Contents of Script Debugger Help

This section displays the list of help items related to the script debugger.   To view an item not displayed in the help window, use the scroll bar.

To learn how to use Help, press [F1] or select the [How to use help] command from the [Help] menu.

Keyboard

Script Debugger Keys

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Script Debugger Keys

The script debugger uses the keys listed below.

To display the help for each command, select the corresponding menu.   To see an item not displayed, use the scroll bar.

Shortcut Keys

Shortcut Keys

Ctrl + Z
Cancels the previously executed command or operation.

Ctrl + X
Deletes and copies selected text to the clipboard.

Ctrl + C
Copies selected text to the clipboard.

Ctrl + V
Inserts clipboard text at the cursor position.

Delete
Deletes selected text.

F7
Sets an interrupt point.

F7
Releases an interrupt point.

F9
Executes a script.

F8
Changes the execution start point of the script.

Pause
Interrupts script execution.

F5
Executes one step of a script.

F3
Searches for the next character string.

F2
Selects the specified line command.

Ctrl + Home
Displays the beginning.

Ctrl + End
Displays the end.

Script Debugger Command List

To display the help for each command, select the corresponding menu.   To view an item not displayed, use the scroll bar.

[File] Menu Commands

[Open]

[Close]

[Exit]

[Edit] Menu Commands

[Undo]

[Cut]

[Copy]

[Paste]

[Delete]

[Select all]

[Search] Menu Commands

[Search string]

[Search next]

[Specified line]

[Beginning]

[End]

[Execution Control] Menu Commands

[Set interrupt point]

[Release interrupt point]

[Release all interrupt points]

[Execute]

[Change start point]

[Interrupt]

[Execute one step]

[Exit script]

[Execute trace]

[Function trace]

[Variable] Menu Commands

[Register variable name]

[Select and register variable name]

[Delete variable name]

[Other] Menu Commands

[Change environment]

[Window] Menu Commands

[Sort]

[Display variable]

[Execute script statement]

[Function trace]
[Select script (number)]
[Display script]

[File] Menu Commands

The file menu contains commands for displaying script, not displaying script, exiting the script debugger, and exiting script execution.

For details, select the following file menu commands.

[Open]

[Close]

[Exit]

To view an item not displayed, use the scroll bar.

[Open] Command

This command opens a script that can be used by the script debugger.

Selecting the [Open] command displays the [Open] dialog box.   The object script can be specified or selected.

See Also

Open Script Not Displayed

Select and Open Script Not Displayed

Cancel [Open] Command

[Close] Command

This command closes the specified script.

Selecting the [Close] command closes the script display and edit window displayed on top.

See Also

Close Script Displayed on Top

Close Script Not Displayed on Top

[Exit] Command

This command terminates the script debugger and, if specified, halts script execution.

Selecting the [Exit] command displays the [Exit] message box.   When the check box is specified and the [OK] button is selected, the script debugger and script execution can be terminated.

See Also

Exit Script

Cancel [Exit] Command

[Edit] Menu Commands

The edit menu contains commands for operating the clipboard.

For details, select the following edit menu commands.

[Undo]

[Cut]

[Copy]

[Paste]

[Delete]

[Select All]

[Undo] Commands

These commands cancel the command executed immediately before or operation performed immediately before.

Selecting the [Undo] command cancels the command executed immediately before.   After changing a variable value in the [Display variable] window or executing a script statement in the [Execute script statement] window, the operation performed immediately before can be canceled.

See Also

Undo Interrupt Point Setting

Undo Interrupt Point Release

Undo Start Point Change

Undo Variable Name Registration

Undo Variable Name Selection and Registration

Undo Variable Name Deletion

Undo Variable Value Change

Undo [Cut] Command

Undo [Paste] Command

Undo [Delete] Command

Undo [Select All] Command

Undo Script Statement Execution

[Cut] Command

This command cuts selected text to the clipboard.

When the [Cut] command is selected, selected text is deleted and copied to the clipboard.

See Also

Cut in Variable Display

Cut in Script Statement Execution

[Copy] Command

This command copies the selected text to the clipboard.

When the [Copy] command is selected, selected text is copied to the clipboard without being deleted.

