Managingbreakpoints;¬Managing breakpoints

arrow.eps ¬   To move a breakpoint, drag it to where you want it to be.

arrow.eps ¬   To delete a breakpoint, drag it off the Project Builder window.

arrow.eps ¬   To disable a breakpoint, double-click it.

arrow.eps ¬   To find out information about breakpoints, bring up the Breakpoints display of the Task Inspector.

When you no longer need to stop at a breakpoint anymore, you can delete the breakpoint; however, you might want to just disable it. When you delete a breakpoint, it is gone forever. When you disable a breakpoint, it still exists and is still displayed in the Project Builder main window, but the program does not stop at the breakpoint. You can enable the disabled breakpoint later.

_ManagingBreakpoints1.eps ¬

Sometimes it's useful to know how many breakpoints you've set and where they are. The Breakpoints view of the Task Inspector provides this information. The first column of this display gives you the breakpoint number, which is used in many **gdb** commands.

_ManagingBreakpoints2.eps ¬

Using the Breakpoints display, you can also enabled and disable each breakpoint by clicking the Use column, or you can enable, disable, and remove all breakpoints. Use the View button to have Project Builder go to the line where the breakpoint is set.

See ªCool Breakpoint Stuffº in this chapter for some useful **gdb** commands involving breakpoints.