

SYSBPM - Display Object Hexadecimal

This function is used to display in hexadecimal format an object currently contained in the buffer pool .

To invoke Display Object Hexadecimal

- On the SYSBPM Main Menu, enter Function Code **O** and specify an object:
see the valid field input values as described in the section Invoking and Operating SYSBPM.

Or, in the command line, enter
`DISPLAY OBJECT library-name object-name dbid fnr`.

The Display Object Hexadecimal screen appears with the object displayed in hexadecimal format.

Navigation

Within the object displayed on the Display Object Hexadecimal screen, you can move to a specific location by entering either an absolute hexadecimal address or a hexadecimal offset relative to your current position.

Choose PF7 to scroll one page backward and PF8 to scroll one page forward.

In addition, on the Display Object Hexadecimal screen, in the direct command line, you can enter any of the following positioning command:

Command	Function
GP	Displays the generated program.
KST	Displays the constant table.
MPT	Displays the multiple-purpose table.
<u>NEXT</u>	Only applies if a range of objects was selected: Displays one object after the other and returns to the screen on which NEXT was entered.