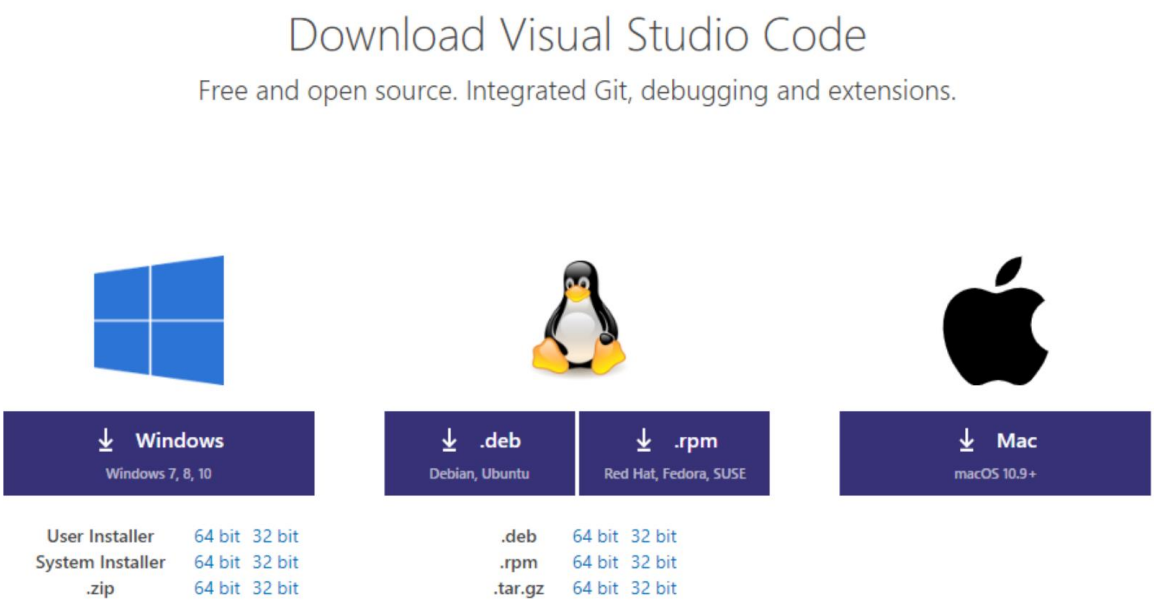
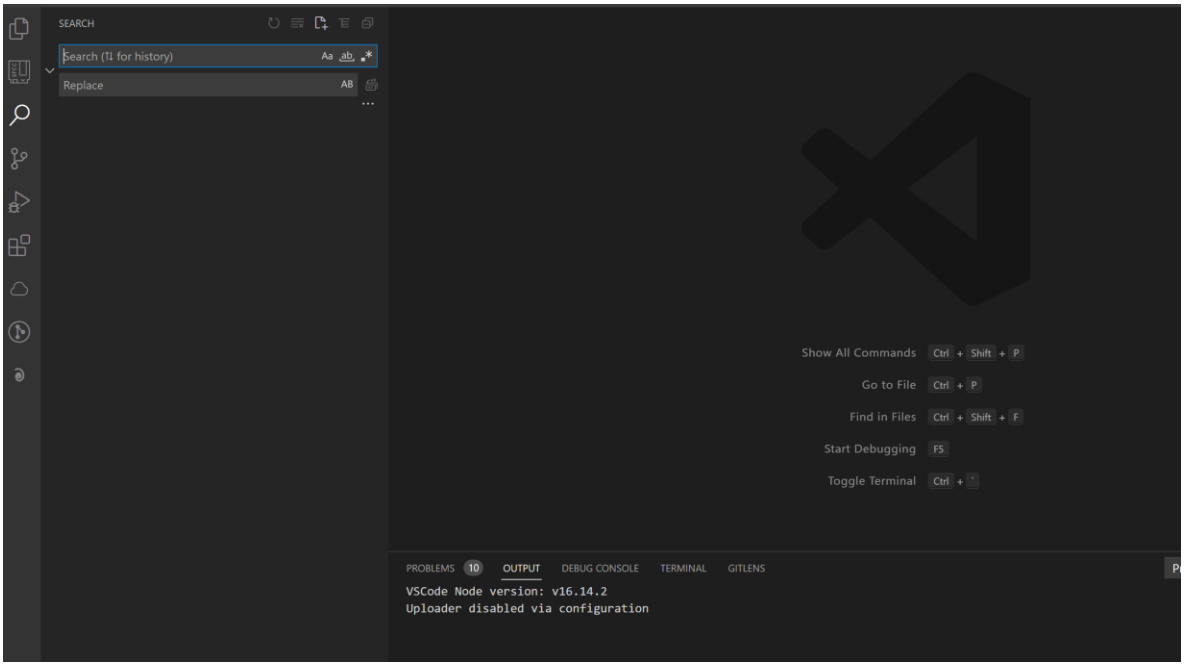
The first step is to download the Visual Studio Code. Go to the official VSC website, and download the latest version for your system. VSC is supported for Windows, Mac, and Linux.



