3. Select the Debug menu from the Menu bar.
4. Choose the Toggle breakpoints option from the menu.

Breakpoints can be made conditional upon an expression that you set, by using the Edit Breakpoint dialogue box found via the Breakpoints List on the Unit Menu.

A Project can have many breakpoints set and they are saved when the Project is saved. They are restored relative to Assembler labels wherever possible; this ensures they are preserved even when you alter the source code and rebuild.

Breakpoints can be removed by clicking on the colour bar and reversing the toggle options taken to create it.

Note: Breakpoints can also be set and removed via the **F5** key or the set / unset breakpoint icons on the Pane toolbar.



Editing Breakpoints

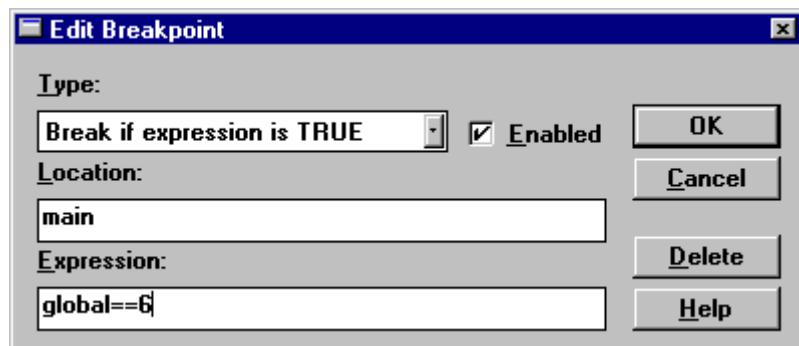
The Breakpoints option on the Unit menu can be used to enable or disable breakpoints for a particular debugging run or to make the breakpoints conditional on an expression that you set.

The Breakpoints option on the Unit menu shows you a pop-up list of all the breakpoints currently set in the Project, the address where they are located and the label (if one exists).

Enabled breakpoints will have a tick beside them.

- ▶ To edit breakpoints:

1. Select the Unit menu by clicking on the Unit button.
2. Choose the Breakpoints option from the menu.
3. Select the breakpoint you wish to edit.



Edit Breakpoint Dialogue Box

When you select a breakpoint from the list displayed on the Unit menu, the Edit Breakpoint dialogue box shown above appears.

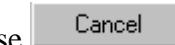
The enabled check box allows you to enable and disable breakpoints. When the check box is set the breakpoint is enabled and only these will be included in a debugging run.

There are two types of break:

- **Break at Point** is a standard break.
 - **Break if expression is true** is a conditional break.
4. Select the type of break you require from the **Type** box pull-down list.

Both options display the breakpoint address in the **Location** box. The location can be overtyped to move a break.

When the **Break if expression is true** option is enabled to create a conditional breakpoint, enter a C like expression or a label in the Expression box.

Use  to leave the dialogue box without saving the changes you have made.

Use  to delete the selected breakpoint.

5. Click  when you have made all your changes.

Note: A quick way to make a breakpoint conditional is to place the cursor over a breakpoint and use the Hot Keys **Shift F5**.

Any of the following methods can be used to create, remove and edit breakpoints:

The **F5** key

The Breakpoint options from the Source or Disassembly Pane menus

The Breakpoint icons from the Pane toolbars 

Stepping Into A Subroutine

The Step Into command allows you to trace the execution of the program one step at a time and so isolate any bugs that might be present.

When you Step Into a subroutine call, the Program Counter moves to the start of the subroutine and displays the relevant code. At the end of the subroutine you will be returned to where it was called from.

At Assembler level a debugging step is the execution of a single **instruction**.

If you wish to use the Step Into command at **Source** level you must make the Source Pane Active. In this case, one **line** at a time will be executed in each step and any subroutines or calls within that line will be stepped into.



