Debugging with Intel XDK

OPENING THE DEBUGGER

One way to debug your HTML5 code is to use the facilities available in the Intel[®] XDK. The emulator provides a great debugging tool that is built on the Chrome Debugging Tools (CDT), so most of what you learn here will be applicable if you use Chrome to debug your Web page.

To start debugging, switch to the "Emulator" tab, and you should see these controls in the upper left part of the window:



Under the little folder symbol and the word "PROJECTS" there are 4 buttons. The first one, with the two curved arrows in a circle is the "Reload" button, you can hit that when you want to start over, for example if you've made some changes and you want to restart with the initial conditions. The third button is to set some emulator preferences, and the 4th will clear the emulator, so it won't display your code until you "Reload".

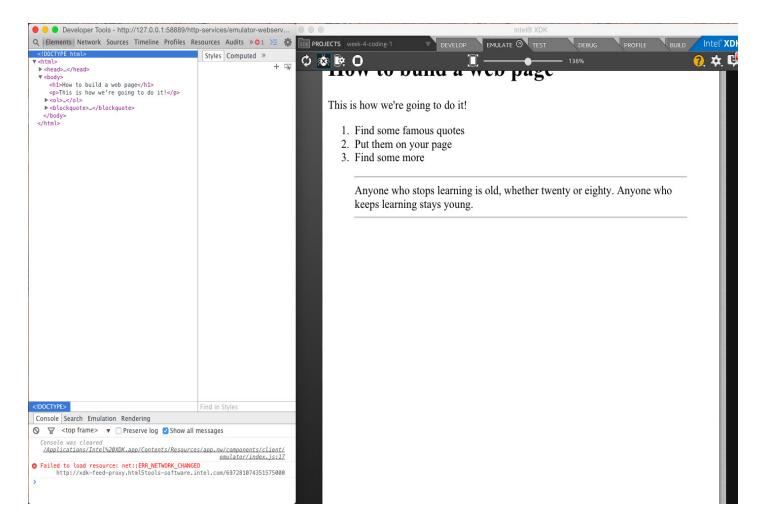
The second button is the one we'll be talking about the most, that's the "Debugger" button which will open and close the debugger:



DISPLAYING ELEMENTS

When you open the Debugger by clicking on the Debug button, a second window should pop up containing CDT (Developer Tools, including the debugger). This window will appear above the Intel XDK window, so you may want to rearrange the two windows so that neither is blocking the other. Once you set up the size and position of the debugger window, the emulator should remember and bring it up the same way the next time you use it.

It should look something like this:



You'll notice there are quite a few tabs in the "Developer Tools" window. It's technically more than just a debugger, but for simplicity we'll usually refer to it as the "debugger" window. The tab that we'll be using primarily is the "Elements" tab. This tab enables us to explore the relationships between our code and what's displayed on our resulting page.

