

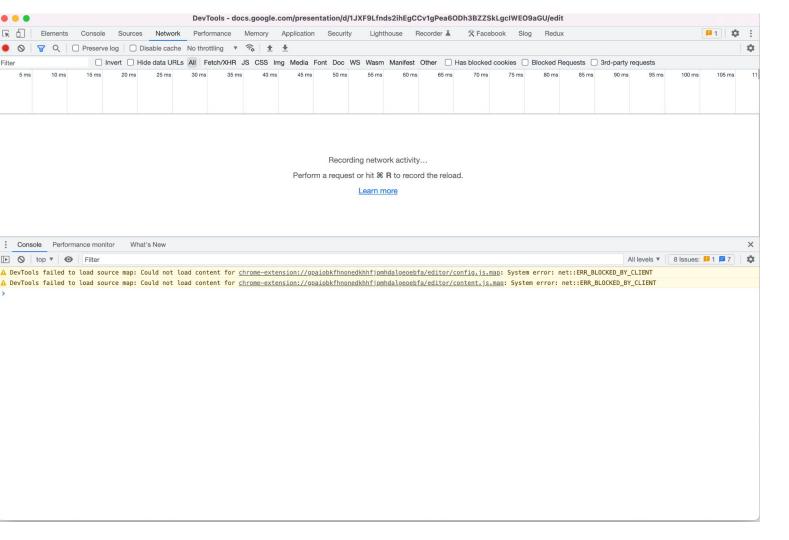
FLIPPER IS ...

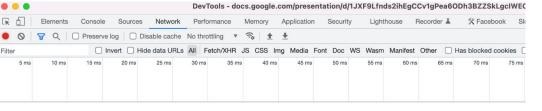
Flipper aims to be vour number one companion for mobile app development on iOS and Android. Therefore, we provide a bunch of useful tools including a log viewer, interactive layout inspector, and network inspector. Flipper is built as a platform. In addition to using the tools already included, you can create your own plugins to visualize and debug data from your mobile apps. Flipper takes care of sending data back and forth, calling functions, and listening for events on the mobile app. Both Flipper's desktop app and native mobile SDKs are open-source and MIT licensed. This enables you to see and understand how we are building plugins, and of course join the community and help improve Flipper. We are excited to see what you will build on this platform. Desktop App Flipper helps you debug in the following environments: Android and iOS. Web apps running in an emulator/simulator. Connected physical development devices. Your browser. Flipper consists of two parts: The desktop app. The native mobile SDKs for Android and iOS, the client for JavaScript, or even a third-party client you could implement yourself or find on the web. Once you start Flipper and launch an emulator/simulator or connect a device, you'll start to see the device logs (and any other device-level plugins that work with your device). Currently, there are no plugins available for web apps. To see app-specific data, you need to integrate the Flipper SDK into your app (see the 'Adding Flipper to your app' within the 'Getting Started' section of the SideBar). Installation NOTE The desktop part of Flipper doesn't need a setup. Simply download the latest build for Mac, Linux or Windows and launch it. If you're on macOS, you can run brew install --cask flipper to let homebrew manage installation and upgrades (simply run brew upgrade to upgrade when a new version is released, although it might take a few hours up to a day for the package to be upgraded on homebrew). To work properly with mobile apps, Flipper requires the following: Working installation of Android development tools [Where applicable] Working installation of iOS development tools OpenSSL binary on your \$PATH. A compatible OpenSSL for Windows can be downloaded from slproweb.com or from Chocolatey with choco install openssl. If you are hacking a JS app, you should be good to go without any extra dependencies installed. RMATION (Experimental) Alternatively, it is possible to run a browser based version of Flipper directly from NPM by using nox flipper-server. Troubleshooting If you run into problems, take a look at the troubleshooting page. Failing that, check GitHub Issues. Adding Flipper to Android apps with Gradle To set up Flipper for Android, you need to add the necessary dependencies to your app, initialize the Flipper client and enable the plugins you want to use. Optionally, you can hook up the diagnostics Activity to help you troubleshoot connection issues. Dependencies Flipper is distributed via Maven Central: add the dependencies to your build gradle file. You should also explicitly depend on SoLoader instead of relying on transitive dependency resolution, which is getting deprecated with Gradle 5. There is a 'no-op' implementation of some oft-used Flipper interfaces, which you can use to make it easier to strip Flipper from your release builds: repositories { mavenCentral() } dependencies { debugImplementation 'com.facebook.flipper:0.145.0' debugImplementation 'com.facebook.soloader:0.10.1' releaseImplementation 'com.facebook.flipper:flipper-noop:0.145.0' \ WARNING The flipper-noop package provides a limited subset of the APIs provided by the flipper package and does not provide any plugin stubs. It's recommended that you keep all Flipper instantiation code in a separate build variant to ensure it doesn't accidentally make it into your production builds. To see how to organise your Flipper initialization into debug and release variants, see thos sample app. Alternatively, have a look at the third-party flipper-android-no-op repository, which provides empty implementations for several Flipper plugins. Application setup Now you can initialize Flipper in your Application's onCreate method, which involves initializing SoLoader (for loading the C++ part of Flipper) and starting a FlipperClient. Kotlin Java import com.facebook.flipper.android.AndroidFlipperClient import com.facebook.flipper.android.utils.FlipperUtils import com.facebook.flipper.core.FlipperClient import com.facebook.flipper.plugins.inspector.DescriptorMapping import com.facebook.flipper.plugins.inspectorFlipperPlugin class MyApplication (override fun onCreate() ((BuildConfig.DEBUG && FlipperUtils.shouldEnableFlipper(this)) super.onCreate() { val client = AndroidFlipperClient.getInstance(this) SoLoader.init(this, false) if client.addPlugin(InspectorFlipperPlugin(this, DescriptorMapping.withDefaults())) client.start() } } Diagnostics It's recommended that you add the following activity to the manifest, which can help diagnose integration issues and other problems: <activity android:name="com.facebook.flipper.android.diagnostics.FlipperDiagnosticActivity" android:exported="true"/> Android snapshots NOTE Android snapshot releases are published directly off main. You can get the latest version by adding the Maven Snapshot repository to your sources and pointing to the most recent -SNAPSHOT version. repositories { maven { url 'https://oss.sonatype.org/content/repositories/snapshots/' } } dependencies { debugImplementation 'com.facebook.flipper:flipper:0.145.1-SNAPSHOT'

debugImplementation 'com.facebook.soloader:soloader:0.10.1' releaseImplementation 'com.facebook.flipper:flipper-noop:0.145.1-SNAPSHOT' } Enabling plugins Finally, you need to add plugins to your Flipper client. Above, the Layout Inspector plugin has been added to get you started. See the Network Plugin and Layout Inspector Plugin pages for information on how to add them, and also

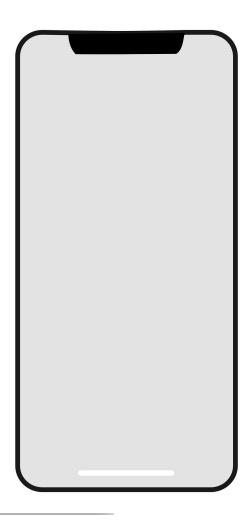
enable Litho or ComponentKit support. For examples of integrating other plugins, take a look at the sample apps in the GitHub repo.

Flipper is a platform for debugging iOS, Android and React Native apps. Visualize, inspect, and control your apps from a simple desktop interface. Use Flipper as is or extend it using the plugin API.



