

Why don't browser dev tools understand your code?



JavaScript
2023

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Overview

Understand Code

Visual C++

Xcode

Unity/Unreal/etc

Don't Understand Code

Chrome Dev Tools

React Dev Tools

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Understand Code

Visual C++

Xcode

Unity/Unreal/etc

 **MightyMeld**

Don't Understand Code

Chrome Dev Tools

React Dev Tools

Visual Studio / Windows Apps

The screenshot displays the Visual Studio IDE for a Windows App project. The main workspace is in Design mode, showing a visual representation of the MainPage.xaml page. The page is a grid with a white background and a blue border. It contains a ComboBox at the top right and a Button at the bottom right. The dimensions of the grid are 116 x 42. The effective resolution is 1500 x 1000. The Toolbox on the left lists various XAML controls, including Pointer, Border, Button, CheckBox, ComboBox, DatePicker, FlipView, Flyout, Grid, GridView, Hub, Image, ListView, MediaTransportControls, MenuFlyout, Pivot, PivotItem, RadioButton, Rectangle, RelativePanel, SplitView, StackPanel, TextBlock, TextBox, TimePicker, and WebView. The Solution Explorer on the right shows the project structure, including App1 (Universal Windows), References, External Dependencies, Assets, Common, App.xaml, App1_TemporaryKey.pfx, MainPage.xaml, MainPage.xaml.cpp, MainPage.xaml.h, Package.appxmanifest, pch.cpp, and webh. The Properties window at the bottom right shows the properties of the selected element, including Name, Type, and various brushes and colors.

App1 - Microsoft Visual Studio Int Preview

File Edit View Project Build Debug Team Tools Test Analyze Window Help

Debug x86 Local Machine

Toolbox

Search Toolbox

Common XAML Controls

- Pointer
- Border
- Button
- CheckBox
- ComboBox
- DatePicker
- FlipView
- Flyout
- Grid
- GridView
- Hub
- Image
- ListView
- MediaTransportControls
- MenuFlyout
- Pivot
- PivotItem
- RadioButton
- Rectangle
- RelativePanel
- SplitView
- StackPanel
- TextBlock
- TextBox
- TimePicker
- WebView

All XAML Controls

General

There are no usable controls in this group. Drag an item onto this text to add it to the toolbox.

MainPage.xaml* App.xaml.cpp

13.5" Surface Book (3000 x 2000) 200% scale Effective: 1500 x 1000

25% Design XAML

```
3 xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4 xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5 xmlns:local="using:App1"
6 xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7 xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8 mc:Ignorable="d">
9
10 <Grid Background="{ThemeResource ApplicationPageBackgroundThemeBrush}">
11     <Grid HorizontalAlignment="Left" Height="494" Margin="650,106,0,0" VerticalAlignment="Top" Width="758">
12         <ComboBox HorizontalAlignment="Left" Margin="468,10,0,0" VerticalAlignment="Top" Height="73" Width="280"/>
13         <Button Content="Button" HorizontalAlignment="Left" Height="48" Margin="508,402,0,0" VerticalAlignment="Top" Width="238"/>
14     </Grid>
15 </Grid>
```

Solution Explorer

Search Solution Explorer (Ctrl+;)

- App1 (Universal Windows)
- References
- External Dependencies
- Assets
- Common
- App.xaml
- App1_TemporaryKey.pfx
- MainPage.xaml
- MainPage.xaml.cpp
- MainPage.xaml.h
- Package.appxmanifest
- pch.cpp
- webh

Properties

Name <No Name>

Type Image

Arrange by: Category

Brush

- FocusVisualPrimaryBrush
- FocusVisualSecondaryB...

Editor

Color Resources

R 0

G 0

B 0

A 100%

#FF000000

Layout

Appearance

Opacity 100%

Interface Builder / iOS Apps

The screenshot displays the Xcode Interface Builder environment for an iOS application named "OrderApp". The main workspace shows a storyboard with a Tab Bar Controller at the bottom. The "Menu" tab is selected, revealing a Navigation Controller containing a Table View. The "Your Order" tab is also visible, showing a similar structure with a Table View. The right sidebar is open to the "Table View" properties panel, showing settings for content, prototype cells, style, separator, and scroll view indicators.

