

## Controlling Breakpoints et al.

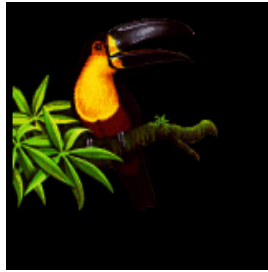
ignore BPNUM COUNT

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

3 void

4 print (const char \*s)

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)



## 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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Continuing.

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

6 print

(gdb)



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## Breakpoint

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(gdb) commands \$bpnum

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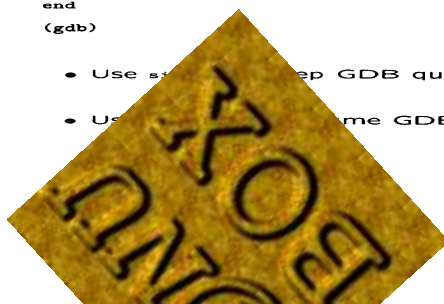
(gdb) print &i

\$3 = (int \*) 0xbffffa34

(gdb) print/x i

\$4 = 0x4

set output-radix 16





INFRONTINFRONTINFRONT



IDBEHIND

A second textbox on the page

Normal

Outline

FilledOutline

Invisible

FilledClipped

Stroked      Clipped

Filled      Stroked      Clipped

Clipped

Demonstration of a text mode

Demonstration of a text mode

**Demonstration of a text mode**

Demonstration of a text mode

Demonstration of a text mode

**Demonstration of a text mode**

Please note that these shapes are lines, and there is no requirement to have the shapes closed...