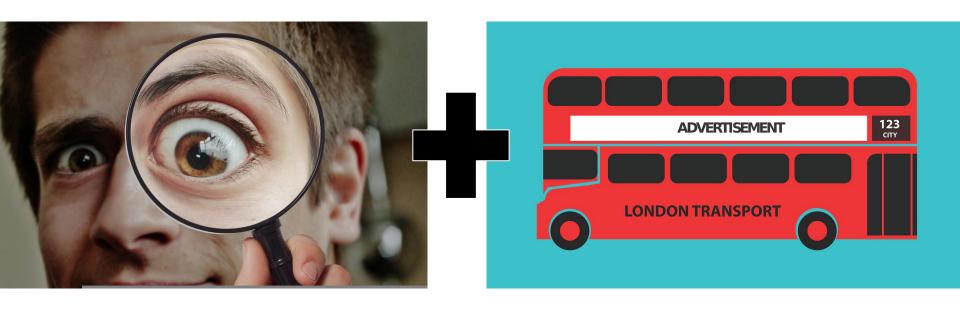


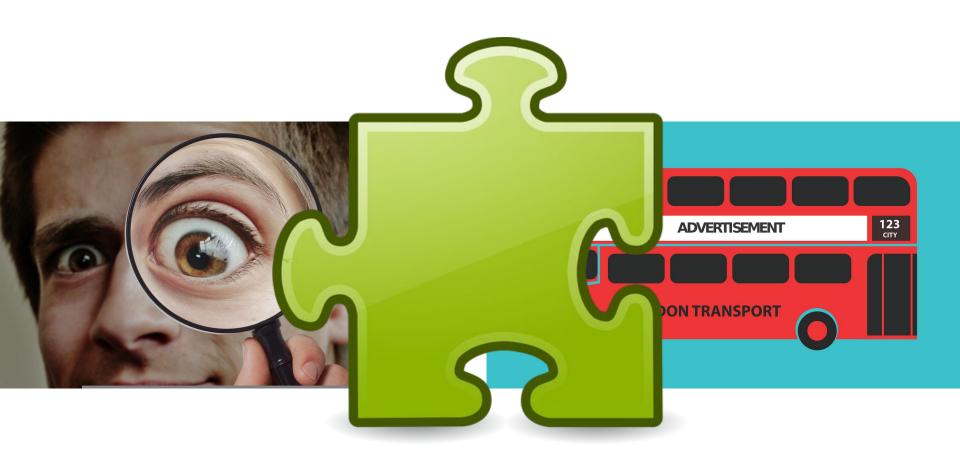
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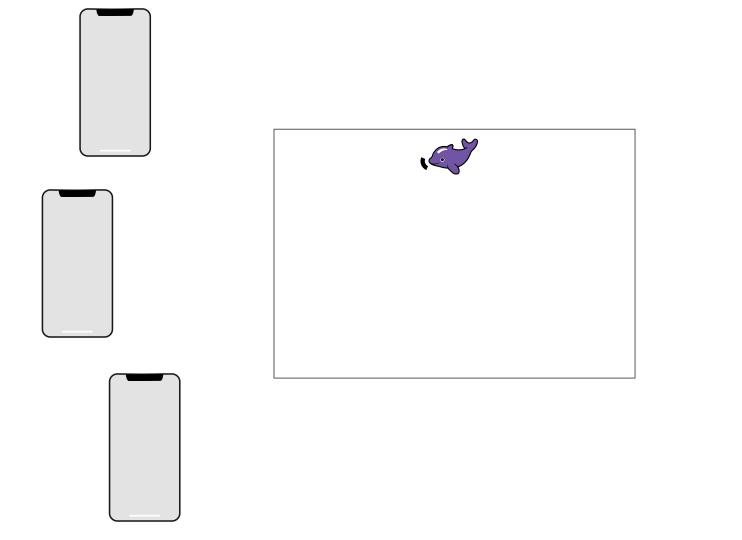


