

Defining a Breakpoint



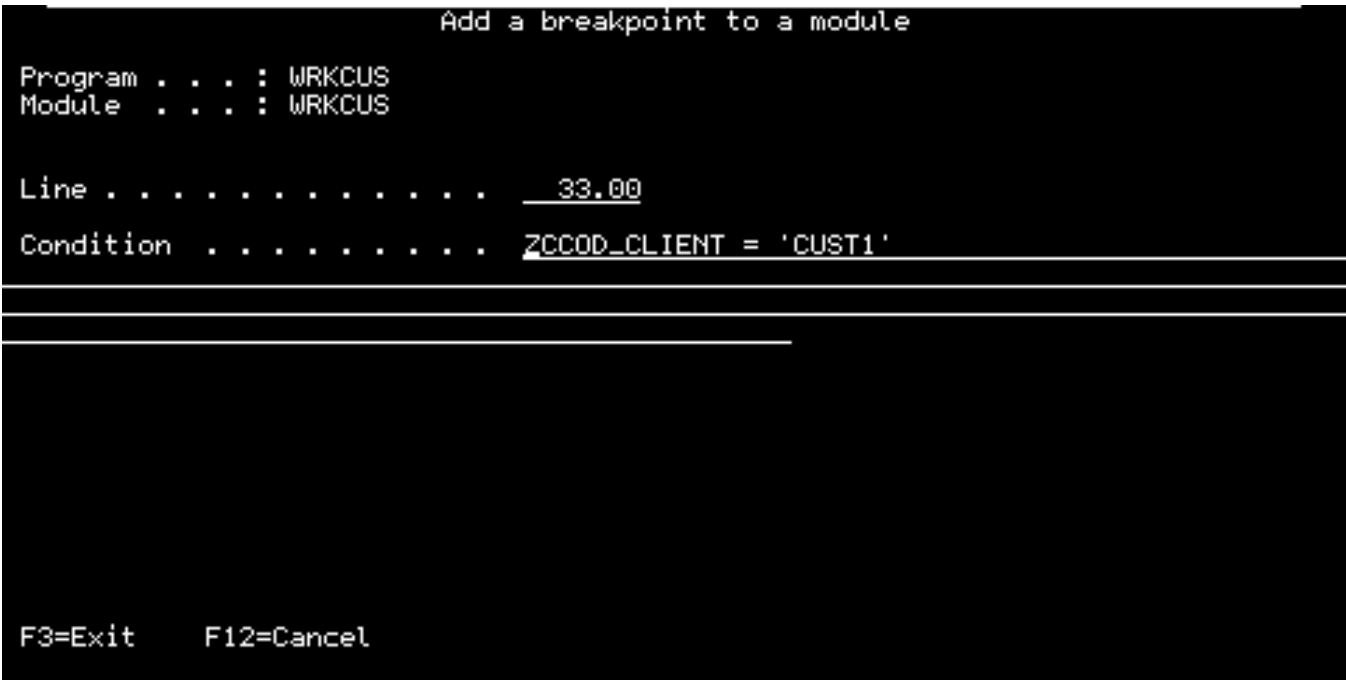
Access

To add a breakpoint to the current module, select function key **F6** in the [Work with the breakpoints of a module](#) screen.

To modify a breakpoint, select **option 2** on the same screen.

Note: You can also add a breakpoint either by entering the HA#BREAK command directly, or by pressing F6 in the module's debug screen, after placing the cursor over the line where you want to add an unconditional breakpoint (i.e. one that is not subject to conditions).

Warning: You can only add breakpoints or display variables for the current module.



Function keys

- F3** Return to previous screen.
- F12** Return to previous screen.
- Enter** Validate data entry.

Data entry

Line

- Line number in the Adelia source where a breakpoint is to be placed.
- If the Adelia source is not shown in the debug screen, the line number must be the one shown in the module's verification list.
- Mandatory entry in creation mode.
- The field is protected in modification mode.

Condition

This is the program's break condition at the specified line number.

This condition must use a specific [syntax](#).

If this field is left blank, the breakpoint will be unconditional.

Click below for further information about:

- The [HA#BREAK](#) command,
- The [Debug a module](#) screen.

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