What's New In DevTools (Chrome 61)

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New features and major changes coming to DevTools in Chrome 61 include:

- Mobile device throttling simulation. Set CPU and network throttling simultaneously, to simulate mid-tier or low-end mobile devices.

- Storage usage. View how much storage an origin is using, broken down by technology (IndexedDB, cache, local, session, etc.).

- Cache timestamps. View when a service worker cached a response.

- Enable the FPS Meter from the Command Menu.

- Change mousewheel and trackpad behavior in the Performance panel.

- Debug ES6 modules natively.

Note: You can check what version of Chrome you're running at `chrome://version`. Chrome auto-updates to a new major version about every 6 weeks.

Check out the video version of these release notes below or read on to learn more.

Simulate low-end and mid-tier mobile devices in Device Mode

The Device Mode **Throttling** menu is now exposed by default, and it now lets you simulate a low-end or mid-tier mobile device with a couple of clicks.
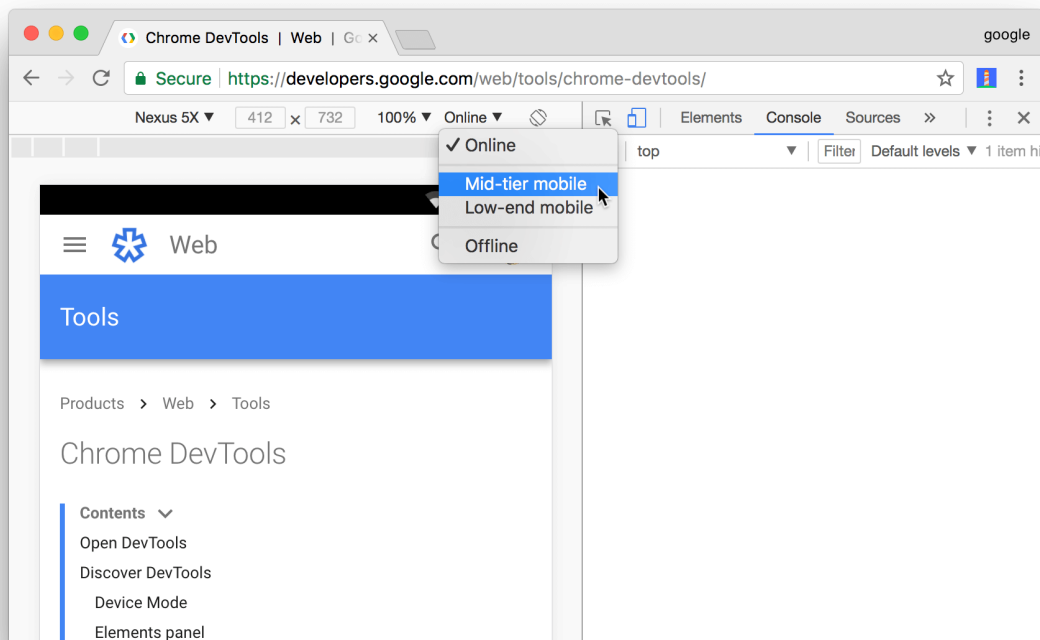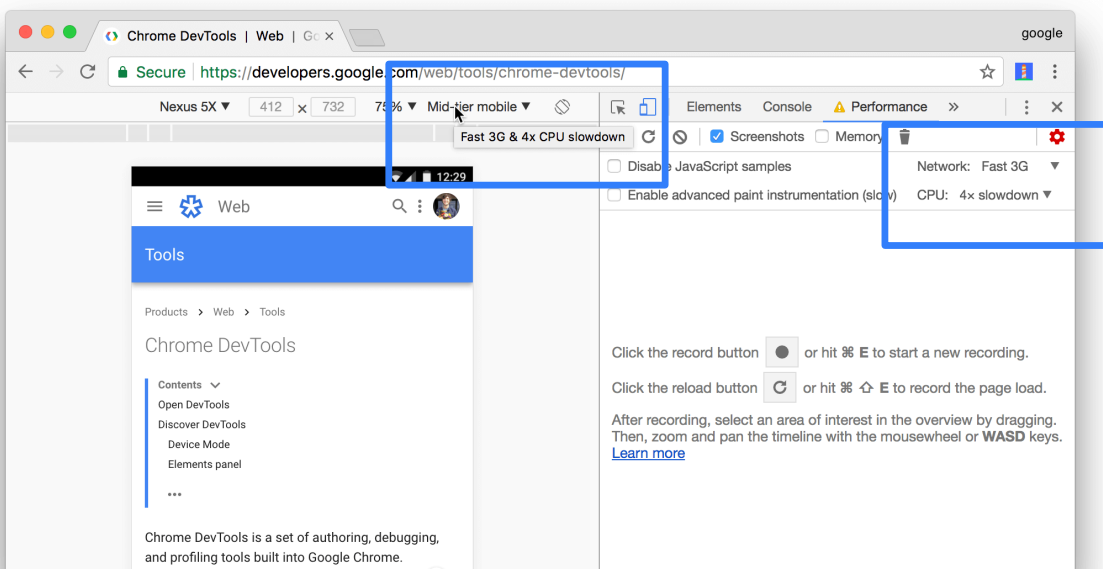