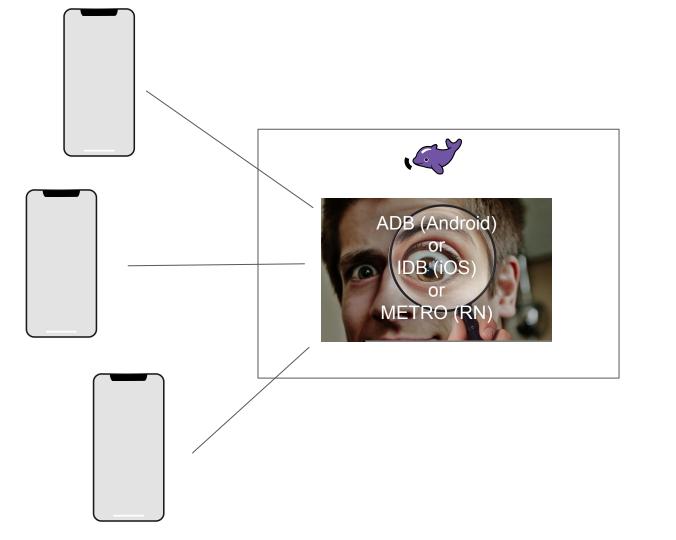


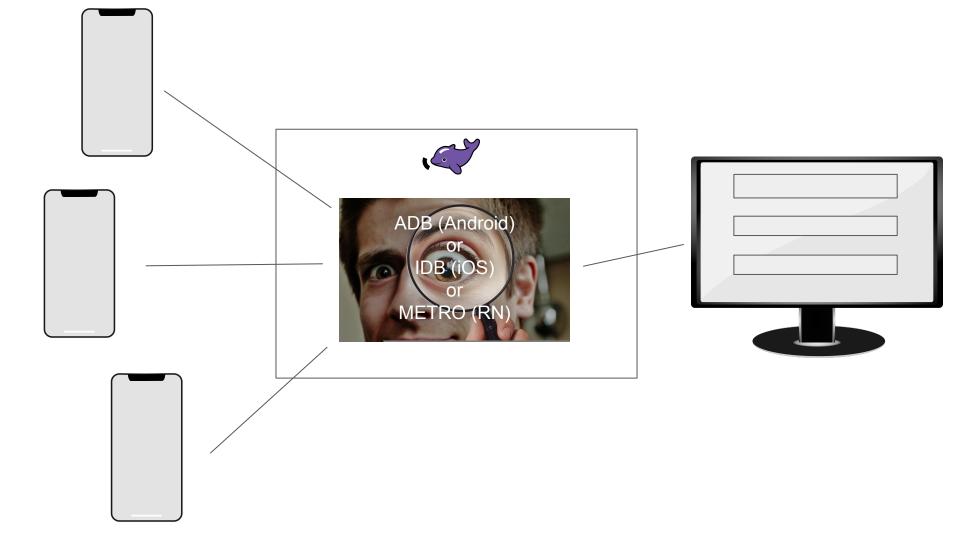


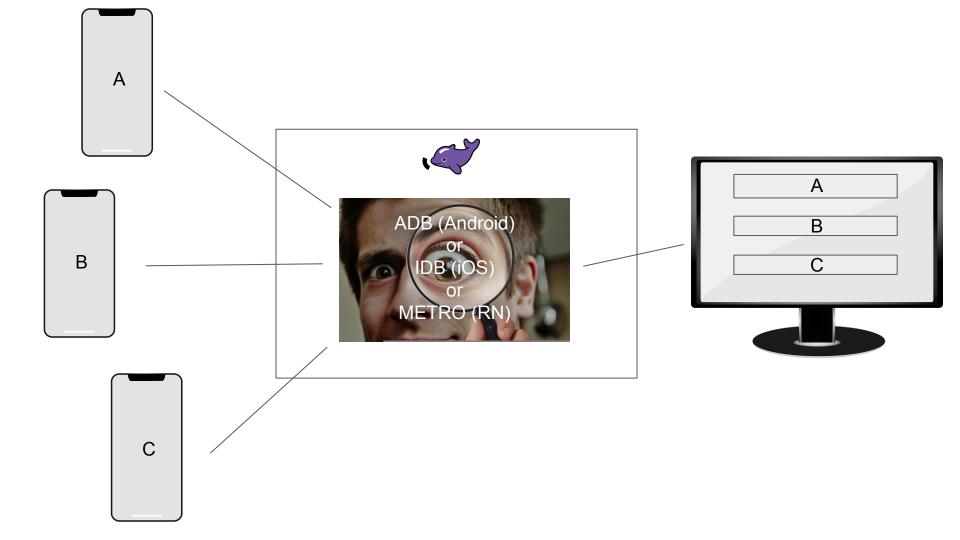




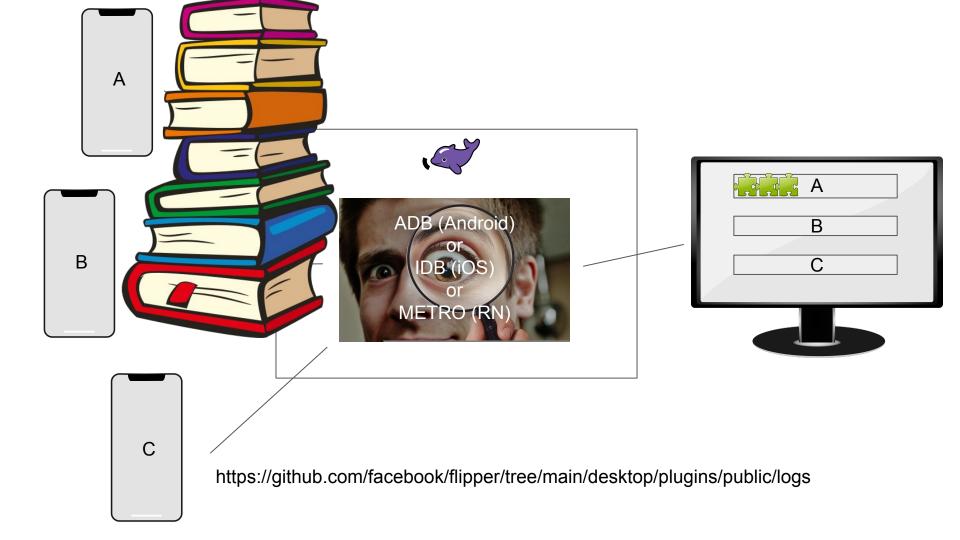


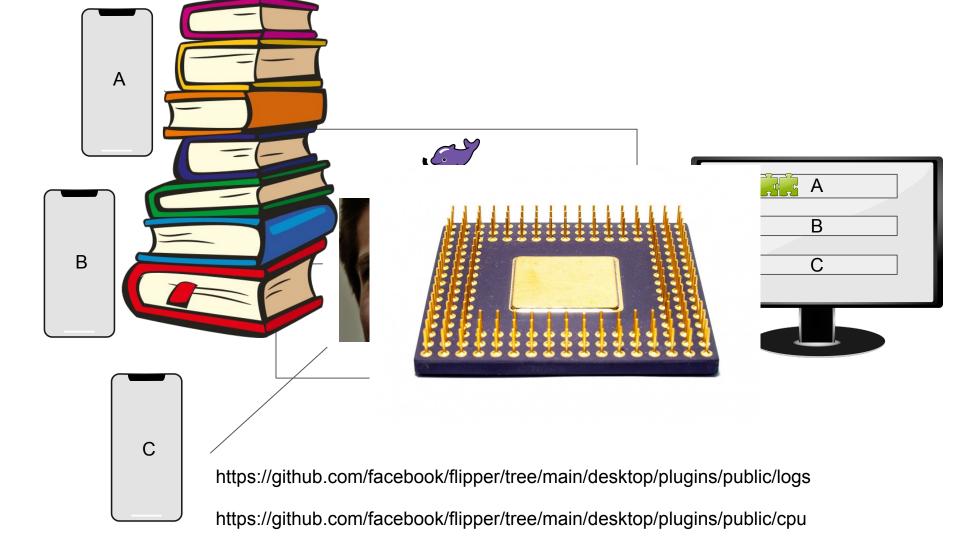


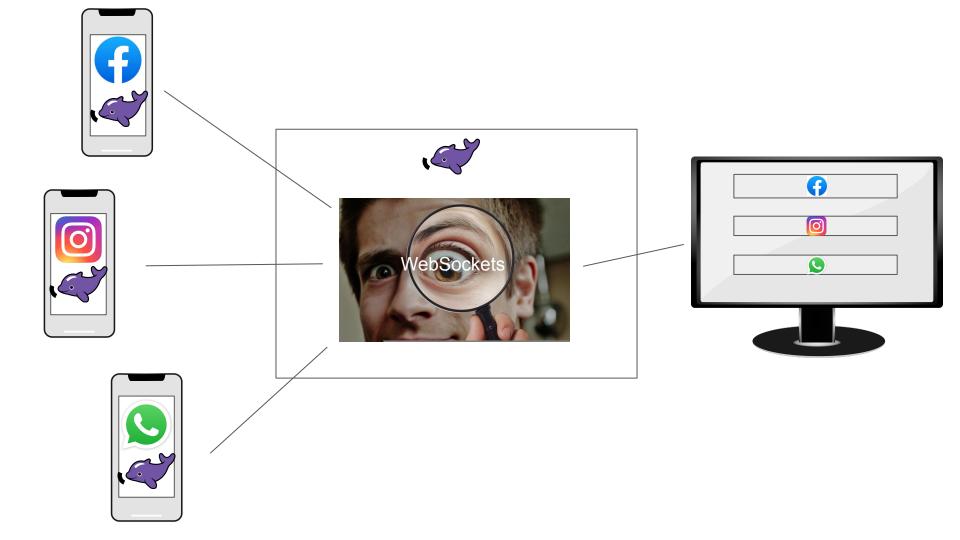


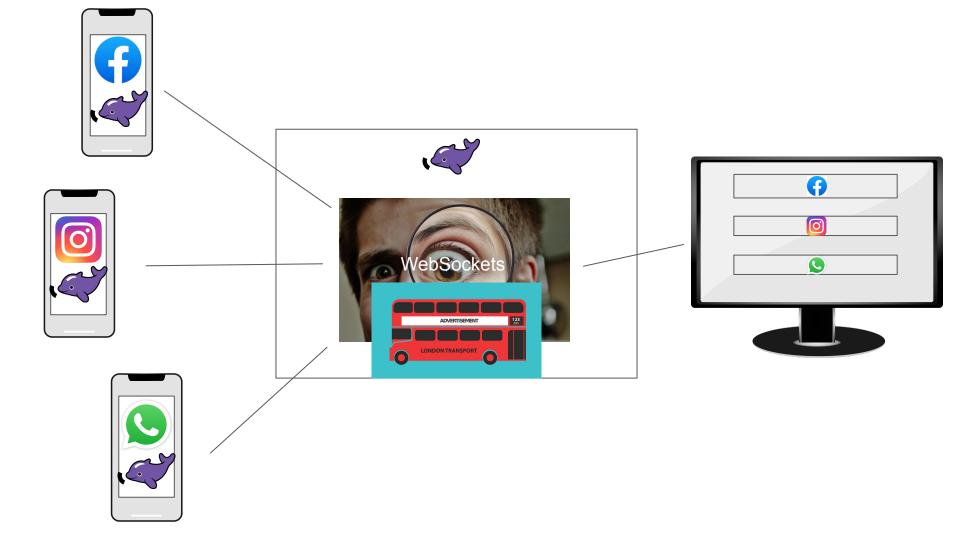


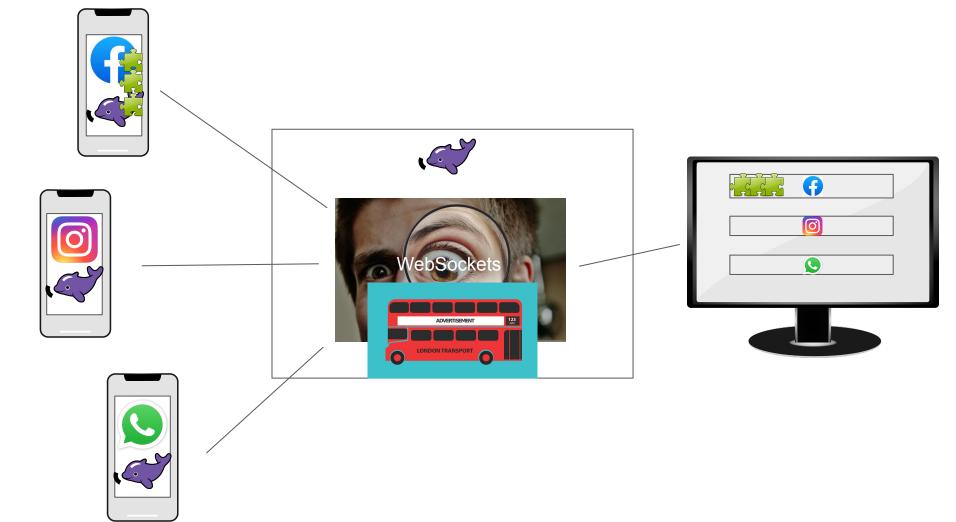


