# Attaching or removing breakpoint actions

You can attach one or more breakpoint actions to a single breakpoint. For example, when the breakpoint is hit you could both log a message and play a sound. Actions are executed in the order they appear in the **Actions for this breakpoint** list.

To attach or remove a breakpoint action from a breakpoint:

1. In the **Breakpoints** view, right-click the breakpoint, and select **Properties**.
2. In the **Properties for C/C++ Breakpoint**  dialog box, click **Actions**.  
   
3. In the **Available actions** list:
   * Select an action and click **Attach** to link it to the breakpoint. Repeat as required.
   * To add a new breakpoint action, click **New**.
   * To edit the selected breakpoint action, click **Edit**.
   * To delete the selected action, click **Delete**.  
       
     **NOTE**: Deleting a breakpoint action removes it from the workspace.
4. In the **Actions for this breakpoint** list you can:
   * Click **Remove** to delete the selected action from the list.
   * Click **Up** to move the selected action up in the list.
   * Click **Down** to move the selected action down in the list.
5. Click **OK**.



[Working with breakpoints, watchpoints, and breakpoint actions](http://docs.google.com/cdt_o_brkpnts_watch.htm)



[Debug preferences](http://docs.google.com/reference/cdt_u_debug.htm)

