

DS-5 Debugger commands listed in groups

Type [help](#) followed by a command name for more information on a specific command.

Breakpoints and watchpoints

<a href="#">break</a>	Sets a software breakpoint.
<a href="#">hbreak</a>	Sets a hardware breakpoint.
<a href="#">tbreak</a>	Sets a temporary software breakpoint that is deleted when it is hit.
<a href="#">thbreak</a>	Sets a temporary hardware breakpoint that is deleted when it is hit.
<a href="#">awatch</a>	Sets a read/write watchpoint for a global/static data symbol.
<a href="#">rwatch</a>	Sets a read watchpoint for a global/static data symbol.
<a href="#">watch</a>	Sets a write watchpoint for a global/static data symbol.
<a href="#">condition</a>	Sets a break condition for a specific breakpoint or watchpoint.
<a href="#">ignore</a>	Sets the ignore counter for a breakpoint or watchpoint condition.
<a href="#">break-script</a>	Assigns a script file to a specific breakpoint for execution when the breakpoint is triggered.
	Applies an existing breakpoint to one or more threads or processors.

<a href="#">break-stop-on-threads</a> , <a href="#">break-stop-on-cores</a>	Applies an existing hardware breakpoint to a virtual machine.
<a href="#">break-stop-on-vmid</a>	Enables one or more breakpoints or watchpoints by number.
<a href="#">enable breakpoints</a>	Disables one or more breakpoints or watchpoints by number.
<a href="#">disable breakpoints</a>	Deletes one or more breakpoints or watchpoints by number.
<a href="#">delete breakpoints</a>	Resolves one or more breakpoints or watchpoints.
<a href="#">resolve</a>	Deletes a breakpoint at a specific location.
<a href="#">clear</a>	Deletes a watchpoint at a specific location.
<a href="#">clearwatch</a>	Displays information about the status of all breakpoints and watchpoints.
<a href="#">info breakpoints, info watchpoints</a>	Controls the automatic behavior of breakpoints and watchpoints.
<a href="#">set breakpoint</a>	Disables the printing of stop messages for a specific breakpoint.
<a href="#">silence</a>	Enables the printing of stop messages for a specific breakpoint.
<a href="#">unsilence</a>	

Operating System (OS)

<a href="#">sharedlibrary</a>	Loads shared library symbols.
<a href="#">nosharedlibrary</a>	Discards all loaded shared library symbols except for the symbols that are loaded explicitly using the sharedlibrary command.
	Displays the names of the loaded shared libraries.
<a href="#">info sharedlibrary</a>	Controls the OS settings in the debugger.
<a href="#">set os</a>	Displays the current OS settings in the debugger.
<a href="#">show os</a>	Specifies the system root for prefixing shared library paths.
<a href="#">set sysroot, set solib-absolute-prefix</a>	
<a href="#">show sysroot, show solib-absolute-prefix</a>	Displays the system root directory in use by the debugger when searching for shared library symbols.
<a href="#">set auto-solib-add</a>	Controls the automatic loading of shared library symbols.
<a href="#">show auto-solib-add</a>	Displays the current automatic setting for use when loading shared library symbols.
	Specifies additional directories to search for shared library symbols.
<a href="#">set solib-search-path</a>	Displays the current search paths in use by the debugger when searching for shared libraries.
<a href="#">show solib-search-path</a>	
<a href="#">set stop-on-solib-events</a>	Specifies whether the debugger stops execution when it is notified of an event by the dynamic linker.
	Displays the current debugger setting that controls whether execution stops when shared library events occur.
<a href="#">show stop-on-solib-events</a>	
<a href="#">thread, core</a>	Sets the current thread and displays thread state and stack frame.
<a href="#">thread apply, core apply</a>	Temporarily switches control to a thread or processor to execute a DS-5 Debugger command and then switches back to the original state.
	Displays a list of threads showing ID, current state and related stack frame information.
<a href="#">info threads</a>	
<a href="#">info processes</a>	Displays a list of processes showing ID, current state and related stack frame information.
	Displays the contents of the Operating System (OS) log buffer for connections that supports this feature.
<a href="#">info os-log</a>	
<a href="#">info os-modules</a>	Displays a list of the Operating System (OS) modules for connections that supports this feature.
	Displays the version of the Operating System (OS) for connections that supports this feature.
<a href="#">info os-version</a>	

