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Want to test with different browsers in the cloud? Try **[BrowserStack](http://www.browserstack.com/" \t "_blank)**.

On a Windows PC? The shortcut you should use to open DevTools is actually ctrl-shift-j.

[**Here's Chrome's guide to opening DevTools.**](https://developers.google.com/web/tools/chrome-devtools/iterate/inspect-styles/shortcuts)

* [**Download Chrome Canary**](https://www.google.com/chrome/browser/canary.html) (it won't affect your existing Chrome installation)
* [**Remote debugging Android devices with Chrome**](https://developers.google.com/web/tools/chrome-devtools/debug/remote-debugging/remote-debugging?hl=en)

**What is Chrome Canary and why should I use it?**

Chrome Canary is the developer version of Chrome. It looks and acts like the regular Chrome browser, but it includes new and experimental features that haven't been released yet. We recommend analyzing websites with Canary to take advantage of the latest tech. However, be warned that Canary isn't guaranteed to be stable, so expect crashes and occasional bugs.

**Do I have to test on mobile?**

For the purposes of this course, no. But testing your websites on mobile is a best practice, and if you have the means to do so we highly recommend it.

Turn on Developer Options

Device Settings >> About Device >> Build Number (7 Times)

USB Debugging

Developer Options >> USB Debugging

* [**Download and install Chrome Canary**](http://www.google.com/intl/en/chrome/browser/canary.html) (it will not interfere with your regular Chrome)
* On Linux, the [**Chromium Dev channel**](http://www.chromium.org/getting-involved/dev-channel) is similar to Canary.
* Learn about [**Remote Debugging on Android with Chrome**](https://developers.google.com/web/tools/chrome-devtools/debug/remote-debugging/remote-debugging)

**What is Chrome Canary and why should I use it?**

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iOS WebKit Debug Proxy: [**https://github.com/google/ios-webkit-debug-proxy**](https://github.com/google/ios-webkit-debug-proxy)

Please note that on the forums, there is a discussion continuing about ios-webkit-debug-proxy. Depending on your version of canary, if you're using it, it might take a lot of time and some students suggest trying Safari Dev Tools and point to links like this:

[**https://www.smashingmagazine.com/2014/09/testing-mobile-emulators-simulators-remote-debugging/**](https://www.smashingmagazine.com/2014/09/testing-mobile-emulators-simulators-remote-debugging/)

Remember you can run in simulator mode in Chrome Dev Tools.