Table View Properties:

- Content: Dynamic Prototypes
- Prototype Cells: 1
- Style: Plain
- Separator: Default
- Separator Inset: Automatic
- Selection: Single Selection
- Editing: No Selection During Editing
- Drag and Drop: Spring Loaded
- Section Index: Display Limit 0
- Text: Default
- Background: Default
- Tracking: Default
- Scroll View: Indicators: Show Horizontal Indicator, Show Vertical Indicator
- Scrolling: Scrolling Enabled, Paging Enabled, Direction Lock Enabled
- Bounce: Bounce On Scroll, Bounce On Zoom, Bounce Horizontally, Bounce Vertically
- Zoom: Min 1, Max 1
- Content Touch: Delay Touch Down, Can Cancel On Scroll
- Keyboard: Do not dismiss

Unity / Games

The screenshot displays the Unity game engine interface. The central Hierarchy panel shows a scene named "SampleScene*" containing objects like "Main Camera", "Bird", "Pipe Spawner", "Canvas", "EventSystem", "Logic Manager", and "Clouds". The main viewport shows a 2D scene with a particle emitter (a blue square) emitting orange, cloud-like particles. A green arrow points upwards from the emitter. The Hierarchy panel on the left lists the scene's objects. The top toolbar includes icons for scene manipulation and playback. The right-hand Hierarchy panel shows the "Particles" component settings, including "Emission" (checked) and "Shape" (Rectangle). The "Particles" component settings are as follows:

Property	Value
Emitter Velocity Mode	Rigidbody
Max Particles	1000
Auto Random Seed	✓
Stop Action	None
Culling Mode	Automatic
Ring Buffer Mode	Disabled
✓ Emission	
Rate over Time	2
Rate over Distance	0
Bursts	
Time	
Count	
Cycles	
Interval	
Probability	
List is Empty	
✓ Shape	
Shape	Rectangle
Texture	None (Texture 2D)
Position	X: 0, Y: 0, Z: 0
Rotation	X: 0, Y: -90, Z: 0
Scale	X: 50.4, Y: -17, Z: 1
Align To Direction	
Randomize Direction	0
Spherize Direction	0
Randomize Position	0

The bottom-left panel shows the "Assets" browser with a search bar and a list of assets including "birdbody", "BirdScript", "Cloud", "cloud", "ding", "LogicScript", "Pipe", and "pipelong". The bottom-right panel shows a YouTube video player for "The Unity Tutorial For Complete Beginners" by "Game Maker's Toolkit" (1.5M subscribers), with a "Subscribe" button and a link to the video: <https://www.youtube.com/watch?v=XtQMytORBmM>.

Web App Development

The screenshot shows a web browser at localhost:5173 displaying a movie application. The app has a dark theme and includes a search bar, a trending section with movie cards like 'Beyond Earth' and 'Bottom Gear', and a recommended section. The developer tools are open, showing the 'Elements' panel with a tree view of the DOM. The selected element is a `<div>` with a `flex` class and a `flex` style. The 'Styles' panel shows the `flex` style being applied to the element.

