

List Object Source

With the List Object Source function, you can display the source code of an object and maintain breakpoints. For you to be able to use List Object Source, the corresponding source must be in your current library or in one of its steplibs.

▶ To list the source code of an object

- On the Debug Main Menu, enter Function Code L and an object name.
Or enter the direct command `LIST object`
(see also the syntax of LIST in Command Summary and Syntax).
The object source is displayed with all current breakpoints listed in the Message column on the right-hand side of the screen.
Use PF8 or PF9 to scroll up or down one page.

If you execute a programming object, the Natural Debugger interrupts execution at each breakpoint or watchpoint you have set and the Debug Window appears (see the relevant section in Concepts of the Natural Debugger).

▶ To list the source code of an interrupted object

- From the Debug Window, choose Function Code L for List Break.
Or, if relevant on other debug screens, choose PF9 (Li Br) or enter the direct command `LIST BREAK`.
The source code of the object is displayed at the position where a break (breakpoint or watchpoint) occurred.
The name of the breakpoint or watchpoint is displayed in the Message column on the right-hand side of the screen. The corresponding source code line is highlighted.

Below is information on:

- Maintain Breakpoints
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Maintain Breakpoints

The List Object Source function, may be used to invoke or directly execute breakpoint maintenance functions from within an object source. For instructions on how to set breakpoints and general information on breakpoints, see Conditions of Use in Breakpoint Maintenance.

▶ To invoke a breakpoint maintenance function from an object source

- On the Debug Main Menu, enter Function Code L and an object name.
Or enter the direct command `LIST object`
(see also the syntax of LIST in Command Summary and Syntax).
The source code of the specified object is displayed.
The names of breakpoints already set are displayed in the Message column on the right-hand side of the screen.
 - To scroll the listing:
In the command line, enter a plus (+) or a minus (-) sign
or enter the direct commands TOP, BOTTOM, LEFT and RIGHT.
- In the object source, mark the line(s) desired with any of the commands listed below:

| | |
|----|---|
| AC | Activates breakpoints. |
| DA | Deactivates breakpoints. |
| DE | Deletes breakpoints. |
| DI | Displays breakpoints. |
| MO | Goes to the Modify Breakpoint maintenance screen. |
| SE | Sets breakpoints. |
| SM | Goes to the Set Breakpoint maintenance screen. |

- Upon successful command execution, a corresponding message is displayed in the Message column on the right-hand side of the screen.