

javascript-debug-in-webstorm (0.0.1)

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book :toc: left :toclevels: 4 :numbered: :icons: font :hide-uri-scheme:
:revnumber: 0.0.1 :example-caption!: :source-highlighter: highlightjs

Travis CI status: [\[Build Status\]](#)

Chapter 1. Important: build app with source maps

```
npm run build
```

```
tree ./dist
```

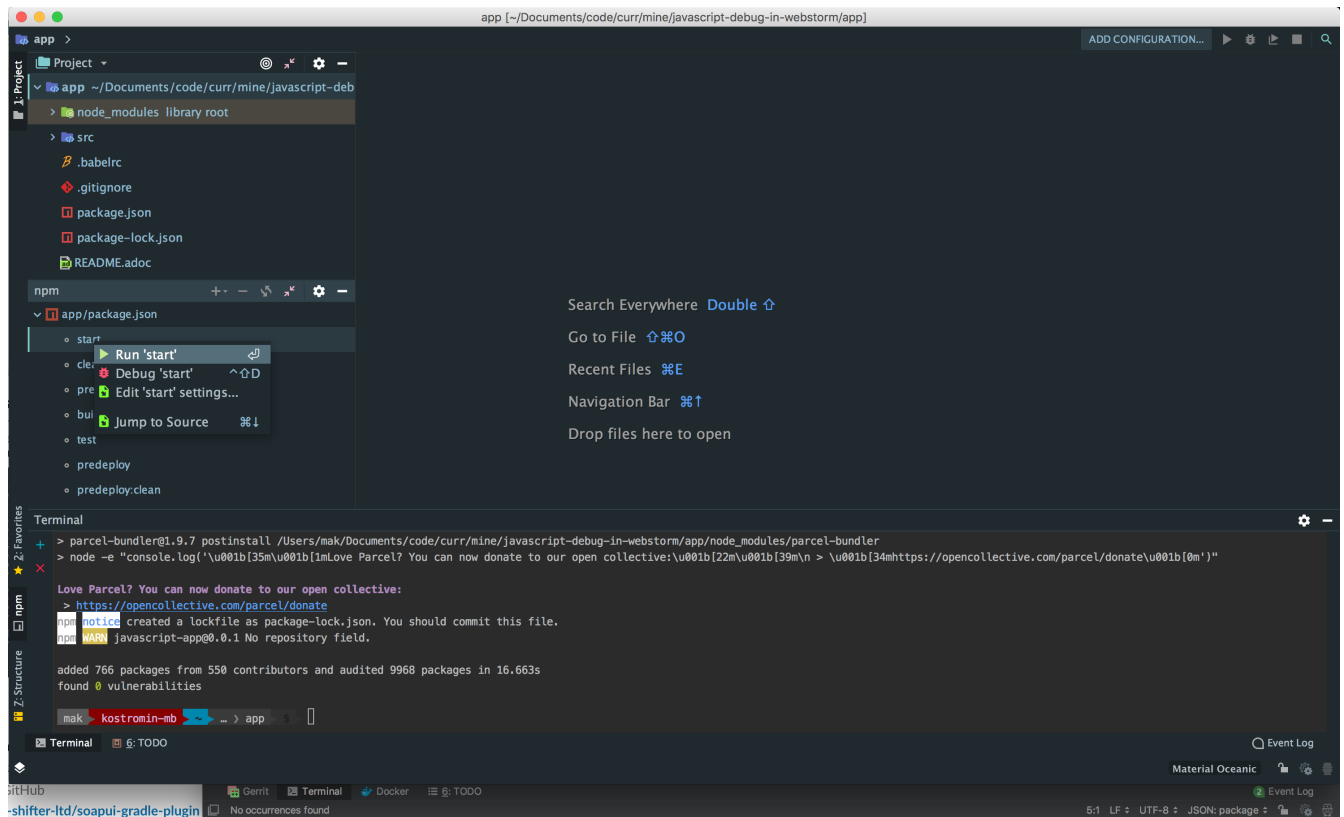
```
./dist
```

```
|— 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
```

