

## OSI TRACE (from the Fifth Book of OSI)

Code        \$1790-\$1FFF, ends at \$1F20. 1F21- 1FFF used by mnemonics for disassembly.  
Calls        (\$FFFC), \$FBA9, FFEB  
Locations   \$DF00  
Execute     \$1790

On program start the cursor is at PC entry position. After entering a four digit hex address (address of the code to debug), the cursor jumps to command mode.

### Commands

<space>    Single-step the instruction at the bottom line of the program counter window.  
              *Tracing routines that use the keyboard may not work.*  
G            Execute under trace control. Stops at breakpoints or on CTRL-C (if enabled).  
Bn 1-6      Set breakpoint address, \$FFFF to clear. Jumps to breakpoint window.  
K            Skip (don't execute) one instruction.  
CC           Change the program counter address. Jumps to PC window.  
CA           Change contents of accumulator  
CX           Change contents of X register  
CY           Change contents of Y register  
CP           Change contents of stackpointer. If it overlaps \$28 there will be problems with  
              the Trace program.  
CS           Change the status register bits in sequence to 0 or 1  
M            Jump to memory window and wait for an address entry

### Subroutine Instructions

W            If the instruction at the PC position is a JSR, the routine will be executed, same  
              as G until a RTS is encountered.  
S            Same as G until the stack pointer becomes two larger.  
R            An RTS is executed.

### Memory location changes (after M and address entered)

/            Read location again  
"            Display ASCII representation of active memory address  
+            Next memory location  
SHFT-N      Preceding memory location  
0-9, A-F     Enter new content  
CR           Input of a new address

Everything else jumps back to command level

### Other commands

CTRL-A      Show command being executed  
CTRL-C      Like CTRL-A then break  
1            Enable CTRL  
0            Disable CTRL  
N            New start of program  
E            Jump to reset-vector