

Goal: Preview wording impact for your blog headlines with Chrome DevTools

Actor(s): Content team member

Scenario: Exploring different wording options for blog headlines using Chrome DevTools

Prerequisites:

Having Google Chrome preinstalled. Download from [here](#).

This use case is intended for macOS.

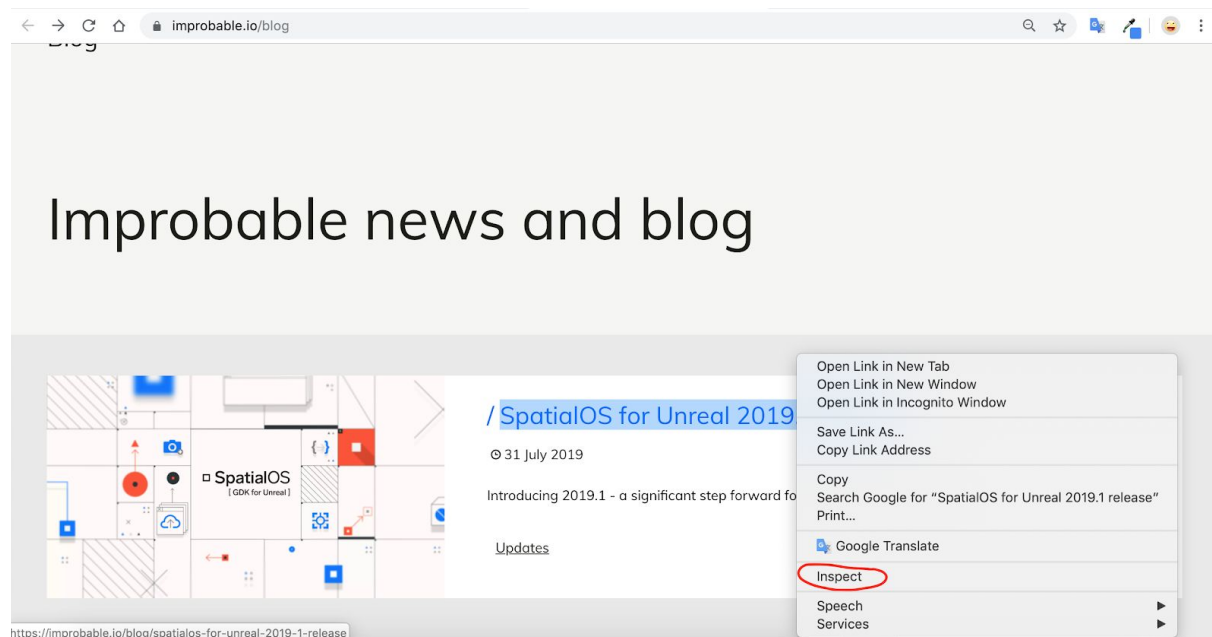
What is Chrome DevTools in a writing and publishing context?

Chrome DevTools can help you preview page changes and diagnose issues. It can act as a visual tool for text, colour or font innovation on your blog.

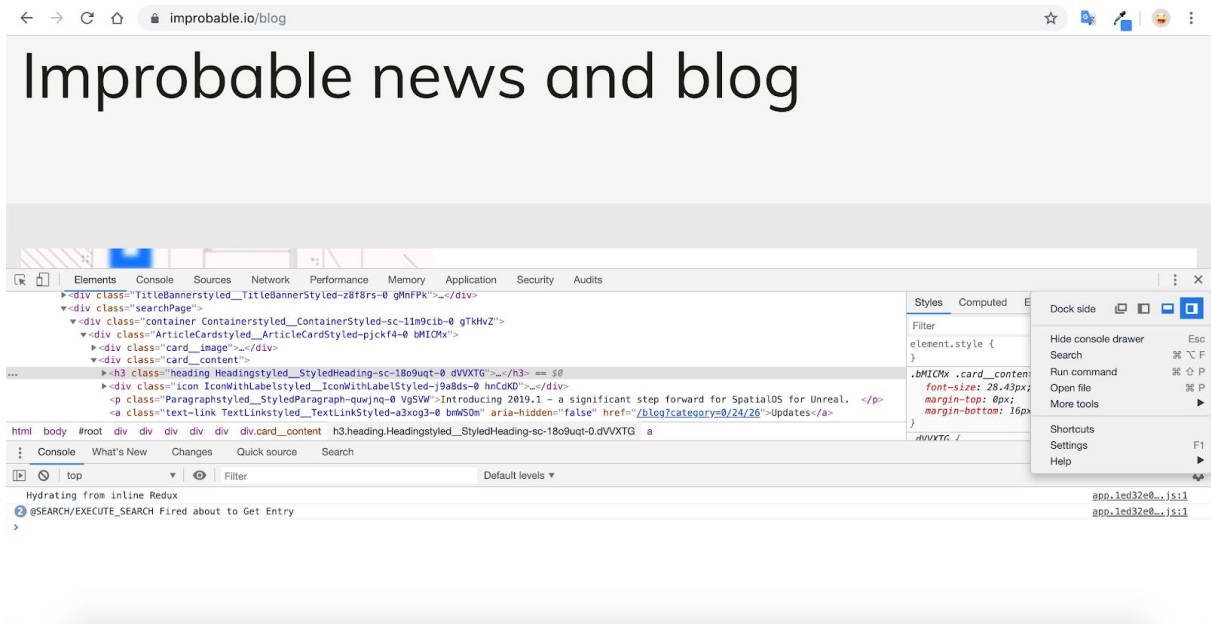
Note: Changes made to headlines are local and temporary and will not affect the blog's functionality. To undo all changes, choose the refresh icon in your browser.