See Also

Copy Script Text

Copy in Variable Display

Copy in Script Statement Execution

Copy in Function Trace

[Paste] Command

This command inserts clipboard text in the cursor position.

When the [Paste] command is selected, clipboard text is inserted before the specified cursor position or is replaced with the selection section.

See Also

Paste in Script Statement Execution

Paste in Variable Display

[Delete] Command

This command deletes the selected text.

When the [Delete] command is selected, selected text is deleted and the section that follows is padded.

See Also

Delete in Variable Display

Delete in Script Statement Execution

[Select All] Command

This command selects the entire text.

When the [Select all] command is selected, the entire text is selected.

See Also

Select All Script Text

[Search] Menu Commands

The search menu contains commands are related to script search and display position.
For details, select the following search menu commands.
[Search String]
[Search Next]
[Specified Line]
[Beginning]
[End]

[Search String] Command

This command searches for the specified character string.

When the [Search string] command is selected, the search dialog box is displayed.   Specify the search string.   Press the OK button to start the search.   When the character string is found, the corresponding character string is selected.   If the character string is not found, the message box is displayed.

See Also

Search Script

Cancel [Search String] Command

[Search Next] Command

This command continues searching for the character string set by the Search command.

When the [Search next] command is selected, the specified search processing is continued.

See Also

Continue Script Search

[Specified Line] Command

This command enables display from the specified line.

When the [Specified line] command is selected, the specified line dialog box is displayed.
Press the OK button after specifying the desired line enables display from that specified line.
If a line beyond the last line is specified, the last line is assumed.

See Also

Display Script from Specified Line

Cancel [Specified Line] Command

[Beginning] Command

This command displays a script from the beginning.

When the [Beginning] command is selected, the script is displayed from the beginning.

See Also

Display Script from Beginning

[End] Command

This command displays a script up to and including the last line.

When the [End] command is selected, the script (including the last line) is displayed.

See Also

Display Last Line of Script

[Execution Control] Menu Commands

The execution control menu contains commands related to execution control of the script debugger.

For details, select the following execution control menu commands.

[Set Interrupt Point]

[Release Interrupt Point]

[Release All Interrupt Points]

[Execute]

[Change Start Point]

[Interrupt]

[Execute One Step]

[Exit Script]

[Execution Trace]

[Function Trace]

[Set Interrupt Point] Command

This command sets an interrupt point in the script.

When the [Set interrupt point] command is selected, an interrupt point can be set on each line of the script.

See Also

Set Interrupt Point in Script Displayed

Set Interrupt Point in Script Not Displayed

[Release Interrupt Point] Command

This command releases an interrupt point already set in the script.

When the [Release interrupt point] command is selected, the interrupt points set on each line of the script are released.

See Also

Release Interrupt Point in Script Displayed

Release Interrupt Point in Script Not Displayed

[Release All Interrupt Points] Command

This command releases all interrupt points already set in the script.

When the [Release all interrupt points] command is selected, the message box for releasing all interrupt points is displayed.　All interrupt points set are also released.

See Also

Release All Interrupt Points in Script Displayed

Cancel [Release All Interrupt Points] Command

[Execute] Command

This command restarts script execution.

When the [Execute] command is selected, the script is executed until the next interrupt event occurs.

See Also

Execute Script from Start Point

[Change Start Point] Command

This command changes the execution start point of a script.

When the [Change start point] command is selected, the execution start point is changed to the specified position.

See Also

Change Start Point of Script Displayed

Change Start Point of Script Not Displayed

[Interrupt] Command

This command interrupts script execution.

When the [Interrupt] command is selected, script execution is interrupted.   Control is also transferred to the script debugger.

See Also

Interrupt Script Execution

[Execute One Step] Command

This command executes one step of a script.

When the [Execute one step] command is selected, one step of the script is executed. Reverse video display of the control area switches to the next line and execution is interrupted.

See Also

Execute One Step of Script from Start Point

[Exit Script] Command

This command terminates script execution.

When the [Exit script] command is selected, the [Exit script] message box is displayed. Script execution can be terminated.

