

# The KXSLDbg Handbook

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# The KXSLDbg Handbook

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### **Abstract**

KXSLDbg is a provides a graphic user interface front-end to xsldbg, which supports debugging of XSLT scripts.

# Chapter 1

## Introduction

### 1.1 Features

KXSLDbg provides access to most of xsldbg's commands to

- Set and modify breakpoints
- Display value of XPath's
- Display information about the templates, variables, callstack entries, stylesheets and entities present
- Set and modify breakpoints and variables
- Move around XSL source and XML document via XPath's
- Lookup PUBLIC and SYSTEM ID's in the current XML catalog

### 1.2 Recently added features

KXSLDbg can now

- Set and modify variables
- Renders the text in the main window using the Kate libraries

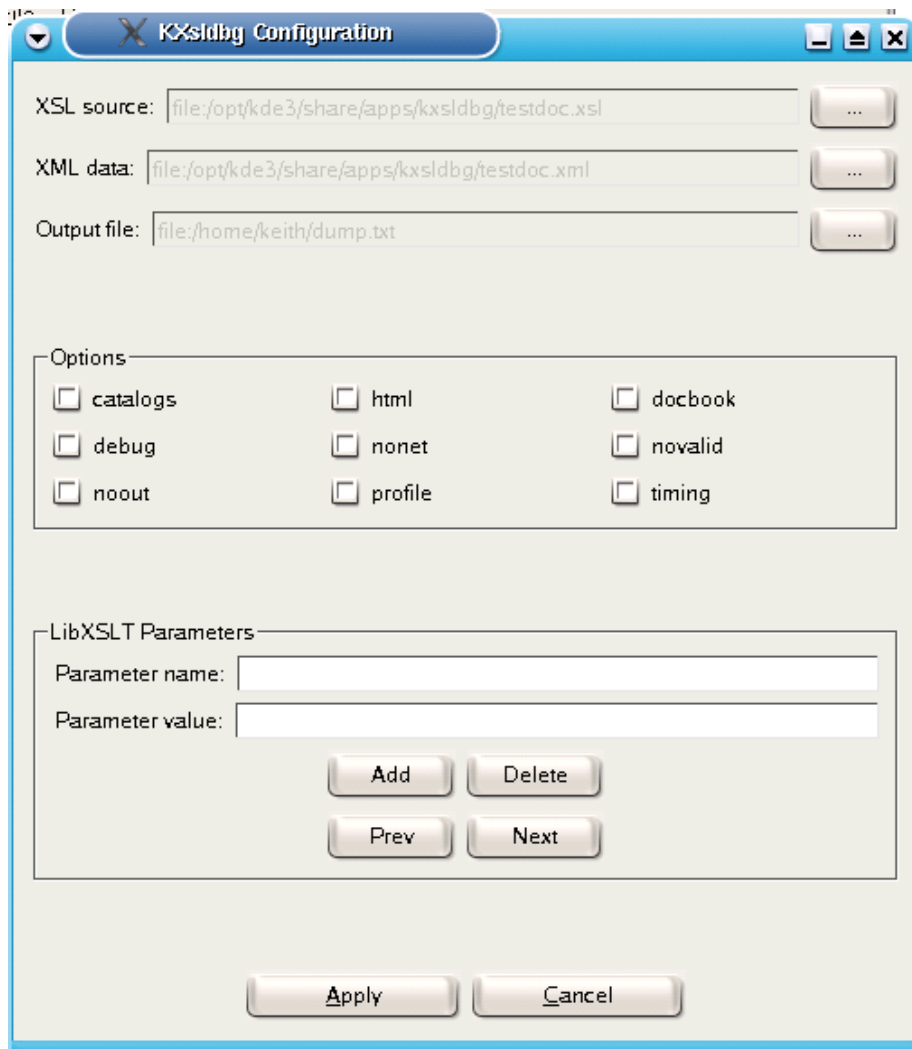
## Chapter 2

# Using KXSLDbg

### 2.1 Configuring a KXSLDbg Session

You start configuration by clicking Debug → Configure in the Menubar.

