

## U++ - Bug #1824

### Breakpoint can not be set on runtime (GDB - 90% of attempts)

12/24/2017 07:01 PM - Zbigniew Rebacz

<b>Status:</b>	Approved	<b>Start date:</b>	12/24/2017
<b>Priority:</b>	Urgent	<b>Due date:</b>	
<b>Assignee:</b>	Zbigniew Rebacz	<b>% Done:</b>	0%
<b>Category:</b>	Debugger	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Release 2020.1	<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>Setting breakpoint doesn't work always. I estimate that it doesn't work in 90% of cases. Moreover when I set breakpoint the second try always doesn't work.</p> <p>The breakpoint should be settable until user doesn't edit the source code.</p>			

#### History

##### #1 - 01/27/2018 08:25 AM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

Unable to reproduce, it seems to work for me.

Please skype me.

##### #2 - 04/03/2018 10:01 PM - Zbigniew Rebacz

- Target version changed from Release 2018.1 to Release 2019.1

##### #3 - 06/24/2019 01:28 AM - Zbigniew Rebacz

- Target version changed from Release 2019.1 to Release 2019.2

##### #4 - 11/01/2019 11:20 AM - Zbigniew Rebacz

- Target version changed from Release 2019.2 to Release 2020.1

##### #5 - 02/18/2020 02:00 PM - Miroslav Fidler

- Status changed from New to Approved