debug

COLLABORATORS			
	TITLE : debug		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		March 28, 2025	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

debug

1.1 debug.doc

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 KGetChar()      KMayGetChar()      KPutChar()
```

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 coalating
    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.

    KPrintf is the assembly interface that wants the two pointers
    in registers.  _KPrintF and _kprintf are the C interfaces that
    expect the format string on the stack, and the paramters 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.
```