After downloading the installer, simply follow the instructions to install VSC on your machine. Once your installation is done, you will see the following screen.



CLONE REPOSITORY AND GIT OPERATIONS

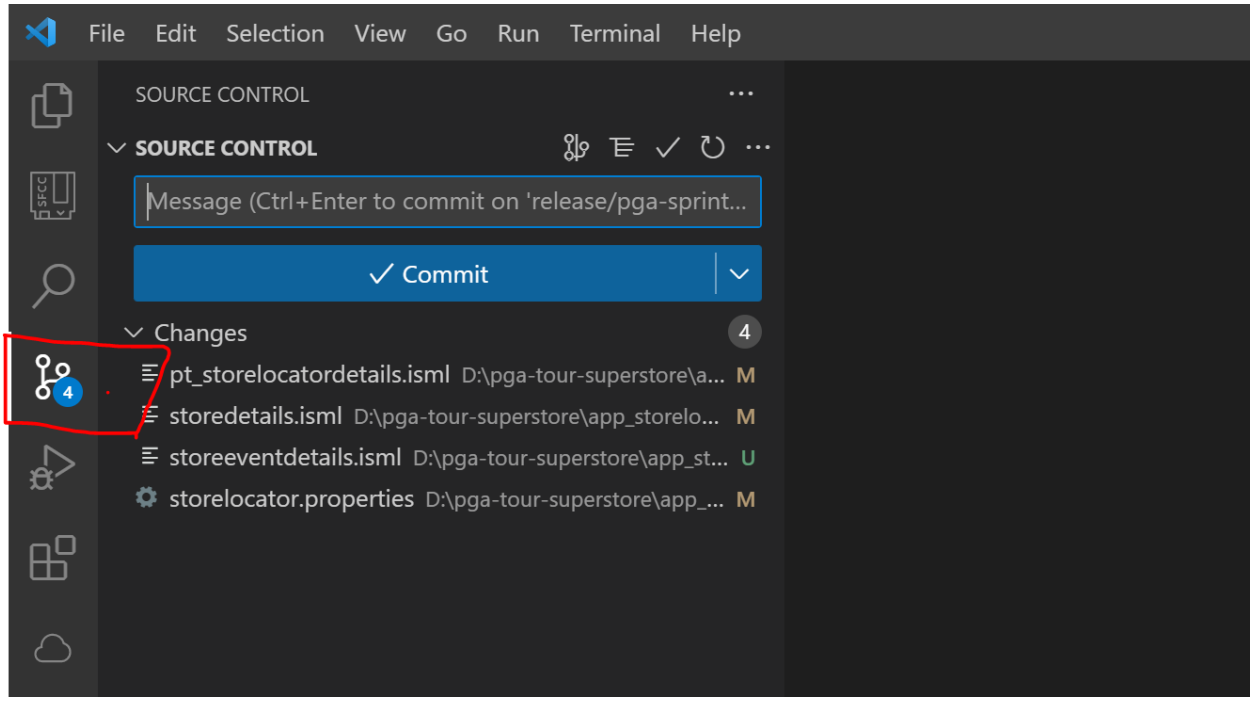
Before the below Step, please make sure you have the git software installed.