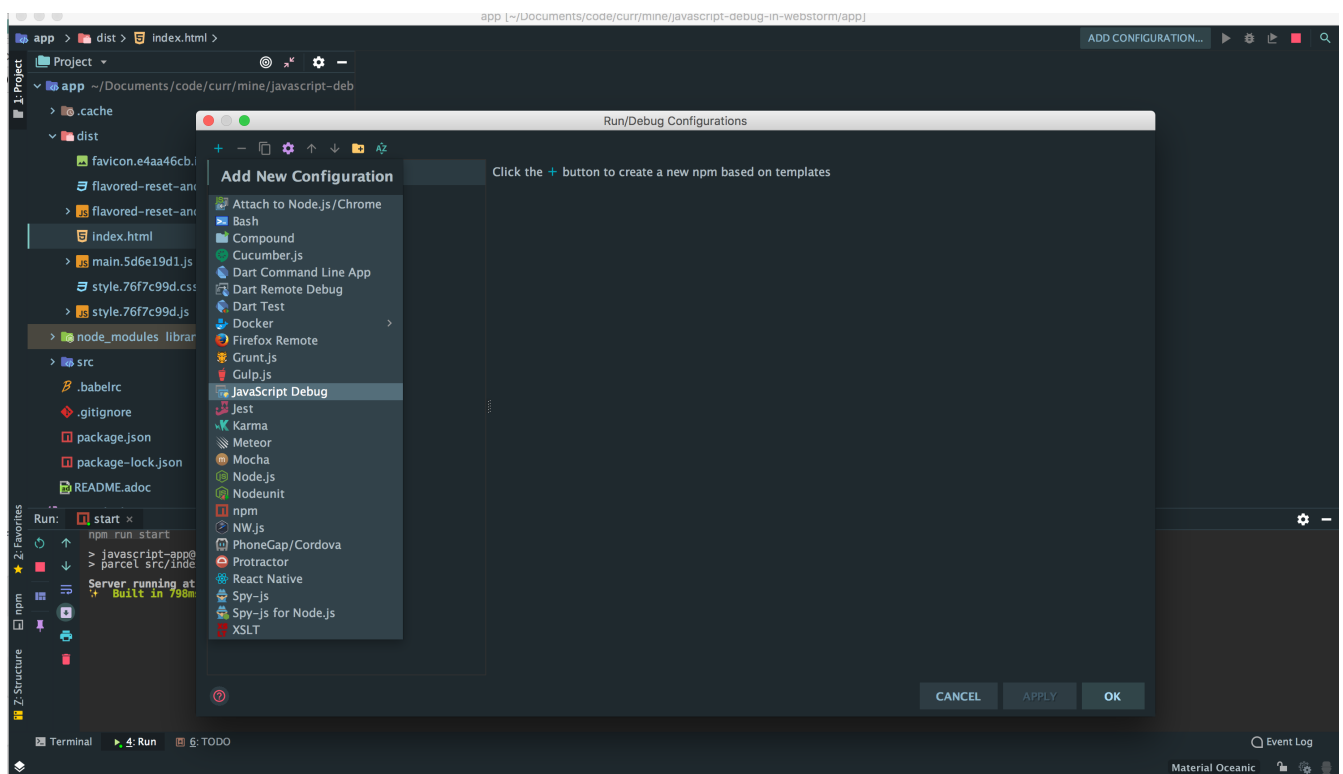
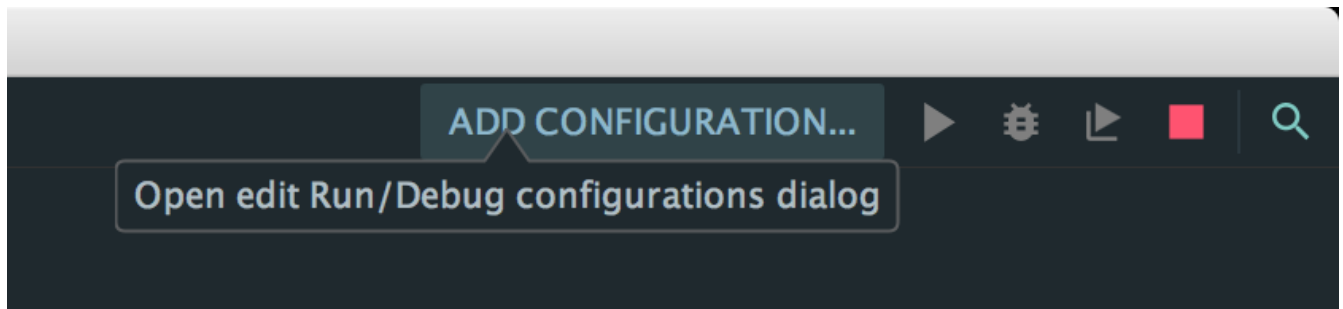
Chapter 2. Run app to be able debugger connect to it remotely