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*The Configuration Dialog.*

### 2.1.1 Getting Started

To be able to run a stylesheet you need to specify the:

- XSL source
- XML data
- Output file

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By using the ... button to choose file desired. The XSL source and >XML data may refer to URI that contains a http://, ftp:// or file://. The Output file must refer to a writable local file.

To follow along with the examples, select the following files in the example <KDE\_PREFIX>/share/apps/kxsldbg folder

- XSL source: testdoc.xsl
- XML data: testdoc.xml
- Output file: /tmp/xsldbg\_output.txt

### 2.1.2 Working With Options

You can select zero or more options from the Options dialog. Each option has a tooltip with a hint on what effect it has.

### 2.1.3 Working With Parameters

You can add zero or more parameters via the LibXSLT Parameters section of dialog. This allows you to provide parameter values to the stylesheet.

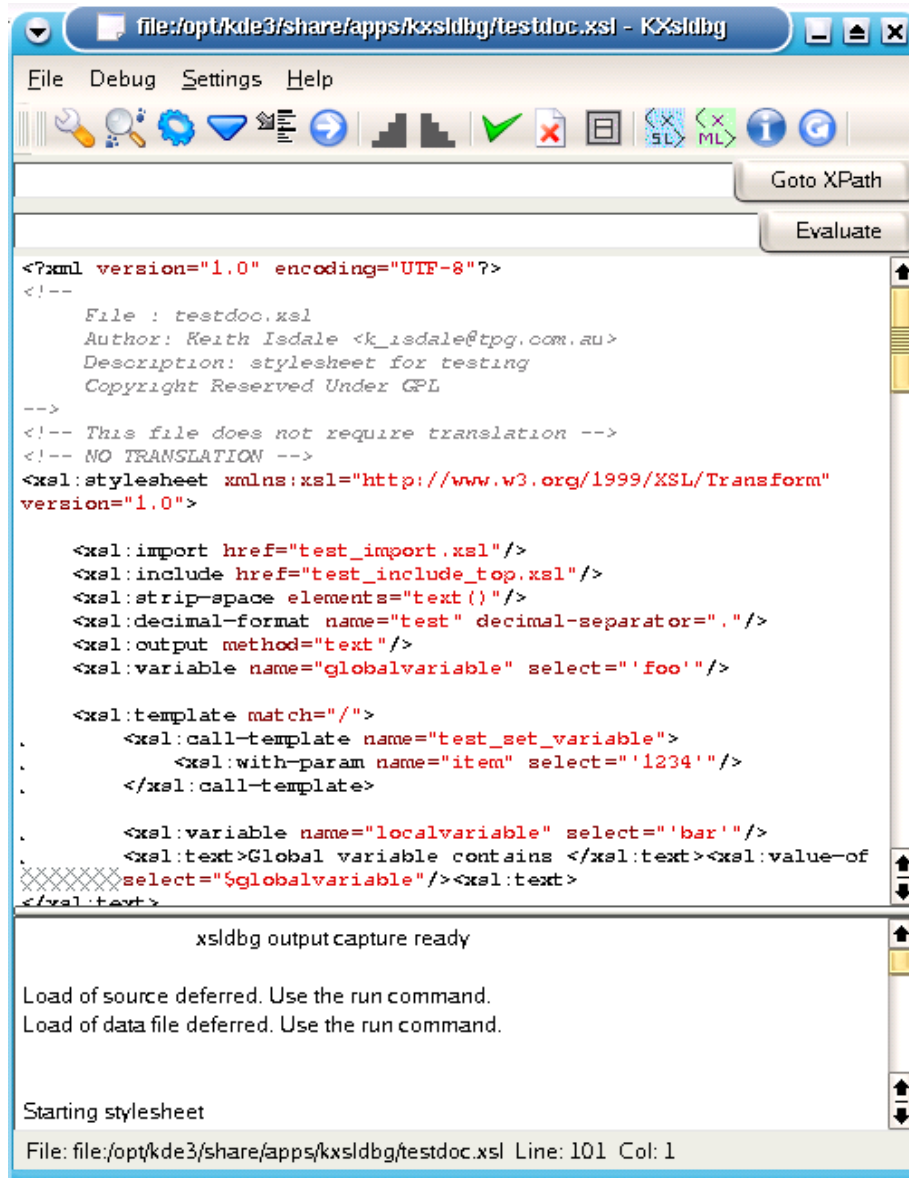
For example you could add a enter a Parameter name of *myparam* with a Parameter value of *'Hello World!'* and click the Add button. . To update the value of an existing parameter just use the navigate to the value you wish to change with the Prev or Next button, provide a new Parameter value then click the Apply.