Execution control

<a href="#">start</a>	Sets a temporary breakpoint and starts running the image until it hits the breakpoint. When the debugger stops, the breakpoint is deleted. By default, the breakpoint is set at the address of the global function main().
	Controls whether run control operations such as stepping and running are blocked until the target stops or released immediately.
<a href="#">set blocking-run-control</a>	Displays the current setting for blocking run control operations.
<a href="#">show blocking-run-control</a>	Specifies the address of the temporary breakpoint for subsequent use by the start command.
<a href="#">set debug-from</a>	Displays the current setting for the expression that is used by the start command to set a temporary breakpoint.
	Starts running the target.
<a href="#">show debug-from</a>	Continues running the target.
<a href="#">run</a>	Sets a temporary breakpoint and continues running the image until it hits the breakpoint. When the debugger stops, the breakpoint is deleted.
<a href="#">continue</a>	Continues running the device to the next instruction after the selected stack frame finishes.
<a href="#">advance</a>	Interrupts the target and stops the current application if it is running.
	Instructs the debugger to wait until either the application completes or a breakpoint is hit.
<a href="#">finish</a>	Performs a reset on the target.
<a href="#">interrupt, stop</a>	Source level stepping including stepping into all function calls where there is debug information.
<a href="#">wait</a>	Instruction level stepping including stepping into all function calls.
<a href="#">reset</a>	Source level stepping through statements including stepping into all function calls where there is debug information.
<a href="#">step</a>	Source level stepping over all function calls.
<a href="#">stepi</a>	Instruction level stepping over all function calls.
<a href="#">steps</a>	Source level stepping through statements but stepping over all function calls.
	Displays information about the current thread or processor.
<a href="#">next</a>	Temporarily switches control to a thread or processor to execute a DS-5 Debugger command and then switches back to the original state.
<a href="#">nexti</a>	Specifies whether to step into or step over a function with no debug information.
<a href="#">nexts</a>	Displays the current step setting for functions without debug information.
	Controls the handler settings for one or more signals or exceptions.
<a href="#">thread, core</a>	Displays information about the handling of signals.
<a href="#">thread apply, core apply</a>	
<a href="#">set step-mode</a>	
<a href="#">show step-mode</a>	
<a href="#">handle</a>	
<a href="#">info signals, info handle</a>	

Call stack

<a href="#">up</a>	Controls and displays the current position in the call stack.
<a href="#">up-silently</a>	Controls the current position in the call stack.
<a href="#">down</a>	Controls and displays the current position in the call stack.
<a href="#">down-silently</a>	Controls the current position in the call stack.
<a href="#">frame</a>	Displays stack frame information at the selected position.
<a href="#">select-frame</a>	Controls the current position in the call stack.
<a href="#">info frame</a>	Displays stack frame information at the selected position.
<a href="#">info stack, backtrace, where</a>	Displays information about the call stack.
<a href="#">set backtrace</a>	
<a href="#">show backtrace</a>	
	Controls the default behavior when using the info stack command.
	Displays current behavior settings for use with the info stack command.

Memory

<a href="#">memory</a>	Specifies the attributes and size for a memory region.
<a href="#">memory auto</a>	Resets the memory regions to the default target settings.
<a href="#">memory debug-cache</a>	Controls the caching by the debugger for all memory regions.
<a href="#">enable memory</a>	Enables one or more user-defined memory regions.
<a href="#">disable memory</a>	Disables one or more user-defined memory regions.
<a href="#">delete memory</a>	Deletes one or more user-defined memory regions.
<a href="#">info memory</a>	Displays the attributes for all memory regions.
<a href="#">memory flash</a>	Defines a region of flash memory.
<a href="#">memory set</a>	Writes to memory.
<a href="#">memory set_typed</a>	Writes a list of values to memory.
<a href="#">dump</a>	Reads data from memory or an expression and writes to a file.
<a href="#">append</a>	Reads data from memory or an expression and appends to an existing file.
	Reads data from a file and writes it to memory.
<a href="#">restore</a>	Displays the content of memory at a specific address.
<a href="#">x</a>	Displays disassembly for a specific section of memory.
<a href="#">disassemble</a>	Defines a memory region for use as a flash buffer.
<a href="#">set flash-buffer</a>	Displays the area of memory in use as a buffer for flash programming operations.
<a href="#">show flash-buffer</a>	

