

Controlling Breakpoints et al.

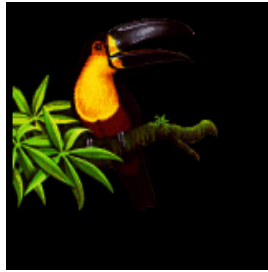
ignore BPNUM COUNT

enable BPRANGE
disable BPRANGE

Deleting

clear *everything*
clear SAL
delete BPRANGE
delete *everything*

*+ Watchpoint
+ Catchpoints*
*\$bpnum is the next
recent b/p set.*



Breakpoint conditions

Also watchpoints and catchpoints.

break SAL if EXPRESSION
condition BPNUM [EXPRESSION]

Yes, any expression

(gdb) list print
3 void
4
5 {
6 printf ("%s", s);
7 }
(gdb) break print if s

Breakpoint 2 at 0x804819b: file lines.c, line 6.

(gdb) c
Continuing.

21
Breakpoint 2 at 0x804819b: file lines.c, line 6.

6 print

(gdb)

\$2 = 4

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Breakpoint scripts

(gdb) break EXPRESSION

(gdb) commands \$bpnum

silent

print s

end

(gdb)

• Use silent to keep GDB quiet

• Use continue to resume GDB



print/FMT EXPRESSION

heX, Decimal, Unsigned, Octal, Two,

Address, Character, Float

(gdb) print i++

\$2 = 4

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\$2 = 4

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(gdb) list print
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4 print (const char *s)
5 {
6 printf ("%s", s);
7 }
(gdb) break print if s

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(gdb) c
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print/FMT EXPRESSION

heX, Decimal, Unsigned, Octal, Two, Address, Character, Float

(gdb) print i++

\$2 = 4

(gdb) print &i

\$3 = (int *) 0xbffffa34

(gdb) print/x i

\$4 = 0x4

set output-radix 16