See Also

Exit Script Execution

Cancel [Exit Script] Command

[Execution Trace] Command

This command validates and invalidates an execution trace.

When the [Execution trace] command is selected, validation and invalidation are set alternately.

See Also

Validate Execution Trace

Invalidate Execution Trace

Change Trace Speed at Trace Execution

[Function Trace] Command

This command validates and invalidates a function trace.

When the [Function trace] command is selected, validation and invalidation are set alternately.

See Also

Validate Function Trace

Invalidate Function Trace

[Variable] Menu Commands

The variable menu contains commands for controlling variable name display and changing variable values.

For details, select the following variable menu commands.

[Register Variable Name]

[Select and Register Variable Name]

[Delete Variable Name]

[Register Variable Name] Command

This command registers a variable name for variable display.

Selecting the [Register variable name] command displays the [Register variable name] dialog box.   The variable name can be input.

See Also

Register Variable Name

Cancel [Register Variable Name] Command

[Select and Register Variable Name] Command

This commands selects and registers variable names for variable display.

Selecting the [Select and register variable name] command displays the [Variable name list] list box.   The variable name can be selected from the variable name list.

See Also

Select and Register Variable Name

Select and Register Multiple Variable Names

Cancel [Select and Register Variable Name] command

[Delete Variable Name] Command

This command deletes the variable displayed.

When the [Delete variable name] command is selected, the variable name and displayed variable value specified in the [Display variable] window are deleted.

See Also

Delete Variable Name

Delete Multiple Variable Names

[Other] Menu Commands

Other menus containing commands related to environment setup.

For details, select the following another menu command.

[Change Environment]

[Change Environment] Command

This command changes the speed of saving and tracing the window exit status.

Selecting the [Change environment] command displays the [Change environment] dialog box.   The display speed of saving and tracing the window exit status can be set.

See Also

Save Window Exit Status

Change Trace Speed at Trace Execution

Cancel [Change Environment] Command

[Window] Menu Commands

The window menu includes commands used to control individual window selections.

For details, select the following window menu commands.

[Sort]

[Display Variable]

[Execute Script Statement]

[Function Trace]

[Select Script (Number)]

[Display Script]

To view a command not displayed in the window, use the scroll bar.

[Sort] Command

This command displays the title of the script display screen.

When the [Sort] command is selected, the script display and edit window displayed is sorted.

See Also

Sort and Display Script Displayed

[Display Variable] Command

This command displays the display variable window.

Selecting the [Display variable] command displays the [Display variable] window, if not already displayed.   When the [Display variable] window is already displayed, the window is activated.

See Also

Display [Display Variable] Window

Change Variable Value

Confirm Variable Value Change

Undo Variable Value

Cancel Display Variable

[Execute Script Statement] Command

This command displays the [Execute script statement] window.

Selecting the [Execute script statement] command displays the [Execute script statement] window, if not already displayed.   When the [Execute script statement] window is already displayed, the window is activated.

See Also

Display [Execute Script Statement] Window

Execute Script Statement

Cancel [Execute Script Statement] Command

Exit Script Statement Execution

Interrupt Script Statement Execution

[Function Trace] Command

This command traces a function.

Selecting the [Function trace] command displays the [Function trace] window, if not already displayed.   When the [Function trace] window is already displayed, the window is activated.

See Also

Display [Function Trace] Window

Exit [Function Trace] Window

[Select Script (Number)] Command

This command displays the specified script on top.

When the [Select script (number)] command is selected, the specified [Script display and edit] window is displayed on top.

See Also

Select and Display Script Displayed

Activate Script Displayed

[Display Script] Command

This command activates the script display and edit window.

When the [Display script] command is selected, the [Script display and edit] window is displayed.