To Step Into a subroutine during debugging:

1. Select the Debug menu from the Menu bar.
2. Choose the Step Into option from the menu.

Note: Alternative ways of Stepping Into a subroutine are to use the Step Into icon  on the Unit toolbar (at the bottom of the Debugger window) or to press **F7**. Note that it is possible to use the Step Into icon for a non-Active View.

Stepping Over A Subroutine

When you use the Step Over command, the subroutine is executed but not displayed and the Program Counter moves to the next line of calling routine code.

At Assembler level a debugging step is the execution of a single **instruction**.

If you wish to use the Step Over command at **Source** level, you must first make the Source Pane Active. In this case, one line at a time will be executed in each step and any subroutines or calls within that line will be performed.

► To Step Over a subroutine:

1. Select the Debug menu from the Menu bar.
2. Choose the Step Over option from the menu.

Note: Alternative ways of Stepping Over a subroutine are to use the Step Over icon  by the Unit menu or to press **F8**. Note that you can use the Step Over icon for a non-Active View.

Running To The Current Cursor Position

The Run to Cursor command can be used during debugging within the Source and Disassembly Panes.

- ▶ To run to the current cursor position:

1. Make a Source or Disassembly Pane active.
2. Click on the displayed code at the point you want to run to.
3. Select the Source or Disassembly menu from the Menu bar.
4. Choose the Run To Cursor option from the menu.

If the Unit does not reach the cursor position it will continue running.

Note: Alternative methods of running to the cursor are to click on the Run To Cursor icon on the Pane toolbar  or to use the Hot Key **F6**.

Note: You can use Run To Cursor while the Unit is running to make it stop at the cursor position.

Running Programs

The Run command causes the CPU of the specified Unit to start running.

It will continue until it meets a breakpoint, a processor exception or is stopped by the Stop or Run To Cursor commands.

During a debugging run the various Panes will show the progress of the run.

- ▶ To start the program running:

1. Select the Debug menu from the menu bar.
2. Choose the Go option from the menu.

Note: Alternative ways to start the run are to click the Start button on the relevant Unit toolbar  or to press **F9**.

Stopping A Program Running

The Stop command halts the CPU of the specified Unit as soon as possible.

- ▶ It is specified as follows:

1. Select the Debug menu from the Menu bar.
2. Choose the Stop option from the menu.

Note: Alternative ways to stop the run are to click the Stop button on the relevant Unit toolbar  or to press **Esc**.

Moving The Program Counter

The program counter (PC) can be set via the Set PC command.

This command moves the program counter to the current cursor position.

- ▶ It is found on the Pane menus for Source and Disassembly Panes and is set as follows:

1. Make a Source or Disassembly Pane Active.
2. Place the caret where you wish the PC to move to.
3. Click the right hand mouse button to call the Pane menu.
4. Select the Set PC option from the menu.

With this command, no instructions are executed between the previous and new PC position.

The opposite command to Set PC is Goto PC which takes the cursor to the position of the Program Counter.

Note: An alternative way to activate the Set PC command is by using the Hot Key **Shift+Tab**.

Moving The Caret To The PC

The caret point can be placed at the program counter address via the Goto PC command.

This is found on the Pane menus for Source and Disassembly Panes.



To Set The PC:

1. Make a Source or Disassembly Pane Active.
2. Click the right hand mouse button to call the Pane menu.
3. Select the Goto PC option from the menu.

Goto PC is the opposite command to Set PC which sets the Program Counter to the value at the current caret position.

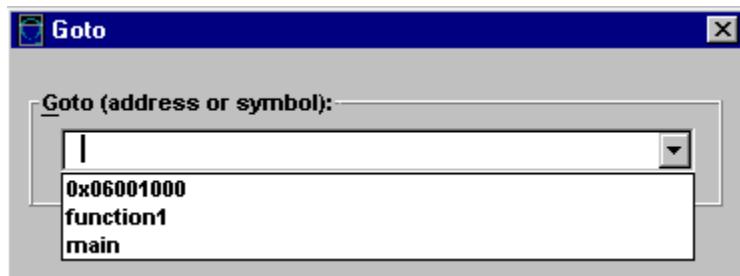
Note: Alternatively, pressing the 'space' bar will **directly** place the caret point at the program counter address.

