

SYSBPM - Display Object Hexadecimally

This function displays an object currently contained in the buffer pool in hexadecimal format.

You can either select this function on the SYSBPM Main Menu, or invoke it by entering the direct command `DISPLAY OBJECT`.

The "Display Object Hexadecimally" screen is then displayed, showing the object in hexadecimal format.

Scrolling in the Displayed Object

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

With PF7, you can scroll one page backward; with PF8, one page forward.

In addition, you can enter the following positioning commands in the command line of this screen:

Command	Moves To
GP	The generated program.
KST	The constant table.
MPT	The multiple-purpose table.