

X86 DEBUG FORMAT

OBJECTIVES:

- * DON'T TAKE UP TOO MUCH SPACE
- * REFER TO SOURCE FILES
↳ DO NOT INCLUDE SOURCE!
- * ONLY NEEDED FOR CODE GENERATING LINES
- * ONLY NEEDED FOR CODE GENERATING SEGMENTS (NOT UNINITIALISED)

IN THE OBJECT FILE

- * HAVE A LIST OF FILENAMES REFERENCED
- * IN EACH SEGMENT, A DEBUG DESCRIPTOR
- * IN EACH DEBUG DESCRIPTOR A LIST OF DEBUG LINES
- * IN EACH DEBUG LINE:
 - A FILENAME REFERENCE
 - A LINE NUMBER
 - A HEX CODE OFFSET

TYPICAL FILE FRAGMENTS (JSON BASED)

GLOBAL HEADER INFO

```
"DebugFiles": {  
  "C:\\FILES\\MYSRC1.Z80",  
  "C:\\FILES\\INCLUDEFILE.INC",  
  "C:\\EXTRA\\MODULE.Z80"  
}, .....
```

(File 0001)
(File 0002)
etc.

IN EACH SEGMENT AREA

```
"CSEG": {  
  "Address": "0100",  
  "Length": "0012",  
  :  
  :  
  :  
  "Fix ups": {  
    :  
    :  
  }  
  "DebugLines": [  
    "0001 00A7 0003",  
    "0001 00A9 0005",  
    :  
    :  
  ], .....
```

0001 = Debug file
no. 0001
00A7 = Line no. in
file, decimal
167
0003 = Code offset
0003