

# Debugging Functions

Debugging functions can be used to [test scripts](#) and step through them line-by-line, checking the script logic and global variables.

## DebugBreak

### Declaration

```
bool DebugBreak([boolean booleanExpression])
```

### Syntax

```
DebugBreak([<booleanExpression>])
```

### Optional Parameters

- **booleanExpression:** Boolean expression, used to determine if the breakpoint is to be honored

### Description

When passed an expression that evaluates to `true`, `DebugBreak()` causes execution control to return to the client when testing a script, expression, transformation, or operation. Returns `true` if execution was stopped; otherwise `false` is returned.

The input argument is optional: `DebugBreak()` is equivalent to `DebugBreak(true)`.

For more information, see [Script Testing](#).

### Examples

```
DebugBreak(i > 5);  
// Activates the breakpoint  
// when i is greater than 5
```

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