See Also

Select and Display Script Displayed

Activate Script Displayed

Main Window Commands

Main window commands

[File] menu commands

[Open]

[Close]

[Exit]

[Edit] menu commands

[Undo]

[Copy]

[Select all]

[Search] menu commands

[Search string]

[Search next]

[Specified line]

[Beginning]

[End]

[Execution control] menu commands

[Set Interrupt Point]

[Release Interrupt Point]

[Release All Interrupt Points]

[Execute]

[Change Start Point]

[Interrupt]

[Execute One Step]

[Exit Script]

[Execute Trace]

[Function Trace]

[Other] menu commands

[Change Environment]

[Window] menu commands

[Sort]

[Display Variable]

[Execute Script Statement]

[Function Trace]

[Select Script (Number)]

Display Variable Window Commands

[Edit] menu commands

[Undo]

[Cut]

[Copy]

[Paste]

[Delete]

[Variable] menu commands

[Register Variable Name]

[Select and Register   Variable Name]

[Delete Variable Name]

[Window] menu commands

[Execute Script Statement]

[Function Trace]

[Display Script]

Execute Script Statement Window Commands

[Edit] menu commands

[Undo]

[Cut]

[Copy]

[Paste]

[Delete]

[Window] menu commands

[Display Variable]

[Function Trace]

[Display Script]

Function Trace Window Commands

[Edit] menu commands

[Copy]

[Window] menu commands

[Display Variable]

[Execute Script Statement]

[Display Script]

Operating Procedure for Main Window

Operating procedure for main window

Open Script Not Displayed

Select and Open Script Not Displayed

Cancel [Open] Command

Close Script Displayed on Top

Close Script Not Displayed on Top

Exit Script

Cancel [Exit] Command

Copy Script Text

Select All Script Text

Undo [Select All] Command

Search Script

Cancel [Search String] Command

Search Next String

Display from Specified Line of Script

Cancel [Specified Line] Command

Display from Top of Script

Display Last Line of Script

Set Interrupt Point of Script Displayed

Set Interrupt Point of Script Not Displayed

Undo Interrupt Point setting

Release Interrupt Point of Script Displayed

Release Interrupt Point of Script Not Displayed

Undo Interrupt Point Release

Release All Interrupt Points of Script Displayed

Cancel [Release All Interrupt Points] Command

Execute Script from Start Point

Change Start Point of Script Displayed

Change Start Point of Script Not Displayed

Undo Start Point Change

Interrupt Script Execution

Execute One Step of Script from Start Point

Exit Script Execution

Cancel [Exit Script] Command

Validate Trace Execution

Invalidate Trace Execution

Validate Function Trace

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Save Window Termination Status

Change Trace Speed at Trace Execution

Cancel [Change Environment] Command
Sort and Display Script Displayed
Display [Display Variable] Window
Display [Execute Script Statement] Window
Display [Function Trace] Window
Select and Display Script Displayed

Operating Procedure for Display Variable Window

Operating procedure for display variable window

Operating Procedure for Execute Script Statement Window

Operating procedure for execute script statement window

Execute Script Statement

Exit Script Statement Execution

Interrupt Script Statement Execution

Undo Script Statement Execution

Cut in Script Statement Execution

Copy in Script Statement Execution

Paste in Script Statement Execution

Delete in Script Statement Execution

Undo [Cut] Command

Undo [Paste] Command

Undo [Delete] Command

Activate Script Display

Display [Display Variable] Window

Display [Function Trace] Window

Cancel [Execute Script Statement] Command

Operating Procedure for Function Trace Window

Operating procedure for function trace window

[Exit [Function Trace] Window](#)

[Copy in Function Trace](#)

[Activate Script Display](#)

[Display [Display Variable] Window](#)

[Display [Execute Script Statement] Window](#)

Open Script Not Displayed

To open the object script, operate as follows.

1 Select the [Open] command from the [File] menu.

2 Input the script name to open in the [Script name] text box.

3 Select the [OK] button.

The script name is added to the [Window] pop-up menu and a check mark is displayed.   If the specification is incorrect, the [Error] message box is displayed.

Select and Open Script Not Displayed

1 Select the [Open] command from the [File] menu.

2 Select one script from the [Script list] list box.   The selected script name is displayed in the [Script name] text box.

3 Select the [OK] button.

The script name is added to the [Window] pop-up menu and a check mark is displayed.   If the specification is incorrect, the [Error] message box is displayed.

Close Script Displayed on Top

To close the script display and edit window on top, operate as follows.

1 Select the [Close] command from the [File] menu.

   If the corresponding script is not running, the [Script display and edit] window on top is closed.

