



D	#	#	#	←	Display core loc'n #, modify leave unchanged
D	#	,	#'	←	Display core loc'ns # through #'
.	#	#	#	←	Display core loc'n ., modify leave unchanged
↓	#	#	#	←	Display next core loc'n, modify leave unchanged
↑	#	#	#	←	Display previous core loc'n, modify leave unchanged
G	#				Jump to loc'n #
E	#				Execute # as an instruction
K	#				Insert breakpoint at loc'n #
F					Remove breakpoint and proceed
!					Remove breakpoint

## Notes:

- 1) # is any octal number. Numbers may be signed or unsigned. Hitting rubcut will restart the number input routine. Numbers are terminated by any non-numeric character.
- 2) ← stands for carriage return or any other character.
- 3) stands for line feed.
- 4) # is DDT's response to a command character: an octal number.
- 5) Modify means replace the contents of the specified register (core loc'n) with the number typed.
- 6) . stands for the current cell under examination.
- 7) If a cell is open and you close it with ↑ (↓) (regardless of whether you modified it) the previous (next) cell will be opened.
- 8) Only one breakpoint is allowed. Breakpoints may be placed at any single-word instruction and at the first word of any double-word instruction.
- 9) DDT may be re-entered at 16000 at any time. It first saves the contents of the machine registers, then requests your commands.
- 10) To display the overflow flip-flop, type E 0. and then look at the console lights. To continue DDT press RUN.
- 11) If in a D command, the location typed is terminated by a comma, DDT waits for a second number and interprets the two numbers as bounds. It then displays all locations within the bounds.