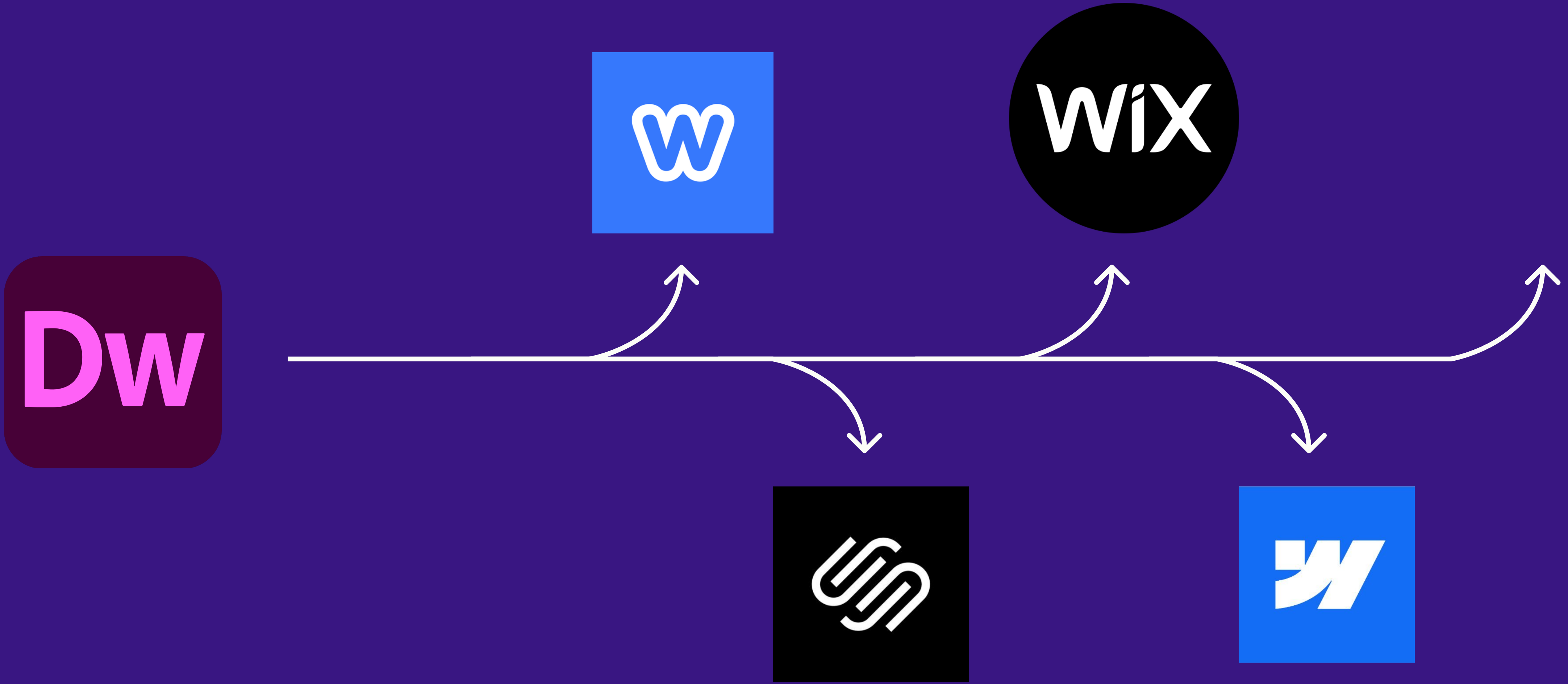
The screenshot shows the React DevTools Components panel. It displays a tree view of the component structure. The components are organized into a hierarchy, including `ChakraProvider2`, `ChakraProvider`, `ThemeProvider3`, `ThemeProvider2`, `EmotionThemeContext.Provider`, `CSSVars`, `EmotionGlobal`, `ColorModeProvider`, `ColorModeContext.Provider`, `CSSReset`, `EmotionGlobal`, `GlobalStyle`, `EmotionGlobal`, `EnvironmentProvider`, `EnvironmentContext.Provider`, `ToastOptionsContext.Provider`, `App`, `MovieProvider`, `Context.Provider`, `RouterProvider`, `DataRouter.Provider`, `DataRouterState.Provider`, `ViewTransition.Provider`, `Router`, `Navigation.Provider`, `Location.Provider`, `DataRoutes`, `RenderErrorBoundary`, `RenderedRoute`, `Route.Provider`, `Home`, `Layout`, `Box`, `div Styled`, `Insertion6`, and `Sidebar`.

