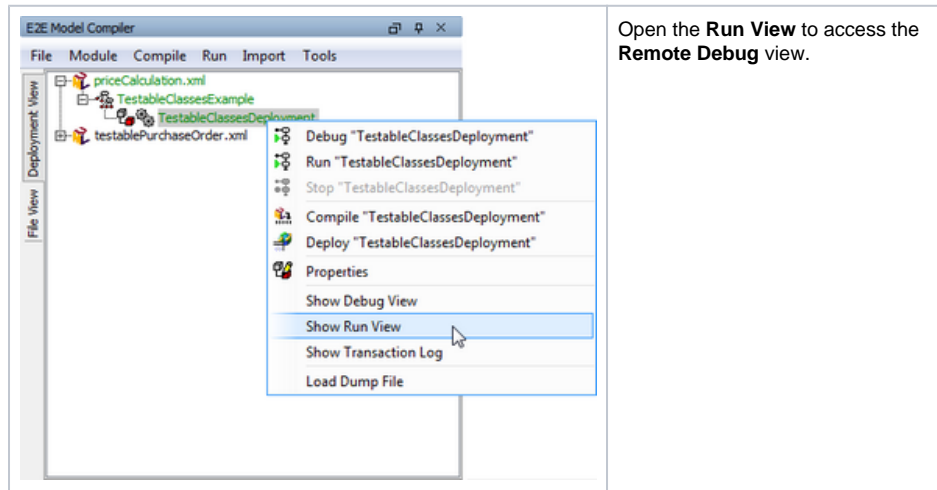


Remote Debugging

The **E2E Interactive Debugger** allows remote interactive debugging of services running on an **E2E Bridge**.

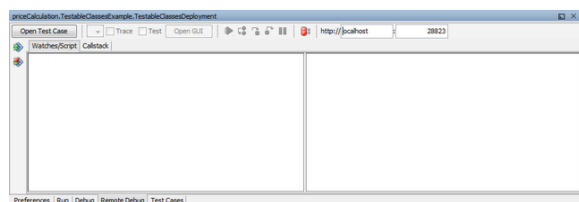
To use remote debugging the UML model of the originally deployed service has to be available.





Related Pages:

- [Using the Debug View](#)
- [Managing Breakpoints and Exceptions](#)
- [Inspecting Action Script and Runtime Values](#)
- [Inspecting the Callstack](#)

Switch to the **Remote Debug** tab.



In substitution of the corresponding actions available for interactive debugging, the following actions can be initiated via the **Remote Debug** view:

	Attach Attach in debug mode to the service specified in the title bar. These icon will be grayed out, if the Interactive Debugger is attached to a remote service.
	Detach Detach from the attached service and close debug mode

The service to attach to resp. to detach from is defined in the in the title bar by entering a host name of the **E2E Bridge** and the number of the control port of the service to be debugged. If the Interactive Debugger is attached to a service these fields will be grayed out.

All other available functions are the same as described for local debugging.