

VI.5.3D-SYSTEM-BOXDEBUG PROGRAM FCST HCL TECHNIQUE BOXDEBUG

Purpose

Technique BOXDEBUG sets the debug codes for grid boxes for Function MARO.

Valid values are NO (0) and YES (1).

The Global default is NO (0).

This Technique is Universal.

The BOXDEBUG has Arguments from 1 to 20 grid box numbers. These grid box numbers are those grid boxes where the specific debug codes are to be activated when the Technique value is 1. See VI.5.3C-MARO-TECH-PPDEBUG [[Hyperlink](#)] for a list of debug codes.

There are no default values for the Arguments.

Form of Input

BOXDEBUG(integer) grid-box-numbers

where integer is 0 or 1 specifying whether BOXDEBUG is off or turned on for the grid boxes in the Argument list
grid-box-numbers is the list of from 1 to 20 grid box numbers to turn specific debug codes on

Example

BOXDEBUG(1) 40 42 16 57 19 30

Debug for those grid-box-specific debug codes will be activated for grid box numbers 40, 42, 16, 57, 19 and 30.