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Client Area

The Client Area is divided into three horizontal sections:

The Button Bar. The button bar contains 'visual accelerators' for the menu commands. Choosing one of the buttons has the same effect as choosing the associated menu command. From the left side, button names are: **Browse** button, **Load** button, **Make Icon** button, **Exit** button and **Help** button.

Client Controls The client controls contain two fields and two check boxes:

The **Path Name** field allows you to specify a fully qualified path (or current file) which represents a program or dynamic link library which you would like to debug with Soft-ICE .

The **Command Line** field allows you to specify command line parameters which you would like to pass in to the Path Name application when it's loaded.

The **Symbols Only** check box allows you to load symbols and source information for your program without loading the program.

The **No Source** check box allows you to bypass the loading of source files for a program. This is useful if you do not have enough **SYM** memory for the source files, or if you do not have the source files.

The **Status Line** The status line indicates any errors or events which may occur during the course of loading symbols. If Soft-ICE for Windows is not loaded, the status line will indicate this.

Load Command

Choosing the Load command, or selecting the Load Button in the Client Area will make WLDR load the symbols for the current file up into SoftICE/Windows.

If Soft-ICE for Windows is not loaded, this menu command will be disabled (grey).

Make Icon Command

The Make Icon command creates an Icon in the Windows Program Manager which will start WLDR with the current file.

See Also:

[Make Icon Dialog Box](#)

Browse Command

The Browse command will displays a File dialog box for choosing a current file.

Exit Command

The Exit command quits WLDR without loading symbols for the current file.

Help Commands

Help commands start the Windows help system with the WLDR.HLP file at the proper help topic.

About Command

Displays the WLDR About box.

Glossary

Defined Terms:

current file

Soft-ICE for Windows

current file

The current file indicated by the **Path Name** field of the client area . Should you choose the Load command or button, the current file is the file which symbols will be loaded for.

The current file must include symbolic information if you are to be able to view source code when in Soft-ICE for Windows . Please see the Soft-ICE manual for instructions as to how to prepare your files for debugging with Soft-ICE.

Soft-ICE for Windows

Nu-Mega Technologies' powerful, low-level debugger with features normally attributed only to hardware debuggers.

Soft-ICE for Windows must be run before Windows is loaded.

Execute Soft-ICE by typing WINICE.at the DOS command prompt.

Loading Symbols For a File

To load symbols from a Program or Dynamic Link Library into Soft-ICE for Windows:

1. First, choose a current file by using the **Browse** command, or by typing the name of the program into the Path Name field of the client area , or by accessing one of the most recently used files.
2. Next, choose the **Load** button or Load command from the **File** menu.
3. If an error occurs during loading, make sure that you have properly prepared your program for debugging , and refer to your Soft-ICE manual.

Accessing Recently Used Files

WLDR keeps track of the most recently used files. It places a list of these files on the File menu .

To make one of the most recently used files into the current file , choose the name from the File menu. This will place the Path Name from the File menu into the Path Name field of the client area .

Once a file becomes the current file, it can be loaded into Soft-ICE for Windows .

Preparing a Program For Debugging

Before debugging a DOS or Windows program, you normally compile and link the program with the symbolic switches. With Borland compilers, use `/v` on both the compile and link. With Microsoft Compilers, use `/Zi` on the compile and `/CO` on the link.

If you have a DOS program that is a `.COM` file, you must use an alternate method. You must create a detailed `.MAP` file, and run the supplied utility `MSYM.EXE` to create a `.SYM` file. `WLDR` will look for the `.SYM` file if it does not find symbols in the `.EXE` file.

For Microsoft compilers, you must use the `/M` and `/LI` switches when linking to create a detailed `.MAP` file. For Borland compilers, use `/m` and `/l`.

Make Icon Dialog

The Make Icon Dialog box prompts you for information required to create a new icon or item in the Windows Program Manager.

The **Command Line** specifies the information which starts the WLDR program with the current file on the WLDR command line, causing WLDR to load that file (if Soft-ICE is loaded).

The **Item Name** specifies the text which will be displayed under the icon in Program Manager.

The **Groups** box allows you to choose what group the new icon will go into. To create a new group for the new icon, type the name of a new group into this box.