

DEBUGGING AIDS**THE BUG**

\$ 50.00

DOS 3.3 and 48K required

THE BUG is an assembly language debugging aid and learning tool for both the novice and experienced programmer alike. THE BUG provides the user with the capacity to control the execution of any assembly language program, giving far more control than ever before possible with the Apple computer. Some of the included options are the ability to display or not display the instructions as they are executed, running selected sections of the program at full speed in order to bypass those routines that are "bug-free", controlling the speed of execution with the paddles, halting execution with the game paddle or 'ESCAPE' key, setting memory or register breakpoints (stopping the program when specified values of either particular memory locations and/or 6502 registers are found, inspecting those locations in memory or the registers, and then even restarting the program), resetting the breakpoints while the program is running, running subroutines within the program at full speed (by running the program at full speed when the stack pointer is pushed below a certain value), displaying the registers, and displaying memory (hex and/or ASCII). THE BUG also comes with a 40+ page manual that includes examples of usage.

The programmer will find that THE BUG will increase his efficiency by decreasing the amount of time spent debugging assembly language programs. The beginning programmer will find THE BUG to be a useful tool for learning assembly language programming. With THE BUG, you can finally unravel the mysteries of the Apple.

THE BUG has been enhanced and may now be optionally run in Bank 1 of a language or RAM expansion card (besides any other free area in memory). Other new commands include a checksum command to insure that THE BUG's memory image is intact and the ability to enter DOS commands will in THE BUG.