



Getting Started with BrowserStack Live

What is BrowserStack Live ?

BrowserStack Live is the world's most trusted platform for cross-browser testing. Interactively test and debug your websites across thousands of browsers and real mobile device browsers to ensure your code works flawlessly.

Why use Live?

- Everything on Live works out of the box and requires zero setup or maintenance.
- You get instant access to 2000+ real desktop browsers and mobile devices, removing the need to maintain your own internal lab of virtual machines or mobile devices
- Improve testing velocity. Reproduce, debug, fix and share issues at one shot.

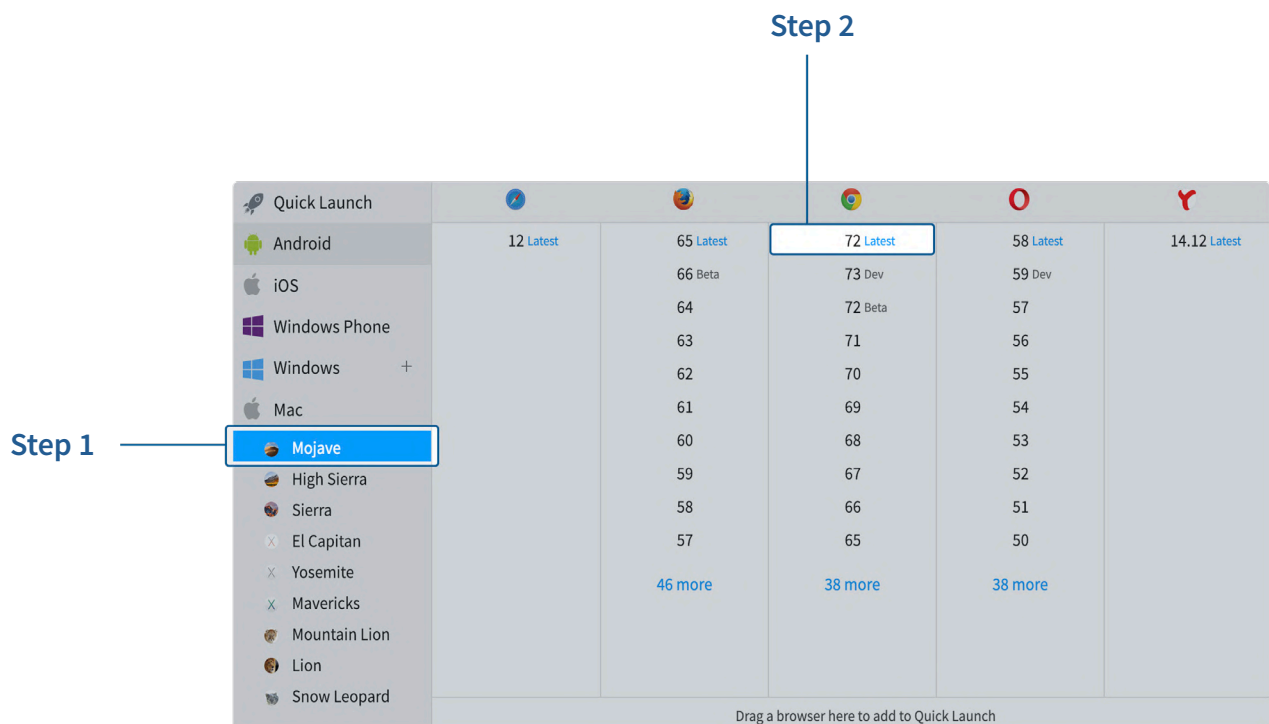
Starting your first test

You can test your website in more than 2000 browser combinations using Live. We offer real desktop browsers and real mobile devices to help you maximize coverage while testing. Be it a older version of Internet Explorer or a brand new iOS device in the market, we have got you covered. [Here is the list of all the various versions of browsers and devices we provide.](#)

Launching a desktop browser

You can launch a desktop browser in two steps.

- **Step 1** - Choose a Operating System you want to test.
- **Step 2** - Select the browser and version that you want to test as shown below.



