javascript-debug-in-webstorm (0.0.1)

Table of Contents

Maksim Kostromin <daggerok@gmail.com> 2018-07-23 18:58:11 UTC :doctype: 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]
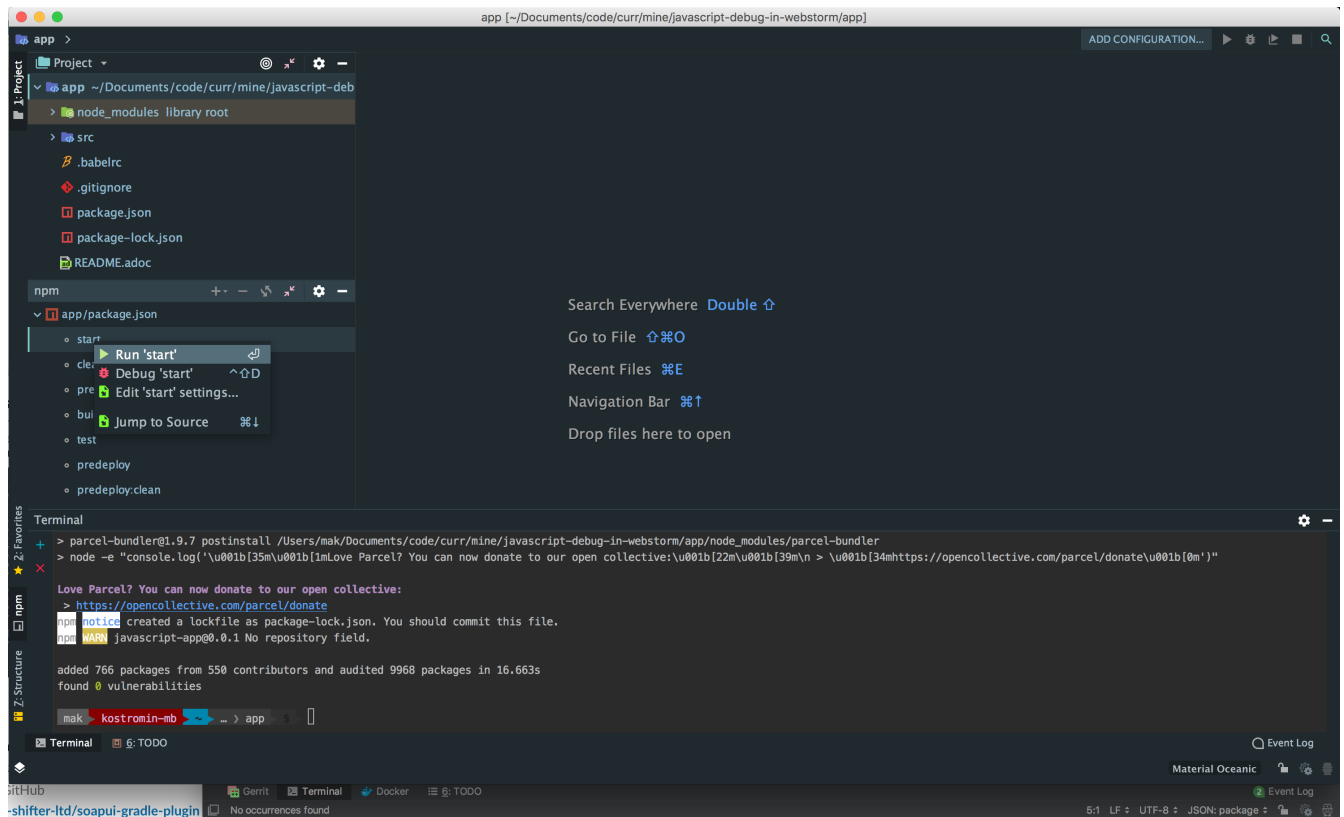
Chapter 1. Important: build app with source maps

