

Spy Maintenance

The Spy Maintenance functions are used to activate, deactivate, list or delete **all** debug entries (spies) that is, breakpoints **and** watchpoints. Besides, Spy Maintenance is an alternative method of accessing the breakpoint or watchpoint maintenance screens.

▶ To invoke the Spy Maintenance menu

- On the Debug Main Menu, enter Function Code **S**.
Or enter the direct command **SM**.
- The Spy Maintenance menu appears.

The Spy Maintenance menu provides the following functions:

- Set Test Mode ON/OFF
(see the relevant section)
 - Activate Spy
 - Deactivate Spy
 - Delete Spy
 - Display Spy
 - Modify Spy
-

Activate Spy

▶ To set the current state of specified spies to "active"

- On the Spy Maintenance menu, enter Function Code **A** and a spy number **or** a spy name.
Or enter the direct command `ACTIVATE SPY name or number`
(see also the syntax of `ACTIVATE` in Command Summary and Syntax).

If you do not specify an object name or a line number, **all** spies (breakpoints and watchpoints) are activated.

Deactivate Spy

▶ To set the current state of specified spies to "inactive"

- On the Spy Maintenance menu, enter Function Code **B** and a spy number **or** a spy name.
Or enter the direct command `DEACTIVATE SPY name or number`
(see also the syntax of `DEACTIVATE` in Command Summary and Syntax).

If you do not specify an object name or a line number, **all** spies (breakpoints and watchpoints) are deactivated.

Delete Spy

▶ To delete specified spies

- On the Spy Maintenance menu, enter Function Code **C** and a spy number **or** a spy name.
Or enter the direct command `DELETE SPY name or number`
(see also the syntax of `DELETE` in Command Summary and Syntax).

If you do not specify an object name or a line number, **all** spies (breakpoints and watchpoints) are deleted.

Display Spy

To display specified spies

- On the Spy Maintenance menu, enter Function Code **D** and a spy number **or** a spy name.
Or enter the direct command `DISPLAY SPY name or number`
(see also the syntax of `DISPLAY` in Command Summary and Syntax).

If the specified spy is unique, the Display Breakpoint or Display Watchpoint screen (see the relevant sections) appears respectively and all specifications of this breakpoint or watchpoint are displayed.

If the specified spy is not unique, a list of the spies concerned is displayed. On the list, you can activate, deactivate, display, modify or delete a spy by marking it with the line command `AC`, `DA`, `DI`, `MO` or `DE` respectively.

If you do not specify an object name or a line number, **all** spies (breakpoints and watchpoints) are displayed.

Modify Spy

To modify specified spies

- On the Spy Maintenance menu, enter Function Code **M** and a spy number **or** a spy name.
Or enter the direct command `MODIFY SPY name or number`
(see also the syntax of `MODIFY` in Command Summary and Syntax).

If the specified spy is unique, the Modify Breakpoint or Modify Watchpoint screen appears respectively and the breakpoint or watchpoint specifications can be modified.

If the specified spy is not unique, a list of the spies concerned is displayed. On the list, you can activate, deactivate, display, modify or delete a spy by marking it with the line command `AC`, `DA`, `DI`, `MO` or `DE` respectively.

If you do not specify an object name or a line number, **all** spies (breakpoints and watchpoints) are displayed for selection and modification.