## Get started Samples & tutorials **Development** ▶ User interface Data & backend Accessibility & internationalization ▶ Platform integration Packages & plugins Add Flutter to existing app ▼ Tools & techniques Android Studio & IntelliJ Visual Studio Code ▼ DevTools <u>Overview</u> Install from Android Studio & IntelliJ Install from VS Code **Install from command line** Flutter inspector Timeline view Memory view Performance view <u>Debugger</u> Logging view ▶ Flutter SDK Hot reload Code formatting Migration notes Testing & debugging Performance & optimization <u>Deployment</u>

Resources

Reference

Widget index

API reference ☑

Package site

# Install and run DevTools from the command line

<u>Docs</u> > <u>Development</u> > <u>Tools</u> > <u>DevTools</u> > <u>Install and run DevTools from the command line</u>

#### Contents

- Install DevTools
- Launch the DevTools application server
- Start an application to debug
- Open DevTools and connect to the target app

### Install DevTools

If you have pub on your path, you can run:

pub global activate devtools

If you have flutter on your path, you can run:

flutter pub global activate devtools

That command installs (or updates) DevTools on your machine.

# Launch the DevTools application server

Next, run the local web server, which serves the DevTools application itself. To do that, run one of the following two commands:

pub global run devtools # If you have `pub` on your path.

OR

flutter pub global run devtools # If you have `flutter` on your path.

On the command line, you should see output that looks something like:

Serving DevTools at http://127.0.0.1:9100

# Start an application to debug

Next, start an app to connect to. This can be either a Flutter application or a Dart command-line application. The command below uses a Flutter app:

cd path/to/flutter/app
flutter run

You need to have a device connected, or a simulator open, for flutter run to work. Once the app starts, you'll see a message in terminal that looks like:

An Observatory debugger and profiler on iPhone X is available at: http://127.0.0.1:50976/Swm0bjIe0ks=/

Keep note this URL, as you will use it to connect your app to DevTools.

# Open DevTools and connect to the target app

Once it's set up, using DevTools is as simple as opening a Chrome browser window and navigating to http://localhost:9100.

Once DevTools opens, you should see a connect dialog:

#### **Connect**

#### Connect to a running app

Enter a port or URL to a running Dart or Flutter application.

Port or URL

Connect

Paste the URL you got from running your app (in this example, http://127.0.0.1:50976/Swm0bjIe0ks=/) into the connect dialog connect your app to DevTools.

This URL contains a security token, so it will be different for each run of your app. This means that if you stop your application an run it, you need to connect to DevTools with the new URL.

<u>Development</u>

▶ <u>User interface</u>

Samples & tutorials

<u>osci interiace</u>

Get started

Data & backend

▶ Accessibility & internationalization

▶ <u>Platform integration</u>

▶ Packages & plugins



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<u>Overview</u>

Install from Android Studio & IntelliJ

Install from VS Code

Install from command line

Flutter inspector

Timeline view

Memory view

Performance view

<u>Debugger</u>

<u>Logging view</u>

▶ Flutter SDK

Hot reload

Code formatting

Migration notes

Testing & debugging

Performance & optimization

<u>Deployment</u>

Resources V

Reference

Widget index

API reference ☑

Package site ☑