Files

<a href="#">load</a>	Loads an image on to the target and records the entry point address for future use by the run and start commands.
	Loads debug information into the debugger, an image on to the target and records the entry point address for future use by the run and start commands.
<a href="#">loadfile</a>	Loads debug information from an image into the debugger.
	Reloads debug information from an already loaded image into the debugger using the same settings as the original load operation.
<a href="#">file, symbol-file</a>	Loads additional debug information into the debugger.
<a href="#">reload-symbol-file</a>	Discards debug information relating to a specific file.
<a href="#">add-symbol-file</a>	Discards debug information relating to a specific file.
<a href="#">discard-symbol-file</a>	Reads data from memory or an expression and writes to a file.
<a href="#">dump</a>	Reads data from memory or an expression and appends to an existing file.
<a href="#">append</a>	
	Reads data from a file and writes it to memory.
<a href="#">restore</a>	Displays information about the loaded image and symbols.
<a href="#">info files, info target</a>	Displays the names of the source files.
<a href="#">info sources</a>	Sets the working directory.
<a href="#">cd</a>	Displays the working directory.
<a href="#">pwd</a>	Defines additional directories to search for source files.
<a href="#">directory</a>	Displays the list of directories to search for source files.
<a href="#">show directories</a>	Modifies the search paths used when displaying source code.
<a href="#">set substitute-path</a>	Displays the current search path substitution rules in use by the debugger when searching for source files.
<a href="#">show substitute-path</a>	

Registers

<a href="#">info registers</a>	Displays the name and content of registers for the current stack frame.
<a href="#">info all-registers</a>	Displays the name and content of grouped registers for the current stack frame.

Data

<a href="#">list</a>	Displays lines of source code.
<a href="#">set listsize</a>	Modifies the default number of source lines that the list command displays.
<a href="#">show listsize</a>	Displays the number of source lines that the list command displays.
<a href="#">set variable</a>	Specifies an expression and assigns the result to a variable.
<a href="#">whatis</a>	Displays the data type of an expression.
<a href="#">x</a>	Displays the content of memory at a specific address.
<a href="#">disassemble</a>	Displays disassembly for a specific section of memory.
<a href="#">info address</a>	Displays the location of a symbol.
<a href="#">info symbol</a>	Displays the symbol name at a specific address.
<a href="#">info locals</a>	Displays all local variables.
<a href="#">info functions</a>	Displays the name and data types for all functions.
<a href="#">info variables</a>	Displays the name and data types of global and static variables.
<a href="#">info classes</a>	Displays C++ class names.
<a href="#">info members</a>	Displays the name and data types for all class member variables that are accessible in the function corresponding to the selected stack frame.