Moving To A Known Address Or Label



The Goto command is available on the Source, Disassembly and Memory Pane menus. It is used to put the caret and PC at a known address, label name, register name or value of a specified C expression as described below:

1. Make the Source, Disassembly or Memory Pane Active.
2. Click the right hand mouse button to call the Pane menu.
3. Select the Goto option from the menu.
4. A dialogue box appears in which you enter the memory address, symbol name, register name or C expression.
5. Click to place the cursor at the entry point.



Go To Expression Dialogue Box

6. Type the required expression directly in this box or click the down arrow to display expressions which have been entered previously.
7. Enter or select the required expression and click . Note that a hexadecimal address must be prefixed with the string '0x'

As the Goto action will take you to the **value** of the specified expression, note the consequences when you enter a name containing C debug information **as well** as an Assembler label.

For example, if '_ramsize' is specified you will be taken to the **value** of _ramsize, not to where it is defined. This is because the C expression evaluator sees the C definition of _ramsize first and then evaluates it. To Goto this address, you must enter either '&_ramsize' or ':_ramsize'.

Alternatively, you could Goto 'main' (as functions evaluate to their address); to Goto an offset from main, enter: ':main+offset', '&main+offset' or '(int)main+offset'. This is because 'main' by itself has the type **int ()** which cannot be added.

Note: When you have successfully 'gone to' an expression in a Memory Pane, the 'pointed to' word is enclosed in a box. This will remain until you Goto something else or anchor the Pane to an expression.

See Also:

[Anchoring Memory Panes](#)

[Expression Evaluation Features](#)

[Previously Entered Expressions History List](#)

Note: Alternatively, you can activate the Goto command via the Goto icon on the toolbar  or the Hot Key **Ctrl G**.

Expression Evaluation Features

Register Names

Register names can be specified in any dialogue box where expressions can be entered. By default, the evaluator looks for C symbols first, so any variables which are the same as register names will be shown instead. If a name is being interpreted as a register it will be prefixed by a '\$'.

It is recommended that you use this '\$' prefix when **entering** register names to explicitly tell the evaluator that it is looking at a register.

Note: Registers have a C type of 'int'.

Typecasts and Typedefs

Typecasts can be entered to an expression via the usual C syntax.

If you entered '(int*)\$fp' to a Watch Pane you would see the following:

+int*(int*)\$fp = 0x8000ff00

Typecasting also works for structure tags; however, you are not required to enter the keyword 'struct' when casting to a structure tag.

You would expect to see the following when typecasting to a structure (or class):

-Tester* (Tester*)\$fp = 0x807ff88

-Tester

+unsigned char* m_pName = 0x000000645

+unsigned char* mpLongName = 0xFFFFFFFF

You can also cast to typedefs; for example, entering '(daddr_t)p' will produce:

long (daddr_t)p = 0x00003024

Labels

Labels can also be included in a C expression. The evaluator looks for C level information first and then label information. If it finds a label it will prefix it with a ‘:’.

It is recommended that you use this prefix when **entering** labels to explicitly tell the evaluator that it is looking at a label.

Note: Labels have a C type of ‘int’.

Functions

If you include a function name in an expression, its value will be the same as its address. It will appear in a Watch window as follows:

int () main = (...) (0x80010BFC)

Note: This is contrary to C where the value of a function, is what is returned from the function when it is executed.

Note: It is recommended that you access the address of a function via the ‘&’ operator or the Assembler label.