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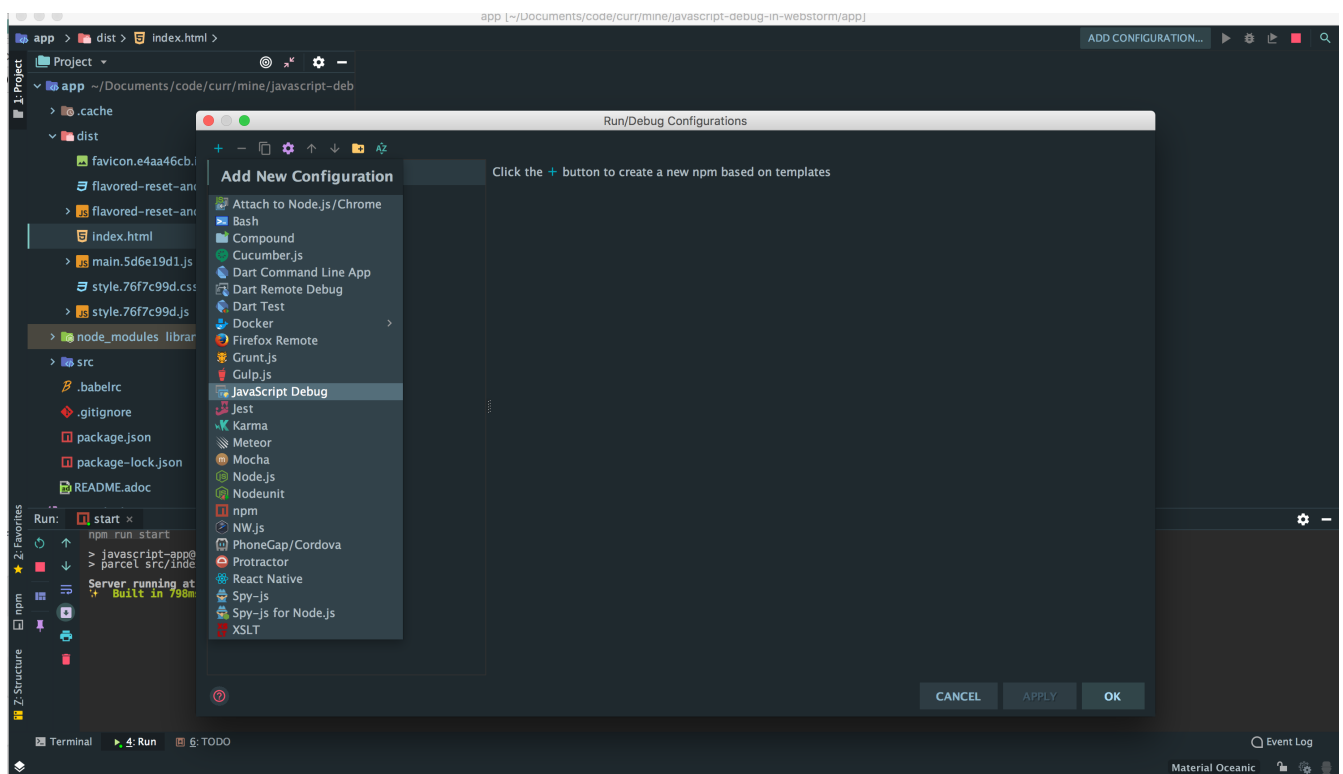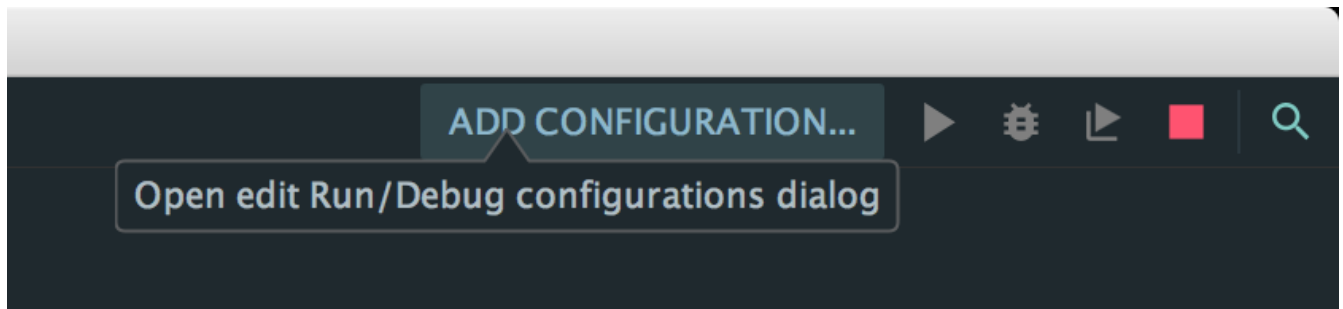
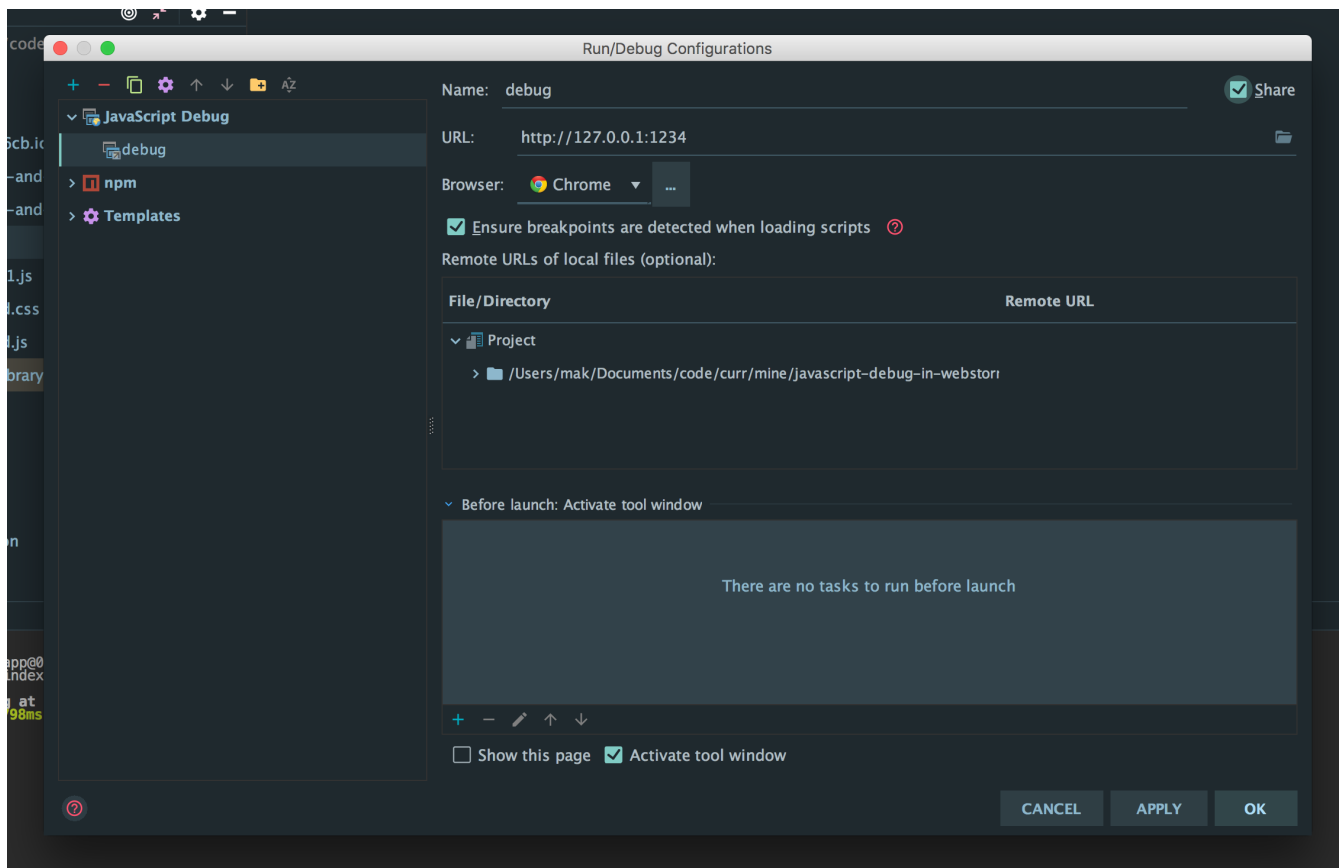# Chapter 2. Run app to be able debugger connect to it remotely