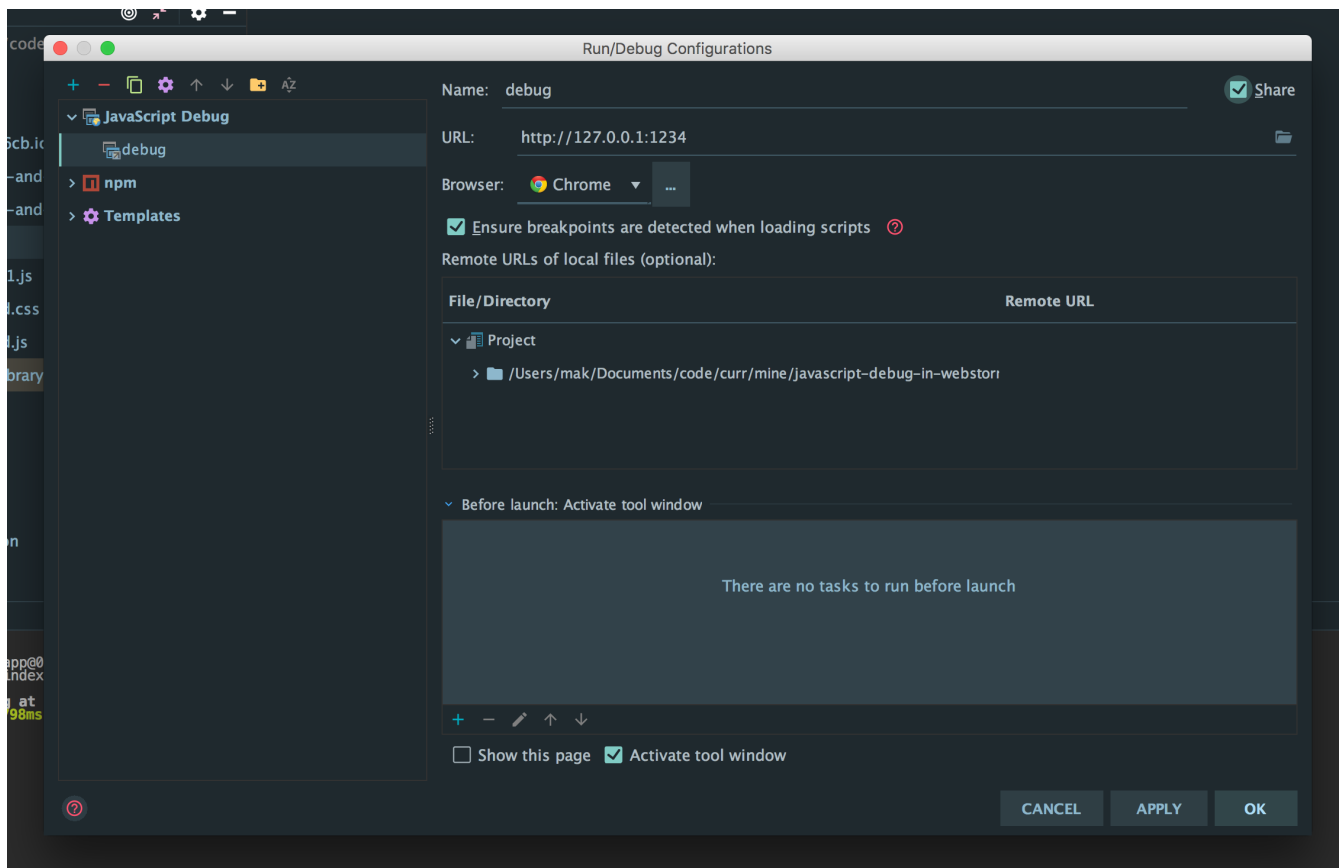
I'm using parcel, and running my app on port 1234