Expression Evaluation Name Resolution

In summary, the search order for a name in an expression is as follows:

1. Escaped Register Names (prefix ‘\$’)
2. Escaped Label Names (prefix ‘:’)
3. C Names
4. Register Names
5. Label Names

Previously Entered Expressions History List

Once an expression has been specified via a Goto or Add/Edit Watch dialogue box, it will be stored in a history buffer.

When you next access one of these dialogue boxes, click the down arrow to display a listing of these values.

At this point you can enter a new expression to the dialogue box or select one from the list and click . The selected expression can also be edited at this point.

Note: The most recent expressions used are held at the top of the list.

Anchoring Panes To The PC

By default the Source and Disassembly Panes are anchored to the Program Counter (PC).

This means that whenever possible the instruction or line at the PC is always displayed in the Pane.



The Follow PC property is toggled as follows:

1. Make a Source or Disassembly Pane Active.
2. Click the right hand mouse button to call the Pane menu.
3. Select the Follow PC option from the menu.

Note: This option is also available from the Source and Disassembly Pane toolbar  or from the Source or Disassembly menus on the Menu bar.

Anchoring Memory Panes

Anchoring a Pane has the same function as using Goto on every Debugger update.

- ▶ To anchor the Pane:

1. Select Anchor... from the Pane menu or press **Ctrl+A** when a Memory Pane is active.
2. Enter an expression.
3. Select .

The specified expression will appear in an indicator bar on the Pane. If this goes red, the expression cannot be evaluated in the current scope. Otherwise, the Pane will be 'anchored' to the value of the expression and a box will be drawn around the anchor point.

You can edit the expression by clicking the indicator.

- ▶ To turn off anchoring:

1. Call up the Anchor dialogue box.
2. Clear the box.
3. Select .

Identifying Changed Information

Any changes to variables since the last debugging step are displayed in a colour of your choice on all Panes except for Disassembly and Source.

This colour is set via the Set Default Colour option from the View menu.

See Also:

[Changing colour schemes in Views](#)

Closing The Debugger Without Saving Your Changes

The Quit option on the Project menu stops the Psy-Q Debugger running but does NOT save the current Project.



To close the Debugger without saving your changes:

1. Select the Project menu from the Menu bar.
2. Choose the Quit option from the menu.

Closing The Debugger And Saving Your Changes

The Exit option on the Project menu saves the current Project at the latest state and stops the Psy-Q Debugger running.

- ▶ To close the Debugger and save your changes:

1. Select the Project menu from the Menu bar.
2. Choose the Exit option from the menu.

Note: It is also possible to close the Project by clicking on the **X** icon on the system menu shown in the top right corner of the Debugger window.

Note: Next time you open the Debugger the last Project you saved will be launched automatically.

See Also:

Saving Your Project

APPENDICES

- **Appendix A - Error Messages**

Appendix A - Error Messages

This Appendix documents Psy-Q error messages, and is divided into the following sections:

- **Assembler Error Messages**
- **PSYLINK Error Messages**
- **PSYLIB Error Messages**

Format: In the list below, `%x` represents the variable part of the error message, as follows:

- | | |
|-----------------|--|
| <code>%s</code> | is replaced by a string |
| <code>%c</code> | is replaced by a single character |
| <code>%d</code> | is replaced by a 16 bit decimal number |
| <code>%l</code> | is replaced by a 32 bit decimal number |
| <code>%h</code> | is replaced by a 16 bit hexadecimal number |
| <code>%n</code> | is replaced by a symbol name |
| <code>%t</code> | is replaced by a symbol type, e.g. section, symbol or group. |

Assembler Error Messages

Assembler Messages:

'%n' cannot be used in an expression

%n will be the name of something like a macro or register

'%n' is not a group

Group name required

'%n' is not a section

Section name expected but name %n was found

Alignment cannot be guaranteed

Warning of attempt to align that cannot be guaranteed due to the base alignment of the current section

