Using DevTools Features Without Opening DevTools

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I commonly see questions along the lines of "I really like feature X of DevTools, but it stops working when I close DevTools. How do I keep feature X running even when DevTools is closed?"

The short answer is: you probably can't.

However, you *can* hack together a [Puppeteer](#) ↗ script that launches Chromium, opens a remote debugging client, then turns on the DevTools feature that you like (via the [Chrome DevTools Protocol](#) ↗), without ever explicitly opening DevTools.

For example, the script below lets me overlay the [FPS Meter](#) over the top-right of the viewport, even though DevTools never opens, as you can see in the video below.

```
// Node.js version: 8.9.4
const puppeteer = require('puppeteer'); // version 1.0.0

(async () => {
  // Prevent Puppeteer from showing the "Chrome is being controlled by automated
  // software" prompt, but otherwise use Puppeteer's default args.
  const args = await puppeteer.defaultArgs().filter(flag => flag !== '--enable-au
  const browser = await puppeteer.launch({
    headless: false,
    ignoreDefaultArgs: true,
    args
  });
  const page = await browser.newPage();
  const devtoolsProtocolClient = await page.target().createCDPSession();
  await devtoolsProtocolClient.send('Overlay.setShowFPSCounter', { show: true });
  await page.goto('https://developers.google.com/web/tools/chrome-devtools');
})();
```

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This is just one of many, many DevTools features that you can potentially access via the Chrome DevTools Protocol.

A general suggestion: check out the Puppeteer API ↗ before resorting to creating a DevTools Protocol client. Puppeteer already has dedicated APIs for many DevTools features, such as code coverage ↗ and intercepting **Console** messages ↗.

If you need help accessing a DevTools feature via Puppeteer, ask a question on Stack Overflow ↗.

If you want to show off a Puppeteer script that makes use of the DevTools Protocol, tweet us at @ChromeDevTools ↗.

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