

\$ ++ Debugger Commands

File Menu Commands

{bml j_bullet.bmp}Exit & Update

{bml j_bullet.bmp}Exit

Edit Menu Commands

{bml j_bullet.bmp}Cut

{bml j_bullet.bmp}Copy

{bml j_bullet.bmp}Paste

{bml j_bullet.bmp}Clear

{bml j_bullet.bmp}Insert New Dialog

{bml j_bullet.bmp}Edit Dialog

Search Menu Commands

{bml j_bullet.bmp}Find

{bml j_bullet.bmp}Find Next

{bml j_bullet.bmp}Replace

Run Menu Commands

{bml j_bullet.bmp}Start

{bml j_bullet.bmp}End

{bml j_bullet.bmp}Break

Debug Menu Commands

{bml j_bullet.bmp}Add Watch

{bml j_bullet.bmp}Delete Watch

{bml j_bullet.bmp}Single Step

{bml j_bullet.bmp}Procedure Step

{bml j_bullet.bmp}Toggle Breakpoint

{bml j_bullet.bmp}Clear All Breakpoints

{bml j_bullet.bmp}Set Next Statement

Help Menu Commands

{bml j_bullet.bmp}Help Contents

{bml j_bullet.bmp}Search for Help On

{bml j_bullet.bmp}How to Use Help

{bml j_bullet.bmp}About Debugger

Shift + F1 Command

{bml j_bullet.bmp}Context Sensitive Help

Keys

{bml j_bullet.bmp}Shortcut Keys

#

\$++ Exit & Update

When you have finished debugging your script, choose Exit & Update from the File menu. Your script will be updated with any changes you made during the debugging process.

Related Topic:

{bml j_bullet.bmp}Exiting the Debugger

#

\$++ Exit

If you want to exit the **Debugger** without updating your script, choose Exit from the File menu. You will be asked whether to update your script before the **Debugger** is closed. Answer No.

Related Topic:

{bml j_bullet.bmp}Exiting the Debugger

#

\$⁺⁺ Cut

Use the Cut command to remove the selected text from the script and store it in the clipboard.

Related Topic:

[{bml j_bullet.bmp}Editing Text](#)

#

\$⁺ + Copy

Use the Copy command to copy the selected text from the script to the Windows clipboard.

Related Topic:

[{bml j_bullet.bmp}Editing Text](#)

#

\$⁺ + Paste

Use the Paste command to paste the contents of the clipboard at the insertion point.

Related Topic:

[{bml j_bullet.bmp}Editing Text](#)

#

\$⁺ + Clear

Use the Clear command to remove the selected text from the editing window.

Related Topic:

[{bml j_bullet.bmp}Editing Text](#)

#

\$++ Insert New Dialog

Use the Insert New Dialog command to start the **Dialog Editor** and create a new dialog box template.

Related Topic:

[{bml j_bullet.bmp}Editing Dialogs](#)

#

\$++ Edit Dialog

Use the Edit Dialog command to start the **Dialog Editor** and graphically edit the selected dialog box template.

Related Topic:

{bml j_bullet.bmp}Editing Dialogs

#

\$++ Find

Use the Find command to search for a text string.

Related Topic:

[{bml j_bullet.bmp}Finding Text](#)

#

\$++ Find Next

Use the Find Next command to search for the next occurrence of a selected text string.

Related Topic:

[{bml j_bullet.bmp}Finding Text](#)

#

\$++ Replace

Use the Replace command to replace one text string with another.

Related Topic:

[{bml j_bullet.bmp}Replacing Text](#)

#

\$++ Start/Continue

Use the Start command to run the script. Use the Continue command to resume running the script.

Related Topic:

{bml j_bullet.bmp}Running a Script

#

\$++ End

Use the Stop Script command to stop the running script.

Related Topic:

[{bml j_bullet.bmp}Running a Script](#)

#

\$++ Break

Use the Break command to pause the running script.

Related Topic:

[{bml j_bullet.bmp}Running a Script](#)

#

\$++ Add Watch

Use the Add Watch command to set up a watch variable.

Related Topic:

[{bml j_bullet.bmp}Using Watch Variables](#)

#

\$++ Delete Watch

Use the Delete Watch command to remove a watch variable.

Related Topic:

[{bml j_bullet.bmp}Using Watch Variables](#)

#

\$++ Single Step

Use the Single Step command to execute the current line of the script and move the instruction pointer to the next line to be executed.

Related Topic:

[{bml j_bullet.bmp}Tracing Through a Script](#)

#


\$++ Procedure Step

Use the Procedure Step command to execute the current line of the script and move the instruction pointer to the next line to be executed. The Procedure Step command differs from the Single Step command in that it does not trace through user-defined procedures line by line. It does, however, execute the procedure.

Related Topic:

[{bml j_bullet.bmp}Tracing Through a Script](#)

#

 Toggle Breakpoint

Use the Toggle Breakpoint command to set a breakpoint (or remove the breakpoint) at the current line.

Related Topic:

[{bml j_bullet.bmp}Setting Breakpoints](#)

#

\$++ Clear All Breakpoints

Use the Clear All Breakpoints command to remove all breakpoints from the script.

Related Topic:

[{bml j_bullet.bmp}Setting Breakpoints](#)

#

\$++ Set Next Statement

Use the Set Next Statement command to reposition the instruction pointer where desired in the current function or procedure.

Related Topic:

{bml j_bullet.bmp}Tracing Through a Script

#

\$++ Help Contents

Use the Help Contents command to display the Table of Contents for **Debugger** Help.

Related Topic:

{bml j_bullet.bmp}Getting Help

#

\$++ Search for Help On

Use the Search for Help On command to search an index of **DCL** Help keywords.

Related Topic:

{bml j_bullet.bmp}Getting Help

#

\$++ How to Use Help

Use the How to Use Help command for information on how the use Microsoft Windows Help.

Related Topic:

[{bml j_bullet.bmp}Getting Help](#)

#

\$++ About Debugger

Use the About Debugger command to display the version number and memory information.

Related Topic:

[{bml j_bullet.bmp}Getting Help](#)

#

\$⁺ Context Sensitive Help

Press Shift + F1 to display the context-sensitive help cursor then choose a menu command or Toolbar button for help specific to the command or button.

Related Topic:

[{bml j_bullet.bmp}Getting Help](#)

```
# Debugger_Commands
$ Debugger Commands
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$ Exit & Update command (Debugger)
+ GMenus:145
# IDM_EXIT
$ Exit command (Debugger)
+ GMenus:150
# IDM_CUT
$ Cut command (Debugger)
+ GMenus:165
# IDM_COPY
$ Copy command (Debugger)
+ GMenus:170
# IDM_PASTE
$ Paste command (Debugger)
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+ GMenus:180
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$ Find command (Debugger)
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$ Replace command (Debugger)
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```

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\$ Single Step command (Debugger)
+ GMenu:310
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+ GMenu:450