

debug_lib

COLLABORATORS

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REVISION HISTORY

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Chapter 1

debug_lib

1.1 debug_lib.doc

```
KCmpStr()  
KGetChar()  
KGetNum()  
KMayGetChar()  
KPrintf()  
KPutChar()  
KPutStr()
```

1.2 debug.lib/KCmpStr

NAME

KCmpStr - compare two null terminated strings

SYNOPSIS

```
mismatch = KCmpStr(string1, string2)  
D0          A0          A1
```

FUNCTION

string1 is compared to string2 using the ASCII collating sequence. 0 indicates the strings are identical.

1.3 debug.lib/KGetChar

NAME

KGetChar - get a character from the console
(defaults to the serial port at 9600 baud)

SYNOPSIS

```
char = KGetChar()  
D0
```

FUNCTION

busy wait until a character arrives from the console.

KGetChar is the assembly interface, `_KGetChar` and `_kgetc` are the C interfaces.

1.4 debug.lib/KGetNum

NAME

KGetNum - get a number from the console

SYNOPSIS

```
number = KGetNum()  
D0
```

FUNCTION

get a signed decimal integer from the console. This will busy wait until the number arrives.

1.5 debug.lib/KMayGetChar

NAME

KMayGetChar - return a character if present, but don't wait (defaults to the serial port at 9600 baud)

SYNOPSIS

```
flagChar = KMayGetChar()  
D0
```

FUNCTION

return either a -1, saying that there is no character present, or whatever character was waiting. KMayGetChar is the assembly interface, `_KMayGetChar` is the C interface.

1.6 debug.lib/KPrintf

NAME

KPrintf - print formatted data to the console (defaults to the serial port at 9600 baud)

SYNOPSIS

```
KPrintf("format string", values)  
      A0          A1
```

FUNCTION

print a formatted C-type string to the console. See the `exec RawDoFmt()` call for the supported % formatting commands.

INPUTS

"format string" - A C style string with % commands to indicate where paramters are to be inserted.
values - A pointer to an array of paramters, to be inserted into specified places in the string.

KPutFmt and KPrintf are identical assembly interfaces that want the two pointers in registers. `_KPrintf` and `_kprintf` are C interfaces that expect the format string pointer on the stack, and the parameters on the stack above that.

SEE ALSO
`exec.library/RawDoFmt`, any C compiler's "printf" call.

1.7 debug.lib/KPutChar

NAME

KPutChar - put a character to the console
(defaults to the serial port at 9600 baud)

SYNOPSIS

```
char = KPutChar(char)
D0          D0
```

FUNCTION

Put a character to the console. This function will not return until the character has been completely transmitted.

INPUTS

KPutChar is the assembly interface, the character must be in D0. `_KPutChar` and `_kputc` are the C interfaces, the character must be a longword on the stack.

1.8 debug.lib/KPutStr

NAME

KPutStr - put a string to the console
(defaults to the serial port at 9600 baud)

SYNOPSIS

```
KPutStr(string)
A0
```

FUNCTION

put a null terminated string to the console. This function will not return until the string has been completely transmitted.

INPUTS

KPutStr is the assembly interface, a string pointer must be in A0. `_KPutStr` and `_kputs` are the C interfaces, the string pointer must be on the stack.