

# Setting breakpoints;↔Setting breakpoints

- 1 **If the program is running, click the suspend button to stop it.**
- 2 **In the Project Builder main window, double-click in the gray area next to the line where you want the breakpoint.**
- 3 **Click the continue button to execute up to the breakpoint.**

A breakpoint makes your program stop whenever a certain point in the program is reached. Every time the program encounters the line of code that has the breakpoint, it stops executing.

\_SettingBreakpoints.eps ↔

If you're debugging an application, the cursor spins when it hits a breakpoint. When you enter this state, go to the Launch panel and examine the program's state (print values of variables, examine the stack, and so on).

**Related Concept:** [;DebuggingConcepts.rtf](#);linkMarkername [Settingbreakpointsondata](#);, [Setting breakpoints on data](#)