Alignment's parameter must be a defined name

In call to alignment() function

Assembly failed

Text of the FAIL statement

Bad size on opcode

E.g. attempt to use .b when only .w is allowed

Branch (%l bytes) is out of range

Branch too far

Branch to odd address

Warning of branch to an odd address

Cannot POPP to a local label

E.g. POPP @x

Cannot purge - name was never defined

Case choice expression cannot be evaluated

On case statement

Code generated before first section directive

Code generating statements appeared before first section directive

Could not evaluate XDEF'd symbol

XDEF'd symbol was equated to something that could not be evaluated

Could not open file '%s'

Datasize has not been specified

Must have a DATASIZE before DATA statement

Datasize value must be in range 1 to 256

DATASIZE statement

Decimal number illegal in this radix

Specified decimal digit not legal in current radix

DEF's parameter must be a name

Error in DEF() function reference

Division by zero

End of file reached without completion of %s construct

E.g. REPT with no ENDR

ENDM is illegal outside a macro definition

Error closing file

DOS close file call returned an error status

Error creating output file

Could not open the output file

Error creating temporary file

Could not create specified temporary file

Error in assembler options

Error in expression

Similar to syntax error

Error in floating point number

In IEEE32 / IEEE64 statement

Error in register list

Error in specification of register list for MOVEM / REG

Error opening list file

DOS open returned an error status

Error reading file

DOS read call returned an error status

Error writing list file

DOS write returned an error status or disk full

Error writing object file

DOS write call returned an error or disk is full

Error writing temporary file

Disk write error, probably disk full

Errors during pass 1 - pass 2 aborted

If pass 1 has errors then pass 2 is not performed

Expanded input line too long

After string equate replacement, etc. line must be <= 1024 chars

Expected comma after < >

<...> bracketed parameter in MACRO call parameter list

Expected comma after operand**Expected comma between operands****Expected comma between options**

In an OPT statement

Expecting '%s' at this point

Expecting one of ENDIF/ENDCASE etc. but found another directive

Expecting '+' or '-' after list command

In a LIST statement

Expecting '+' or '-' after option

In an OPT statement

Expecting a number after /b option

On Command line

Expecting comma between operands in INSTR**Expecting comma between operands in SUBSTR****Expecting comma or end of line after list**

In { ... } list

Expecting ON or OFF after directive

In PUBLIC statement

Expecting options after /O

On Command line

Expecting quoted string as operand

Expression must evaluate

Must be evaluated now, not on pass 2

Fatal error - macro exited with unterminated %s loop

End of macro with unterminated WHILE/REPT/DO loop.

Due to the way the assembler works, this must be treated as a fatal error

Fatal error - stack underflow - PANIC

Assembler internal error - should never occur!

File name must be quoted

Files may only be specified when producing CPE or pure binary output

In FILE attribute of group

Forward reference to redefinable symbol

Warning that a forward reference was made to a symbol that was given a number of values in SET or = statements. The value used in the forward reference was the last value the symbol was set to.

Function only available when using sections

Group '%n' is too large (%l bytes)

Group exceeds value in SIZE attribute

GROUP's parameter must be a defined name

In GROUP() function call

GROUPEND's parameter must be a group name

Error in call to GROUPEND() function

GROUPORG's parameter must be a group

In call to GROUPORG() function

GROUPSIZE's parameter must be a group name

Error in call to GROUPSIZE() function

IF does not have matching ENDIF/ENDC

Illegal addressing mode

Addressing mode not allowed for current op code

Illegal character '%c' (%d) in input

Strange (e.g. control) character in input file

Illegal character '%c' in opcode field

Illegal digit in suffixed binary number

In alternate number form 101b

Illegal digit in suffixed decimal number

In alternate number form 123d

Illegal digit in suffixed hexadecimal number

In alternate number form 1ab_h

Illegal group name

Illegal index value in SUBSTR

Illegal label

Label in left hand column starts with illegal character

Illegal name for macro parameter

In macro definition

Illegal name in command

Target name in ALIAS statement

Illegal name in locals list

In LOCAL statement

Illegal name in XDEF/XREF list

Illegal parameter number

Maximum of 32 parameters

Illegal section name

Illegal size specifier for absolute address

Can only use .w and .l on absolute addressing

Illegal start position/length in INCBIN

Illegal use of register equate

E.g. using a register equate in an expression

Illegal value (%l)