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

You can also simply use npm start from console…

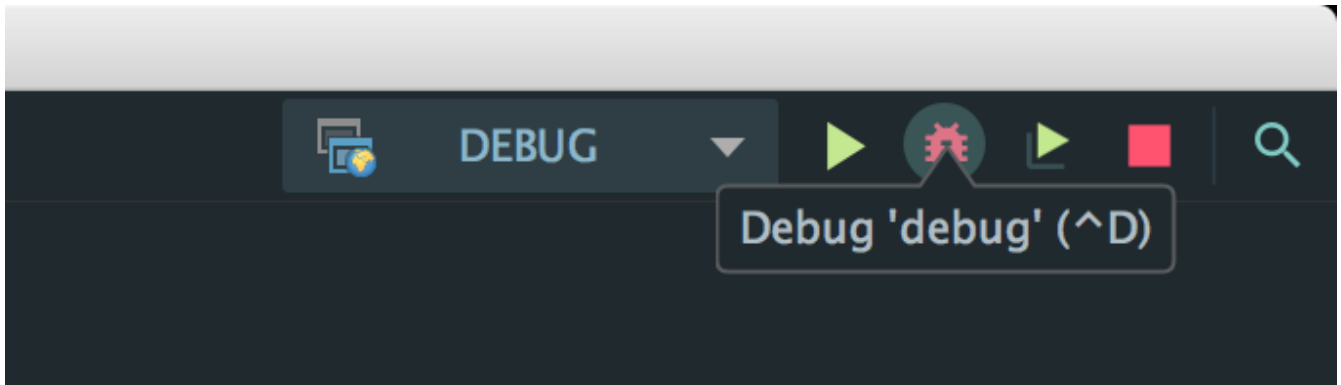# Chapter 3. Create JavaScript debug configuration

and click OK

Chapter 4. Debugging

create a breakpoint somewhere in source code

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

run debug

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