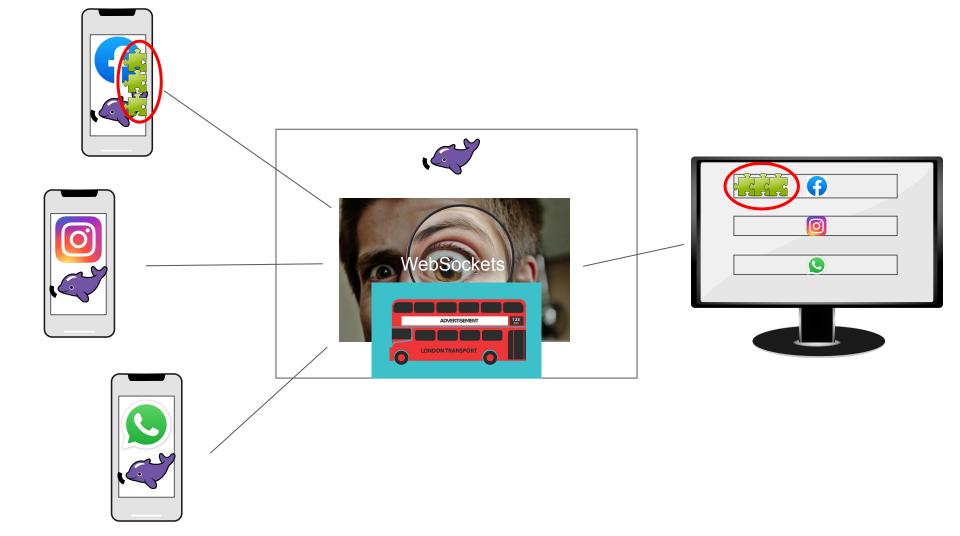


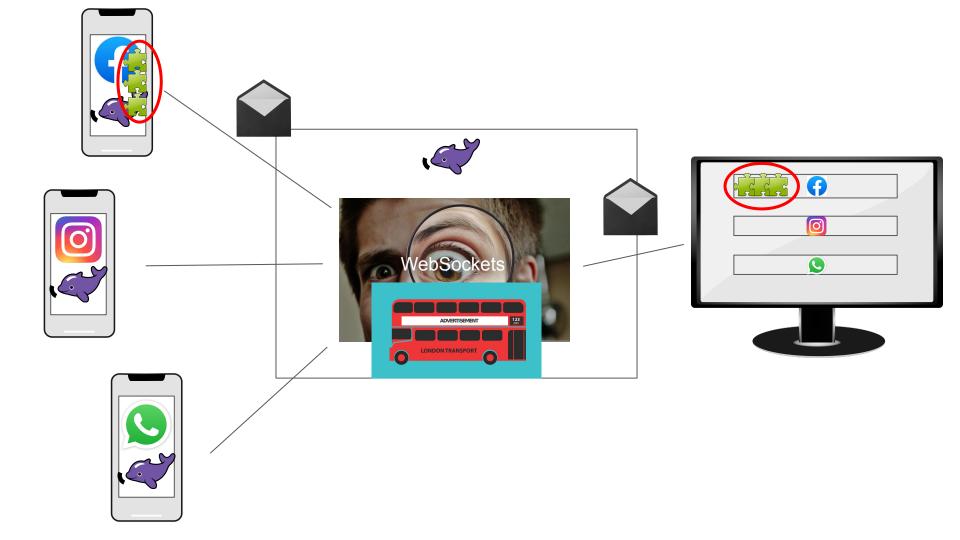
















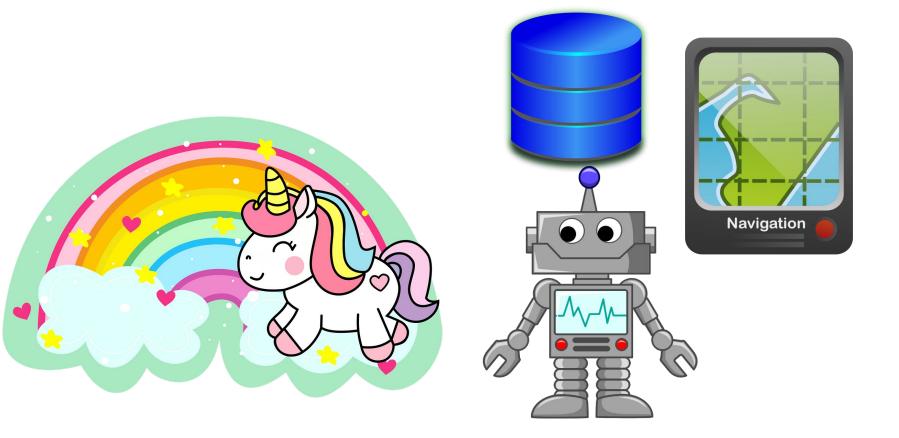


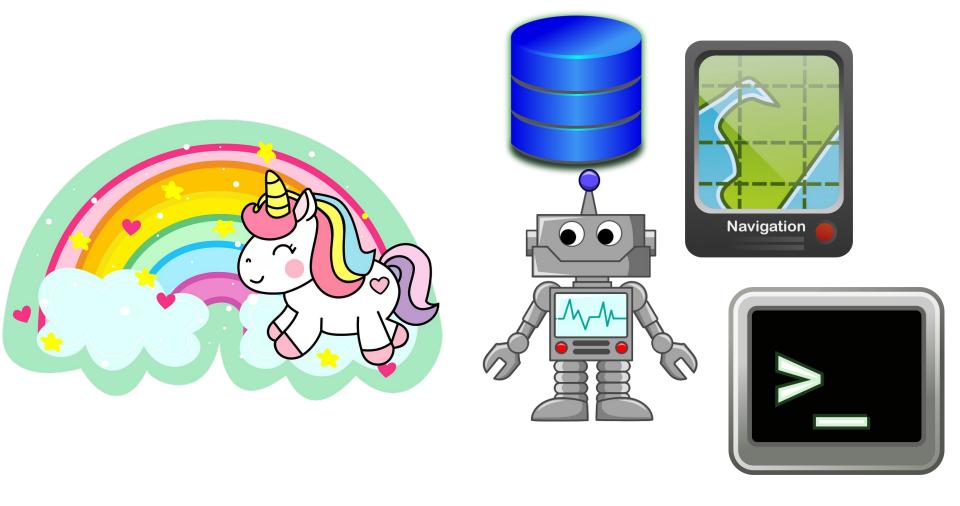


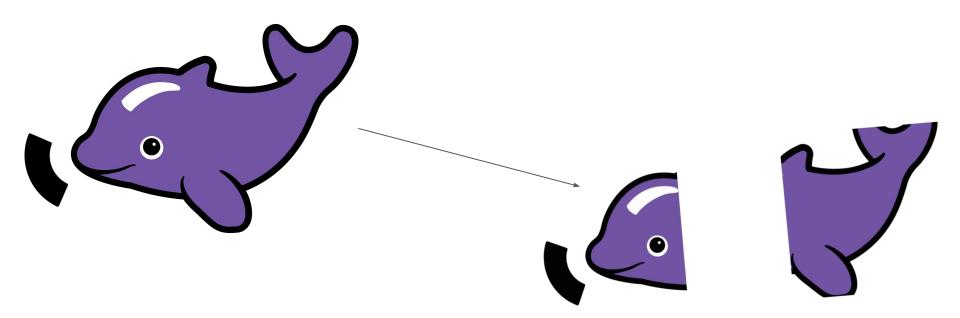


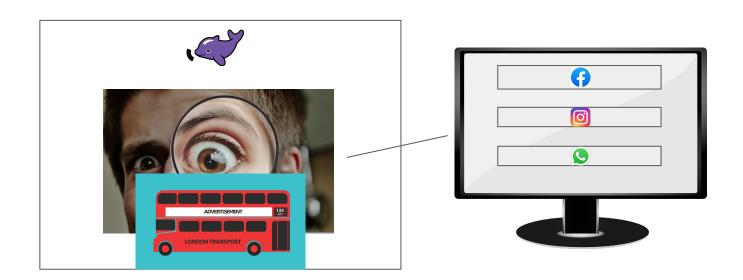




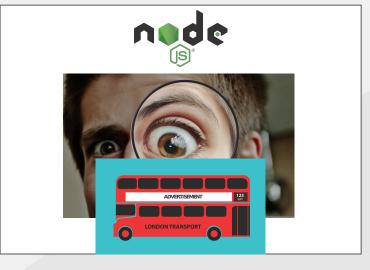




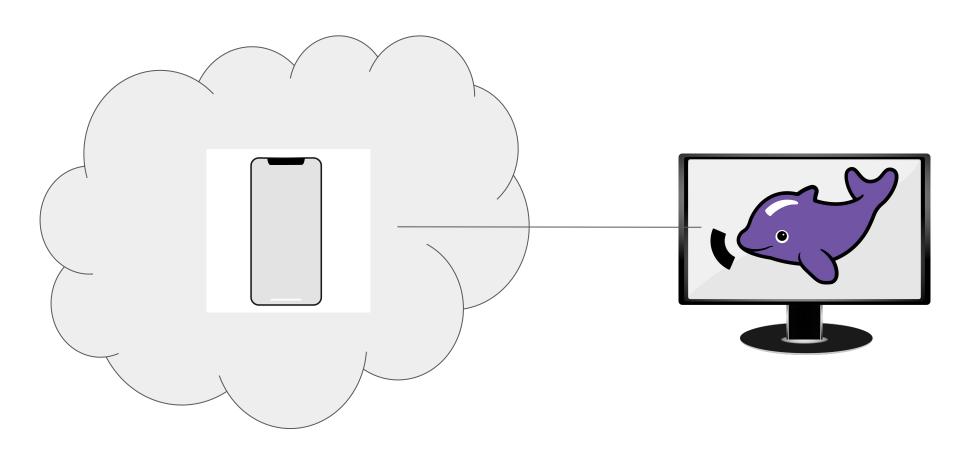