Illegal value (%l) for boundary in CNOP

Illegal value (%l) for offset in CNOP

Illegal value for base in INSTR

Initialised data in BSS section

BSS sections must be uninitialized

Instruction moved to even address

Warning that a padding byte was inserted

Label '%n' multiply defined

LOCAL can only be used inside a macro

LOCAL statement found outside macro

Local labels may not be strings

@x EQUIS ... is illegal

Local symbols cannot be XDEF'd/XREF'd

MEXIT illegal outside of macros

Missing '(' in function call

Missing ')' after function parameter(s)

Missing ')' after file name

In FILE attribute

Missing closing bracket in expression

Missing comma in list of case options

In =... case selector

Missing comma in XDEF/XREF list

MODULE has no corresponding MODEND

Module may not end until macro/loop expansion is complete

If a loop / macro call starts inside a module then there must not be a MODEND until the loop / macro call finishes

Module must end before end of macro/loop expansion - MODEND inserted

A module started inside a loop / macro call must end before the loop / macro call does

More than one label specified

Only one label per line (can occur when second label does not start in left column but ends in ':')

Move workspace command can only be used when downloading
In WORKSPACE statement

Names declared with local must not start with '%c'
In LOCAL statement

NARG can only be used inside a macro
Use of NARG outside macro

NARG's parameter must be a number or a macro parameter name
Illegal operand for NARG() function

No closing quote on string

No corresponding IF
ENDIF/ELSE without IF

No corresponding DO
UNTIL without DO

No corresponding REPT
ENDR without REPT

No corresponding WHILE
ENDW without WHILE

No matching CASE statement for ENDCASE
ENDCASE without CASE

No source file specified
No source file on command line

Non-binary character following %

Non-hexadecimal character '%c' encountered
In HEX statement

Non-hexadecimal character starting number
Expecting 0-9 or A-F after \$

Non-numeric value in DATA statement

OBJ cannot be specified when producing linkable output
OBJ attribute on group

Odd number of nibbles specified
In HEX statement

OFFSET's parameter must be a defined name
Error in OFFSET() function call

Old version of %n cannot be purged
Only macros can be purged

One string equate can only be equated to another
Attempt to equate to expression, etc.

Only one of /p and /l may be specified
On Command line

Only one ORG may be specified before SECTION directive

Op-code not recognised

Option stack is empty
POPO without PUSHO

Options /l and /p not available when downloading to target
On Command line

ORG ? can only be used when downloading output

ORG address cannot be specified when producing linkable output
No ORG group attributes when producing linkable output

ORG cannot be used after SECTION directive

ORG cannot be used when producing linkable output

ORG must be specified before first section directive
When using sections only one ORG statement may appear before all section statements (other than as group attributes)

Out of memory, Assembler aborting

Out of stack space, possibly due to recursive equates
Assemblers stack is full, possible cause is recursive equates, e.g. x equ y+1 , y equ x*2

Overflow in DATA value
DATA value too big

Overlay cannot be specified when producing linkable output
No OVER group attributes when producing linkable output

Overlay must specify a previously defined group name
Error in OVER group attribute

Parameter stack is empty
POPP encountered but nothing to pop

POPP must specify a string or undefined name

Possible infinite loop in string substitution
E.g. reference to x where x is defined as x equs x+1

Previous group was not OBJ'd
OBJ() attribute specified but previous group had no obj attribute to follow on from

Psy-Q needs DOS version 3.1 or later

Purge must specify a macro name

Radix must be in range 2 to 16

REF's parameter must be a name
Error in REF() function reference

Register not recognised
Expecting a register name but did not recognise

Remainder by zero
As for division by 0 but for % (remainder)