Launching a browser in mobile device

We host physical devices in our data center and allow you to connect and stream live from those devices directly. Unlike emulators and simulators, these devices provide 100% accurate test results. You can launch a physical device using the following steps:

- **Step 1** - Choose the mobile OS: iOS or Android
- **Step 2** - Select the device and the browser you want to test on as shown below

Step 2

Step 1

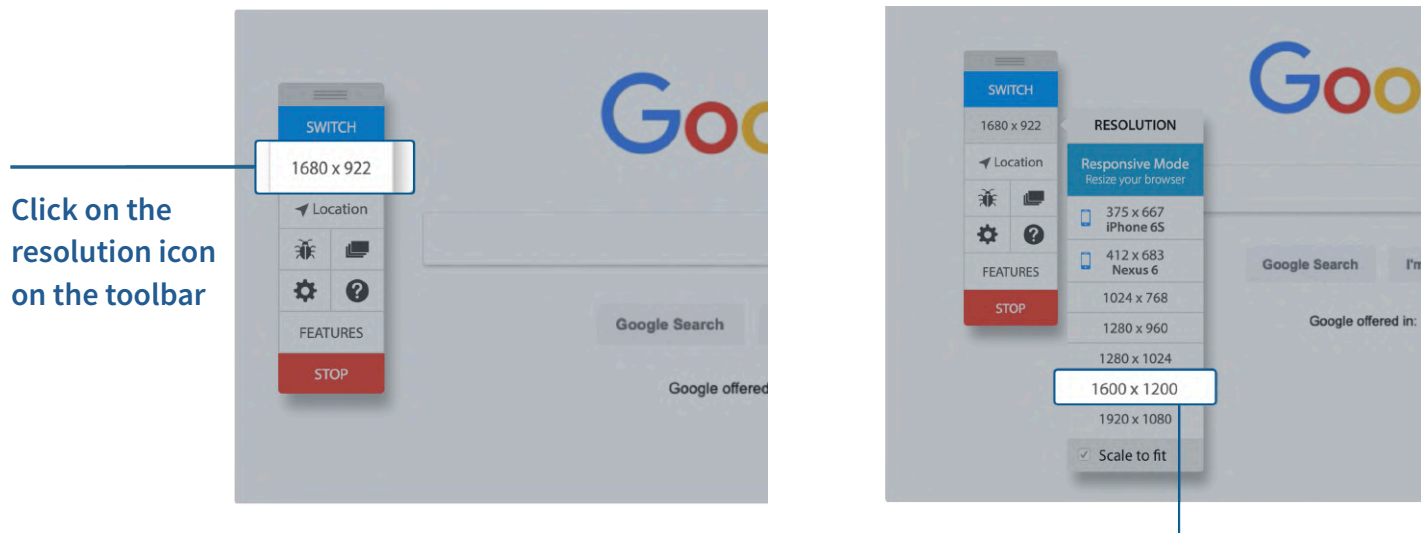
Quick Launch		Real Devices(28)			
Android		IPHONE			
iOS		iPhone XS	12	iPhone 6S Plus	9
Windows Phone		iPhone XS Max	12	iPhone 6S	9
Windows	+	iPhone XR	12	iPhone 6 Plus	8
Mac		iPhone X	11	iPhone 6	8
Mojave		iPhone 8 Plus	11	iPhone 5S	7
High Sierra		iPhone 8	11	iPAD	
Sierra		iPhone SE	11	iPad Pro 12.9 2018	12
El Capitan		iPhone 6S Plus	11	iPad Pro 11 2018	12
Yosemite		iPhone 6S	11	iPad Pro 12.9 2017	11
Mavericks		iPhone 6	11	iPad Pro 9.7 2016	11
Mountain Lion		iPhone 7	10	iPad 6th	11
Lion				iPad 5th	11
				iPad Air 2	8
				iPad Air	7
				iPad 4	7
				iPad Mini 4	11
				iPad Mini 3	8
				iPad Mini 2	7

[Show 17 Simulators](#)

