javascript-debug-in-webstorm (0.0.1)

Table of Contents

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Travis CI status: [Build Status]

Chapter 1. Important: build app with source maps

```
npm run build

tree ./dist
./dist
├── favicon.e4aa46cb.ico
├── flavored-reset-and-normalize.d19f0e53.css
├── flavored-reset-and-normalize.d19f0e53.js
├── flavored-reset-and-normalize.d19f0e53.map
├── index.html
├── main.5d6e19d1.js
├── main.5d6e19d1.map
├── style.76f7c99d.css
├── style.76f7c99d.js
└── style.76f7c99d.map

0 directories, 10 files
```

Chapter 2. Run app to be able debugger connect to it remotely

I'm using parcel, and running my app on port 1234

[01 start app] | *./images/01-start-app.png*

You can also simply use npm start from console...

Chapter 3. Create JavaScript debug configuration

[02 edit run cinfigurations dialog] | *./images/02-edit-run-cinfigurations-dialog.png*

[03 new run configuration] | *./images/03-new-run-configuration.png*

[04 debug config] | *./images/04-debug-config.png*

and click OK

Chapter 4. Debugging

create a breakpoint somewhere in source code

[05 create breakpoint] | *./images/05-create-breakpoint.png*

run debug

[06 run debug] | *./images/06-run-debug.png*

and open according page in browser to si if you can debug you app

[07 see results] | *./images/07-see-results.png*