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

Chapter 3. Create JavaScript debug configuration

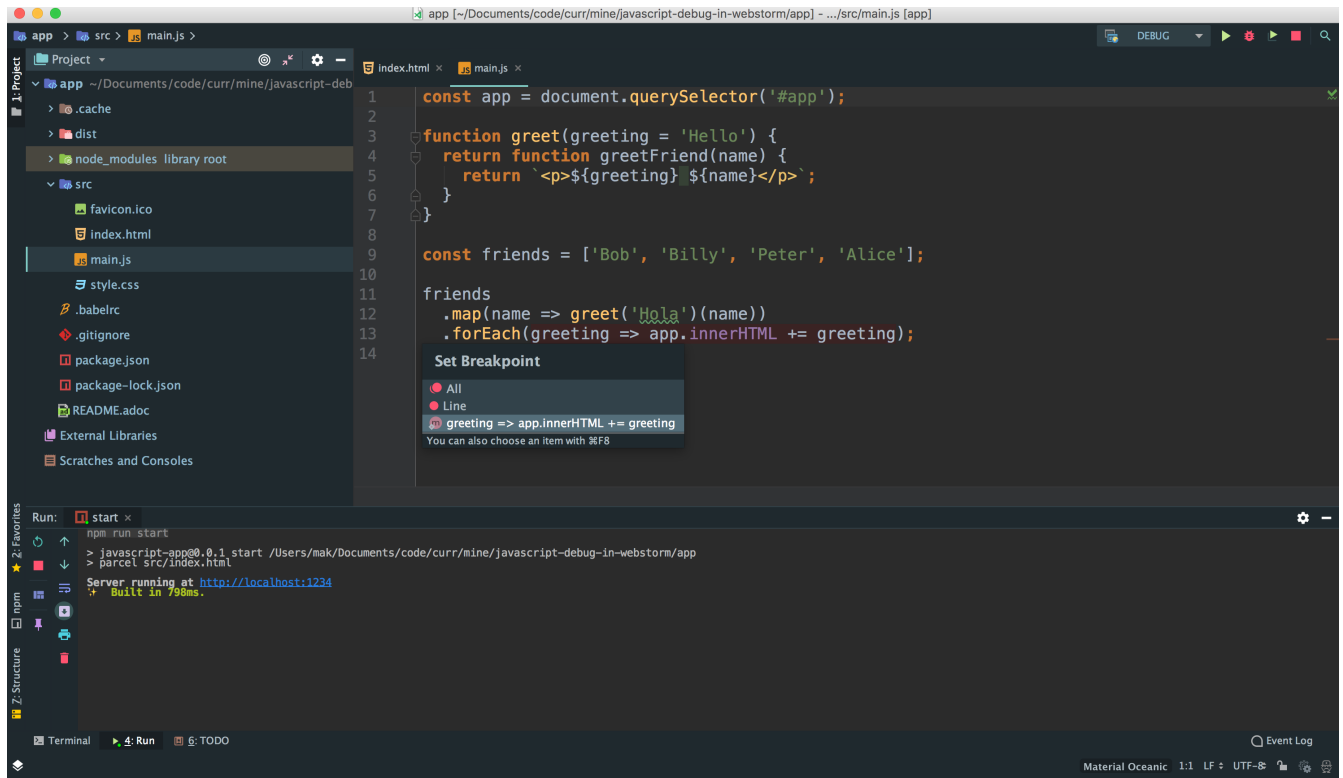




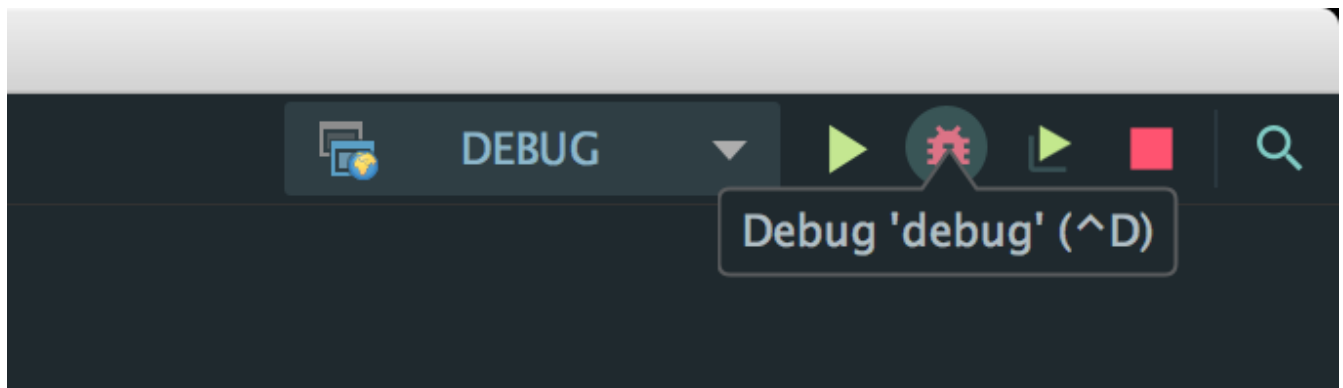
and click OK

Chapter 4. Debugging

create a breakpoint somewhere in source code



run debug



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