Figure 1. The **Throttling Menu**

Figure 2. Hover over the **Throttling** menu or open the **Capture Settings** menu to see the definitions for **Mid-tier mobile** and **Low-end mobile**

View storage usage

The new **Usage** section in the **Clear Storage** tab of the **Application** panel shows you how much storage an <u>origin</u> is using, as well as the maximum quota for the origin on this device.
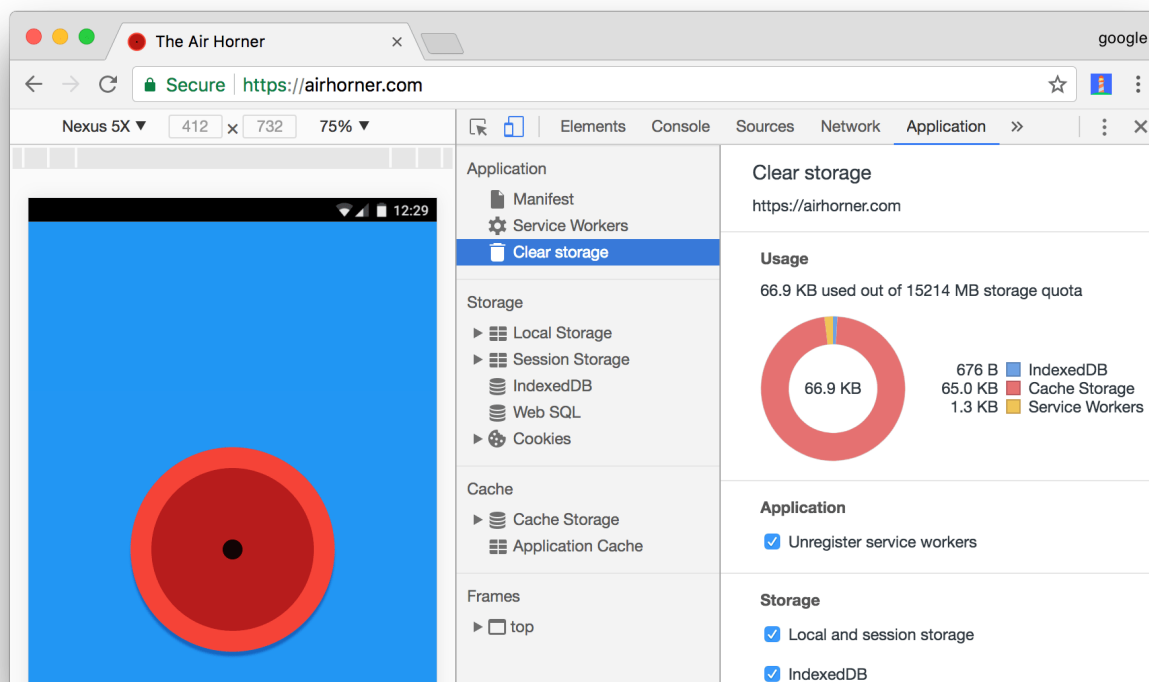

Figure 3. The **Usage** section shows that `https://airhorner.com` is using 66.9KB out of the origin's quota of 15214MB