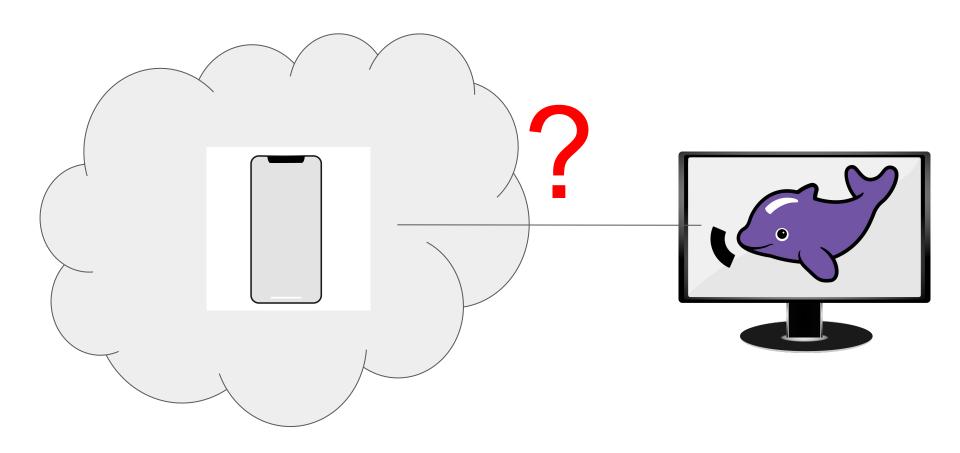


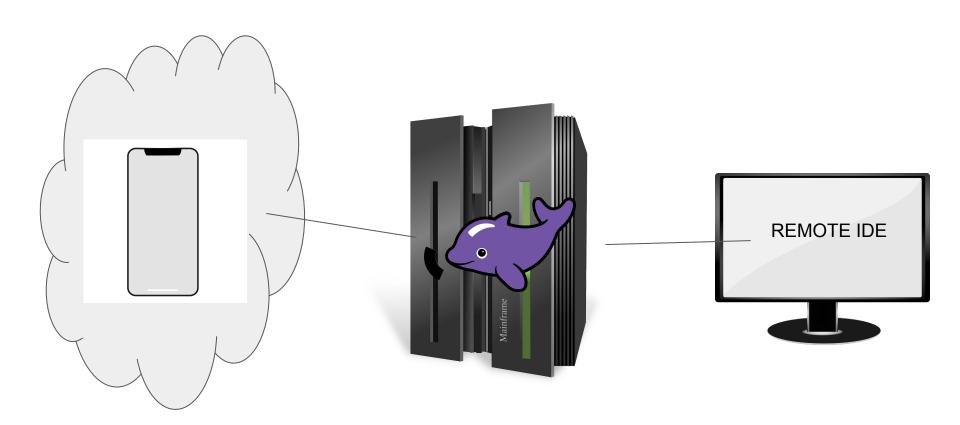


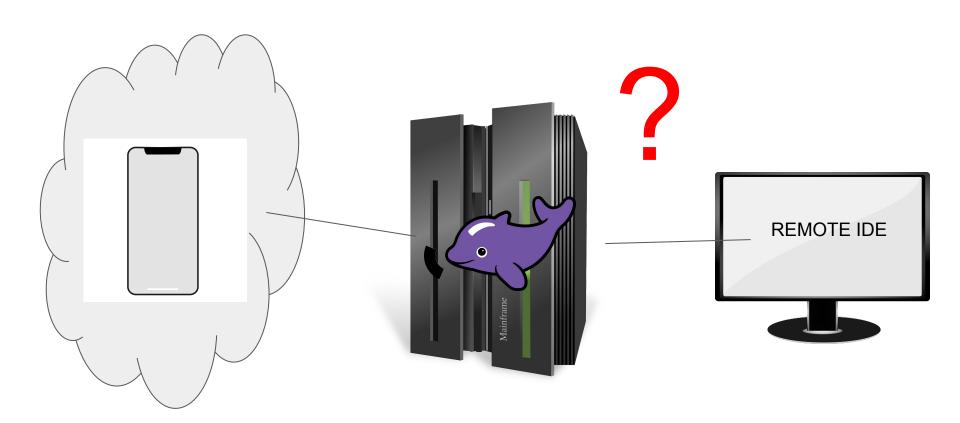


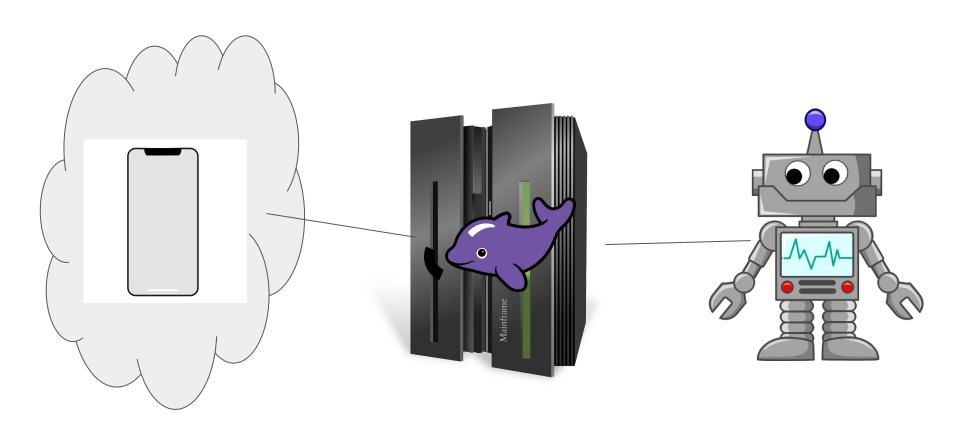


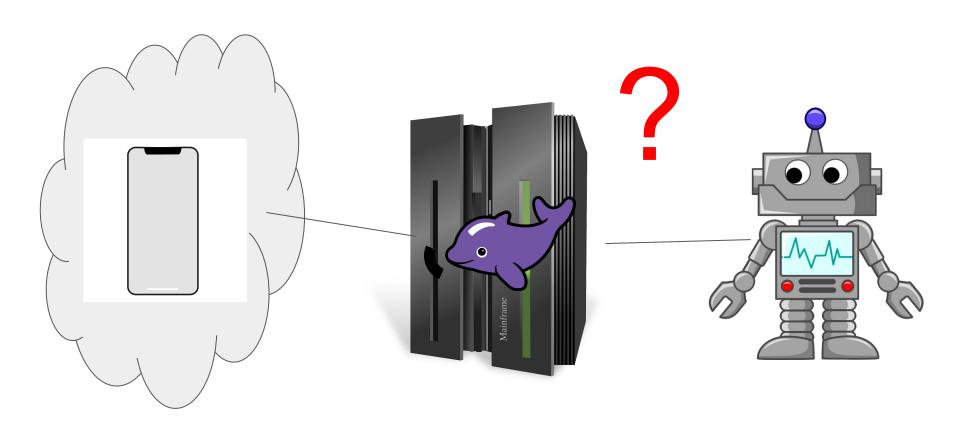


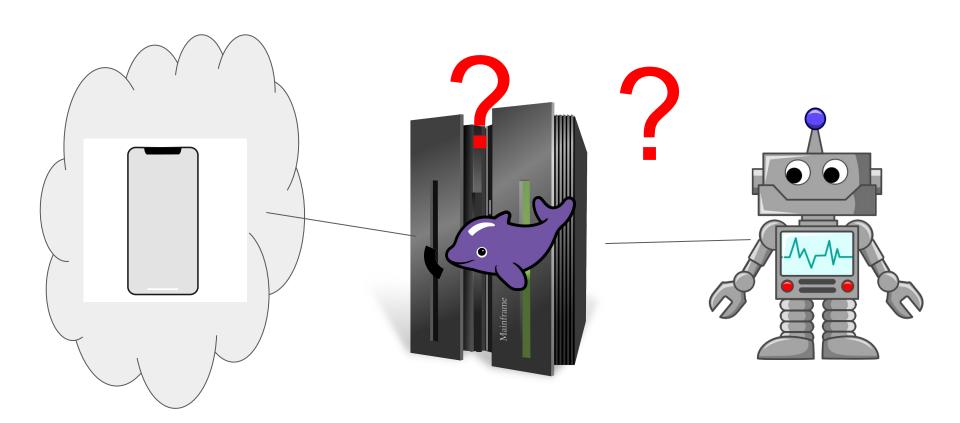


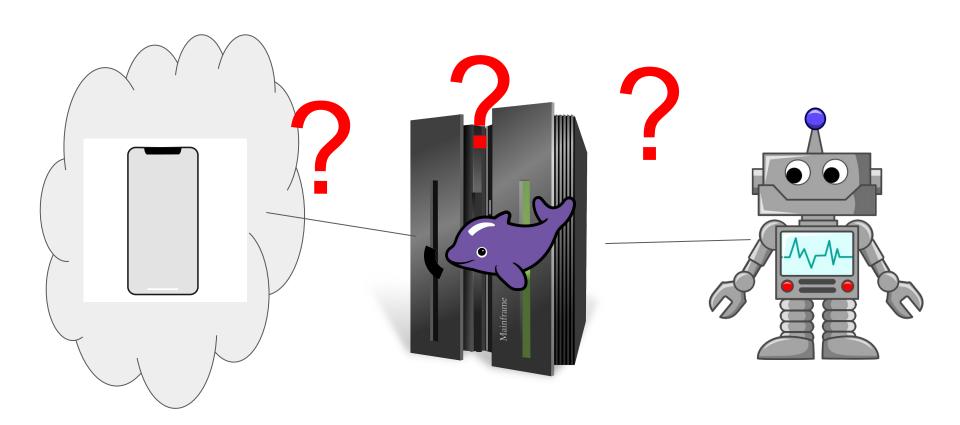


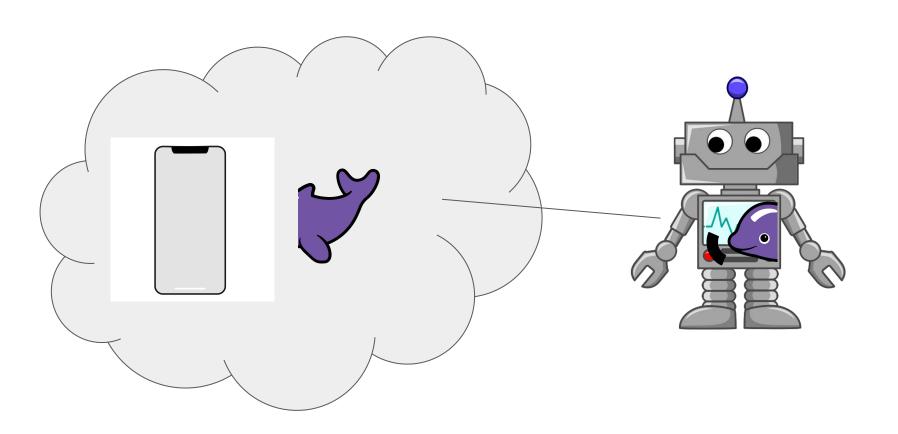


