

VI.3.5-SYSTEM-SETBUG PROGRAM ESPINIT COMMAND SETBUG

Purpose

Command SETBUG prints information used for program debugging.

Command SETBUG must be before the required header.

Input Summary

<u>Card</u>	<u>Format</u>	<u>Columns</u>	<u>Contents</u>
1		1-6	'SETBUG'
2+			See Section IX.3.3B-FSETBG for card format