

Debug commands

debug filename - opens the file and loads into memory the first cluster of the file. Without a filename, the debug utility program is loaded into memory.

L (el) - will load into memory the contents of a sector on the disk.

Format: **L n1 n2 n3 n4** (ALL numbers are in hex – do NOT type the “h”)

n1 = the “address” (offset) into the segment of memory debug is using (use 100h)

n2 = the number of the disk drive. 0 = A: drive

n3 = absolute starting sector

n4 = number of sectors

example:

L 100 0 0 1 Loads the Boot sector into memory starting at 100h

L 100 0 2C 4 loads absolute sectors 2Ch, 2Dh, 2Eh, 2Fh into memory starting at 100h

D - the “dump” command. This dumps memory starting where you last dumped. The first time you use the dump command (without a parameter), it defaults to starting address (offset) 100h

D n1 - starts dumping at memory location n1h

D n1,n2 -will dump memory starting at n1 and ending at n2

E n1 - edit the contents of MEMORY (NOT the disk)

Example:

E 01fc 2C 42 5A 22 36 - change the contents of 5 bytes starting at 01fc

W -Write the contents of memory to the disk. You need to specify the starting location of memory, the drive, the starting sector, and the number of sectors to write. This command is EXACTLY like the L command in format. You MUST be very careful with this command because you could write over the boot sector or write over the incorrect place on the disk.

Format: **W n1 n2 n3 n4** (where n1,n2,n3,n4 are described above)

Example:

W 100 0 1 9 Write the contents of memory starting at 100h to drive A: at absolute sector 1. Write 9 sectors worth.

Q - quit out of debug