**Why don't browser
dev tools understand
your code?**

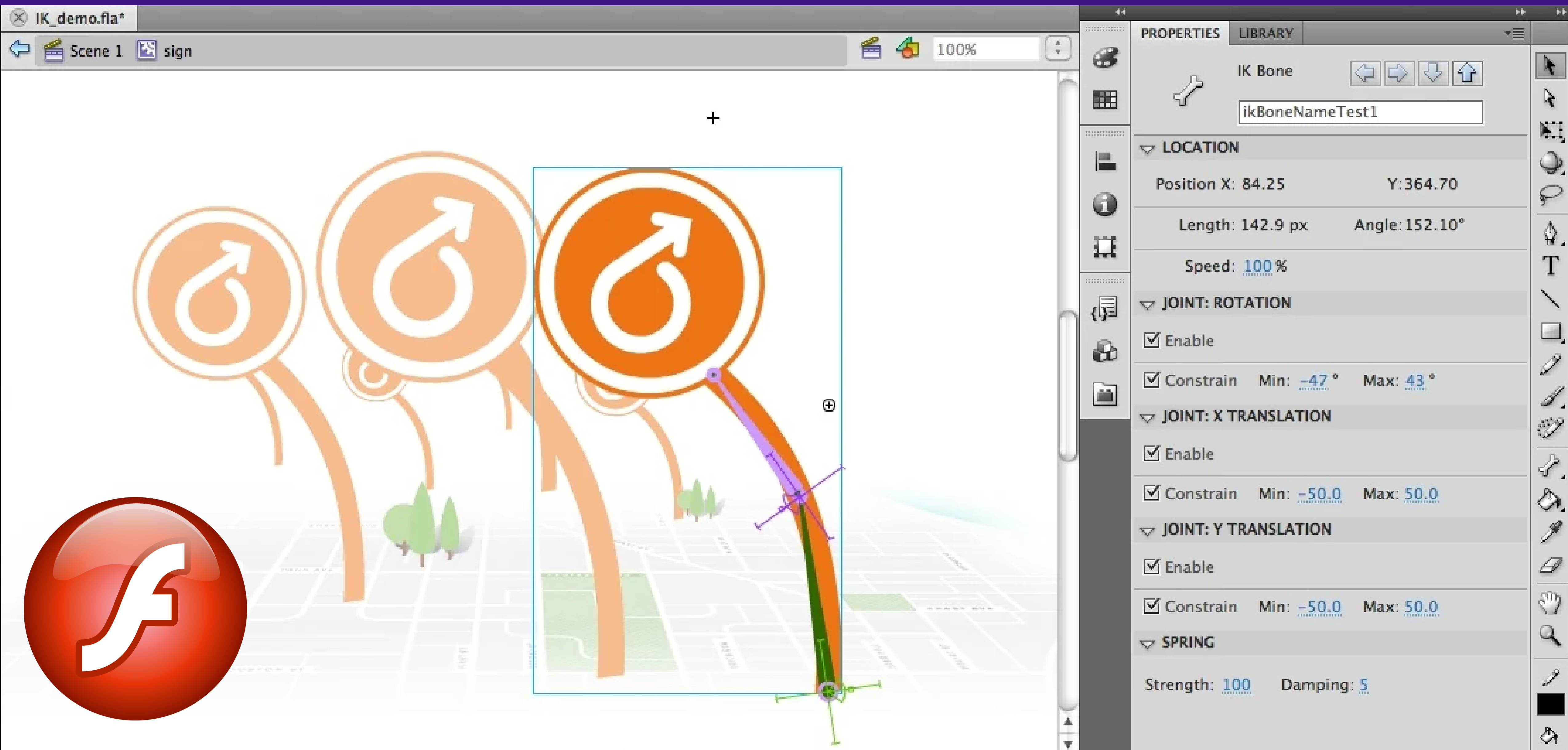
Answer #1 We Tried That

The screenshot displays the Adobe Dreamweaver interface in 'DESIGNER' mode. The main workspace shows a web page layout for a 'Hiking Club'. The page features a red circular logo with the text 'HIKING CLUB' on the left. The main content area has a large background image of a mountain range. Below the logo, there is a sidebar with two sections: 'Meetings' and 'Hikes'. The 'Meetings' section states: 'Our meetings are held on the second Thursday of each month, at the Senior Center downtown.' The 'Hikes' section states: 'Hikes take place on the 1st and 3rd Saturdays of the month at 8 AM.' The main heading is 'Hiking Club', followed by a paragraph: 'Get up off of that couch! Join The Hiking Club and enjoy exciting outdoor adventures throughout the year. We do hiking, technical rock climbing, backpacking, camping, snowshoeing, skiing, and cycling. Whether you want something easy or'. A small image of a waterfall is visible at the bottom right of the main content area. The interface includes a menu bar (File, Edit, View, Insert, Modify, Format, Commands, Site, Window, Help), a toolbar with icons for Code, Split, Design, Live View, and Live Code, and a ruler at the top. The right sidebar contains the 'INSERT' panel with various elements like Hyperlink, Email Link, and Images, and the 'CSS STYLES' and 'AP ELEMENTS' panels. The bottom of the interface shows the 'FILES' and 'ASSETS' panels, with the current project named 'Hiking Club' and the view set to 'Local view'.