View when a service worker cached responses

The new **Time Cached** column in the **Cache Storage** tab shows you when a service worker cached responses.
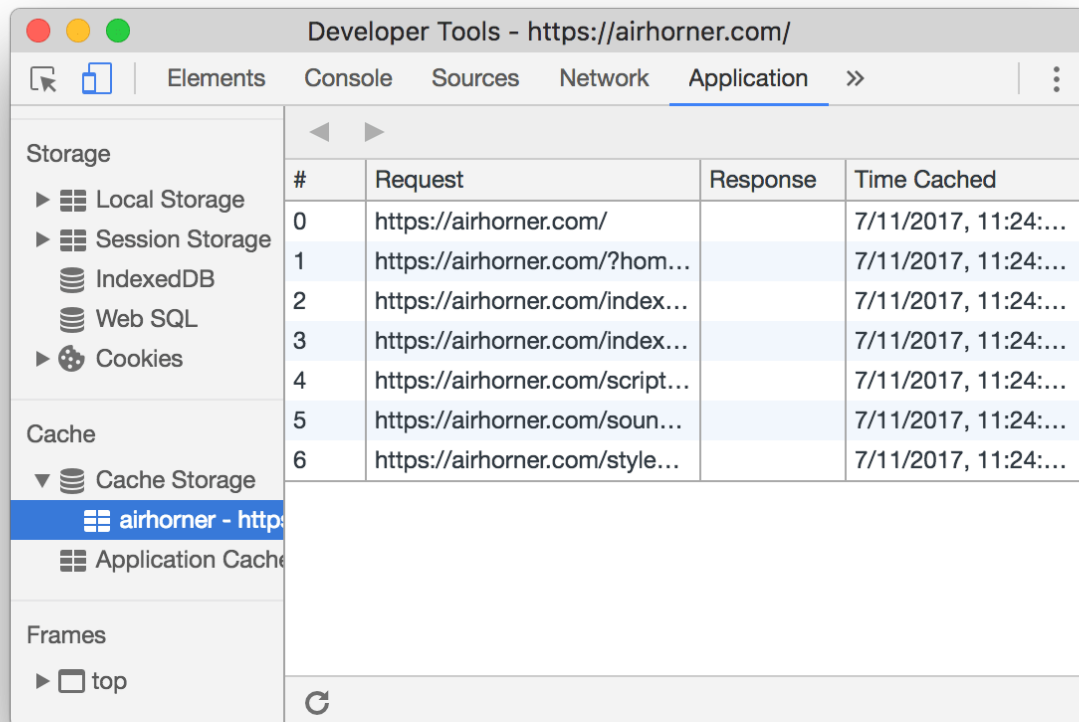
Figure 4. The **Time Cached** column

Enable the FPS Meter from the Command Menu

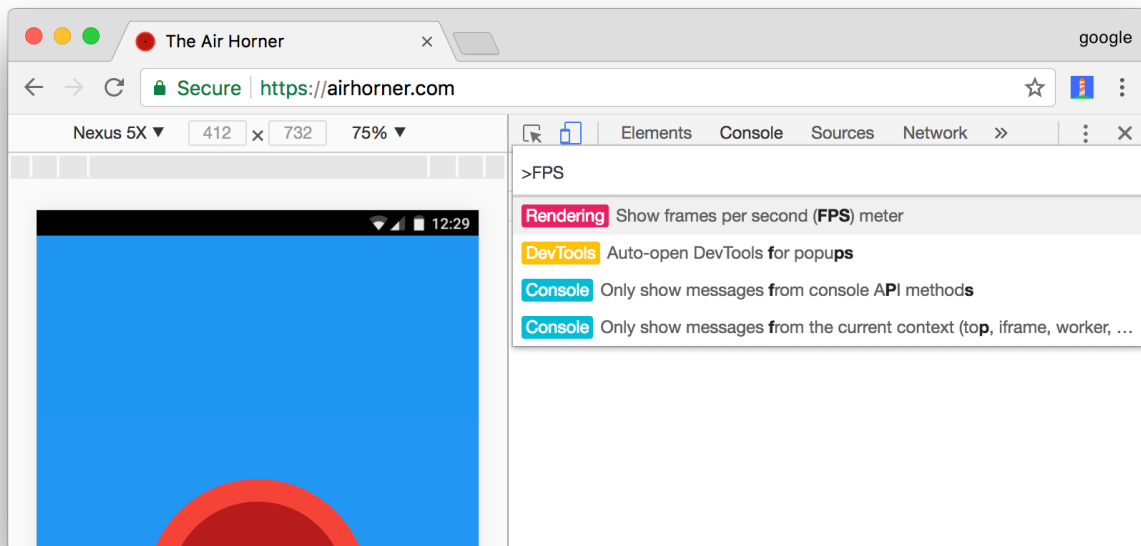You can now enable the FPS Meter from the Command Menu.

