Setting up Super Dev Mode for Debugging App Inventor

Reference: http://www.gwtproject.org/articles/superdevmode.html

- **Step 1:** In */appinventor/appengine/build.xml file*, in 'YaClientApp' ant target, change java task's classname attribute's value to "com.google.gwt.dev.DevMode". (See Line 461)

- **Step 2:** Clean with '*ant clean*' and build with '*ant noplay*' command.
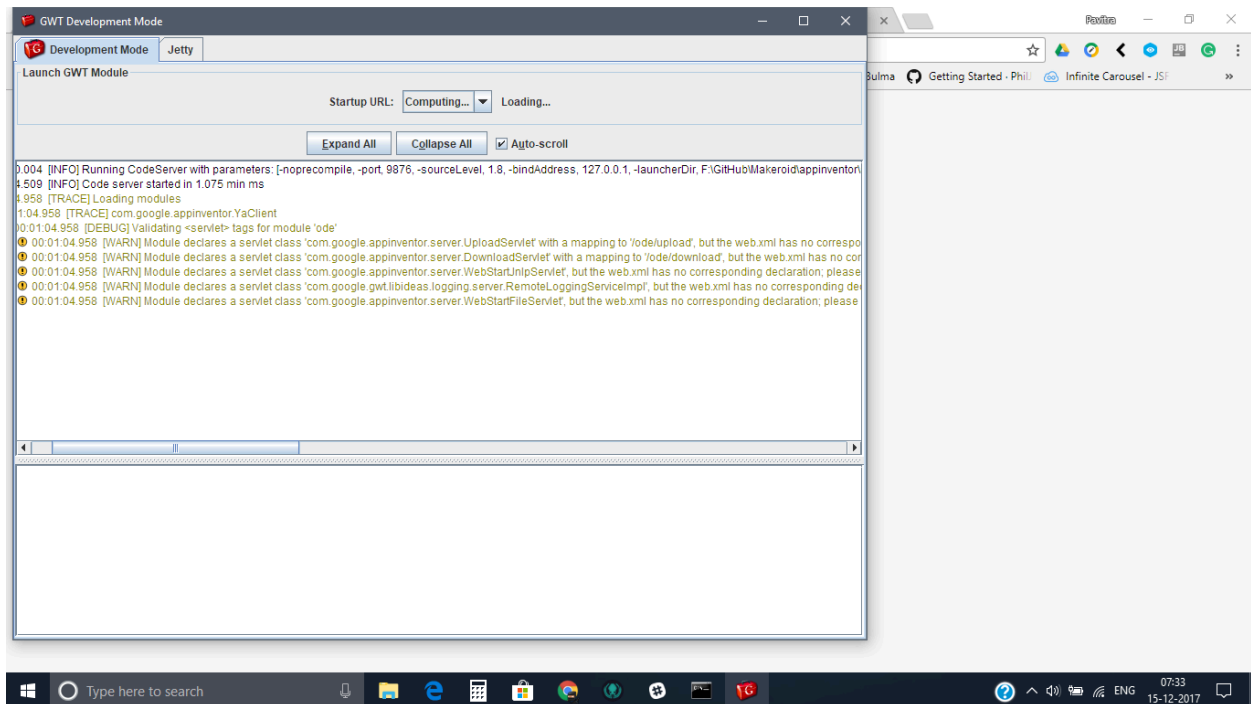
- **Step 3:** Open 'http://localhost:9876` in your browser and the following page appears. This indicates that the Google Code Server is now running successfully.
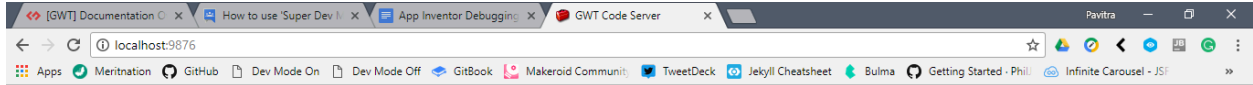
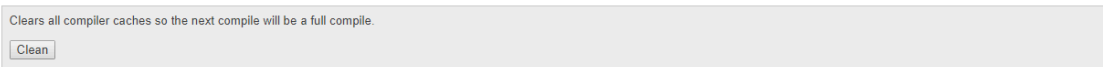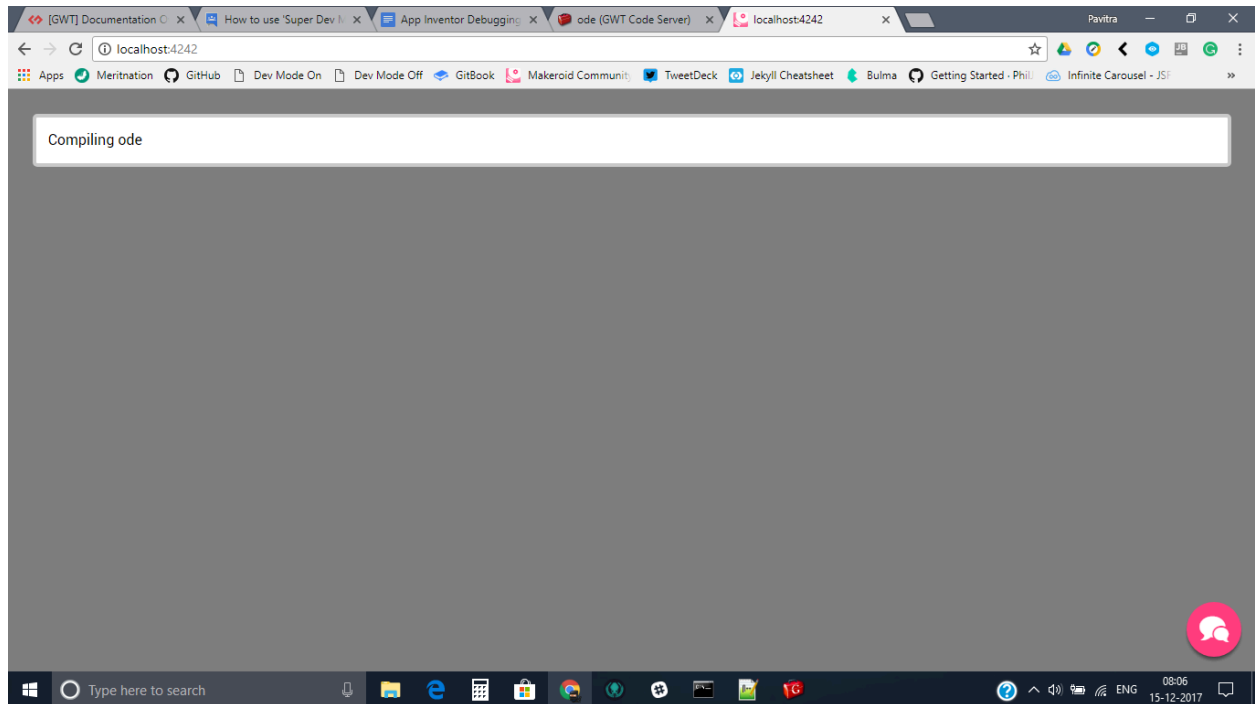- **Step 4:** Run local App Engine server to build files to this directory '*appinventor\appengine\build\war\ode*' by using this command

%AppEnginePath%/bin/dev_appserver.cmd --port=4242 --address=0.0.0.0 appengine/build/war/

Note that I've changed the port to 4242 intentionally.

- **Step 5:** Open '<u>http://localhost:4242</u>' to open the App Inventor web app. Below screenshot is taken while it was compiling.

Done!

Notes:
- I had to kill JVM, clean the project and build again (Step 2) in order to restart this process. I found that this happens because of missing '*.gwt.rpc' files in '*appinventor/appengine/build/war/ode*' folder.
- To check compiled files, go to http://localhost:9876/ode/
- To recompile the ode module, click on "Clean" button on GWT Code Server page.
- View sourcemaps from browser (can be used for debugging) here: http://localhost:9876/sourcemaps/ode/
- View logs here: http://localhost:9876/log/ode