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

Deployment

Resources

Widget index

Reference

Install and run DevTools from VS Code

<u>Docs</u> > <u>Development</u> > <u>Tools</u> > <u>DevTools</u> > <u>Install and run DevTools from VS Code</u>

Contents

- Install the VS Code extensions
- Start an application to debug
- Launch DevTools

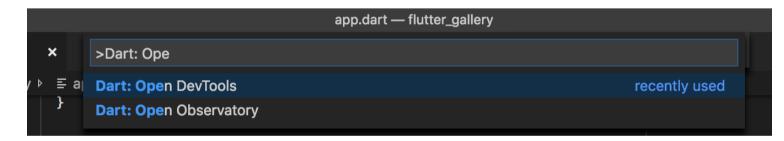
To use the DevTools from VS Code, you need the <u>Dart extension</u>. If you're debugging Flutter applications, you should also install t <u>Flutter extension</u>.

Start an application to debug

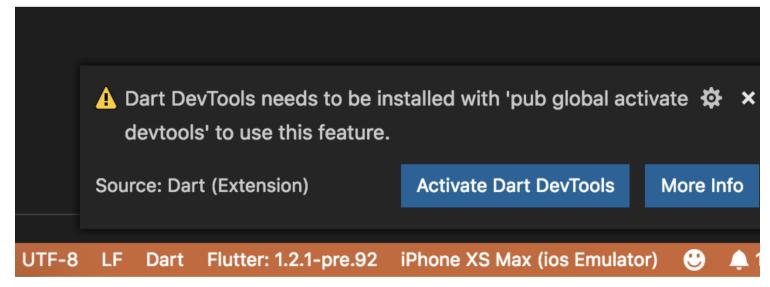
Start a debug session for your application by opening the root folder of your project (the one containing pubspec.yam1) in VS Coc and clicking **Debug > Start Debugging** (F5).

Launch DevTools

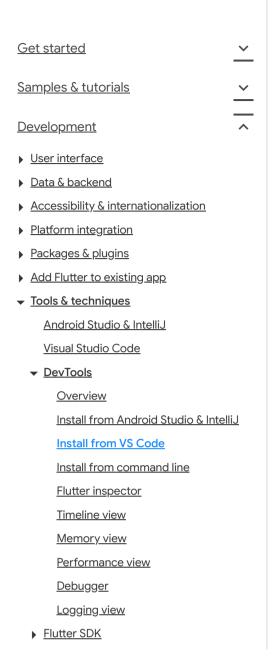
Once the debug session is active and the application has started, the **Dart: Open DevTools** command becomes available in the V\$ Code command palette:

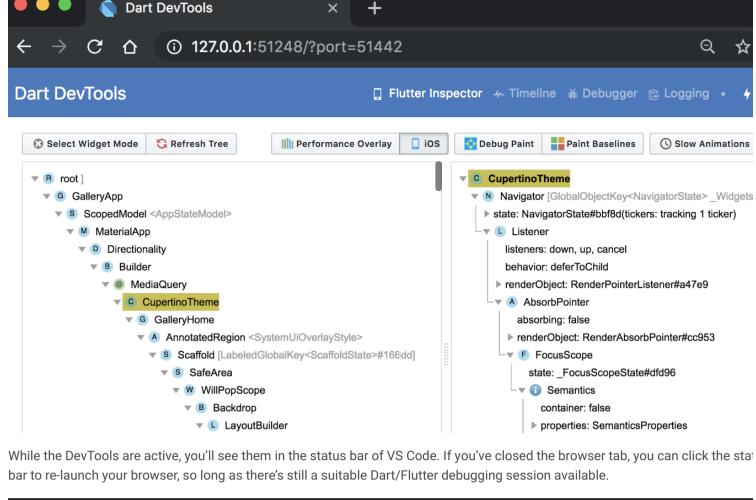


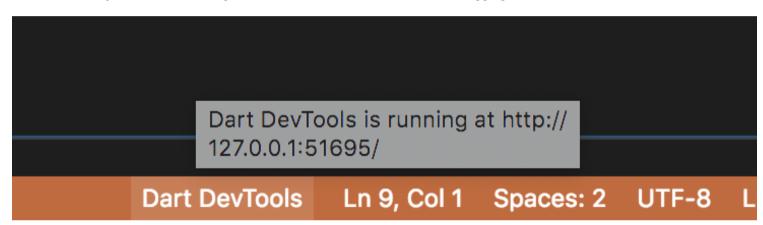
The first time you run this (and subsequently when the DevTools package is updated), you are prompted to activate or upgrade DevTools.



Clicking the **Activate/Upgrade** button uses `pub global activate` to activate the DevTools package for you Next, DevTools launches in your browser and automatically connects to your debug session.









Widget index

flutter-dev@·terms·security·privacy·español·社区中文资源

Except as otherwise noted, this work is licensed under a Creative Commons Attribution 4.0 International License, and code samples are licensed under the BSD License.

Performance & optimization <u>Deployment</u> Resources Reference