Repeat count must not be negative
REPT statement error

Replicated text too big
Text being replicated in a loop must be buffered in memory but this loop was too big to fit

Resident SCSI drivers not present
PSYBIOS does not appear to be loaded

SCSI card not present - assembly aborted
SECT's parameter must be a defined name
Error in SECT() function call

SECTEND's parameter must be a section name

Error in call to SECTEND() function

Section stack is empty

POPS without PUSHs

Section was previously in a different group

Section assigned to a different group on second invocation

SECTSIZE's parameter must be a section name

Error in call to SECTSIZE() function

Seek in output file failed

DOS seek call returned error status

Severity value must be in range 0 to 3

In INFORM statement

SHIFT can only be used inside a macro

SHIFT statement outside macro

Short macro calls in loops/macros must be defined before loop/macro

Short macros may not contain labels

Size cannot be specified when producing linkable output

SIZE attribute on group

Size specified in /b option must be in range 2 to 64

On command line

Square root of negative number

Statement must have a label

No label on, for example, EQU op

STRCMP requires constant strings as parameters

String '%n' cannot be shifted

String specified in SHIFT statement is not a multi-element string (i.e. {...} bracketed) and so cannot be shifted.

STRLEN's operand must be a quoted string

Symbol '%n' cannot be XDEF'd/XREF'd

Symbol '%n' is already XDEF'd/XREF'd

Symbol '%n' not defined in this module
Undefined name encountered

Syntax error in expression

Timed out sending data to target
Target did not respond

Too many characters in character constant
Character constants can be from 1 to 4 characters

Too many different sections
There is a maximum of 256 sections

Too many file names specified
On command line

Too many INCLUDE files
Limit of 512 INCLUDE files

Too many INCLUDE paths specified
Too many INCLUDE paths in /j options on command line

Too many output files specified
Maximum of 256 output files

Too many parameters in macro call
Maximum number of parameters (32) exceeded

Too much temporary data
Assembler limit of 16m bytes of temporary data reached

TYPE's parameter must be a name
Call of TYPE() function

Unable to open command file
From Command line

Undefined name in command
Target name in ALIAS statement

Unexpected case option outside CASE statement
Found =... statement outside CASE/ENDCASE block

Unexpected characters at end of Command line

Unexpected characters at end of line

End of line expected but there were more characters encountered (other than comments)

Unexpected end of line**Unexpected end of line in macro parameter****Unexpected end of line in list parameter**

In { ... } list

Unexpected MODEND encountered

MODEND without preceding MODULE

UNIT can only be specified once

In UNIT statement

UNIT cannot be used when producing linkable output

In UNIT statement

Unknown option

In OPT statement

Unknown option /%c

Unknown option on Command line

Unrecognised attribute in GROUP directive**Unrecognised optimisation switch '%c'**

In OPT statement or Command line

User pressed Break/Ctrl-C

Assembly aborted by user

XDEF'd symbol %n not defined

Symbol was XDEF'd but never defined

XDEF/XREF can only be used when producing linkable output**Zero length INCBIN** - Warning of zero length INCBIN statement

Psylink Error Messages

Linker Messages:

%t %n redefined as section

New definition of previously defined symbol

%t '%n' redefined as group

New definition of previously defined symbol

%t '%n' redefined as XDEF symbol

New definition of previously defined symbol

Attempt to switch section to %t '%n'

Non-section type symbol referenced in section switch

Attempt to use %t '%n' as a section in expression

Section type symbol required

Code in BSS section '%n'

BSS type sections should not contain initialised data

COFF file has incorrect format

COFF format files are those produced by Sierra C cross compiler, etc.

