# Breakpoints

A breakpoint suspends the execution of a program at the location where the breakpoint is set. To set a line breakpoint, right-click in the marker bar area on the left side of an editor beside the line where you want the program to be suspended, then choose **Toggle Breakpoint**. You can also double-click on the marker bar next to the source code line. A new breakpoint marker appears on the marker bar, directly to the left of the line where you added the breakpoint. Also, the new breakpoint appears in the Breakpoints view list.

Once set, a breakpoint can be enabled and disabled by right-clicking on its icon or by right-clicking on its description in the **Breakpoints** view.

* When a breakpoint is enabled, it causes the program to suspend whenever it is hit. Enabled breakpoints are indicated with a blue  circle. Enabled breakpoints that are successfully installed are indicated with a checkmark overlay.
* When a breakpoint is disabled, it will not affect the execution of the program. Disabled breakpoints are indicated with a white  circle.  
  

**Note:** Execution will also suspend if **Stop at main() on startup** is enabled on the **Launch Configuration** dialog. To access the **Launch Configuration** dialog, from the menu bar choose **Run > Debug**.



[Run menu](http://docs.google.com/reference/cdt_o_views.htm)

[Breakpoints view](http://docs.google.com/reference/cdt_o_views.htm)



