# Contributing

## :cloud: Getting Started

1. Ensure NodeJS version `8.11.1` is installed.

1. `git clone https://github.com/JamieMason/ImageOptim-CLI.git`.

1. `npm install`.

1. `npm run lint`.

1. `npm run build`.

## :wrench: Technologies

OSX is automated using the [AppleScript][applescript] files in

[./osascript/\\*.applescript][osascript] and those scripts are called from NodeJS by

[./src/applescript.ts][applescript.ts].

ImageOptim-CLI is written in [TypeScript][typescript] and converted into a standalone executable

using [nexe] so that NodeJS is not needed by its users. This is all handled by the `npm run build`

command.

## :construction: Developing Locally

Each time you make a change to the TypeScript or AppleScript, run `npm run build` to update the

executable at \*\*./dist/imageoptim\*\*. You can run your local executable from there:

```

./dist/imageoptim --help

```

## :microscope: Testing Before Release

1. Run `npm pack` to create a tarball at \*\*./imageoptim-cli-2.0.0.tgz\*\*, where `2.0.0` is whatever

the current `version` is defined as in \*\*./package.json\*\*.

1. Run `npm install -g ./imageoptim-cli-2.0.0.tgz` to globally install the release candidate.

1. `npm ls -g --depth 0` will list your release candidate alongside your other global npm

dependencies.

1. `imageoptim --help` can be run as normal, the same way it will once published finally.

1. Remember to run `npm uninstall -g ./imageoptim-cli-2.0.0.tgz` to remove your local release

candidate afterwards.

<!-- links -->

[applescript.ts]: https://github.com/JamieMason/ImageOptim-CLI/tree/master/src/applescript.ts

[applescript]:

https://developer.apple.com/library/content/documentation/AppleScript/Conceptual/AppleScriptLangGuide/introduction/ASLR\_intro.html

[nexe]: https://github.com/nexe/nexe

[osascript]: https://github.com/JamieMason/ImageOptim-CLI/tree/master/osascript

[typescript]: https://www.typescriptlang.org/