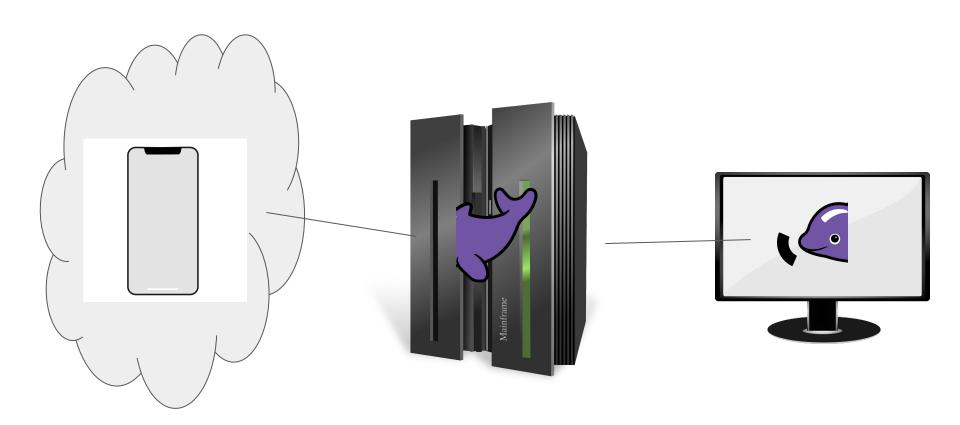




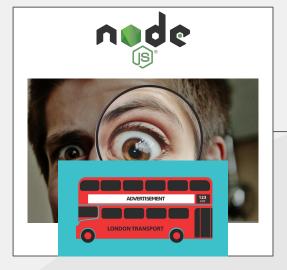






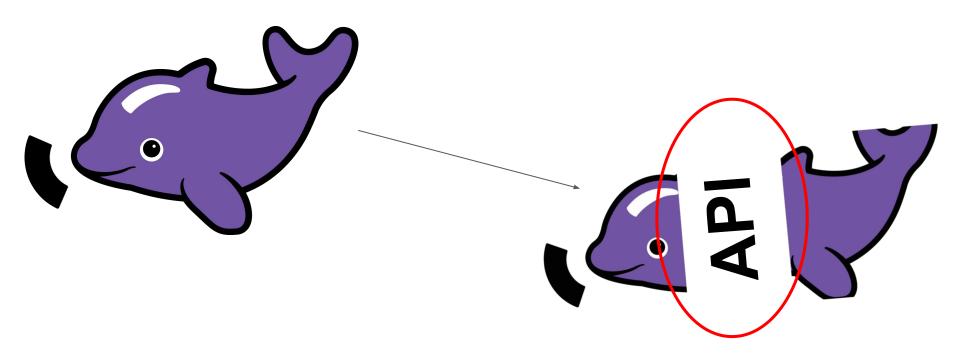


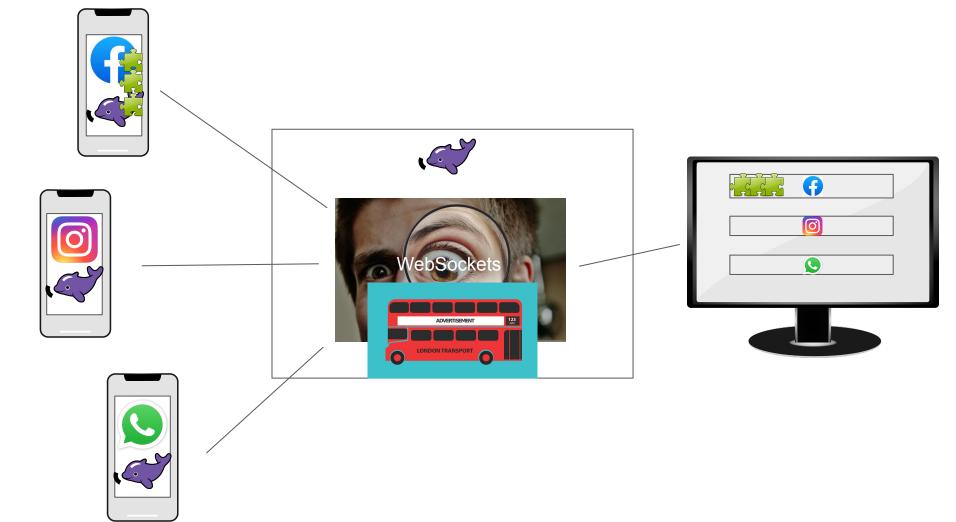




WebSockets

















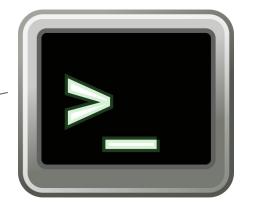


































Node.js









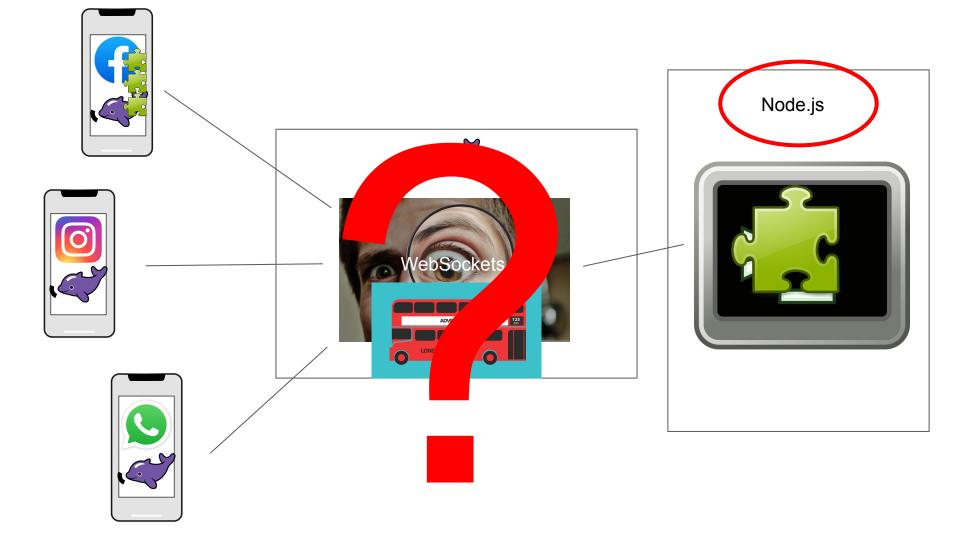


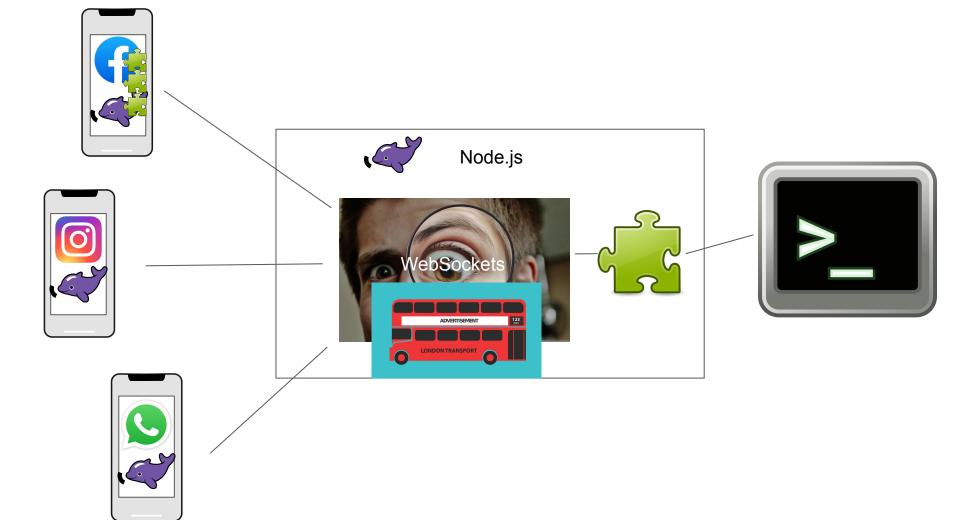