No Code is Huge



Answer #2 We Had That



The screenshot displays an animation software interface with a central workspace and a right-hand properties panel. The workspace shows a 3D scene with a hand holding a sign, overlaid with an IK rig. The rig consists of a purple bone connecting the hand to the sign, and a green bone connecting the hand to the ground. The properties panel on the right is titled 'IK Bone' and shows the following settings:

- IK Bone**: ikBoneNameTest1
- LOCATION**: Position X: 84.25, Y: 364.70; Length: 142.9 px; Angle: 152.10°; Speed: 100 %
- JOINT: ROTATION**: Enable; Constrain Min: -47°, Max: 43°
- JOINT: X TRANSLATION**: Enable; Constrain Min: -50.0, Max: 50.0
- JOINT: Y TRANSLATION**: Enable; Constrain Min: -50.0, Max: 50.0
- SPRING**: Strength: 100, Damping: 5

In the bottom-left corner, there is a red circular icon with a white stylized 'S' logo.

Flash's Shortcut

Flash “movie”

Answer #3 Now We Can

**The time is right for web
dev tools to understand
your code**

Visual Part of the Code

Environment	Scene File	Owner
Unity	.unity	Unity
Interface Builder	.xib	Apple
Flash	.fla	Adobe

Visual Part of the Code

Environment	Scene File	Owner
Unity	.unity	Unity
Interface Builder	.xib	Apple
Flash	.fla	Adobe
Web	?	?

