

DEBUG
EVERYTHING
(EVEN REMOTELY)

OUTLINE

- **Where it starts**
- **Sentry**
- **Docker**
- **In the browser**
- **Questions**

WHERE IT STARTS: REPRODUCIBILITY

- If you can't reproduce the bug, you're doomed
- Things you'll need to be able to reproduce:
 - The server setup
 - The browser
 - The user environment
 - Anything else that might be relevant
- You'll need help gathering all the information (because your users won't help you)
- A tip: Add a way to impersonate a user
- Demo time!

SENTRY

- It's easy and it's awesome
- You have no excuse not to
- Use `slafs/sentry` instead of the official sentry image!
- Demo time!

REMOTE DEBUGGING IN DOCKER

- You can download your production container and run it on your machine
 - `docker commit --help`
- You can open debugging ports from them container to connect using an IDE
- docker-machine technically would allow you to connect securely to your production servers securely (hint: don't)
- If you don't have docker, sshuttle may help
- Demo time!

OTHER TECHNOLOGIES

- You can install plugins to connect your IDE to chrome and do step-by-step inside your IDE
 - <https://chrome.google.com/webstore/detail/jetbrains-ide-support/hmhgedddbbohjknpmjagkdomcpobmllji?hl=en>
- There are plugins for proper remote debugging (not recommended for production though)
 - <https://github.com/auchenberg/devtools-remote>

OTHER (MOBILE) TECHNOLOGIES

- **On Android:**

- <https://github.com/liriliri/eruda>

- **On iOS:**

- You can simply connect your iPhone to your computer and use the (horrible) safari devtools
 - <http://webdesign.tutsplus.com/articles/quick-tip-using-web-inspector-to-debug-mobile-safari--webdesign-8787>

QUESTIONS?