Executing basic test cases

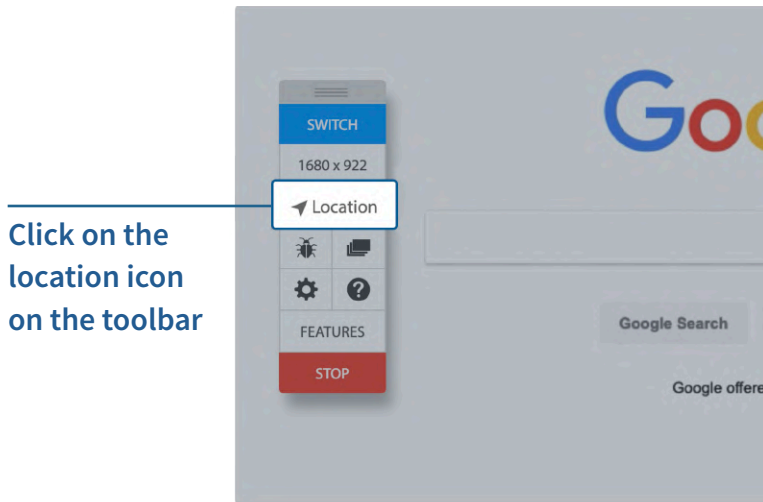
Desktop Browsers

As soon as you launch the browser, you can enter the URL and get started with the testing session. You can test your website just like you would in a local browser. All the natural gestures and interactions that you would normally use will work out of the box. In case you want to test cases which require change of resolution and location, you can do it by using the toolbar as shown below. Just click on the icon and select the required resolution or location and start testing.