### 2.1.4 Apply Changes

For the changes you have made to take effect press the Apply button. To ignore any changes press the Cancel button.

You can close the dialog using the X provided at the top right of the window. If you need to change the configuration just re-open the configuration dialog as shown before.

## 2.2 Using the Main Window



*A text view of the current file being debugged.*

### 2.2.1 Working With the Main Window

The state of a given breakpoint is indicated via the relevant text with a different background color. You can choose the color desired: see the Settings → Configure Editor dialog, on the Colors page.

You can set, disable or delete a breakpoint using keys, the Debug menu or the buttons on the tool bar.

You can move the cursor around the text using the following keys:

Arrow keys: Left Arrow, Right Arrow, Up Arrow or Down Arrow.

Page keys: **Page Up** or **Page Down**

### 2.2.2 Working With KXSLDbg Output

Most of the output from KXSLDbg is captured and presented either in the inspectors dialog or the KXSLDbg output window. The exceptions to this rule are:

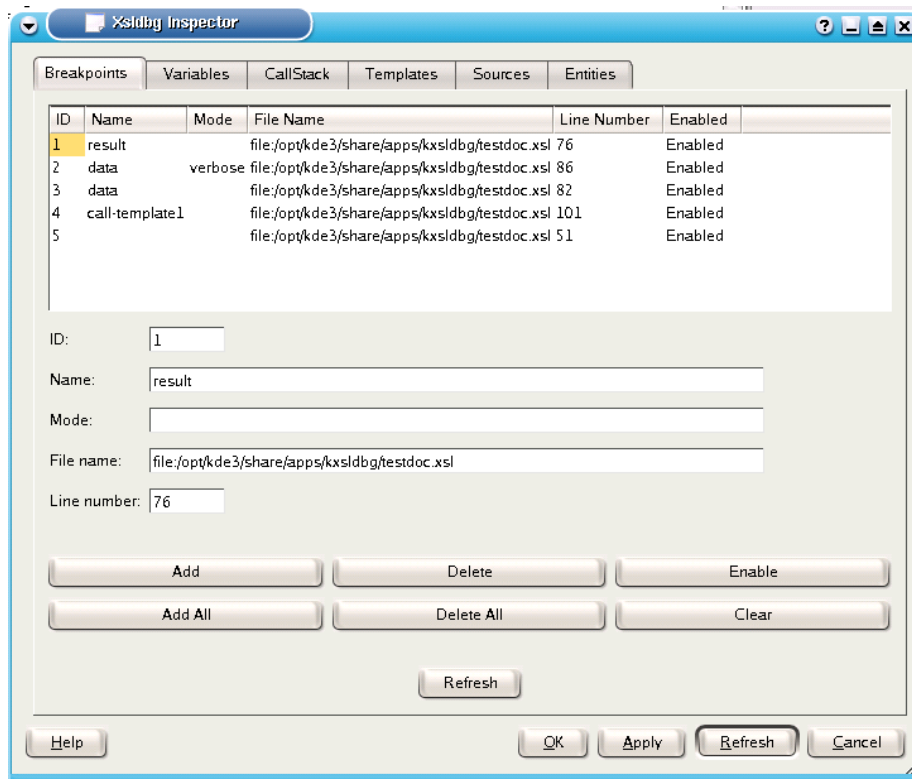
- An error message that comes from KXSLDbg is displayed inside a message dialog.
- The result of evaluating an expression is displayed in a message dialog.
- The output of search is sent to the file indicated in the KXSLDbg output window.

