Working With Breakpoints

The following properties can be assigned for a selected breakpoint using the context menu item Breakpoint Properties, accessed by right-clicking on the desired breakpoint in the editor view or the Breakpoints view:

- Enable or disable the breakpoint (disabled breakpoints will show as white circles instead of blue on the vertical bar, and their checkboxes will be unchecked in the Breakpoints view).
- Specify a hit count condition for breaking.
- Specify other breakpoint conditions.
  In addition, the following functions are available via the toolbar in the Breakpoints view:



1. Delete selected breakpoint.
2. Delete all breakpoints (Caution: Breakpoints in all open editors will be deleted.)
3. Show breakpoints supported by selected target (shows only the breakpoints for the currently selected script editor view).
4. Go to file for breakpoint (goes to breakpoint location in Script editor).
5. Skip all breakpoints at runtime.
6. Toggle Global ExceptionBreak (only stops the process and shows the breakpoint when an error occurs)
7. Toggle Global EntryBreak (breaks the process every time a method attempts to execute, with or without a breakpoint)
8. Toggle Global ExitBreak (breaks the process after the execution of a method, with or without a breakpoint)
9. Expand all
10. Collapse all
11. Link with Debug view (highlights the selected breakpoint in the Debug script editor view)