

Cemu - Feature requests #98

[PPC Debugger] New breakpoint events (execute and registry)

06/22/2019 08:03 AM - lasyan3

Status:	New	Start date:	06/22/2019
Priority:	Normal		
Assignee:			
Category:	General		
API:		GPU Vendor/Model:	
Cemu Version:			

Description

Hi,

Unless I'm wrong, within the debugger one can only set breakpoints on memory read and write. It would be awesome to also be able to set breakpoints when a specific memory is executed (maybe by tracking down the LR registry?).

Or at least, to be able to set breakpoints on a registry's value (with the option to set a breakpoint on a specific registry or all). Some usage examples I've been thinking at:

- being able to break when **any** registry has its value set to 0x00000020.
- being able to break when **R5** registry has its value set to 0x00000020.
- being able to break when **LR** registry has its value set to 0x02ac6484 (this would allow to simulate breakpoints on execute as requested first).
- being able to break when **FP1** floating registry has its value set to 123.456

Well it sounds like I may ask a lot, sorry about that but this feature would definitely help a lot with creating/debugging mods. At a minimum, being able to set breakpoint on memory execute (or LR registry) would be just fine for now. Anyway, keep up the good works, Cemu Team!