

# Mobile debugging

Thursday, February 16, 2017 11:30 AM

## A working way to debug Safari on iOS

Note: this is almost entirely for JavaScript debugging, not for elements/styles. The Safari engine on MacOS is different from on iOS.

<https://github.com/google/ios-webkit-debug-proxy>

I installed this using Scoop (the instructions were easy).

- Some gotchas
  - Make sure the iPad is connected via USB
  - Make sure Safari has the web inspector enabled in the iOS settings
  - I had to get this: <https://github.com/artygus/webkit-webinspector>

This is the command I ended up using even to debug with the webkit adapter:

```
ios_webkit_debug_proxy -f chrome-devtools://devtools/bundled/inspector.html
```

From my computer, connect to localhost:9222 to see a right-clickable link that really just directs you here: <chrome-devtools://devtools/bundled/inspector.html?ws=localhost:9222/devtools/page/2>

This works except that the console doesn't show anything.

If localhost:9222 doesn't show a clickable link in the list, then refresh the browser on the iPad.

If the webtools don't work, then you should check out localhost:9222 to see if "page/number" changed.

2/16/2017

I'm just combining some notes for now about how I'll eventually debug web pages on mobile.

HiDeoo: If you don't have a Mac to debug on Safari, you can also use <http://jsconsole.com> if you want, you type ":listen" and it'll give you a script to inject which will start a remote debug session on your device

EveryJuan: @Adam13531, I would HIGHLY recommend getting an android emulator and running chrome developer tools on it - it is much easier to debug mobile issues

Just use Android SDK or genymotion.

XillyGames: <http://mobiletest.me/> - Also seems to work pretty well