## 2.3 Setting and Modifying Breakpoints

The primary way to work with breakpoints is via the main window. See Section [2.2](#)

Once you have started the style sheet, you can use the Tools → Show inspectors menu item. Then click on the Breakpoints tab. See below for an example.

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### 2.3.1 Adding a Breakpoint

You can add a breakpoint by supplying any of:

1. a file and line number
2. a template name
3. a template name and a mode name
4. a mode name

And then pressing the Add button.

### 2.3.2 Argument Details

A file name may be absolute path to a local file. Or partial file (e.g. `xsl.doc.xsl`).

A template or mode name may be fully Qualified Name where the non-local part is optional e.g. `xsl:mytemplate` is matched by `mytemplate`

### 2.3.3 Deleting a Breakpoint

Firstly left mouse click the breakpoint you want to delete in the list of current breakpoints. Then click the Delete button.

### 2.3.4 Deleting All Breakpoints

Click the Delete All button.

### 2.3.5 Enabling or Disabling a Breakpoint

Firstly left mouse button click the breakpoint you want to delete in the list of current breakpoints. Then click the Enable button.

## 2.4 Working With Variables

If the inspector dialog is not showing use the Tools → Show inspectors menu item.

Local and global variables are show in a tab on the inspector dialog. The following example shows a XSLT code segment that declares a global and a local variable

```
<xsl:variable name="globalvariable" select="'foo'"/>

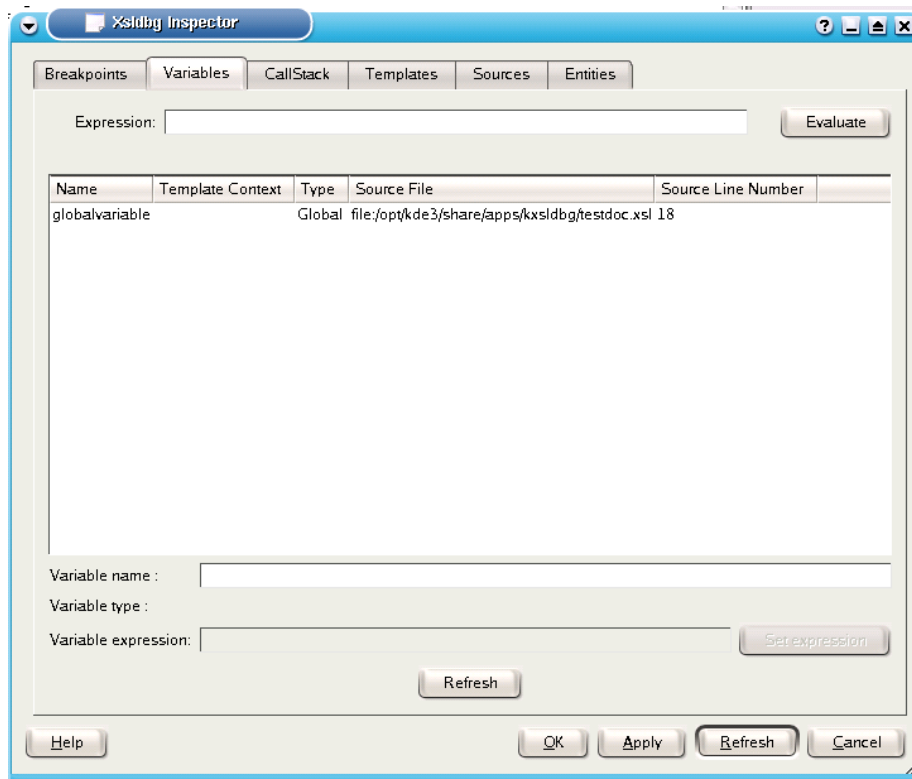
<xsl:template match="/"/>
<xsl:param name="localvariable" select="'bar'"/>
</xsl:template match="/"/>
```

Clicking with with mouse on a variable in the list will cause summary information to be displayed in the bottom of the dialog. If a variable has a select expression, for example

```
<xsl:variable name="changeable" select="'oldValue' " />
```

then a new XPath an be chosen by entering a new value for Variable expression then clicking the Set expression button.

