

# How to set a watchpoint

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version	1.1.1
scope	Example. This code is provided as example code for a user to base their code on.
description	How to set a watchpoint
boards	Unless otherwise specified, this example runs on the SliceKIT Core Board, but can easily be run on any XN device by using a different XN file.

Data watchpoints are used to allow XGDB to halt the execution of a the program when a condition placed on a data object by the user evaluates to true. For example, compile the following code ensuring that debug is enabled (-g):

```
#include <print.h>

int main() {
    int i, j = 0;
    for (i = 0; i < 5; ++i) {
        printintln(i);
    }
    return 0;
}
```

## 1 To set a watchpoint from xTIMEcomposer Studio

Create a new debug configuration via *Run->debug Configurations->xCORE Applications*. Set a breakpoint at the start of *main* then start debugging. Execution will now break when *main* is reached. In the variables view, right-click on the entry for the loop count *i* and choose *Add Watchpoint (C/C++)*. In the dialog enter *i == 3*, then continue execution. The debugger will now break when the value of the loop index variable *i* evaluates to 3. This can be confirmed by hovering over the variable in the editor.

## 2 To set a watchpoint from the command line

On the command line, watchpoints are set using the *watch* command. For example, start XGDB, connect to the simulator and set a breakpoint on main. When run, execution will break at the start of main. You can now set a watchpoint on the variable *i*:

```
> xgdb a.xe
...etc...
(gdb) connect -s
0xffffc04e in ?? ()
(gdb) b main
Breakpoint 1 at 0x100b0: file setting_a_watchpoint.xc, line 12.
(gdb) run
...etc...
Breakpoint 1, main () at setting_a_watchpoint.xc:12
12     int i, j = 0;
(gdb) watch i == 3
Hardware watchpoint 2: i == 3
(gdb) continue
0
1
2
Hardware watchpoint 2: i == 3

Old value = 0
New value = 1
0x000100c4 in main () at setting_a_watchpoint.xc:13
13     for (i = 0; i < 5; ++i) {
(gdb) print i
$1 = 3
```



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