   The corresponding script name is deleted from the [Window] pop-up menu.

If the corresponding script is running, the [Error] message box is displayed and the command is invalidated.

Close Script Not Displayed on Top

To close the script display and edit window not displayed on top, operate as follows.

1 Display the corresponding script display and edit window on top.

2 Select the [Close] command from the [File] menu.

If the corresponding script is not running, the [Script display] window is closed.

The corresponding script name is deleted from the [Window] pop-up menu.

If the corresponding script is running, the [Error] message box is displayed and the command is invalidated.

Exit Script

To terminate the debugger and halt script execution, operate as follows.

1 Select the [Exit] command from the [File] menu.

   The [Exit] message box is displayed.

2 To terminate the debugger and halt script execution, select the check box.   To terminate the debugger only, do not select the check mark in the check box.

3 Select the [OK] button.

   If closing all displays under the debugger main window and halting script execution are specified, script execution also halts.

Undo Variable Name Registration

To undo variable name registration, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after variable name registration.   The registered variable name is deleted.

Undo Variable Name Selection and Registration

To undo variable name selection and registration, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after variable name selection and registration.   The registered variable name is deleted.

Undo Variable Name Deletion

To undo variable name deletion, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after variable name deletion.   The deleted registered variable name is restored.

Undo [Cut] Command

To use the [Undo] command to cancel the [Cut] command, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after cutting.   The status before Cut command execution is restored.

Undo [Paste] Command

To use the [Undo] command to cancel the [Paste] command, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after pasting.   The status
   before Paste command execution is restored.

Undo [Delete] Command

To use the [Undo] command to cancel the [Delete] command, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after deletion.   The status before Delete command execution is restored.

Undo [Select All] Command

To use the [Undo] command to cancel the [Select all] command, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after command selection.
   The status before command execution is restored.

Undo Variable Value Change

To use the [Undo] command in the [Display variable] window to cancel the previous operation, operate as follows.

1 Select the [Undo] command from the [Edit] menu.

   The variable value changed immediately before is restored the value before modification.

   When the previous operation is a command, the status before command execution is restored.

Undo Script Statement Execution

The [Undo] command in the [Execute script statement] window restores the script statement as follows.

1 Select the [Undo] command from the [Edit] menu.

  The currently displayed script statement being input is restored to the status before modification.

  If the previous operation is a command, the status before command execution is restored.

If the previous operation is an [Undo] command, the result of the last [Undo] command executed can be canceled.

Cut in Variable Display

To use the [Cut] command to cut the variable display window to the clipboard, operate as follows.

1 Select the text to cut.

2 Select the [Cut] command from the [Edit] menu.

Cut in Script Statement Execution

To use the [Cut] command to cut selected text to the clip board, operate as follows.

1 Select the text to cut.

2 Select the [Cut] command from the [Edit] menu.

Copy Script Text

To use the [Copy] command to copy selected text to the clip board, operate as follows.

1 Select the text to cut.

2 Select the [Copy] command from the [Edit] menu.

Copy in Variable Display

To use the [Copy] command to copy the variable display to the clipboard, operate as follows.

1 Select the variable to copy.

2 Select the [Copy] command from the [Edit] menu.

Copy in Script Statement Execution

To use the [Copy] command to copy selected text to the clipboard, operate as follows.

1 Select the variable to copy.

2 Select the [Copy] command from the [Edit] menu.

Copy in Function Trace

To use the [Copy] command to copy selected text to the clipboard, operate as follows.

1 Select the variable to copy.

2 Select the [Copy] command from the [Edit] menu.

Paste in Variable Display

To use the [Paste] command to copy the contents of the clipboard to the cursor position, operate as follows.

1 Move the cursor to the position to copy.

2 Select the [Paste] command from the [Edit] menu.

Paste in Script Statement Execution

To use the [Paste] command to copy the contents of the clipboard to the cursor position, operate as follows.

1 Move the cursor to the position to copy.

2 Select the [Paste] command from the [Edit] menu.

Delete in Variable Display

To use the [Delete] command to delete selected text, operate as follows.

