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;This is included from PowerUp.asm
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;  
; BreakPoint  
;  
; This can be inserted into the code to pause the CPU at a  
; certain point so that single stepping can be used to figure  
; out issues past the breakpoint.  
;  
; IMPORTANT - this uses a single memory byte at the base of  
; RAM as way to release the breakpoint using  
; the front panel monitor features to reset the  
; memory location to zero so that the breakpoint  
; is released.  
;  
; IMPORTANT - because of the memory usage it is unreliable to  
; use the breakpoint before memory has been verified  
; to be functional - although it may work sometimes.  
;  
; IMPORTANT - because it is currently a function (not a macro)  
; a valid stack must be present for this to work.  
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```

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BreakPoint:
```

```
    in      a,(SWITCHPORT)      ;read in the motherboard switches  
    and    #SW_BRKPT_ENABLED    ;check if breakpoint enabled switch  
    jr     z,SkipBP             ;if (breakpoint is enabled - switch  
    ld     a,#0xff              ;  
    ld     (BrkPtFlag),a        ; set the breakpoint flag so it w  
BPLoop:    ; repeat  
    ld     a,(BrkPtFlag)        ; get breakpoint flag  
    or     a                    ; test it  
    jr     nz,BPLoop           ; until (flag is released by hard  
    ld     a,#0xff              ;  
    ld     (BrkPtFlag),a        ; reset the breakpoint flag so it  
                                ; again next time the breakpoint  
SkipBP:    ;endif  
    ret
```