Information

<a href="#">info address</a>	Displays the location of a symbol.
<a href="#">info all-registers</a>	Displays the name and content of all registers.
<a href="#">info breakpoints, info watchpoints</a>	Displays information about the status of all breakpoints and watchpoints.
<a href="#">info capabilities</a>	Displays a list of capabilities for the target device that is currently connected to the debugger.
<a href="#">info classes</a>	Displays C++ class names.
<a href="#">info cores</a>	Displays information about the running processors.
<a href="#">info files, info target</a>	Displays information about the loaded image and symbols.
<a href="#">info frame</a>	Displays stack frame information at the selected position.
<a href="#">info functions</a>	Displays the name and data types for all functions.
<a href="#">info inst-sets</a>	Displays the available instruction sets.
<a href="#">info locals</a>	Displays all local variables for the current stack frame.
<a href="#">info members</a>	Displays the name and data types for class member variables.
<a href="#">info memory</a>	Displays the attributes for all memory regions.
<a href="#">info os-log</a>	Displays the contents of the Operating System (OS) log buffer for connections that support this feature.
<a href="#">info os-modules</a>	Displays a list of loadable kernel modules for connections that support this feature.
<a href="#">info os-version</a>	Displays the version of the Operating System (OS) for connections that support this feature.
<a href="#">info processes</a>	Displays information about the user space processes.
<a href="#">info registers</a>	Displays the name and content of all application level registers.
<a href="#">info semihosting</a>	Displays semihosting information for the server, client, or all.
<a href="#">info sharedlibrary</a>	Displays the names of the loaded shared libraries.
<a href="#">info signals, info handle</a>	Displays information about the handling of signals or exceptions.
<a href="#">info sources</a>	Displays the names of the source files.
<a href="#">info stack, backtrace, where</a>	Displays information about the call stack.
<a href="#">info symbol</a>	Displays the symbol name at a specific address.
<a href="#">info threads</a>	Displays information about the available threads.
<a href="#">info variables</a>	Displays the name and data types for all global and static variables.

Log commands

<a href="#">log config</a>	Specifies the type of logging configuration to output runtime messages from the debugger.
<a href="#">log file</a>	Specifies an output file to receive runtime messages from the debugger.

Set commands

<a href="#">set</a>	set is an alias for set variable.
<a href="#">set arm</a>	Controls the behavior of the debugger when selecting the instruction set for disassembly and setting breakpoints.
<a href="#">set auto-solib-add</a>	Controls the automatic loading of shared library symbols.
<a href="#">set backtrace</a>	Controls the default behavior when using the info stack command.
<a href="#">set breakpoint</a>	Controls the automatic behavior of breakpoints and watchpoints.
<a href="#">set blocking-run-control</a>	Controls whether run control operations such as stepping and running are blocked until the target stops or released immediately.
<a href="#">set debug-from</a>	Specifies the address of the temporary breakpoint for subsequent use by the start command.
<a href="#">set endian</a>	Specifies the byte order for use by the debugger.
<a href="#">set escapes-in-filenames</a>	Controls the use of special characters in paths.
<a href="#">set flash-buffer</a>	Defines a memory region for use as a flash buffer.
<a href="#">set listsize</a>	Modifies the default number of source lines that the list command displays.
<a href="#">set os</a>	Controls the Operating System (OS) settings in the debugger.
<a href="#">set print</a>	Controls the current debugger print settings.
<a href="#">set semihosting</a>	Controls the semihosting operations in the debugger.
<a href="#">set solib-search-path</a>	Specifies additional directories to search for shared library symbols.
<a href="#">set step-mode</a>	Specifies whether to step into or step over a function with no debug information.
<a href="#">set stop-on-solib-events</a>	Specifies whether the debugger stops execution when it is notified of an event by the dynamic linker.
<a href="#">set substitute-path</a>	Modifies the search paths used when displaying source code.
<a href="#">set sysroot, set solib-absolute-prefix</a>	Specifies the system root for prefixing shared library paths.
<a href="#">set variable</a>	Specifies an expression and assigns the result to a variable.
<a href="#">set wildcard-style</a>	Specifies the wildcard style to use for pattern matching in strings.
<a href="#">Show commands</a>	
<a href="#">show</a>	Displays the current debugger settings.
<a href="#">show architecture</a>	Displays the current target architecture.
<a href="#">show arm</a>	Displays the current instruction set settings in use by the debugger for disassembly and setting breakpoints.
<a href="#">show auto-solib-add</a>	Displays the current automatic setting for use when loading shared library symbols.
<a href="#">show backtrace</a>	Displays the current behavior settings for use with the info stack command.
<a href="#">show blocking-run-control</a>	Displays the current setting for blocking run control operations.
<a href="#">show breakpoint</a>	Displays the current breakpoint and watchpoint behavior settings.
<a href="#">show debug-from</a>	Displays the current setting for the address of the temporary breakpoint used by the start command.
<a href="#">show directories</a>	Displays the list of search directories.
<a href="#">show endian</a>	Displays the current byte order setting.
<a href="#">show escapes-in-filenames</a>	Displays the current setting for controlling the use of special characters in paths.
<a href="#">show flash-buffer</a>	Displays the area of memory in use as a buffer for flash programming operations.
<a href="#">show listsize</a>	Displays the listing size for the list command.
<a href="#">show os</a>	Displays the current Operating System (OS) settings in the debugger.
<a href="#">show print</a>	Displays the current debugger print settings.
<a href="#">show semihosting</a>	Displays the current setting for semihosting operations.
<a href="#">show solib-search-path</a>	Displays the current search path for shared libraries.
<a href="#">show step-mode</a>	Displays the current step setting for functions without debug information.
<a href="#">show stop-on-solib-events</a>	Displays the current debugger setting that controls whether execution stops when shared library events occur.
<a href="#">show substitute-path</a>	Displays all the substitution rules.
<a href="#">show sysroot, show solib-absolute-prefix</a>	Displays the system root prefix for shared library paths.
<a href="#">show version</a>	Displays the current version number of the debugger.
<a href="#">show wildcard-style</a>	Displays the current wildcard style in use for pattern matching.