1 Select the text to delete.

2 Select the [Delete] command from the [Edit] menu.

Delete in Script Statement Execution

To use the [Delete] command to delete selected text, operate as follows.

1 Select the text to delete.

2 Select the [Delete] command from the [Edit] menu.

Select All Script Text

To use the [Select all] command to select the entire text, operate as follows.

1 Activate the script display and edit window.

2 Select the [Select all] command from the [Edit] menu.

Search Script

To search the script display and edit window, operate as follows.

1 Select the [Search string] command from the [Search] menu.

   The [Search] dialog box is displayed.   Specify the character string to search.

2 Select the [OK] button.   When the character string is found, the corresponding character string is set to the selected status.   If the character string is not found, the message box is displayed.

Continue Script Search

To search for the next string in the script display and edit window, operate as follows.

1 Select the [Search next] command from the [Search] menu.   When the character string is found, the corresponding character string is set to the selected status.   If the character string is not found, the message box is displayed.

Display Script from Specified Line

To display from the specified line of the script display and edit window, operate as follows.

1 Select the [Specified line] command from the [Search] menu.

   The [Specified line] dialog box is displayed.   Specify the line to display.

2 Select the [OK] button.   If the specified line exceeds the last line, the last line is assumed.

Display Script from Beginning

To display from the top of the script display and edit window, operate as follows.

1 Select the [Beginning] command from the [Search] menu.

The script is displayed from the top.

Display Last Line of Script

To display the last line in the script display and edit window, operate as follows.

1 Select the [End] command from the [Search] menu.

The script that includes the last line is displayed.

Set Interrupt Point in Script Displayed

To set an interrupt point, operate as follows.

1 Position the I-character cursor on the script line to set an interrupt point. Otherwise, click the left mouse button in the control area of the corresponding line.

   When the left mouse button is clicked, step 2 is not required.

2 Select the [Set interrupt point] command from the [Execution control] menu.

   A check mark (*) is displayed in the script where the interrupt point is set.

Set Interrupt Point in Script Not Displayed

To set an interrupt point, operate as follows.

1 Select the [Script display and edit] window to set an interrupt point.

2 Position the I-character cursor on the script line to set an interrupt point. Otherwise, click the left mouse button in the control area of the corresponding line.

   When the left mouse button is clicked, step 3 is not required.

3 Select the [Set interrupt point] command from the [Execution control] menu.

   A check mark (*) is displayed in the script where the interrupt point is set.

Undo Interrupt Point Setting

To use the [Undo] command to undo an interrupt point setting, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after setting the interrupt point.

Release Interrupt Point in Script Displayed

To release an interrupt point, operate as follows.

1 Position the I-character cursor on the script line to release the interrupt point. Otherwise, click the left mouse button on the display position (*).

   When the left mouse button is clicked, step 2 is not required.

2 Select the [Release interrupt point] from the [Execution control] menu.

   The interrupt point check mark (*) disappears from the script in which the interrupt point is released.

Release Interrupt Point in Script Not Displayed

To release an interrupt point, operate as follows.

1 Select the [Script display and edit] window to release the interrupt point.

   The selected script is displayed.

2 Position the I-character cursor on the script line to release the interrupt point. Otherwise, click the left mouse button on the display position (*).

   When the left mouse button is clicked, step 3 is not required.

3 Select the [Release interrupt point] from the [Execution control] menu.

   The interrupt point check mark (*) disappears from the script in which the interrupt point is released.

Undo Interrupt Point Release

To use the [Undo] command to undo interrupt point release, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after releasing the interrupt point.

Release All Interrupt Points in Script Displayed

To release all interrupt points, operate as follows.

1 Activate the script to release interrupt points.

2 Select the [Release all interrupt points] command from the [Execution control] menu.

The message box for releasing all interrupt points is displayed.

3 Select the [OK] button.

All interrupt points are released and interrupt point check marks (*) disappear from the script.

Execute Script from Start Point

To execute a script from the start point, operate as follows.

1 Select the [Execute] command from the [Execution control] menu.
   Script execution resumes from the start point.
   During an execution trace, the currently running script is displayed in reverse video.