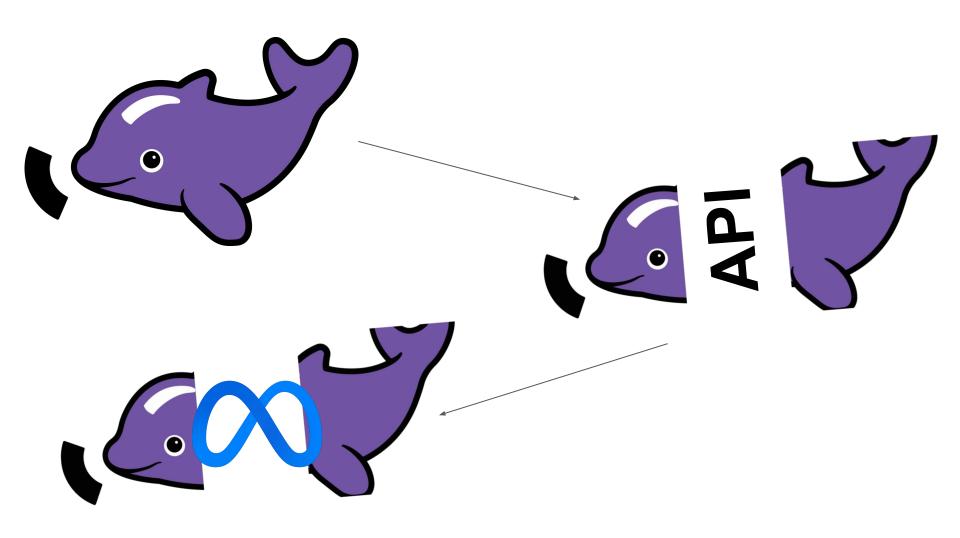


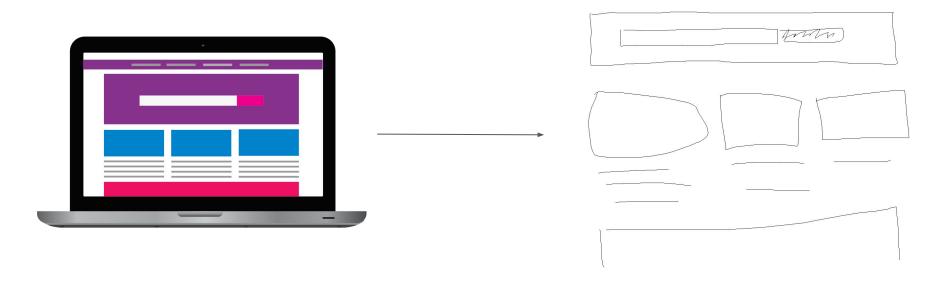


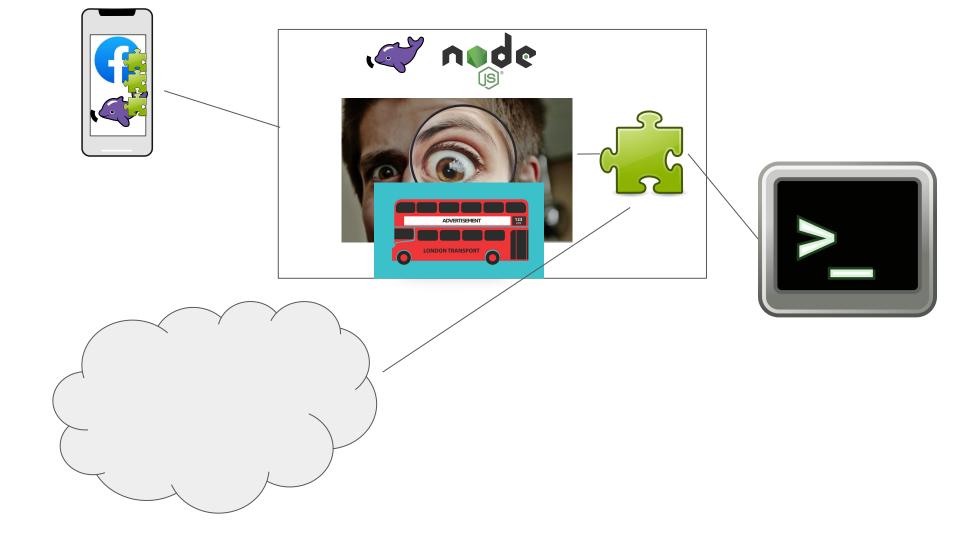


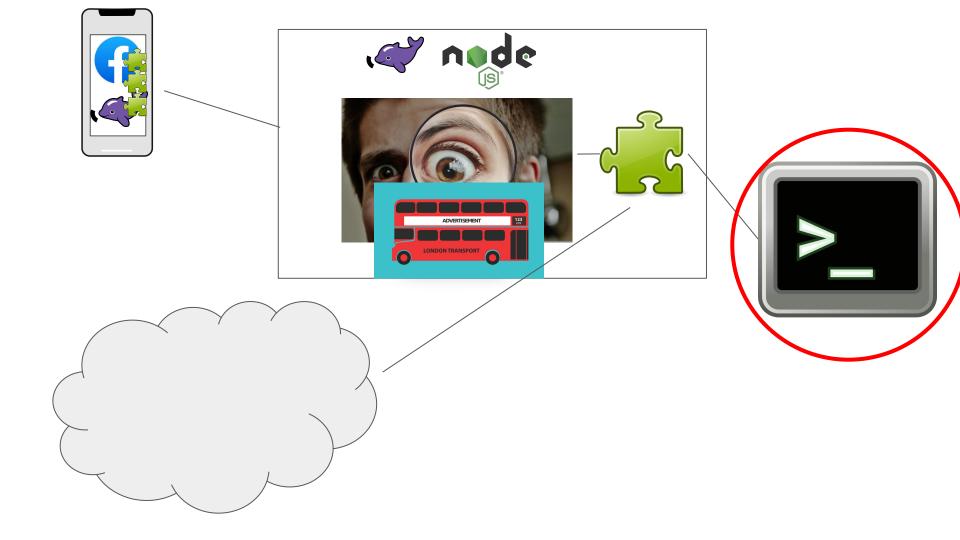


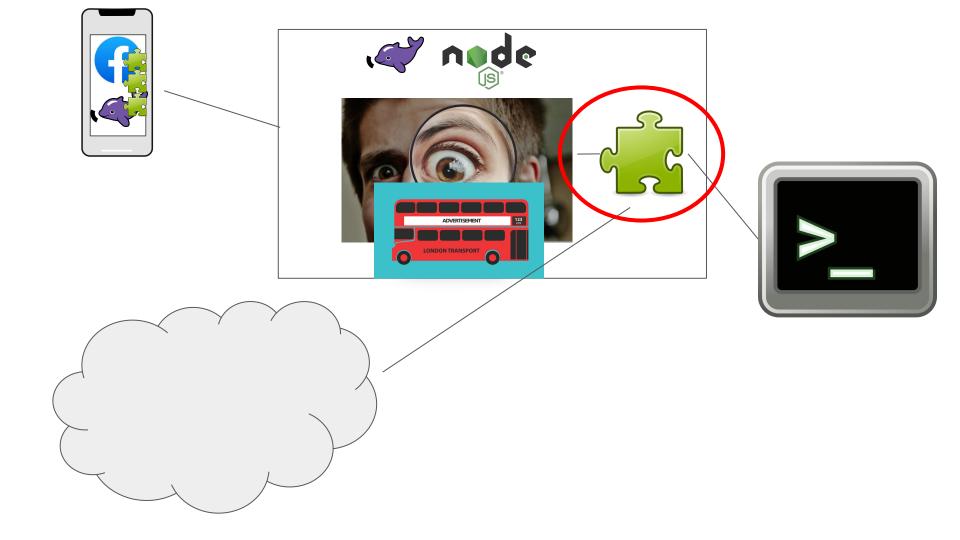


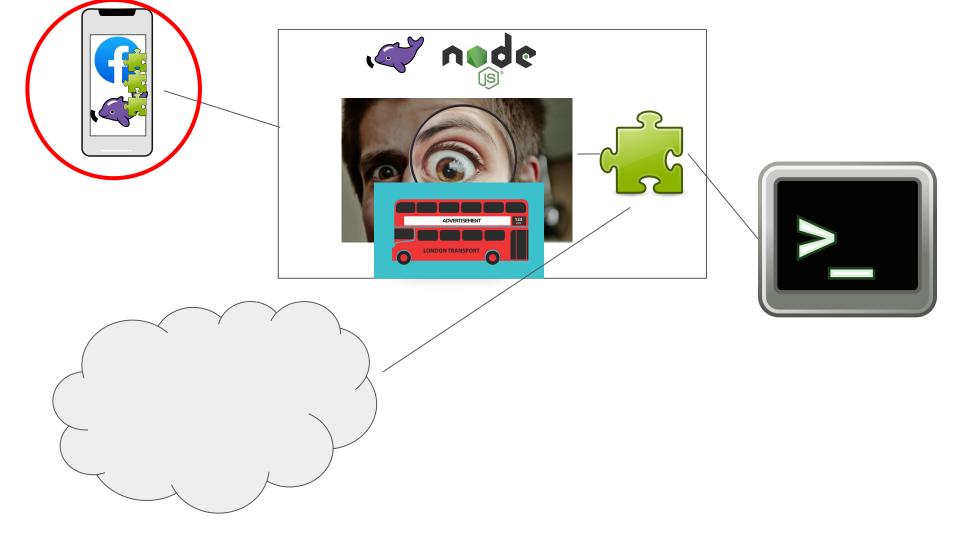


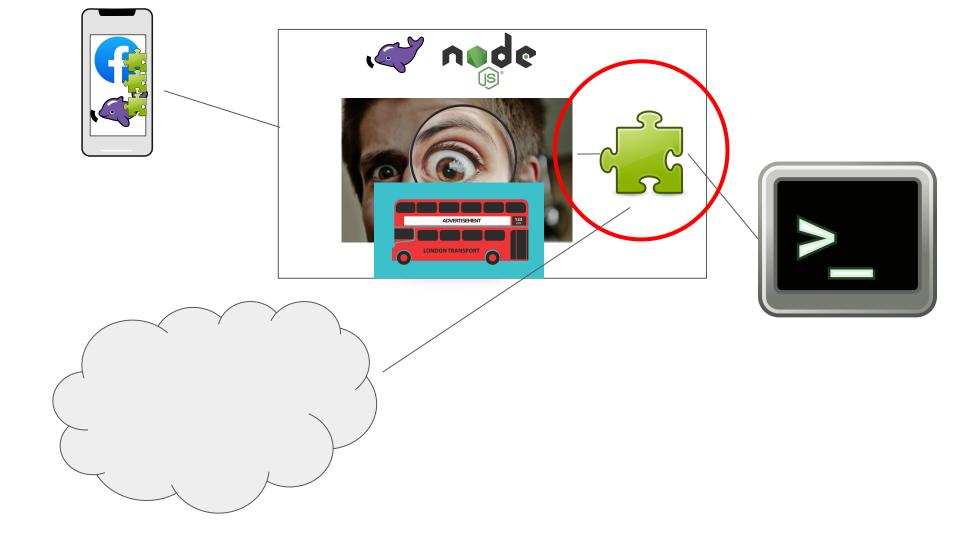


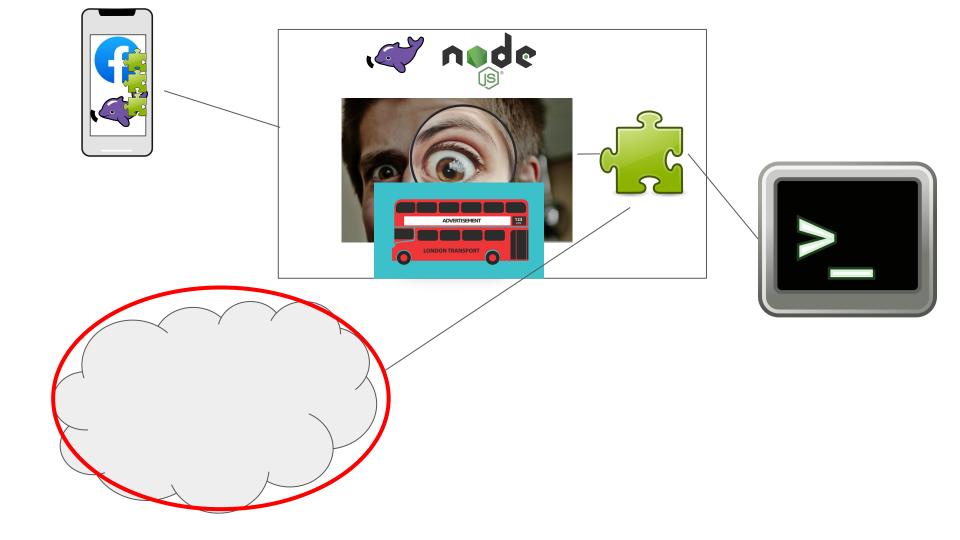