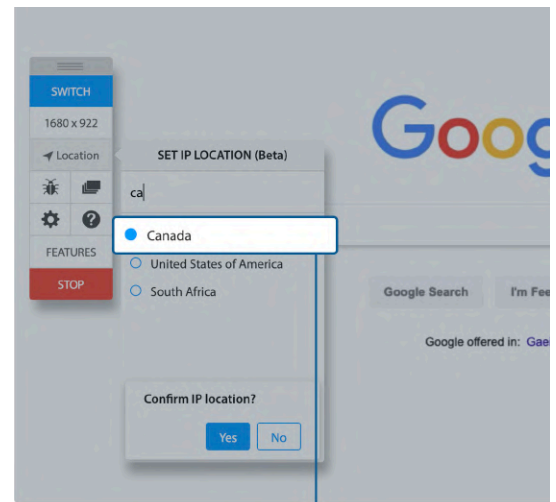


Click on the resolution icon on the toolbar

Select the preferred resolution



Click on the location icon on the toolbar

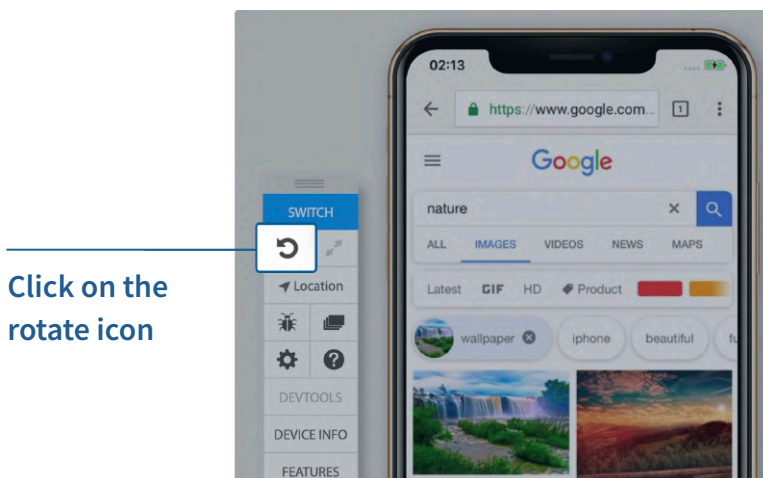


Select your preferred country

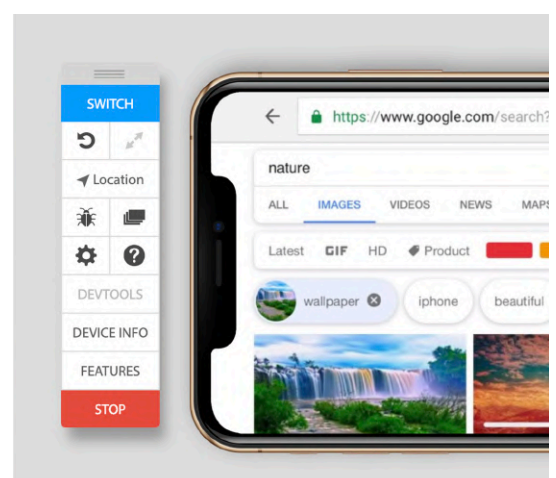
Devices

As soon as you launch the device with the selected browser, you can enter the URL and get started with the testing session. All the natural gestures and interactions: scroll, tap, double tap, pinch to zoom etc., work on the device.

You can also use the toolbar to change the screen orientation from portrait to landscape and vice-versa.

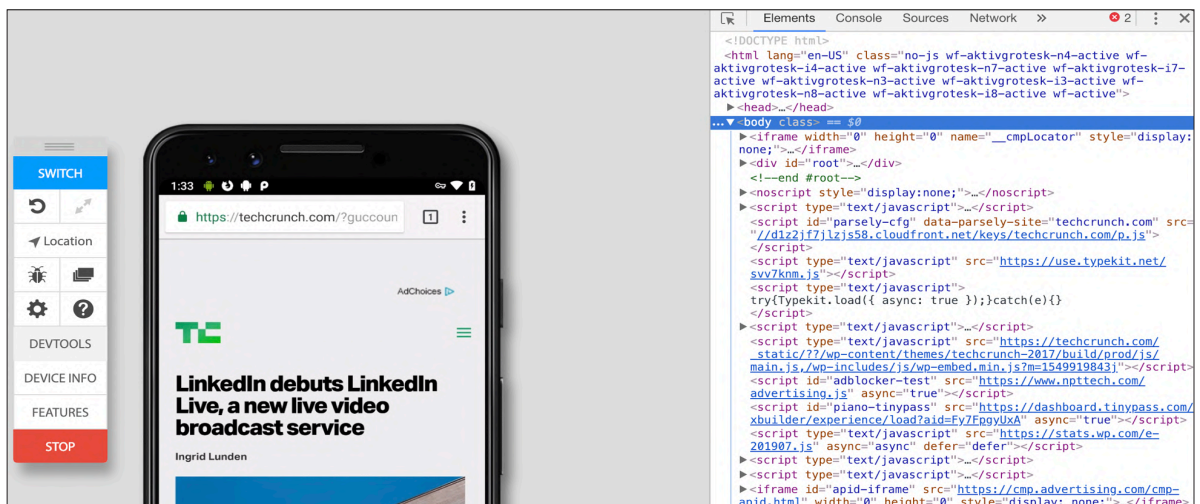
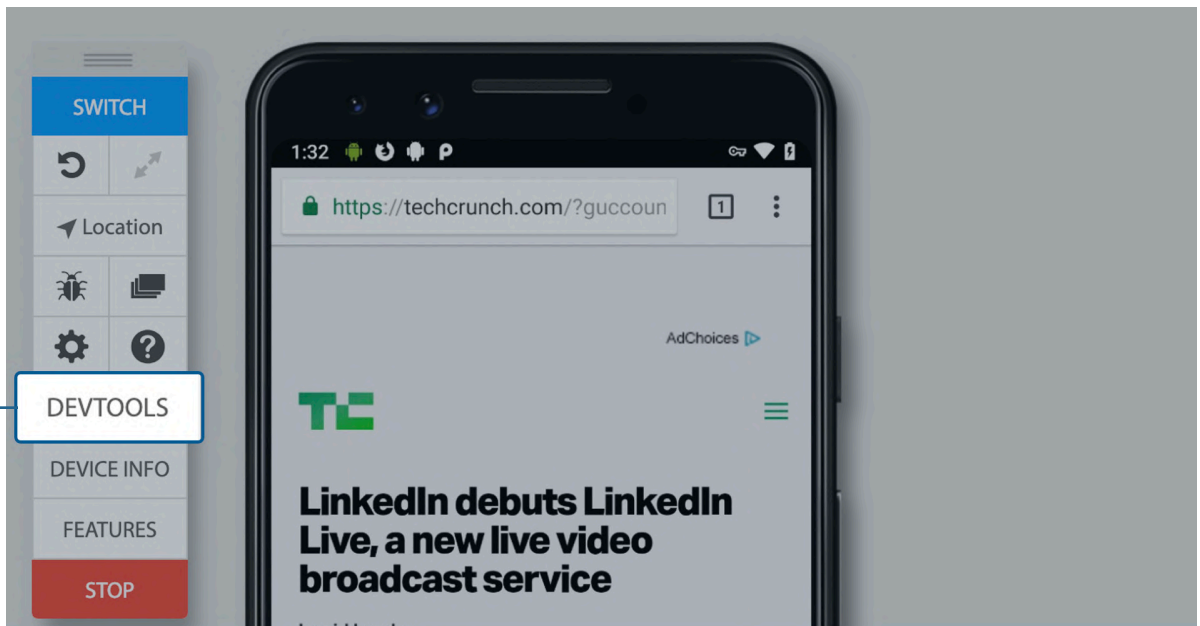