Figure 5. Enabling the **FPS Meter** from the **Command Menu**

Set mousewheel behavior to zoom or scroll with Performance recordings

Open <u>Settings</u> and set the new **Flamechart mouse wheel action** setting to change how mousewheels behave on the **Performance** panel.

For example, when you use a mousewheel on the **Main** section of a recording, or when you swipe with two fingers on a trackpad, the default behavior is to zoom in or out. When you change the setting to **Scroll**, this gesture now scrolls up or down.
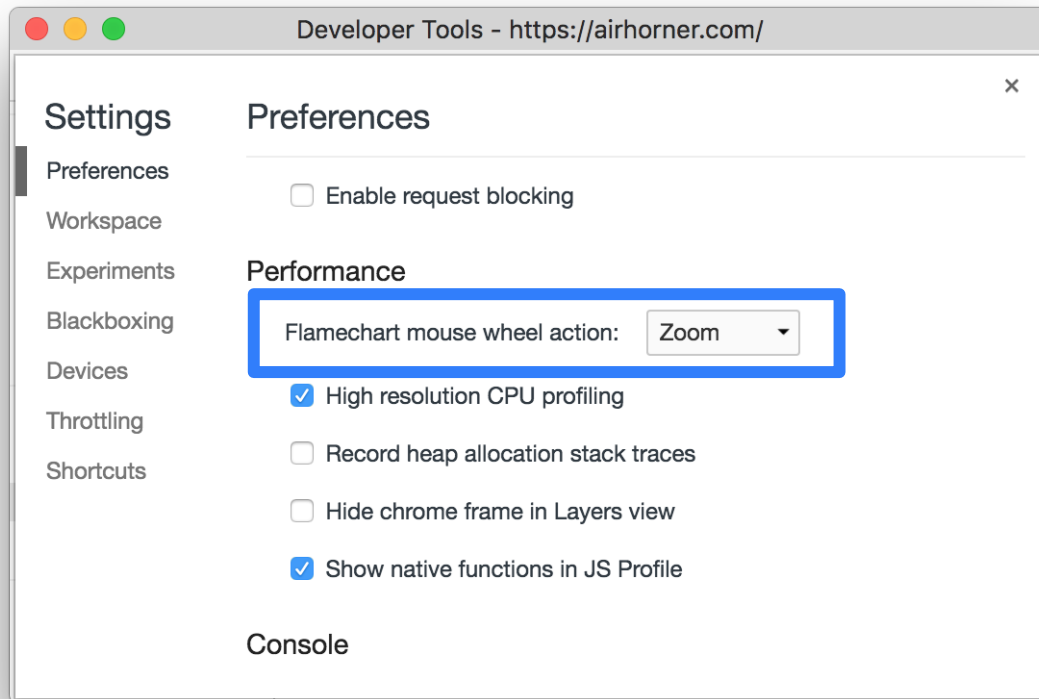
Figure 6. The **Flamechart mouse wheel action** setting

Debugging support for ES6 Modules

ES6 Modules are shipping natively in Chrome 61. There's not much going on here with regards to DevTools, other than that debugging works as you'd expect it to. Try setting some breakpoints in and stepping through Paul Irish's ES6-Module-implementation of TodoMVC to see for yourself.

Feedback

The best place to discuss any of the features or changes you see here is the google-chrome-developer-tools@googlegroups.com mailing list. You can also tweet us at @ChromeDevTools if you're short on time.

That's all for what's new in DevTools in Chrome 61. See you in 6 weeks for Chrome 62!

Links to previous release notes

- [What's New In DevTools (Chrome 60)](#)
- [What's New In DevTools (Chrome 59)](#)
- [What's New In DevTools (Chrome 58)](#)

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