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Developer console android chrome

Highlight current/total installed, average/total assessment and crash/ANRs count. Expand Developer Console allows you to improve the statistics displayed on the main page of your Developer Console for Android™. CLICK ICON in your search bar/address when you are in front of your application list in everything will be azure the first time you are using it, this is normal because no statistics have been present. Next time the Console statistics are updated, the changes will be reflected. A Mark as It button is displayed next to the filter, allowing you to select when to save the current state of statistics. An Azure value corresponds to an increment. A red value corresponds to a decrease. Hover over the value with your tips to display the delta between the previous and the actual value. This is only working on the index page of your Developer Console: Feel free to send feedback before evaluation so I can improve it. No permission is required. --- released under the terms of the MIT License MIT. The Android robot is reproduced or modified to work created and shared by Google and used according to terms described in Creative License 3.0. Android is a trademark of Google Inc. English (United Kingdom) English (United States) Español (Latinoamérica) Mohamed El Bahja Sep 13, 2019 • 1 min | Google Chrome is my default web browser to all my devices, in this post I will share with you how to use the console on your mobile device. Let's start. Android 1 – Enable Developer mode by going to Settings > On Phone then tap on Build number 7 times. 2 - Enable USB Debugging from Developer Options. 3 - On your desktop, open DevTools click More icon then more tools > Remote Devices. 4 - Check on Discover USB device option. 5 - Open Chrome on your phone. 6 - Plug your phone via USB, then you will see an authorization popup click OK. 7 – You will be able to view your phone tabs and inspect them. iOS and others Just open new tables and type: chrome://inspect, then click Start Entry button, then visit the page that you want to debug. I hope this helps you to 🐼 Chrome Dev Summit 2020 is back & go virtual on Dec. 9-10. Learn more [{ type: deep-inch-down, id: misTheInformationNeleed, labels: Missing information I need }, { type: thumb-down, id: tooComplicatedTooManySteps, labels: too complicated / too many steps }, { type: thumb-down, id: outOfDate, labels: From date }, { type: thumb-down, id: sampleCodeltssue, labels: Labels / string questions }, { type: thumb-down, id: lotDown, label: other }] [type: thumb-up, id: easyToUnderstand, label: easy to understand], { } type: thumb-up, id: resolvedMyProblem, label: Solve my problem], { type: thumb-up, id: otherUp, }] Remote debug live content on an Android device from your Windows, Mac, or Linux computer. This tutorial teaches you how to: Set up your Android device for remote debugging, and discover it in your development machine. Inspect and debug live content on your Android device from your development machine. Screenshot content from your Android device on a DevTools instance on your development machine. Figure 1. Remote Debugging allows you to inspect a page running on an Android device from your development machine. Step 1: Discover your Android device workflow below is working for most users. See troubleshooting: DevTools doesn't detect the Android device for more help. Open the Developer Options screen on your Android. See Configure On-Device Developer Options. Select Enable USB Debugging. On your development machine, open Chrome. Go to chrome://enspekte #aparey. Make sure discovered USB device checkbox is enabled. Figure 3. Discover USB device checkbox enabling your Android device connectors directly to your development machine using a USB cable. The first time you do this, you usually see that DevTools has detected an offline device. If you see the model name of your Android device, then DevTools has successfully established the connection to your device. Continue to step 2. Figure 4. The Remote Target has successfully detected an offline device that is pending Authorization If your device is showing up as Offline, accept allowing USB debugging permission prompt on your Android device. Troubleshoot: DevTools is not detecting the Android device to make sure your hardware is set up correctly: If you are using a USB hub, try to connect your Android device directly to your development machine instead. Try to unplug the USB cable between your Android device and development machine, and then connect it back to. Do it while your Android and development screen machines are appointed. Make sure your USB cable works. You should be able to inspect files on your Android device from your development machine. Make sure your software is set up correctly: If you don't see the Enable USB Debugging prompt on your Android device try: Disregard and then re-connect the USB cable while DevTools is in focus on your development machine and your Android home showing. In other words, sometimes the prompt doesn't show up when Android machine screens or your development are locked. Update the display settings for your Android device and development machine so that they never go to sleep. Android's USB mode settings PTP. See the Galaxy S4 by displaying Authorized USB Debugging dialog box. Choose Revoke USB Debugging Authorization from the Developer Options screen on your Android device to reset it to a fresh state. If you find a solution that is not mentioned in this section or in Chrome DevTools Device does not detect device when in, please add an answer to that stack overflow question, or open a problem to the webfundamentals repository! Step 2: Debug content on your Android device from your development machine Open Chrome on your Android device. In chrome://inspect/#devices, you see your Android device model name, followed by its serial number. Below that, you can see the version of Chrome that's running on the device, and the version number of brackets. Each open Chrome tab becomes its own section. You can communicate with the following table in this section. If there are any apps using WebView, you see a section for each of these apps, too. In Figure 5 there are no tabs or WebViews open. Figure 5. A remote device connects to the Open tab with url text box, enter a URL and then click Open. The page opens in a new tab on your Android device. Click Inspect next to the URL that you just opened. A new DevTools instance opens. The version of Chrome running on your Android device determines the version of DevTools that opens on your development machine. So if your Android device is running a very old version of Chrome, the DevTools instance may look very different than what you are using. More actions: Pauses, focuses tab, reload, or closes a tab under the URL you can find a menu to pauses, focus tab, reload or close. Figure 6. The menu for collisions, reading, focusing, or closing an Inspector tab element goes to the Components panel of your DevTools instance, and hover over an element to highlight it in the view of your Android device. You can also tap a component on your Android device screen to select it from the Components panel. Click Select Components on your DevTools instance, and then type the element on your Android device screen. Note that Select Components is disabled after touch first, so you need to re-enable it every time you want to use this feature. Screenshot your Android screen from your development machine Click Toggle Screenshot to view the content of your Android device in your DevTools example. You can interact with the screenshot in several ways: Clicks to translate to valves, bring appropriate touch events on the device. Keystrokes on your computer are sent to the device. To simulate a pench gesture, keep Change while dragging. Roll over, use your trackpad wheel or mouse, or steal and advise your mouse. Some notes on screenshots: Screenshots only display page content. Transparent portions of the screenshot device profiles represent, such as Chrome address bar, the Android status bar, or the Android keyboard. Screenshots negatively affect frame rate. Disable screencasting while measuring rolls or animations to get a more accurate picture of your page's performance. If your Android lock screen closes, the content of your screenshot disappears. Unlock your Android device screen to automatically summarize the screenshot. Feedback was this page helpful? Yes What Was best thing on this page? It helped me complete my goal(s) thanks for the feedback. If you have specific ideas about how to improve this page, please create a problem. He had the information I needed to thank for the feedback. If you have specific ideas about how to improve this page, please create a problem. 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[{ type: deep-down, id: missingTheInformationNeleed, label: Missing information I need }, { type: thumb-down, id: tooComplicateToOManySteps, labels: too complicated / too many steps }, { type: thumb-down, id: outside, label: From date }, { type: thumb-down, id: sampleCodeltssue, label: Sample/ question code }, { type: thumb-down, id: lotDown, labels: other things }] [{ type: deep-up, id: easyToUnderstand, label: easy to understand }, { type: type: pound, id: solvedMyProblem, label: Solve my problem }, { type: thumb, id: other labels: Other things }] Except as otherwise noted, this is written in this page licensed under the Creative Common Attributes 4.0 License, and the license code samples under the Apache 2.0 License. For details, see the Google Site Developing Policy site. Java is a registered trademark of Oracle and/or its affiliates. Last updated 2020-08-21 UTC. UTC.