

---

# **django-staticassets Documentation**

*Release 0.2.0*

**David Elias**

October 06, 2013



# CONTENTS

|          |                                    |           |
|----------|------------------------------------|-----------|
| <b>1</b> | <b>Installation</b>                | <b>3</b>  |
| 1.1      | Requirements . . . . .             | 3         |
| 1.2      | Instructions . . . . .             | 3         |
| <b>2</b> | <b>Configuration</b>               | <b>5</b>  |
| 2.1      | Templates . . . . .                | 5         |
| 2.2      | Manifests files . . . . .          | 5         |
| 2.3      | Compiling and collecting . . . . . | 6         |
| 2.4      | Additional compilers . . . . .     | 6         |
| <b>3</b> | <b>Changelog</b>                   | <b>7</b>  |
| 3.1      | 0.2.0 . . . . .                    | 7         |
| 3.2      | 0.1.6 . . . . .                    | 7         |
| 3.3      | 0.1.2 . . . . .                    | 7         |
| 3.4      | 0.1 . . . . .                      | 7         |
| <b>4</b> | <b>Contributing</b>                | <b>9</b>  |
| <b>5</b> | <b>Indices and tables</b>          | <b>11</b> |



**Authors** David Elias <[stout.elias@gmail.com](mailto:stout.elias@gmail.com)> and Joao Oliveira <[joaoxsouls@gmail.com](mailto:joaoxsouls@gmail.com)>

**Version** 0.2.0

django-staticassets is a django app to compile and bundle static assets. It works together with django's contrib static-files app. Heavily inspired by ruby's [Sprockets](#). It has the same directive processor to declare dependencies directly in asset source files.

Contents:



# INSTALLATION

## 1.1 Requirements

- Python 2.6+
- Django 1.4+

## 1.2 Instructions

to install and use `django-static` assets just download it using pip

```
$ pip install django-staticassets
```

or get it from source

```
$ pip install git+https://github.com/davidelias/django-staticassets.git#egg=django-staticassets
```

Then to add Django `staticassets` to your project, append the app `staticassets` to your `INSTALLED_APPS`:

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

if `staticassets` is not the last app in the list, and you have more applications overriding `runserver` command, you will also need to add `staticassets` static files handler view in the `urls.py`

```
from django.conf.urls.static import static
```

```
if settings.DEBUG and settings.STATIC_URL:  
    urlpatterns += static(settings.STATIC_URL, view='staticassets.views.serve')
```





# CONFIGURATION

In your project settings, override Django's default static files storage with the `staticassets` storage to compile and collect your assets to be served in production, and define which manifests you want to compile

```
STATICFILES_STORAGE = 'staticassets.storage'

STATICASSETS_MANIFESTS = ('css/application', 'js/application')
```

## 2.1 Templates

In the templates file, load the `staticassets` and link your manifests (no need to specify the file extension), the path is appended to the `STATIC_ROOT` location

```
{% load staticassets %}

{% stylesheet "css/application" %}
  <link rel="stylesheet" href="{{ asset.url }}" />
{% endstylesheet %}

{% javascript "js/application" %}
  <script src="{{ asset.url }}"></script>
{% endjavascript %}
```

## 2.2 Manifests files

`staticassets` uses the same directives syntax and preprocessing as `Sprockets` you can use `Sass`, `Less` and `Stylus` for stylesheets, and `Coffeescript` or `EJS` for scripts, Their compilers just have to be available on the path

### 2.2.1 Example

stylesheets:

```
/*
 * require application/styles/fonts/lato
 * require application/styles/fonts/awesome
 */
```

scripts:

```
//= require foundation/jquery  
//= require foundation
```

## 2.3 Compiling and collecting

To compile and collect your assets to the `STATIC_ROOT` location, use the `collectstatic` command

```
$ manage.py collectstatic
```

## 2.4 Additional compilers

If you need to develop an additional compiler for css or javascript, just follow the same directives as the other `compilers`: extend them from the `CommandCompiler` and specify the command and the params, then add them to the `COMPILERS` dictionary on the `static` assets settings

# CHANGELOG

## 3.1 0.2.0

- fix MANIFESTS setting not being picked up from django settings
- fix empty format\_extension for path without extensions
- fix python 2.6-2.7.3 ContentFile encoding
- use always an uncached AssetBundle in storage's post\_process
- add additional compilers section to docs

## 3.2 0.1.6

- fix ejs compiler content type bug
- remove debug flag from sass compiler
- make staticassets pass all testes

## 3.3 0.1.2

- switch documentation to read the docs
- update documentation

## 3.4 0.1

- Initial version



# CONTRIBUTING

If you want to contribute to Django static assets, that's great, just fork the project on [Github](#) and send us your pull requests.



# INDICES AND TABLES

- *genindex*
- *modindex*
- *search*