“Scene File” of the Web

HTML



HTML/CSS/JS

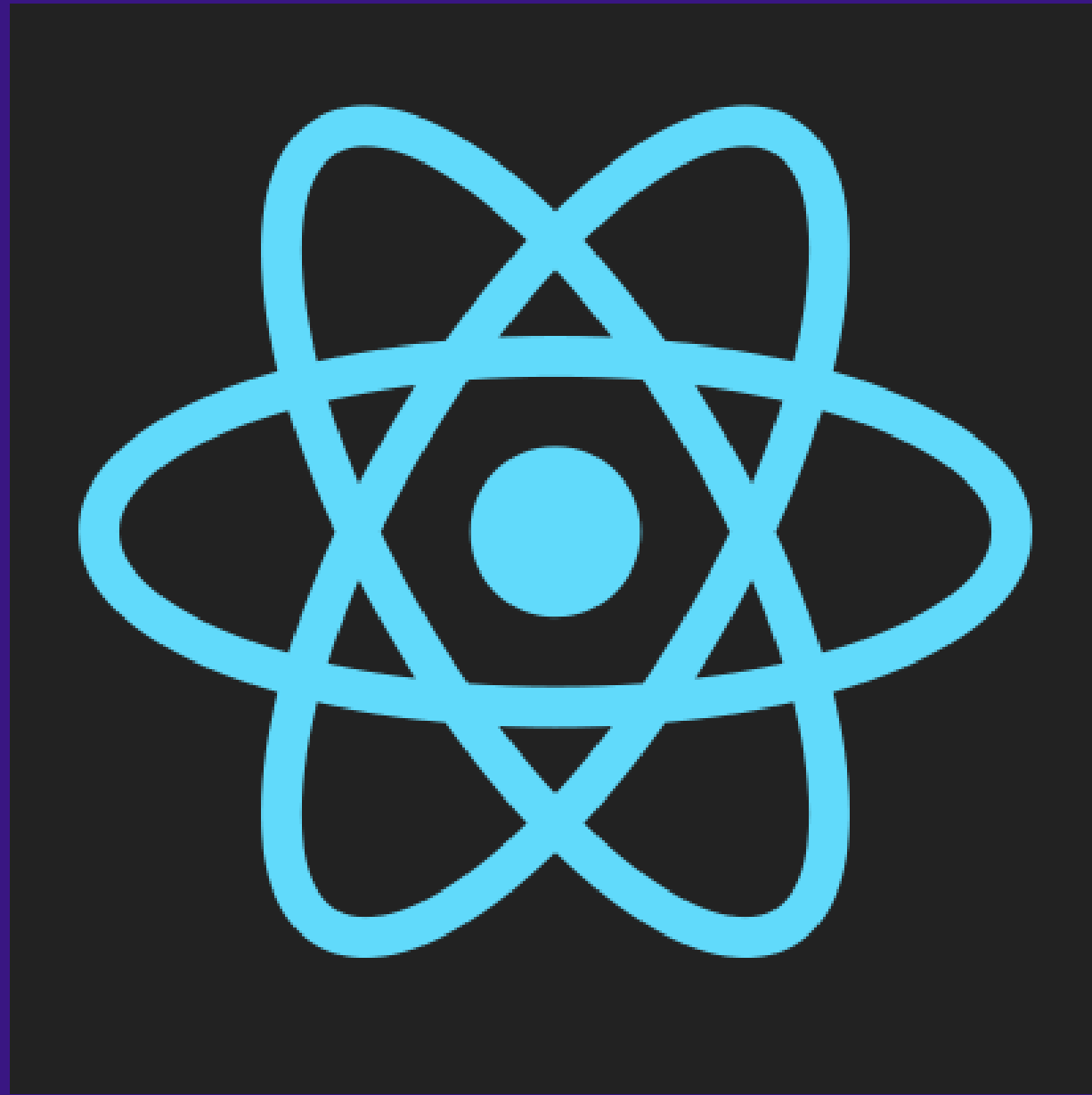


MVC



JSX

Code-aware Dev Tool



JSX (and styles)



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Demo

The image shows a web browser displaying a movie application demo at `http://localhost:5173/`. The browser's address bar and navigation tools are visible at the top. The application interface includes a dark-themed header with the 'MovieApp' logo and navigation links for 'Home', 'Movies', 'TV Series', and 'Bookmarks'. Below the header is a search bar with the placeholder text 'Search for movies or TV series', which is highlighted with a pink border. A pink tooltip indicates the search bar's dimensions as `801.14 x 40`. The main content area features a 'Trending' section with three movie cards: 'Beyond Earth' (2019, Movie, PG), 'Bottom Gear' (2021, Movie, PG), and 'Undiscovered' (2019, TV Series). Below this is a 'Recommended For You' section with two more cards. On the left side, a design tool sidebar is open, showing a component tree with 'Layout', 'Box', and 'InputGroup' components. The 'InputGroup' component is selected, and its properties are shown on the right, including 'display: flex' and 'justifyContent: center'. The design tool also includes an 'External Component' section and a 'Generative AI Assist' section with an 'Update' button.

