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# **django-easywebpack Documentation**

*Release 0.2.1*

**Fndrz**

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Making Django and Webpack best friends.



## 1.1 Setup

### 1.1.1 Installation

At the command line:

```
$ pip install django-easywebpack
```

### 1.1.2 Configuration

#### Webpack

django-easywebpack requires the `webpack-manifest-plugin`.

To configure it, install `webpack-manifest-plugin` with yarn or npm:

```
$ yarn add webpack-manifest-plugin
```

Add `webpack-manifest-plugin` into `webpack.config.js`:

```
var ManifestPlugin = require('webpack-manifest-plugin');

const config = {
  ...
  plugins: [
    new ManifestPlugin()
  ]
  ...
}
```

```
}
```

## Django

To use django-easywebpack, add it to your *INSTALLED\_APPS*:

Note: 'easywebpack' must be placed before the staticfiles app for the management commands to work properly.

```
INSTALLED_APPS = (  
    'easywebpack',  
    ...  
)
```

Then, configure it in your Django settings:

```
EASYWEBPACK = {  
    'MANIFEST': 'path/to/manifest.json',  
}
```

## 1.2 Usage

### 1.2.1 Template tags

The provided template tags must be loaded before they can be used:

```
{% load webpack_extras %}
```

#### **webpack\_include**

```
{% webpack_include filename %}
```

Includes a file from the Webpack manifest. Only JS and CSS files are currently supported.

#### **Example:**

```
{% load webpack_extras app.js %}
```

### 1.2.2 Management commands

#### **runserver**

```
$ django-admin runserver
```

If `settings.DEBUG` is `True`, this runs webpack with `--env.development --mode=development`.



### **collectstatic**

```
$ django-admin collectstatic
```

If `settings.DEBUG` is `True`, this runs webpack with `--env.development --mode=development`.

Otherwise, it runs webpack with `--env.production --mode=production`.

### **webpack**

```
$ django-admin webpack
```

This command runs webpack. By default, it uses a development environment.

Options:

```
--environment
```

Selects a build environment. It can be set to `production` or `development`.

## **1.3 Contributing**

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

You can contribute in many ways:

### **1.3.1 Types of Contributions**

#### **Report Bugs**

Report bugs at <https://github.com/fndrz/django-easywebpack/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

#### **Fix Bugs**

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

#### **Implement Features**

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

#### **Write Documentation**

django-easywebpack could always use more documentation, whether as part of the official django-easywebpack docs, in docstrings, or even on the web in blog posts, articles, and such.

### Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/fndrz/django-easywebpack/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

### 1.3.2 Get Started!

Ready to contribute? Here's how to set up *django-easywebpack* for local development.

1. Fork the *django-easywebpack* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:<GitHub username>/django-easywebpack.git
```

3. Install requirements and create a development environment:

```
$ pip install pipenv
$ pipenv install --dev
$ pipenv shell
```

4. Create a branch for local development:

```
$ git checkout -b <bugfix/feature name>
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ pytest --flake8
$ pytest
$ tox
```

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin <bugfix/feature name>
```

7. Submit a pull request through the GitHub website.

### 1.3.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.

3. The pull request should work for Python 2.6, 2.7, and 3.3, and for PyPy. Check [https://travis-ci.org/fndrz/django-easywebpack/pull\\_requests](https://travis-ci.org/fndrz/django-easywebpack/pull_requests) and make sure that the tests pass for all supported Python versions.

### 1.3.4 Tips

To run a subset of tests:

```
$ pytest <module>
```

### 1.3.5 Releasing

First, run punch to create a version update:

```
$ punch --part <major|minor|patch>
```

Once everything has been merged into master, locally publish the package:

```
$ python setup.py sdist bdist_wheel  
$ twine upload dist/*
```

## 1.4 Credits

### 1.4.1 Development Lead

- Joshua Smith <[thewanuki@gmail.com](mailto:thewanuki@gmail.com)>
- Guy Jacks <[guy.jacks@fndrz.com](mailto:guy.jacks@fndrz.com)>

### 1.4.2 Contributors

None yet. Why not be the first?

## 1.5 History

### 1.5.1 0.2.1 (2018-04-19)

- Fix broken management commands.
- Add more information to setup.py.
- Integrate version updating with Punch.

### 1.5.2 0.2.0 (2018-04-18)

- First release on PyPI.