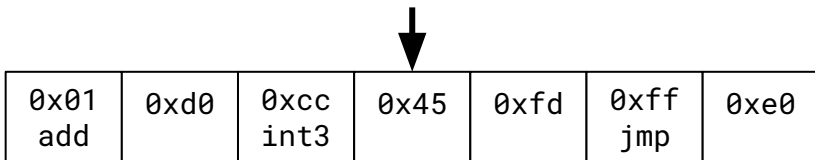
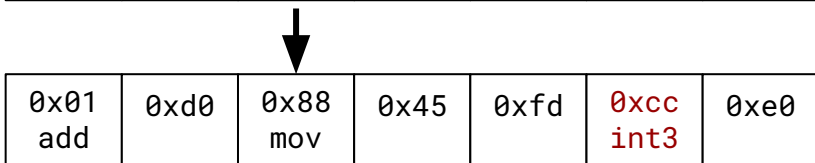


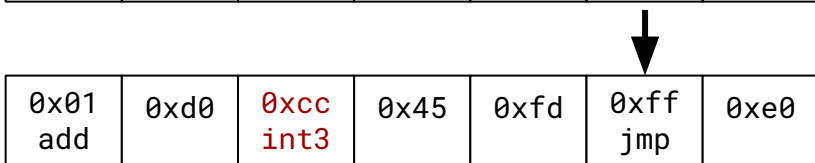
Just before hitting a breakpoint



Breakpoint instruction executed.



Move instruction pointer back, replace the debug instruction with the original one and set breakpoint at the next instruction.



Continue execution, remove the new breakpoint and set the old one.