

☀☀☀ Day 77 of Our Daily UiPath Q&A Challenge! ☀☀☀


















Welcome to Day 77 of our exciting UiPath Q&A Challenge! Each day, we'll be answering one key question to help you master UiPath and revolutionize your automation journey. 🚀









➡ Question for Today

Explain Breakpoints and Bookmarks Panel in UiPath Studio.

Breakpoints

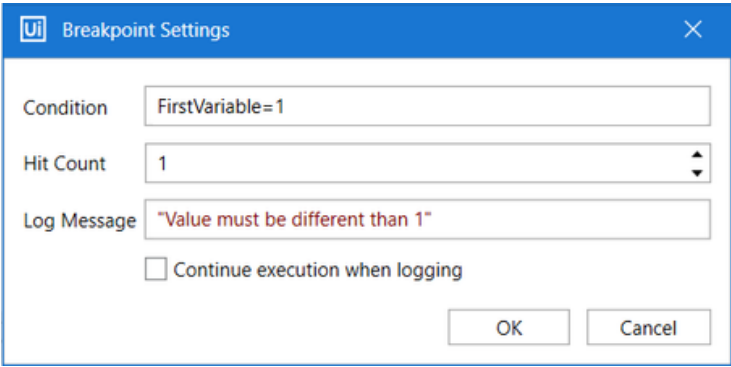
- Breakpoints are used to purposely pause the debugging process on an activity which may trigger execution issues. Setting a condition and/or hit count turns the simple breakpoint to a conditional one. Adding logging results turns the conditional breakpoint in a conditional tracepoint. Adding only a logging message transforms the breakpoint to a simple tracepoint.
- You can place and modify a breakpoint on any activity as follows:
 1. from the context menu, right-click an activity and select Toggle Breakpoint;
 2. by selecting the activity, and clicking the Breakpoints button on the Debug tab;
 3. by pressing F9 while the desired activity is selected.
- A single activity needs to be selected for a breakpoint to be toggled. You can, however, toggle as many breakpoints as you see fit. Make sure that the order of activities in the workflow is not changed after the breakpoint is set.
- Each breakpoint or tracepoint receives a specific icon based on its state. The icon is set on the activity and visible in the Breakpoints and Bookmarks panel.

Breakpoints & Bookmarks		
       		
Locations	File Path	Message
▼  Breakpoints		
 Enabled Breakpoint	Main.xaml	
 Disabled Breakpoint	Main.xaml	
 Enabled Conditional Breakpoint when FirstVariable=1	Main.xaml	
 Disabled Conditional Breakpoint when FirstVariable>1	Main.xaml	
 Enabled Tracepoint	Main.xaml	ThirdVariable + "is higher than 0"
 Disabled Tracepoint	Main.xaml	FourthVariable + "is higher than 3"
 Enabled Conditional Tracepoint when FifthVariable>6	Main.xaml	FifthVariable + "is higher than 6"
 Disabled Conditional Tracepoint when FourthVariable>3	Main.xaml	FourthVariable + "is higher than 3"

Type	Description
Breakpoints	<p>Breakpoints pause the debugging process before the activity is executed. Breakpoints can have the following states:</p> <p>Enabled -  Disabled - </p>
Conditional Breakpoints	<p>Conditional breakpoints are breakpoints that depend on a set condition and/or a hit count. Conditional breakpoints can have the following states:</p> <p>Enabled -  Disabled - </p>
Tracepoints	<p>Tracepoints are breakpoints with set logged messages. When the tracepoint is reached during debugging, the message is logged at trace level. Tracepoints can have the following states:</p> <p>Enabled -  Disabled - </p>
Conditional Tracepoints	<p>Conditional tracepoints have a set condition or hit count, and a logged message. The message is logged when the condition is met the number of times stated in the hit count field. Conditional tracepoints can have the following states:</p> <p>Enabled -  Disabled - </p>

Breakpoint Settings

The Breakpoints and Bookmarks panel comes with a set of settings that can be individually adjusted for each toggled breakpoint part of the automation project. Click the icon to open the window.



Option	Description
Condition	The condition for the breakpoint. If the condition is met during debugging, the execution breaks and the activity is highlighted.
Hit Count	Specifies the number of times the condition must be met before the execution breaks. If the hit count is higher than the number of times the condition can be met, the execution does not stop upon encountering the breakpoint. The maximum hit count value is 32,767.
Log Message	Specifies the message to be logged at trace level when the condition is met. The message is visible in the Output panel. If a condition is not set, the message is still logged.
Continue execution when logging	If selected, the execution is not paused when the condition is met and the specified message is logged. Available only if a log message was previously set.

Bookmarks

- Bookmarks enable you to mark and quickly jump to specific activities inside workflows. To place and modify a bookmark, simply right-click any activity and select Toggle Bookmark. This labels the activity with a bookmark [insert icon] icon.
- You can filter between breakpoints and bookmarks in the panel by using the filter button. Similarly to breakpoints, selecting a bookmark in the panel and clicking the Delete button removes it from the project. The Delete all bookmarks options enables you to delete all the bookmarks in the current project. The Enable all bookmarks option helps you enable all bookmarks in the currently opened project. The Previous bookmark and Next bookmark options let you navigate between bookmarked activities.
- Right-click a bookmark in the Breakpoints and Bookmarks panel to open the context menu with the following options:
- Deleting a bookmarked activity also deletes its corresponding bookmark. Similarly to breakpoints, bookmarks can be added during debugging.

Option	Description
Delete	Deletes the selected bookmarks.
Focus	Jumps to the bookmark in the Designer panel.
Enable	Enables the selected bookmarks.
Disable	Disables the selected bookmarks.

