

Inter-Office Memorandum

To Debugger Working Group Date October 31, 1978

From Barbara Koalkin Location Palo Alto

Subject Minutes - October 30 Organization SDD/SD

XEROX

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XEROX SDD ARCHIVES
I have read and understood
Pages _____ To _____
Reviewer _____ Date _____
of Pages _____ Ref. 78SDD-225

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

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

- * Progress has been made by Smokey and Phil towards creating a model of the debugger/WindEx using the Tools environment. They expect to have a workable model by mid-week so we can do some experiments.
- * For the time being, type-in goes to the window containing the cursor (as in the Tools Environment).
- * We all agreed that variables should be interpreted in the stack window in the context of whatever is "bulleted" (i.e., marked). We will have to do some experiments to see whether echoing of the input characters will be done in a subwindow of the stack window or in an interpreter window. However, the Debug.Typescript equivalent window will be capable of doing "contextless" interpreting (i.e., arithmetic).
- * To change the context: select one of the context keywords and:
 - * push down the menu button. A menu of the choices will appear. Letting up the button over one of the choices (or outside the menu to indicate no change) will make that the context. We still need to look into how we will display a large list of information (as in 50 modules in a configuration) and indent to show the structure (for nested configurations).
 - * OR type in the new context terminated by CR. Smokey can provide a mechanism for this sort of "field fill-in".
- * There is no "THE current context" (as referred to in the previous memo); however, each window has a context that is used for symbol-lookup (and marked in some way to indicate this).
- * The initial window configuration will contain (at least): one stack window (initialized with the information associated with the process that is currently running), one sourcefile window, and a debugger communication window (i.e., Debug.Answers, or a Debug.Typescript equivalent).
- * We need a mechanism for telling all the windows (a notification) that "all bets are off" (i.e., a new program has been loaded, some files have been deleted) so that it knows when its cache information might be invalid.
- * Smokey pointed out that the PNR notifier mechanism of the Tools environment can implement the same flow of control scheme as the current debugger (with respect to unwinding the stack on proceed, procedure calls, etc.).

Action items:

- * Smokey and Phil will finish building the WindEx equivalent, including a simulated stack window, split typescript window, and sourcefile window. Then we can do our comparison at the next meeting.
- * BK will replace all instances of the word "current" with a precise description of what is meant.
- * We will decide Wednesday afternoon when the next meeting will be held based on how the Tools WindEx is coming along.