

SLEUTH

All commands may be prefixed with "B". Entered by *SLEUTH

- A <0-100> A 20
Accelerator. Changes program speed (0=slow, 100=fast).
Default is 100.
- B Toggles breakpoint flag. Breakpoints ignored if flag is not
set.
- B <1-3><condition> B 2 D%>100
Sets up to 3 conditional breakpoints (condition must not
contain a reserved word). As shown, program will pause
when D% exceeds 100.
- B <1-3> Clear conditional breakpoint.
- BL <line> BL 1270
Sets an unconditional line breakpoint, or resets if
already set. (up to 5 simultaneously set)
- C Change window between selected variables and breakpoints.
- D (<&addr>) D &10
Invoke dual screens. Screen storage address defaults to
Page which is increased by &500 bytes. Only high byte of
address is entered (&0E=&0E00). TAB toggles between
screens. SHIFT-TAB toggles CP/C/P flags.
- G (<line>) G 1270
Goto an optional line number (defaults to first line) and
execute program, removing single step flag if set.
- LI (<line>) LI 1270
List program from an optional line number (defaults to
first line). Move with up/down cursor keys (+shift for
start/end). RETURN exits to SLEUTH.
- LO <fsp> LO file
Load a program to page. If dual screens are to be used
they should be initialised first.
- M Set multistep flag. SPACE will run through and finish a
FOR/NEXT, GOSUB/RETURN, REPEAT/UNTIL and PROC/ENDPROC
loop as one instruction.
- MF Finish a loop that has already been entered.
- P <&addr> P &12
Sets Page to the value entered (high byte only). Value
will be increased by &500 bytes by invoking dual screens.
- Q Quit SLEUTH leaving the program intact.
- R (<line>) R 1270
Run. Clear all variables and execute from Page or
optional line, removing single step flag if set.
- SA <fsp> SA file
Save a Basic program.
- SI Toggles single step flag. SPACE executes current
instruction. CTRL-SPACE speeds up single stepping.
- T Toggle trace flag, displaying current line number on program

screen when set.

VS <1-4><variable> VS 1 B%

Up to 4 variables can be selected for continuous monitoring, entering the number and variable as requested.

VS <1-4> Delete selected variable.

VU Variable update, enter as <variable>=<new value> eg. D%=120
or A\$="new"

@ Pause when running a program, returning immediately to the control screen, continue with SPACE.

* OS command may be entered at any time.

FLAGS

H Printer active

T Trace set

B Breakpoint set

S/M Single/Multistep set

DUAL SCREEN

C Control screen

P Program screen

CP Switch to program screen before executing instruction, SPACE to return to control screen

.. Dual screens not selected

LOOP NESTING LEVELS

FR For/next (max. 10)

S Gsub/return (max. 26)

RP Repeat/until (max. 20)

Pr Procedures (max. about 1500)