CP/M® SID™
Symbolic Instruction Debugger
User's Guide
Release Note

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The following table summarizes SID Version 3.0 commands. Add the table to Section 3 of your CP/M® SID™ Symbolic Instruction Debugger User's Guide.

Commands E, E*, V, and W are additions to the SID User's Guide; command R is revised.

In this table, braces denote optional items; Sym-filespec assumes a filetype of .SYM; Pgm-filespec assumes a filetype of .COM.

Refer to your Operating System User's Guide for a discussion of the elements of a file specification (filespec) and a command tail.

Table 3-1. SID Commands

Name	Syntax	Meaning
Assemble	**As**	Enter assembly language statements. s is the start address.
Call	**Cs** {b{,d}}	Call to memory location from SID. s is the called address, b is the value of the BC register pair, and d is the value of the DE register pair.
Display	**D**{W}{s}{,f}	Display memory in hex and ASCII. W specifies a 16-bit word format, s is the start address, and f is the finish address.
Load	**E**pgm-filespec {,sym-filespec}	Load program and symbol table for execution.
Load	**E*** sym-filespec	Load a symbol table file.
Fill	**F**s,f,d	Fill memory with constant value. s is the start address, f is the finish address, and d is an 8-bit data item.

Table 3-1. (continued)

Name	Syntax	Meaning
Go	**G**{p}{,a{,b}}	Begin execution. p is a start address, a is a temporary breakpoint, and b is a second temporary breakpoint. Go exits SID by performing a warm boot.
Hex	**H**a H.a Ha,b	Displays all symbols with address in hex. The first syntax displays hex, decimal, and ASCII values of a. The second syntax performs number and character conversion, where a is a symbolic expression, and the third syntax computes hex sum and difference of a and b, where a and b are symbolic expressions.
Input	**I**command tail	Input CCP command line.
List	**L**{s}{,f}	List 8080 mnemonic instructions. s is the start address, and f is the finish address.
Move	**M**s,h,d	Move memory block. s is the start address, h is the high address of the block, and d is the destination start address.
Pass	**P**{p{,c}}	Pass point set, reset, and display. p is a permanent breakpoint address, and c is initial value of pass counter.
Read	**R**filespec{,d}	Read code/symbols. d is an offset to each address.
Set	**S**{W}s	Set memory values. s is an address where value is sent, W is a 16-bit word.
Trace	**T**{n{,c}}	Trace program execution. n is the number of program steps, and c is the utility entry address.
Trace	**T**{W}{n{,c}}	Trace without call. W instructs SID not to trace subroutines, n is the number of program steps, and c is the utility entry address.

Table 3-1. (continued)

Name	Syntax	Meaning
Untrace	**U**{W}{n{,c}}	Monitor execution without trace. n is the number of program steps, c is the utility entry address, W instructs SID not to trace subroutines.
Value	**V**	Display the value of the next available location in memory (NEXT), the next location after the largest file read in (MSZE), the current value of the program counter (PC), and the address of the end of available memory (END).
Write	**W**filespec{,s,f}	Write the contents of a contiguous block of memory to filespec. s is the start address, f is the finish address.
Examine	**X**{f}{r}	Examine/alter CPU state. f is flag bit C, E, I, M, or Z; r is register A, B, D, H, P or S.