Home

- Layout
- Box
 - InputGroup
 - InputLeftElement
 - Image
 - Input
 - Box
 - search `search` `""`
 - Box
 - Box
 - Heading
 - Trending
 - MovieTrendList
 - Box
 - Heading
 - Recommended For You
 - MovieList
 - Box
 - Heading
 - Found
 - `searchList.length`
 - results for "
 - search
 - "

MovieApp Home Movies TV Series Bookmarks

Search for movies or TV series

801.14 x 40

Trending

- 2019 • Movie • PG
Beyond Earth
- 2021 • Movie • PG
Bottom Gear
- 2019 • TV Series
Undiscovered

Recommended For You

-
-

demo

External Component

imported as InputGroup from @chakra-ui/react

Tag: InputGroup

Props

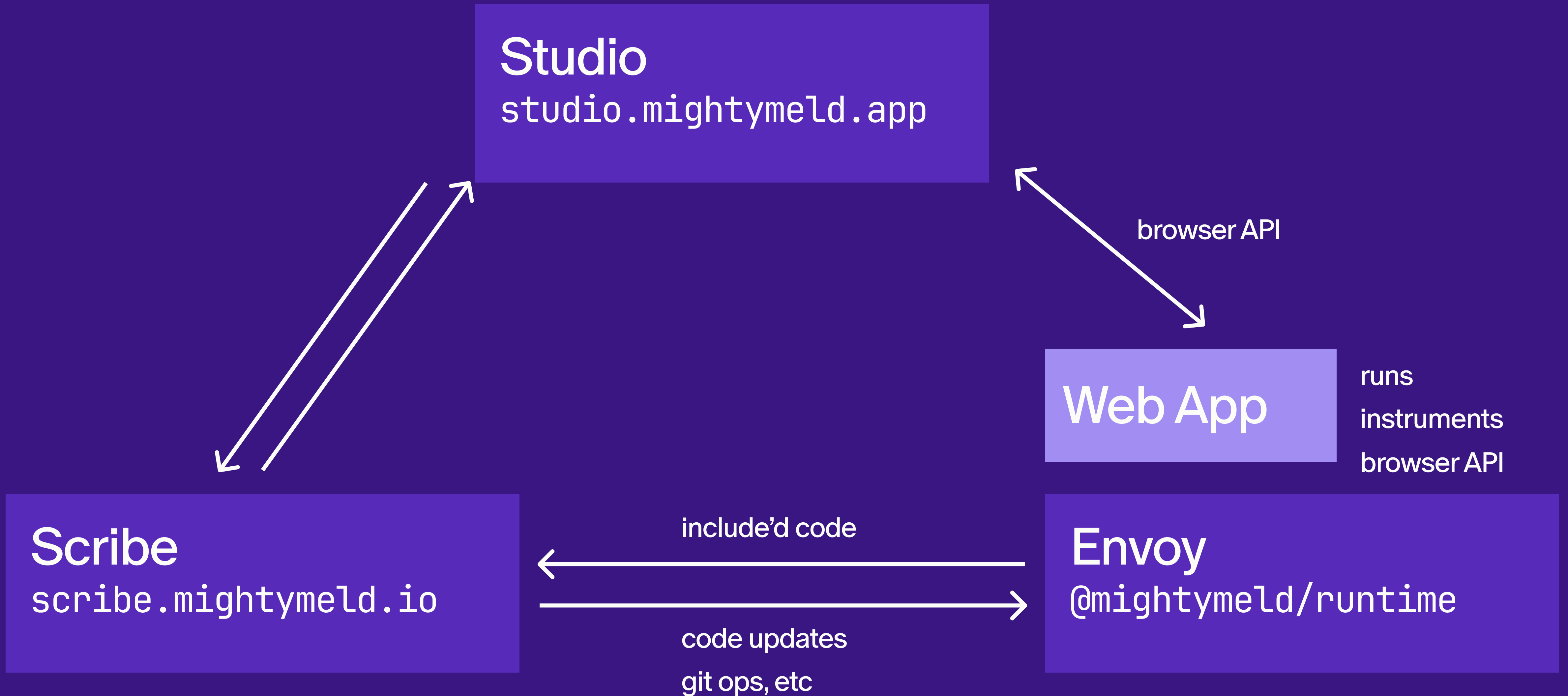
- display: flex
- justifyContent: center