Change Start Point of Script Displayed

To change the execution start point of a script to another specified position, operate as follows.

1 Position the I-character cursor on the script line to change the execution start point.

2 Select the [Change start point] command from the [Execution control] menu.

   The execution start point is changed in the specified script.

Change Start Point of Script Not Displayed

To change the execution start point of a script to another specified position, operate as follows.

1 Select the [Script display and edit] window to change the execution start point.

  The selected script is displayed.

2 Position the I-character cursor on the script line to change the execution start point.

3 Select the [Change start point] command from the [Execution control] menu.

  The execution start point is changed in the specified script.

Undo Start Point Change

To use the [Undo] command to undo the changed execution start point, operate as follows.

1 Select the [Undo] command from the [Edit] menu immediately after changing the execution start point.

Interrupt Script Execution

To interrupt script execution, operate as follows.

1 Select the [Interrupt] command from the [Execution control] menu.

When execution of the currently running script is completed, processing is interrupted at the beginning of the next script line.

Execute One Step of Script from Start Point

To execute one step of a script from the start point, operate as follows.

1 Select the [Execute one step] command from the [Execution control] menu.
   One line of script is executed from the start point.
   Processing is interrupted at the beginning of the next script line.

Exit Script Execution

To terminate script execution, operate as follows.

1 Select the [Exit script] command from the [Execution control] menu.
   The [Exit script] message box is displayed.
2 Selecting the [OK] button exits script execution.

Validate Execution Trace

To validate a script trace, operate as follows.

1 Select the [Execution trace] command from the [Execution control] menu with the execution trace in invalid status (with the menu trace check mark not displayed).

  The script trace is validated and the running script is displayed in reverse video one line at a time.

Invalidate Execution Trace

To invalidate a script trace, operate as follows.

1 Select the [Execution trace] command from the [Execution control] menu with the execution trace in valid status (with the trace menu check mark displayed).

   The script trace is aborted and the running script is not displayed in reverse video.

Validate Function Trace

To validate a function trace, operate as follows.

1 Select the [Function trace] command from the [Execution control] menu with the function trace in invalid status (with the trace menu check mark not displayed).

   The function trace is validated and the trace contents are displayed on the function trace display screen.

Invalidate Function Trace

To invalidate a function trace, operate as follows.

1 Select the [Function trace] command from the [Execution control] menu with the function trace in valid status (with the trace menu check mark displayed).

The function trace is aborted.

Register Variable Name

To register a variable name, operate as follows.

1 Select the [Register variable name] command from the [Variable] menu.
   The [Register variable name] dialog box is displayed.
2 Enter the variable name to display in the [Register variable name] dialog box.
3 Select the [OK] button.

Select and Register Variable Name

To select and register a variable name, operate as follows.

1 Select the [Select and register variable name] command from the [Variable] menu.
   The [Variable name list] dialog box is displayed.
2 Select the variable name to display from the [Variable name list] list box.
3 Select the [OK] button.

Select and Register Multiple Variable Names

To register multiple variable names, operate as follows.

1 Select the [Select and register variable name] command from the [Variable] menu.
   The [Variable name list] dialog box is displayed.

2 Select the variable name to display from the [Variable name list] list box.

3 Select the [OK] button.

Delete Variable Name

To delete a variable name, operate as follows.

1 Select the variable name to delete from the [Variable name list] list box of the [Variable display] window.

2 Select the [Delete variable name] command from the [Variable] menu.

Delete Multiple Variable Names

To delete multiple variable names, operate as follows.

1 Select the variable name to delete from the [Variable name list] list box of the [Variable display] window.

2 Select the [Delete variable name] command from the [Variable] menu.

Change Variable Value

To change a variable value, operate as follows.

1 Select the variable whose value is to be changed from the [Variable name list] list box of the [Display variable] window.

2 Input the variable value to set.

3 To terminate input, select the [Apply] button.

Confirm Variable Value Change

To confirm the variable value change, operate as follows.

1 Select the [Apply] button from the [Display variable] window.

Undo Variable Value

To undo a variable value, operate as follows.

1 Select the [Restore] button from the [Display variable] window.

Cancel Display Variable

To close the [Display variable] window without changing any variable values, operate as follows.

