



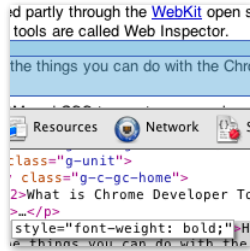
Chrome Developer Tools Cheat Sheet

Open with **Ctrl - Alt - I** or **right click** and **inspect element**

HTML

Edit DOM attributes inline

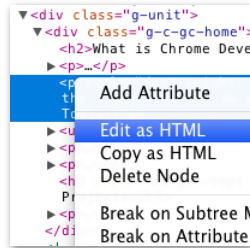
In *Elements* tab or styles drawer, **double click** attribute.



Edit chunks of HTML

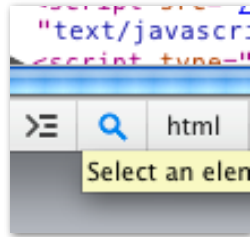
In *Elements* tab, **right click** an element and select "Edit as HTML"

- Copy HTML via menu item
- Delete node via menu item



Visually inspect DOM elements

In *Elements* tab, **click** footer button or **Ctrl - Shift - C** and select desired element in page.

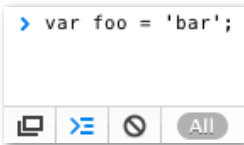


JavaScript

Console

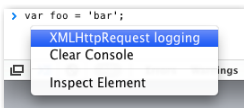
Invoke with **Esc** or **Ctrl - Alt - J** or *Console*

- Get current DOM element with **\$0**
- Get all keyboard shortcuts with **?**



Console API

- `copy(text)` – copy text to clipboard
- `dir(elt)` – show element properties
- `inspect(elt)` – open in *Elements* tab

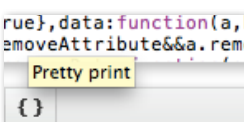


Edit chunks of JavaScript

In *Scripts* tab, **double click** script to edit. **Ctrl - S** to save

- Go to line with **Ctrl - L**

Script pretty printing

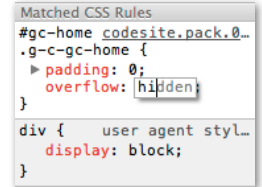


CSS

Inline CSS per-element styling

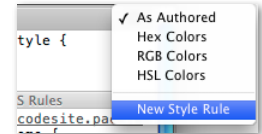
In *Elements* sidebar, **double click** CSS

- Autocompletion of keys and values
- **Tab** between keys and values
- **Double click** after closing bracket to add new property



Create new CSS rules

Click on gear icon in *Elements* sidebar



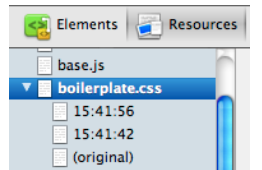
Free form CSS editing

In *Resources* sidebar, **double click** CSS and **Ctrl - S**

Versioned CSS/JS

CSS/JS changes get saved into versions

- **Right click** and revert to a revision.
- **Right click** and save back to a local file.

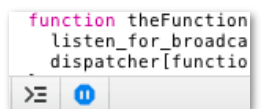
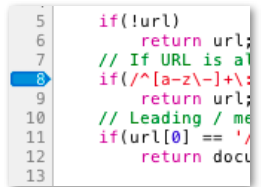


JavaScript

Breakpoints

In *Scripts* tab, **click** in the gutter

- Conditional breakpoints **right click** the gutter
- DOM breakpoints in *Elements* tab, right click
- XHR breakpoints in *Scripts* sidebar **+** to filter by URL
- Event listener breakpoints In *Scripts* sidebar, check off type
- Exception breakpoints In *Scripts* tab, break icon in footer



Variable inspection

When at a breakpoint, **hover** over variable