Click on the rotate icon



We have also integrated Chrome developer tools to work with our physical devices. This means you can inspect the HTML of a website which is loaded on a real mobile devices. This enables you to debug issues as soon as you find them. You can access Chrome developer tools from the toolbar as shown below.

Click on the dev tools icon



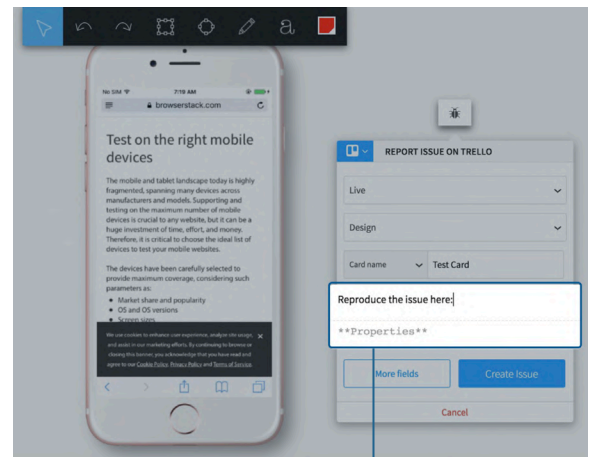
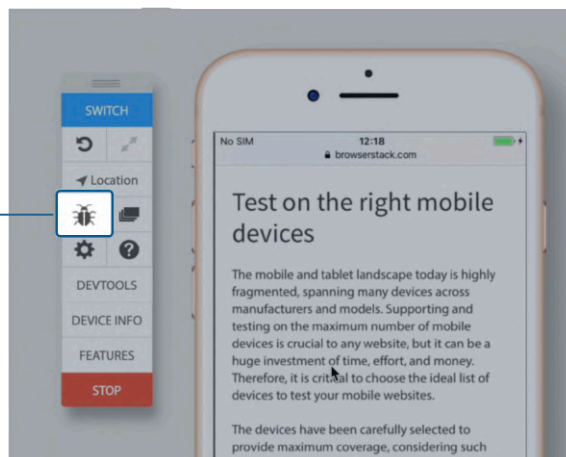
Capturing and sharing issues

Most often you might want to share a bug that you found with your other team members. You can do this using Report Issue option in the toolbar.

Using this option, you can take a screenshot of the current webpage, highlight specific areas of the screenshot, add your comments and email it to your team member.

You can also integrate several Project Management tools such as JIRA, Trello, Slack etc., to share and update issues directly from BrowserStack.

Click on the bug reporting icon



Type your issue on the field

Testing development environments

Using BrowserStack, you can test websites locally as well. You need not deploy the website anywhere and can quickly test websites directly from your localhost. This feature is called local testing and you can enable it by following [this guide](#).

Troubleshooting Issues

We recommend that you use one of the latest versions of Chrome or Firefox to access BrowserStack. Using Chrome and Firefox, you will be able to access all physical devices in BrowserStack.

In case you face any issues, check our [FAQ pages](#) for reference. If that still doesn't solve the issue, feel free to [contact us](#) and we would be happy to help.