

Inter-Office Memorandum

To Bob Ayers, Ed Satterthwaite,
Smokey Wallace, John Wick,
Richard Johnsson Date October 18, 1978

From Barbara Koalkin Location Palo Alto

Subject Proposal for Debugger Interface Organization SDD/SD

XEROX

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XEROX SDD ARCHIVES
I have read and understood
Pages _____ To _____
Reviewer _____ Date _____
of Pages _____ Ref. 78SDD-196

Present at today's meeting: Ayers, Johnsson, Karlton, Koalkin, Satterthwaite, Wallace, and Wick.

The following is a summary of suggestions discussed at today's meeting:

- * Propose that all windows are the same (standard window operations) and that the window type is defined by the program that lives in the window. This will not affect the type of operations the debugger is proposing and will allow Smokey to implement more interesting userprocs.
- * Change the standard typescript file so that even though type-in gets added to the end of the file, the window does not jump to the end automatically. Maybe this could be a user specified option. If we add the capability of splitting windows, you can be looking at the middle of the file and seeing what is typed in at the end at the same time if you wish.
- * Have type-in go to the window with THE current selection (who can pass it on to another window if it wants to) and button actions (up, down, etc.) go to the window with the cursor.
- * Keep the typescript as a history, perhaps with a terse/complete mode option.
- * Have any number of sourcefile windows that you can set breakpoints in.
- * John suggested having all type-in go to a one line teletype window and making the typescript the place for debugger output (a read-only file for users).
- * Bob Ayers made suggestions to change the keywords for the breakpoint commands. It was decided to table this discussion until such time as the global design is better worked out and we can pay more attention to details such as these.

Action items:

- * Smokey will bring to the next meeting a summary of what facilities (in the way of Windows, Menus, Selections, Contexts) the Tools Environment can provide in a package the debugger can use. This involves looking at how much is required in order to be a useful (minimal) subset without adopting the entire Tools Environment, which we all agreed is impossible.
- * The Mesans will propose what type of programs the debugger should have in its windows (refinements of the earlier proposal).
- * The next meeting will be held on Monday, 23 October at 10 a.m. in the front conference room.