

Inter-Office Memorandum

To Debugger Working Group Date November 8, 1978

From Barbara Koalkin Location Palo Alto

Subject Minutes - November 6 Organization SDD/SD

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I have read and understood

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Reviewer _____ Date _____

of Pages _____ Ref. 28SDD-214

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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:

- * Progress has been made by Smokey and Phil towards creating a model of the debugger/WindEx using the Tools environment. With the addition of some tuning and final details, they will have a workable model for us to start with.
- * We identified items from the original proposal which had not yet been resolved: Property sheet, program control, command language, log/typescript, scratch windows, marking, and setting context.
- * Ed pointed out that all of these items have MANY reasonable solutions and of these, only setting context actually is a debugger issue, as opposed to a user interface decision. We decided to concentrate on debugger related issues for this meeting, and postpone the final interface designs until we have a model to experiment with.
- * We discussed the problem of designing a consistent model for predicting the ways things will happen v.s. catering to the pro; it was decided that catering to an experienced user is our primary goal but we will try to keep as consistent model as possible behind it.
- * We can adopt part of the parameter package (BOOLEANS, STRINGs) to do the property sheet.
- * Each window will be capable of making a copy of itself in order to create a new window of its type.
- * On the issue of program control, we will look into implementing RETRY, RESUME with arguments, and RETURN (specifying how far up the stack, with UNWINDs in between). The \\ debugger will continue as present, i.e., go to the internal debugger (if there is one) or else to the log (communicator).
- * We compared the statistics of WindEx with the Tools equivalent and found the Tools guy to be bigger (framesize almost 2x bigger, 8 pages more of codebytes). Smokey and Phil will look at these things; perhaps split off the common operations from the less common ones that the debugger does not use. We also must look at questions such as: how much space is used for heap nodes, how much space is required to hold the context information for 3 windows, how much data is need to support one window.
- * Smokey has agreed to support performance fixes in the Tools Environment that will help the debugger (as well as other Tools clients). After the performance fixes are in sufficient enough to make the performance of the debugger acceptable, we will get periodic snapshots of the Tools Environment to use in our debugger development.

Action items:

- * Smokey and Phil will finish building the WindEx equivalent, including the split typescript window and sourcefile window.
- * BK will begin to convert the debugger to run with this WindEx equivalent; also make a list of commands not yet discussed to make sure things don't get lost.
- * Once the debugger has been converted to run under the Tools Environment, we will meet again to discuss (and fix) performance issues. Then work will begin on implementing the proposed interface (including experiments to work out the fine points).