Install Git : - https://git-scm.com/downloads

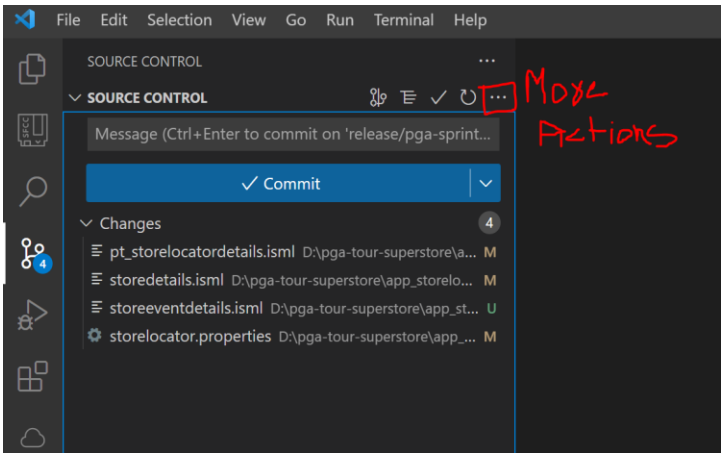
Also, the below solution works with ssh clone URL. To Setup ssh key use the below link and use “Set Up SSH for Git on Windows” with default options.

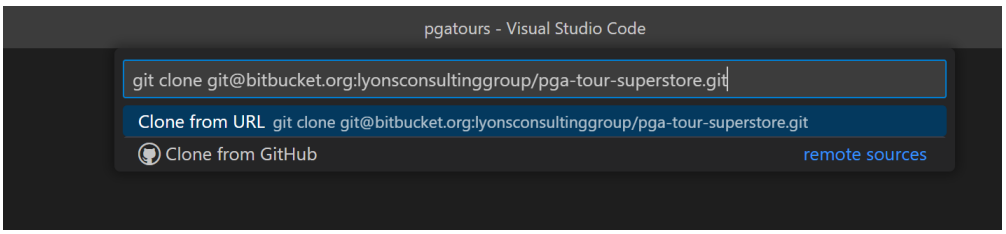
https://support.atlassian.com/bitbucket-cloud/docs/set-up-an-ssh-key/

To Clone a new repository, open visual studio and go to source control option in visual studio as shown in the below screenshot.