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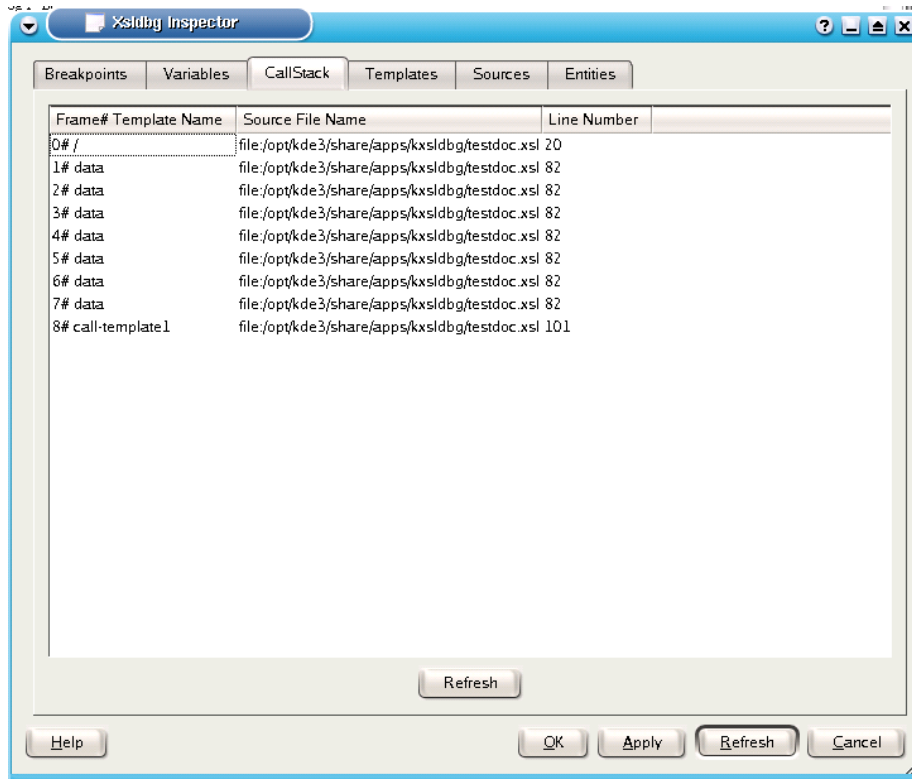
### *The Variables Tab*

Clicking on a variable entry in the list shown will cause the cursor in the main window to move to the file and line number indicated.

## 2.5 Working With the Callstack

All call stack items found are listed here. The older the callstack entry the lower the frame number it will have. See below for an example.

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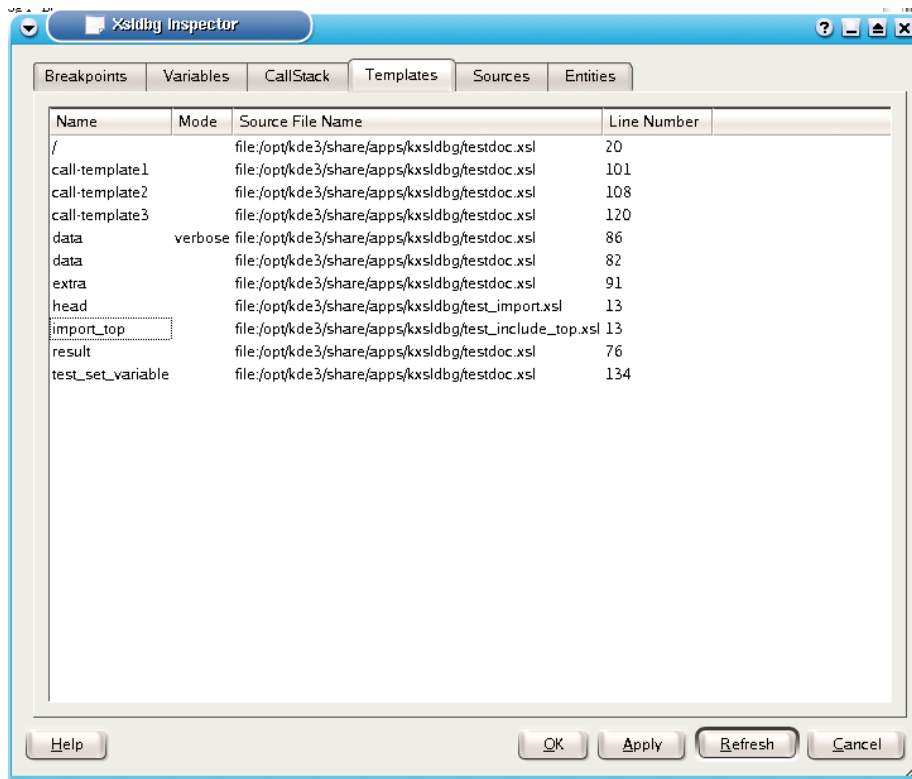
Clicking on a callstack entry in the list shown will cause the cursor in the main window to move to the file and line number indicated.