1 Select closing of the control menu of the [Display variable] window.

The [Display variable] window is closed.

Save Window Exit Status

To save script window display, no display, display position, and size, operate as follows.

1 Select the [Change environment] command from the [Other] menu.
   The [Change environment] dialog box is displayed.   Specify the window to save.

2 Select the [OK] button.

Change Trace Speed at Trace Execution

To specify the execution speed of one statement for executing a trace in the script window, operate as follows.

1 Select the [Change environment] command from the [Other] menu.

   The [Change environment] dialog box is displayed.   Specify the speed to set.

2 Select the [OK] button.

Sort and Display Script Displayed

To display all windows without any overlapping, operate as follows.

1 Select the [Sort] command from the [Window] menu.

Display [Display Variable] Window

To display the [Display variable] window, operate as follows.

1 Select the [Display variable] command from the [Window] menu.

Display [Execute Script Statement] Window

To display the [Execute script statement] window, operate as follows.

1 Select the [Execute script statement] command from the [Window] menu.

Execute Script Statement

To execute a script, operate as follows.

1 Enter one line of script in the [Execute script statement] text box.
2 Select the [Execute] button.
   The input script is interpreted and executed.

Exit Script Statement Execution

To close the [Execute script statement] window, operate as follows.

1 Select the [Close] command from the [Control] menu.

   The [Execute script statement] window is closed.

Interrupt Script Statement Execution

To interrupt the execute script statement command, operate as follows.

1 Select the [Interrupt] button.

Script statement execution is interrupted and the input script is selected.

Display [Function Trace] Window

To display the function trace window, operate as follows.

1 Select the [Function trace] command from the [Window] menu.

The [Function trace] window is displayed.

Exit [Function Trace] Window

To close the function trace window, operate as follows.

1 Select the [Close] command from the [Control] menu.

The [Function trace] window is closed and the contents of all displayed messages are deleted.

Select and Display Script Displayed

To display an already opened script on top, operate as follows.

1 Select the script name to display on top of the [Window] menu.

Activate Script Displayed

To activate the script display window from the display variable window, execute script statement window, and message trace window, operate as follows.

1 Select the [Display script] command from the [Window] menu.

The last active window of the script display windows is displayed.

Cancel [Open] Command

This command invalidates the [Open] command as follows.

1 Select the [Cancel] button.

   The [Open] dialog box is closed regardless of input in the [Script name] text box and the command is invalidated.

Cancel [Exit] Command

This command invalidates the [Exit] command as follows.

1 Select the [Cancel] button.

   The [Exit] message box is closed and the command is invalidated.

Cancel [Release All Interrupt Points] Command

This command invalidates the [Release all interrupt points] command as follows.

1 Select the [Cancel] button.

   The [Release all interrupt points] message box is closed and the command is invalidated.

Cancel [Exit Script] Command

This command invalidates the [Exit script] command as follows.

1 Select the [Cancel] button.

   The [Exit script] message box is closed and the command is invalidated.

Cancel [Register Variable Name] Command

This command invalidates the [Register variable name] command as follows.

1 Select the [Cancel] button.

   The [Register variable name] dialog box is closed and the command is invalidated.

Cancel [Select and Register Variable Name] Command

This command invalidates the [Select and register variable name] command as follows.

1 Select the [Cancel] button.

The [Select and register variable name] dialog box is closed and the command is invalidated.

Cancel [Execute Script Statement] Command

This command invalidates the [Execute script statement] command as follows.

1 Select closing of the control menu box.

   The [Execute script statement] window is closed and the script inside the text box is invalidated.

Cancel [Search String] Command

This command invalidates the [Search string] command as follows.

1 Select the [Cancel] button.

   The [Search] dialog box is closed and the command is invalidated.

Cancel [Specified Line] Command

This command invalidates the [Specified line] command as follows.

1 Select the [Cancel] button.

   The [Specified line] dialog box is closed and the command is invalidated.

Cancel [Change Environment] Command

This command invalidates the [Change environment] command as follows.

1 Select the [Cancel] button.
   The [Change environment] dialog box is closed and the command is invalidated.