Simulating and Symbolic Debugging

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This paper describes the experiences that have been acquired when writing a debugging aid on top of the metacompilation environment of which the structured ideas have been presented at the 1985 Rochester Forth Conference.   In spite of having defined and written it, it is stunning to see the multitutde of ways in which the degugger is used: it turns out that the facilities offered by the overall system have been employed in a variety of ways suitable for a number of different tasks.