## 2.6 Working With Templates

If the inspector dialog is not showing use the Tools → Show inspectors menu item. To work with templates click on the templates tab of dialog shown.

All templates found are listed here. Please note that the export rules of XSLT apply. So only there may be more than one template with the same match and mode details.

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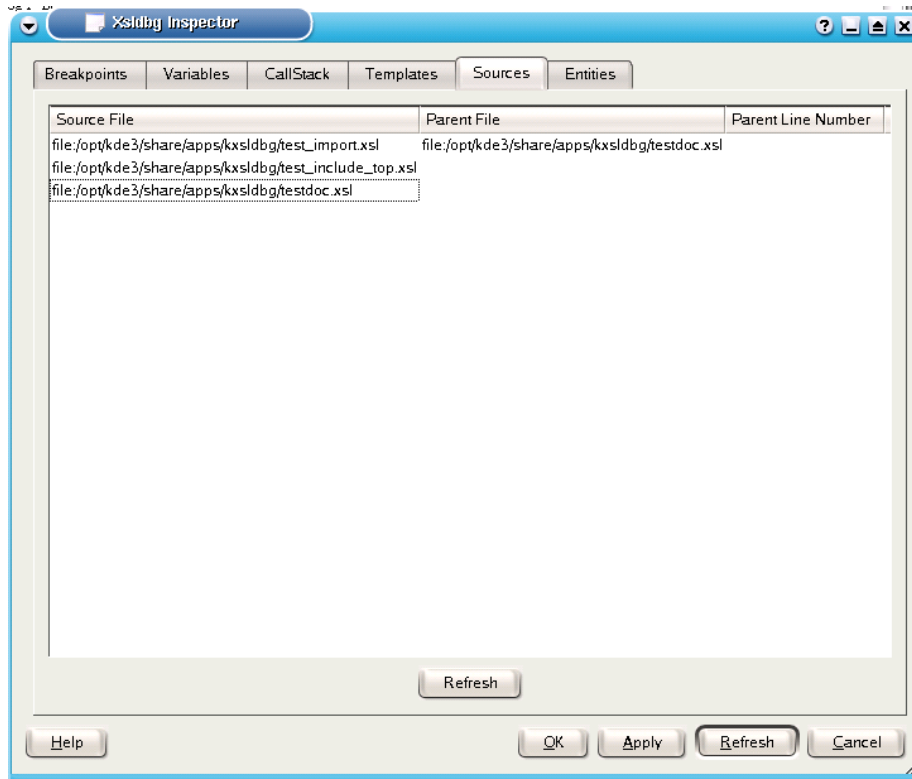
Clicking on a template entry in the list shown will cause the cursor in the main window to move to the file and line number indicated.

## 2.7 Working With XSLT Source Files (Sources)

If the inspector dialog is not showing use the Tools → Show inspectors menu item. To work with sources click on the sources tab of dialog shown.

All XSLT source files that are included by the XSLT file or one of its siblings are listed here.