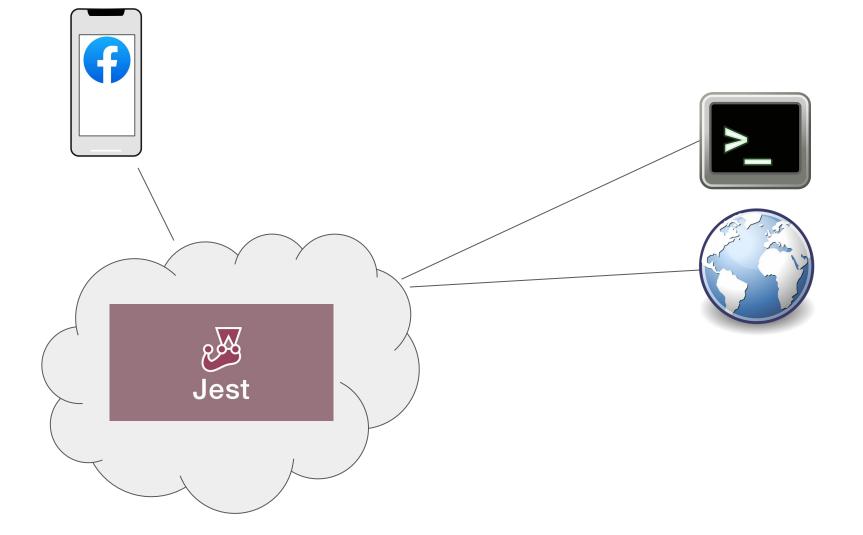


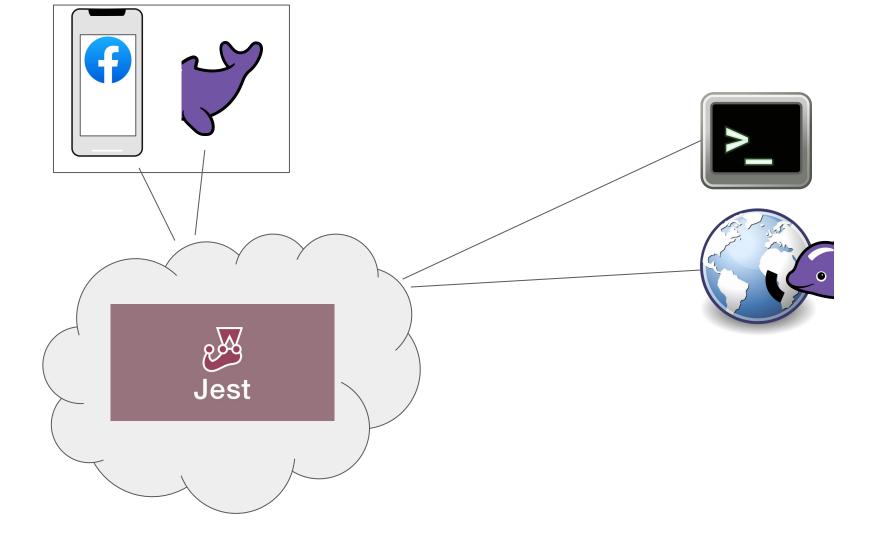


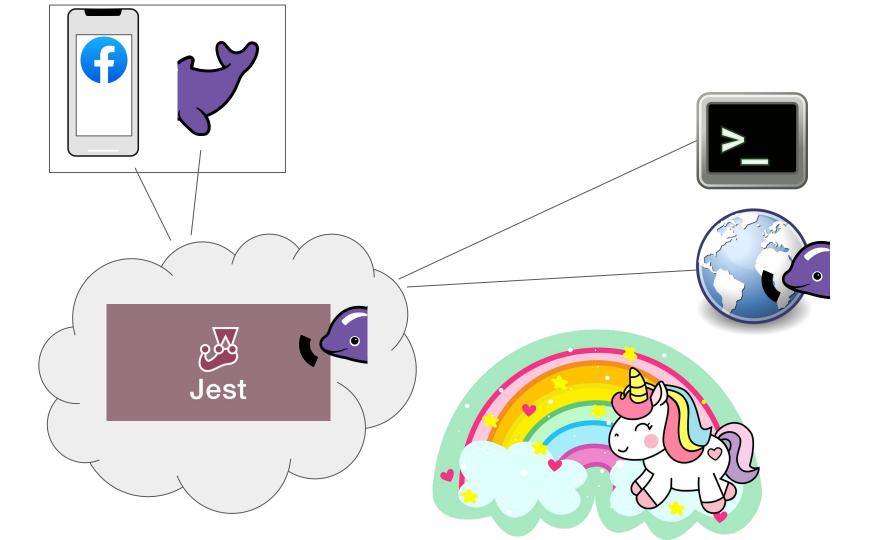


Testing











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flipper_fb



facebook/flipper



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flipper_fb



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