Flow:

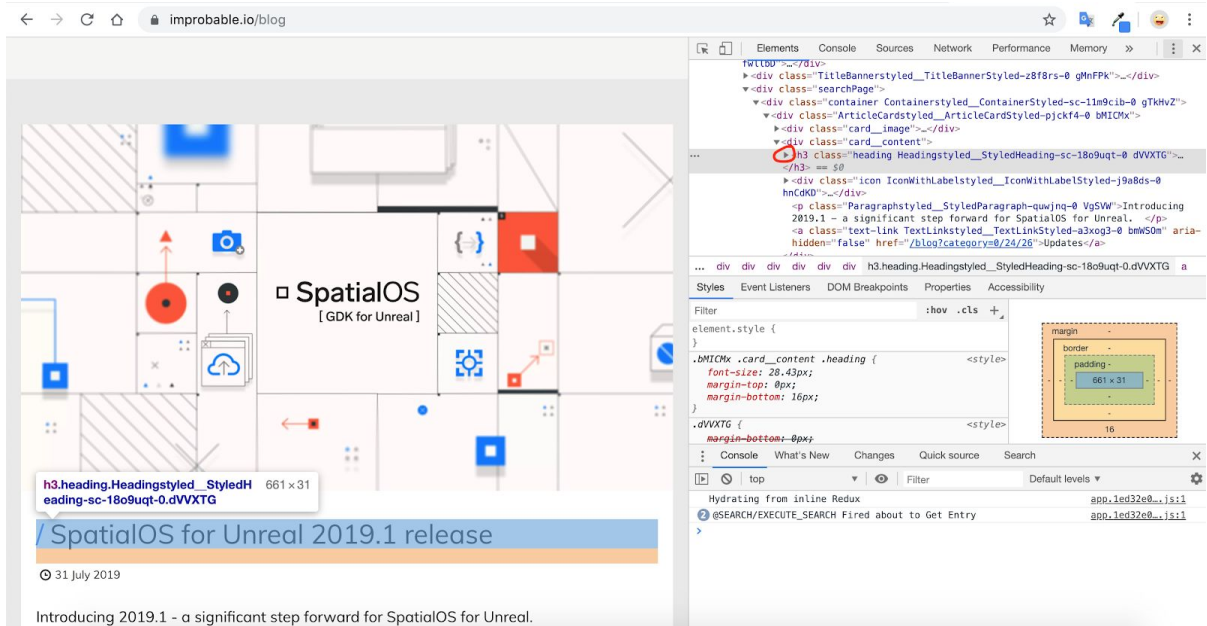
1. Open Google Chrome and access [the Improbable blog](#).
2. Right click the headline you want to edit and choose **Inspect** to open the **Elements** panel.



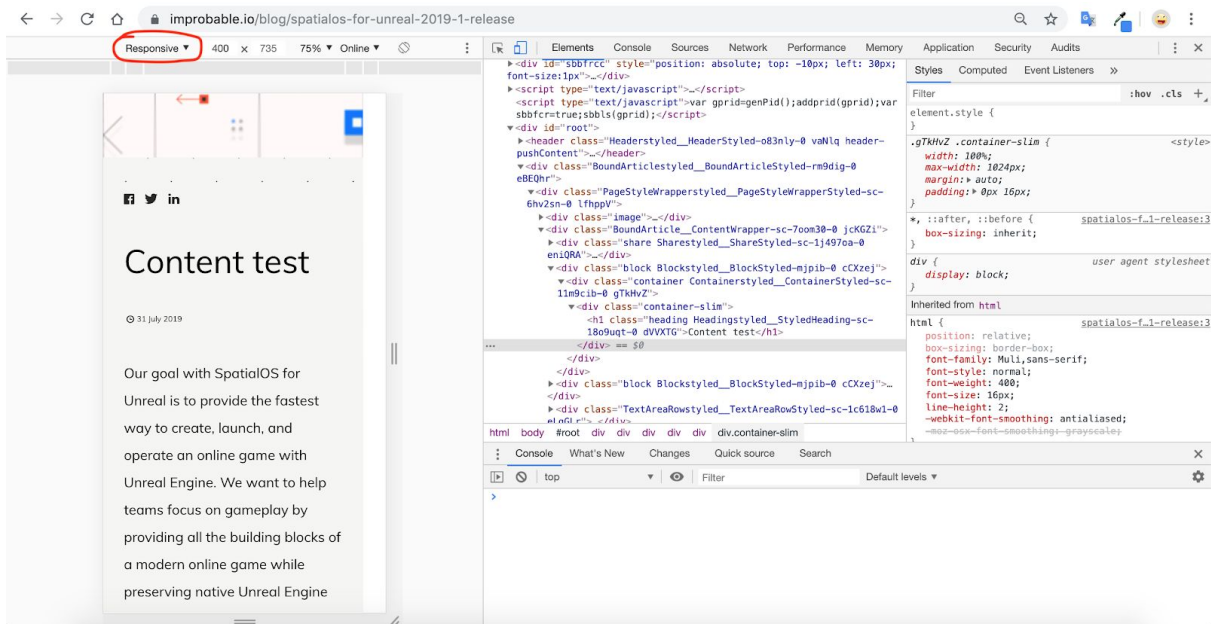
3. By default, DevTools opens in a window at the very bottom of your browser. To change DevTools placement, click **Customize and Control DevTools** on the top right-hand side corner and choose between **Dock to left/Dock to right** or **Undock into separate window**.



4. Choose the expand icon to view the current name of the headline. You will find it written between quotes.



5. Double click "SpatialOS for Unreal 2019.1 release" to enable the editing mode. Type the desired option and press enter to confirm the change.



8. To examine the results easier, you can save the edited headlines using the **Capture screenshot** feature. To undo the changes and test different wording, click refresh.