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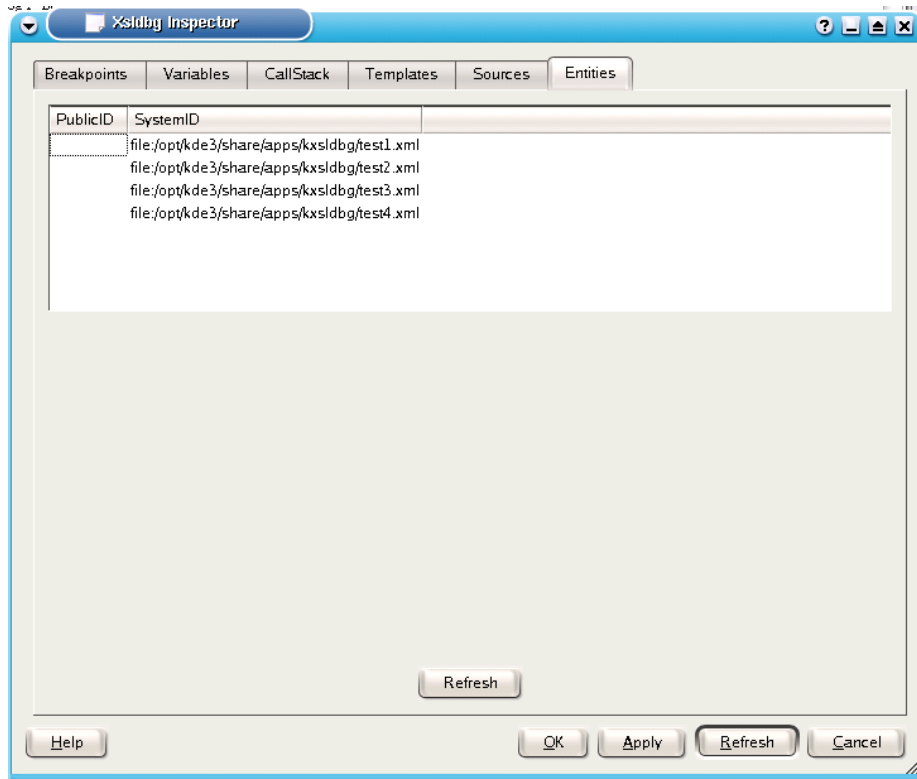
Clicking on a source entry in the list shown will cause the cursor in the main window to move to the start of file indicated.

## 2.8 Working With XML Data Files (Entities)

If the inspector dialog is not showing use the Tools → Show inspectors menu item. To work with entities click on the Entities tab of dialog shown.

All external XML entities included via the DATA file or one of its siblings are listed here. For this example I have run KXSLDbg on testdoc.xml with testdoc.xml (found in the <KDE\_PREFIX>/share/apps/kxsldbg folder so that you can see some entities.

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Clicking on a entity entry in the list shown will cause the cursor in the main window to move to the start of the file indicated.

## 2.9 Miscellaneous Tools

Several tools are available via the tools menu the main tool is the inspector tool.

