

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