Display

<a href="#">echo</a>	Displays only textual strings.
<a href="#">output</a>	Displays only the output of an expression.
<a href="#">print, inspect</a>	Displays the output of an expression and records the result in a debugger variable.
<a href="#">set print</a>	Controls the current debugger print settings.
<a href="#">show print</a>	Displays the current debugger print settings.
<a href="#">Scripts</a>	
<a href="#">if</a>	Enables you to write scripts that conditionally execute debugger commands.
<a href="#">while</a>	Enables you to write looping scripts that conditionally execute debugger commands.
<a href="#">end</a>	Enables you to terminate conditional scripts.
<a href="#">source</a>	Loads and runs a script file containing debugger commands to control and debug your target.

Supporting commands

<a href="#">define</a>	Enables you to derive new user-defined commands from existing commands.
<a href="#">help</a>	Displays help information for a specific command or a group of commands listed according to specific debugging tasks.
<a href="#">pause</a>	Pauses the execution of a script for a specified period of time.
<a href="#">shell</a>	Runs a shell command within the current debug session.
<a href="#">quit, exit</a>	Quits the debugger session.
<a href="#">show version</a>	Displays the current version number of the debugger.
<a href="#">show architecture</a>	Displays the architecture of the current target.
<a href="#">set arm</a>	Controls the behavior of the debugger when selecting the instruction set for disassembly and setting breakpoints.
<a href="#">show arm</a>	Displays the current instruction set settings in use by the debugger for disassembly and setting breakpoints.
<a href="#">info inst-sets</a>	Displays the available instruction sets.
<a href="#">set endian</a>	Specifies the byte order for use by the debugger.
<a href="#">show endian</a>	Displays the current byte order setting in use by the debugger.
<a href="#">info capabilities</a>	Displays a list of capabilities for the target device that is currently connected to the debugger.
<a href="#">set semihosting</a>	Controls the semihosting options in the debugger.
<a href="#">show semihosting</a>	Displays the current semihosting settings.
<a href="#">stdin</a>	Specifies semihosting input requested by application code. For use only in a command-line console with interactive mode.
<a href="#">unset</a>	Modifies the current debugger settings.

Flash commands

<a href="#">flash list</a>	Displays all the registered flash algorithms.
<a href="#">flash register</a>	Registers flash algorithms from a directory.
<a href="#">flash unregister</a>	Unregisters a flash algorithm.
<a href="#">memory flash</a>	Defines a region of flash memory.
<a href="#">set flash-buffer</a>	Defines a memory region for use as a flash buffer.
<a href="#">show flash-buffer</a>	Displays the area of memory in use as a buffer for flash programming operations.