
django-require-license Documentation

Release 1.0.1

Collab

January 08, 2016

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Django staticfiles post-processor that allows you to prepend a license header to the compressed file(s) generated by `django-require`.

Installation

Use [pip](#) to download and install the package from [PyPi](#):

```
pip install django-require-license
```

Or checkout the source code from [Github](#):

```
git clone https://github.com/collab-project/django-require-license.git
```

Tutorial

Read the [Tutorial](#) for more information on how to configure your `django-require` and `Require.js` project.

2.1 Tutorial

This tutorial shows how to prepend a license header to one or more compressed files in your `django-require` project.

2.1.1 Setup Require.js Application

Start by creating and configuring the `require.js` application. If your application is already up and running, you can skip to the *Django configuration* section.

Structure

For this example, in a `Django` project called `myproject`, there is a `require.js` application called `app` with a directory structure similar to this:

```
+ myproject
- manage.py
+ myproject
+ static
+ js
+ libs
- almond.js
- jquery.min.js
- loglevel.js
- require.js
+ app
- main.js
- app.build.js
- app.js
- JS-LICENSE.txt
```

Main Application

The main `require.js` application in `static/js/app/main.js` contains:

```
define([
    'jquery',
    'loglevel'
], function($, log)
{
    log.enableAll();
    log.debug("Hello world!");
});
```

So we import the `loglevel` library as `log`, enable logging on all levels and print a test message.

Build Config

The `r.js` build configuration file `static/js/app.build.js` contains:

```
((
    mainConfigFile: "app.js",
    name: "app",
    preserveLicenseComments: false,
    skipDirOptimize: true
}))
```

Check the [r.js docs](#) for an explanation of these options.

Application Config

The application configuration file `static/js/app.js` contains:

```
require.config({
    paths: {
        jquery: 'libs/jquery.min',
        almond: 'libs/almond',
        loglevel: 'libs/loglevel'
    },
    shim: {
        loglevel: {
            exports: 'loglevel'
        },
        almond: {
            exports: 'almond'
        }
    }
});

// Load the main app module to start the app
require(['app/main']);
```

Libraries

The libraries used in this example are placed in `static/js/libs`.

License File

static/js/JS-LICENSE.txt is a plain-text file containing the license text. You can use variable placeholders that are replaced during the build:

```
/*! Copyright {copyright_holder} {copyright_year} - v{version} ({timestamp})
 * {license_url}
 */
```

2.1.2 Configure Django application

Make sure the staticfiles and `django-require` applications are included in the `INSTALLED_APPS` setting of the Django project settings file:

```
INSTALLED_APPS = [
    # ...
    'django.contrib.staticfiles',
    'require'
]
```

The `STATIC_ROOT` setting points to an absolute directory path where the static files should be collected to:

```
STATIC_ROOT = '/path/to/static/'
```

Change the `STATICFILES_STORAGE` setting to `require_license.storage.OptimizedStaticFilesStorage`:

```
# The file storage engine to use when collecting static files with the
# `collectstatic` management command.
STATICFILES_STORAGE = 'require_license.storage.OptimizedStaticFilesStorage'
```

Configure the `django-require` application (refer to the [documentation](#) for details):

```
import os

# The baseUrl to pass to the r.js optimizer.
REQUIRE_BASE_URL = 'js'

# The name of the build profile for the site, relative to REQUIRE_BASE_URL.
# Leave blank to use the built-in default build profile.
REQUIRE_BUILD_PROFILE = 'app.build.js'

# The name of the require.js script used by your project, relative to
# REQUIRE_BASE_URL.
REQUIRE_JS = os.path.join(REQUIRE_BASE_URL, 'libs', 'require.js')

# Whether to run django-require in debug mode.
REQUIRE_DEBUG = DEBUG

# A dictionary of standalone modules to build with almond.js.
REQUIRE_STANDALONE_MODULES = {
    'app': {
        # Where to output the built module, relative to REQUIRE_BASE_URL.
        'out': 'app.min.js',

        # A build profile used to build this standalone module.
        'build_profile': REQUIRE_BUILD_PROFILE,
    }
}
```

```
# A tuple of files to exclude from the compilation result of r.js.
REQUIRE_EXCLUDE = (
    'build.txt',
    os.path.join(REQUIRE_BASE_URL, REQUIRE_BUILD_PROFILE),
)
```

Configure Header

Configure the `REQUIRE_LICENSE_HEADERS` options. This is a dict object where you add a mapping for the output file (eg. `js/app.min.js`) and a dict containing the variables that we inject into the license header.

```
from datetime import datetime, date

# A dictionary of output files with a license header config.
REQUIRE_LICENSE_HEADERS = {
    os.path.join(REQUIRE_BASE_URL, 'app.min.js'): {
        'license_file': os.path.join(REQUIRE_BASE_URL, 'JS-LICENSE.txt'),
        'timestamp': date.today(),
        'copyright_year': datetime.now().year,
        'copyright_holder': 'MyCompany',
        'license_url': 'http://example.com/license',
        'version': 'myproject.version'
    }
}
```

The only mandatory key is `license_file`: the path to the license header template file, eg. `js/JS-LICENSE.txt`.

The `version` key is special: use a string value here, eg. `1.0.4`, or specify a fully-qualified path to an attribute that contains a string version instead, eg. `myproject.version`.

Any other keys found in the dict will also be injected in the license header template.

2.1.3 Optimize

Now you're ready to run the `collectstatic` command to **collect and optimize** the static files:

```
./manage.py collectstatic
```

This copies all static files into the `STATIC_ROOT` directory, including the compressed `app.min.js` with license header.

2.2 Development

After checkout, install package in active virtualenv:

```
pip install -e .
```

2.2.1 Testing

Running tests with `Tox`:

```
tox -v
```

Running tests without [Tox](#):

```
./runtests.py
```

Directly with `django-admin`:

```
django-admin test --settings=require_license.tests.settings require_license
```

2.2.2 Coverage

To generate a test coverage report using [coverage.py](#):

```
coverage run --source='.' runtests.py
coverage html
```

The resulting HTML report can be found in the `htmlcov` directory.