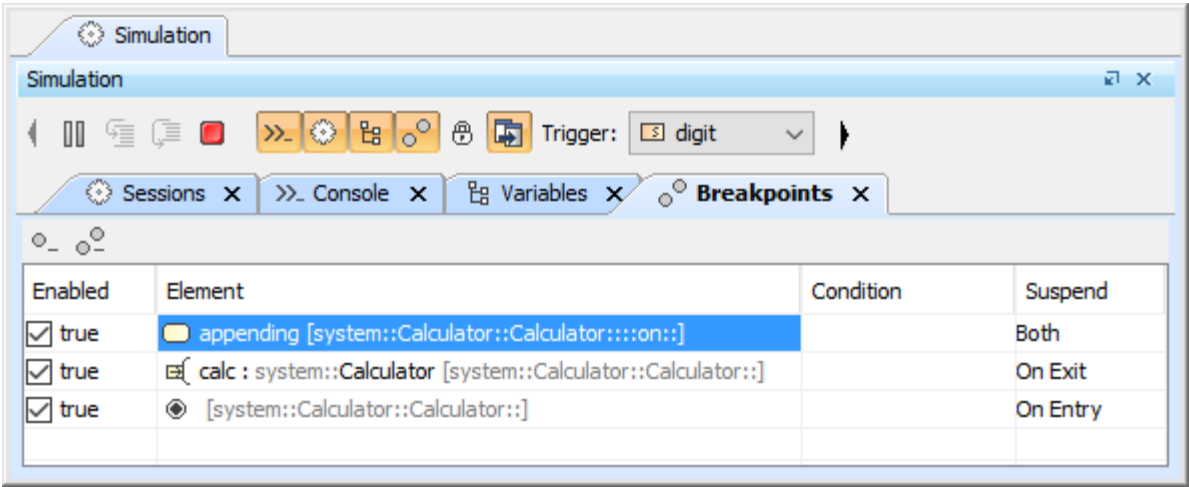# Breakpoints

Magic Model Analyst allows you to add or remove breakpoints to or from model elements. A model simulation will pause when these model elements are activated during the simulation. You can open the **Breakpoints** pane to see and manage all of the existing breakpoints in an active project. The **Breakpoints** pane lists all breakpoints with their properties shown in separate columns.

The Breakpoints pane.

The Breakpoints pane columns are listed in the table as follows

Column	Function
Enabled	To display the enabled or disabled state of a breakpoint. If the value is true, the breakpoint is enabled. Otherwise, the breakpoint is disabled. A model simulation will be suspended at that particular breakpoint only when the breakpoint is enabled (true).
Element	To represent a model element to which each breakpoint is applied. The model simulation will be suspended when the symbol of the element is activated or deactivated (depending on the value in the Suspend column).
Condition	To represent a breakpoint condition, a boolean expression, that will be evaluated when a model simulation reaches the element to which a breakpoint is applied. The simulation will be suspended at that particular element or breakpoint when the result of the boolean expression is true. If the condition is not defined, the simulation will always be suspended when it reaches that particular breakpoint.
Suspend	To suspend a model simulation. There are three kinds of simulation suspensions: **On Entry**, **On Exit**, and **Both**. • **On Entry** to suspend simulation when a breakpoint's element is activated. • **On Exit** to suspend simulation when a breakpoint's element is deactivated. • **Both** to suspend simulation once a breakpoint's element is either activated or deactivated.

Related pages

- Adding breakpoints
- Removing breakpoints