Different processor type specified

Object code is for different processor type than target or attempt was made to link code for different processor types

Division by zero

Error closing file

DOS close file call returned error status

Error in /e option

On Command line

Error in /o option

On Command line

Error in /x option

On Command line

Error in command file

Error in Linker options

On Command line

Error in REGS expression**Error reading file %f**

DOS read file call returned error status

Error writing object file

DOS write file call returned error status - probably disk full

Errors during pass 1 - pass 2 aborted

Pass 2 does not take place if there were errors on Pass 1

Expecting a decimal or hex number

/o option on Command line

File %f is in out-of-date format

File should be re-built be re-assembling

File %f is not a valid library file**File %f is not in PsyLink file format****Group '%n' is too large (%l bytes)**

Group is larger than its size attribute allows

Group '%n' specified with different attributes

Different definitions of a group specify different attributes

Illegal XREF reference to %t '%n'

Object file defines xref to symbol which cannot be xref'd, e.g. a Section name

Multiple run addresses specified

More than one run address specified

No source files specified

No source file on Command line

Object file made with out-of-date assembler

File should be re-built before re-assembling

Only built in groups can be used when making relocatable output

When /r command line option is used, only the built in groups can be used, i.e. no new groups may be defined

Option /p not available when downloading to target

Options /p and /r cannot be used together

On Command line

ORG ? can only be used when downloading output

Out of memory, Linker aborting

Previous group was not OBJ'd

Cannot specify OBJ() attribute if previous group did not have obj attribute

Reference to %t '%n' in expression

Use of, e.g. a section name in an expression

Reference to undefined symbol #%

There is an internal error in the object file

Relocatable output cannot be ORG'd

Remainder by zero

Run-time patch to odd address

Warning that a run-time longword patch to an odd address will occur which may cause some Amiga systems to crash

SCSI card not present - linking aborted

Could not find SCSI card

SCSI drivers not loaded

PSYBIOS does not appear to be present

Section '%n' must be in one of groups code, data or BSS

When producing Amiga format code

Section '%n' placed in non-group symbol #%

There is an internal error in the object file

Section '%n' placed in non-group symbol '%n'

An attempt was made to place a section in a non-group type symbol

Section '%n' placed in two different groups

Section is placed in different groups

Section '%n' placed in unknown group symbol #%

There is an internal error in the object file

Section '%n' must be in one of groups text, data or BSS
When producing ST format code

Symbol '%n' multiply defined
New definition of previously defined symbol

Symbol '%n' not defined
Undefined symbol

Symbol '%n' placed in non-section symbol #%
There is an internal error in the object file

Symbol '%n' placed in unknown section symbol #%
There is an internal error in the object file

Symbol in COFF format file has unrecognised class
COFF format files are those produced by Sierra C cross compiler, etc.

Timed out sending data to target
Target not responding or offline

Too many file names specified
Too many parameters on command line

Too many modules to link
Maximum of 256 modules may be linked

Too many symbols in COFF format file
COFF format files are those produced by Sierra C cross compiler, etc.

Unable to open output file
Could not open specified output file

Undefined symbol in COFF file patch record
COFF format files are those produced by Sierra C cross compiler, etc.

Unit number must be in range 0-127

Unknown option /%c
On Command line

Unknown processor type '%s'
Could not recognise target processor type

Unrecognised relocatable output format
/r option on command line

User pressed Break/Ctrl-C

Linking aborted by user

Value (%1) out of range in instruction patch

Value to be patched in is out of range

WORKSPACE command can only be used when downloading output

Psylib Error Messages

Librarian Messages:

Cannot add module : it already exists

Module may only appear in a library once

Could not create object file

Error creating object file when extracting

Could not create temporary file

Error creating temporary file

Could not open/create

DOS error opening file

Error reading library file

DOS error reading file

Error writing library file

DOS error writing file, probably disk full

Incorrect format in object file

Error in object file format - re-build it

No files matching

No object files matching the specifications were found

No library file specified

No object files specified

No option specified

An action option must be specified on the command line

Unknown option /

On Command line, option not recognised

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