+ Add Prop

Generative AI Assist

Update

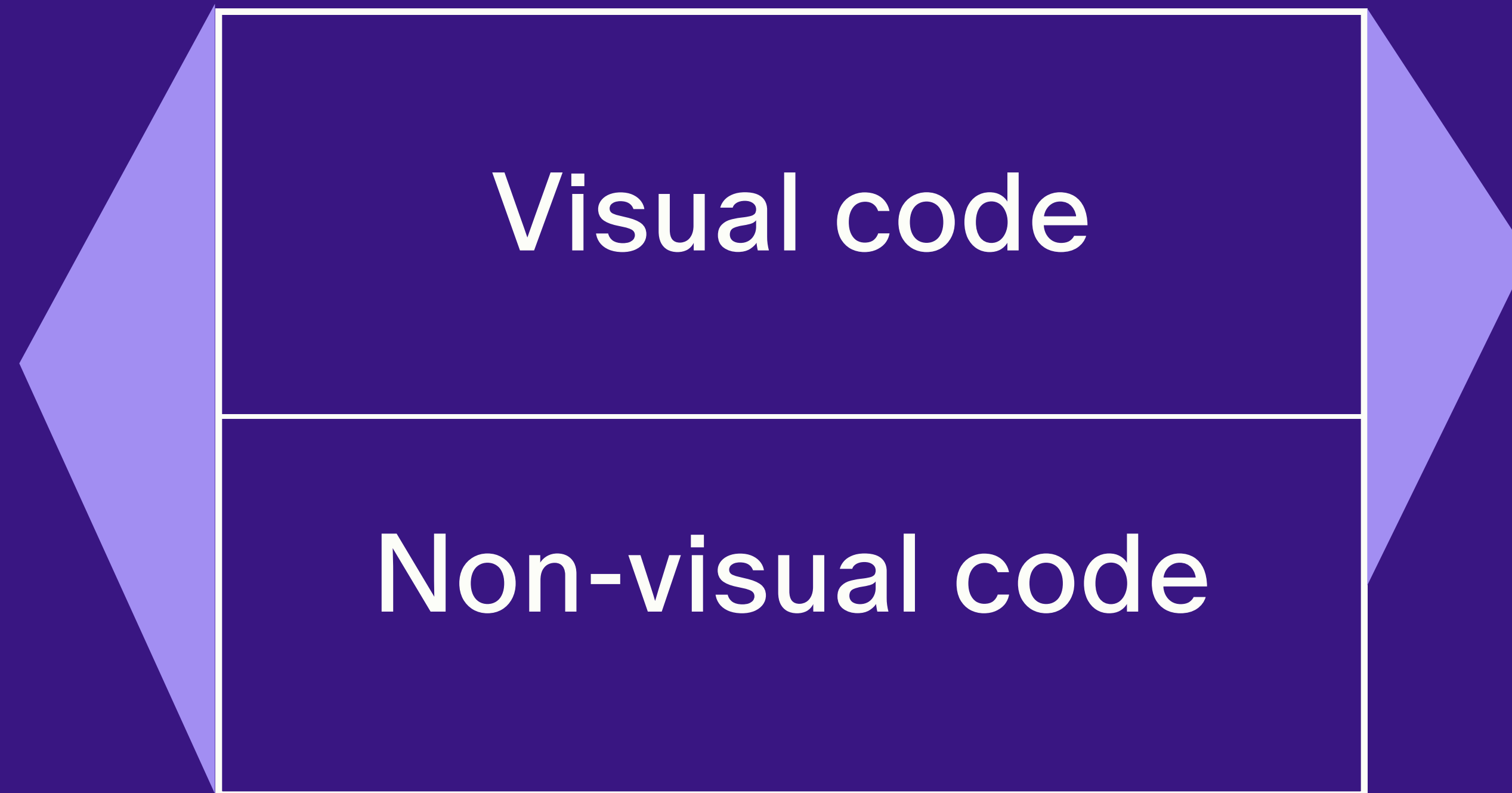
MightyMeld Architecture



Visual Dev Workflow



VSCode



MightyMeld

React Codebase

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