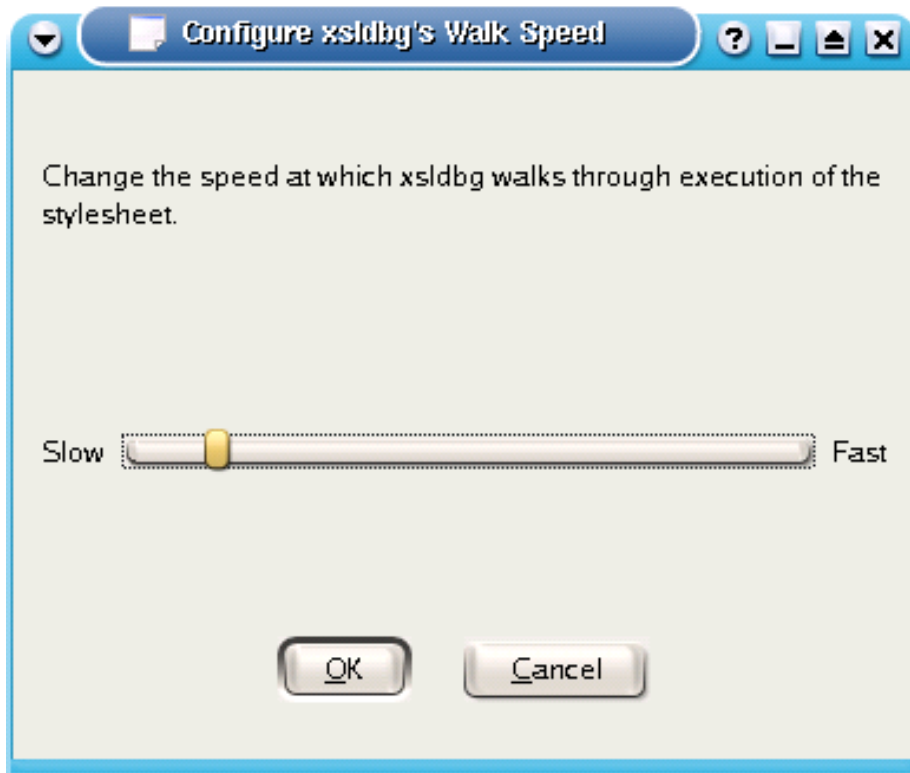
### 2.9.1 Inspector Tool

The inspector tool is the contains all the individual dialogs for working with:

- Breakpoints
- Templates
- Variables
- Callstack entries
- XSL source files
- XML Enties

## 2.9.2 Execute by Walking

By clicking on Start execution with walking menu a dialog is shown to allow the walk speed to be chosen.

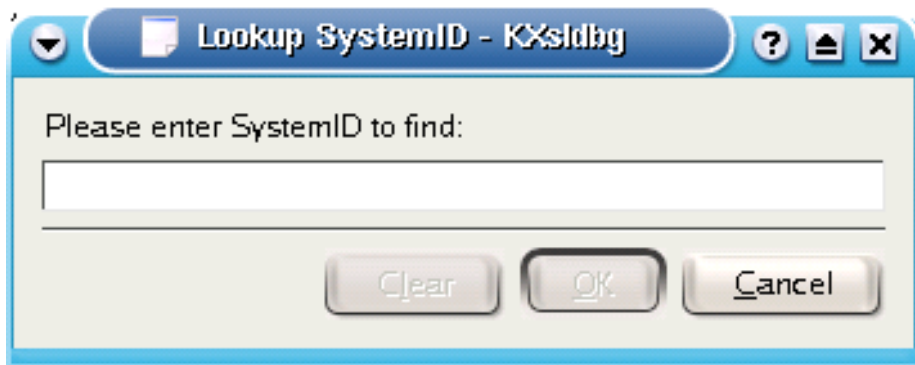


To stop walking either use the **W** key or select the Start execution with walking menu item.

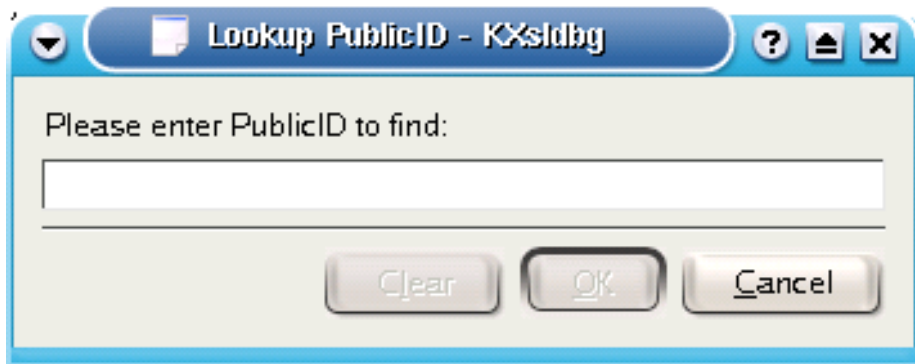
## 2.9.3 Lookup XML Entities

To lookup a System ID in the current XML catalog use the Lookup System ID menu then enter the value to find the the dialog that displays.

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To lookup a PUBLIC ID use the Lookup Public ID menu entry then enter the value to find the the dialog that displays.



## Chapter 3

# Credits and Licenses

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