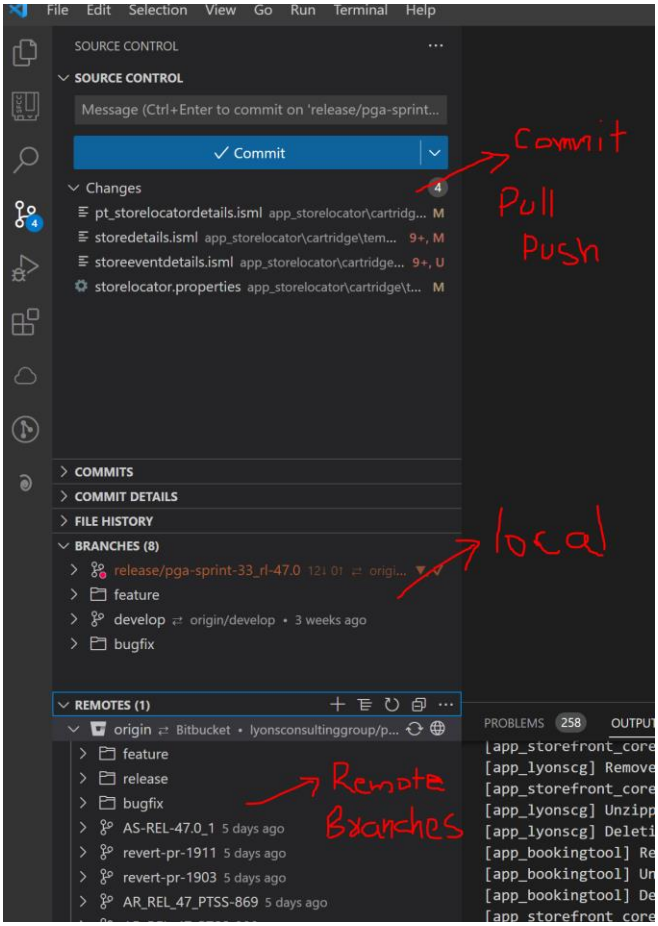


Click on “Initialize repository” and then click on more actions and click Clone, enter the ssh clone repository URL, choose the folder in which you want to clone and wait for the process to get complete.





To Preform Git Operations or to track different branch, You Can use the Source control

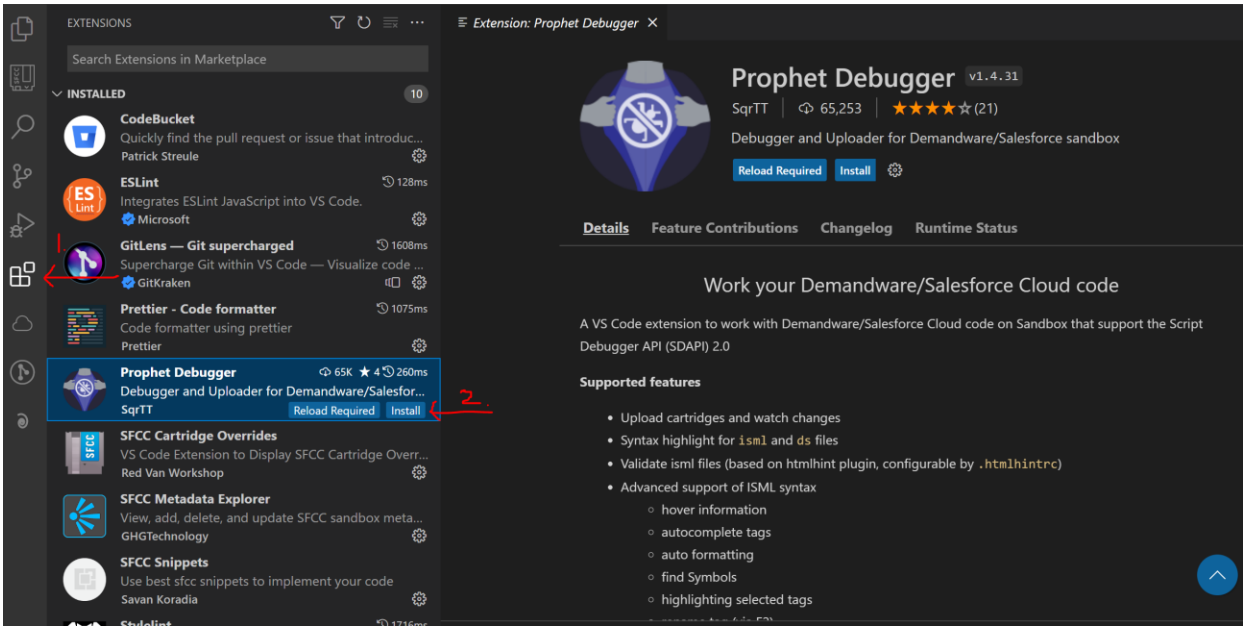


INSTALL & CONFIGURE PROPHET DEBUGGER

1. Navigate to your extensions section in VS Code

Click on the icon marked on the screen below:

In the search section, type Prophet Debugger, and press install.

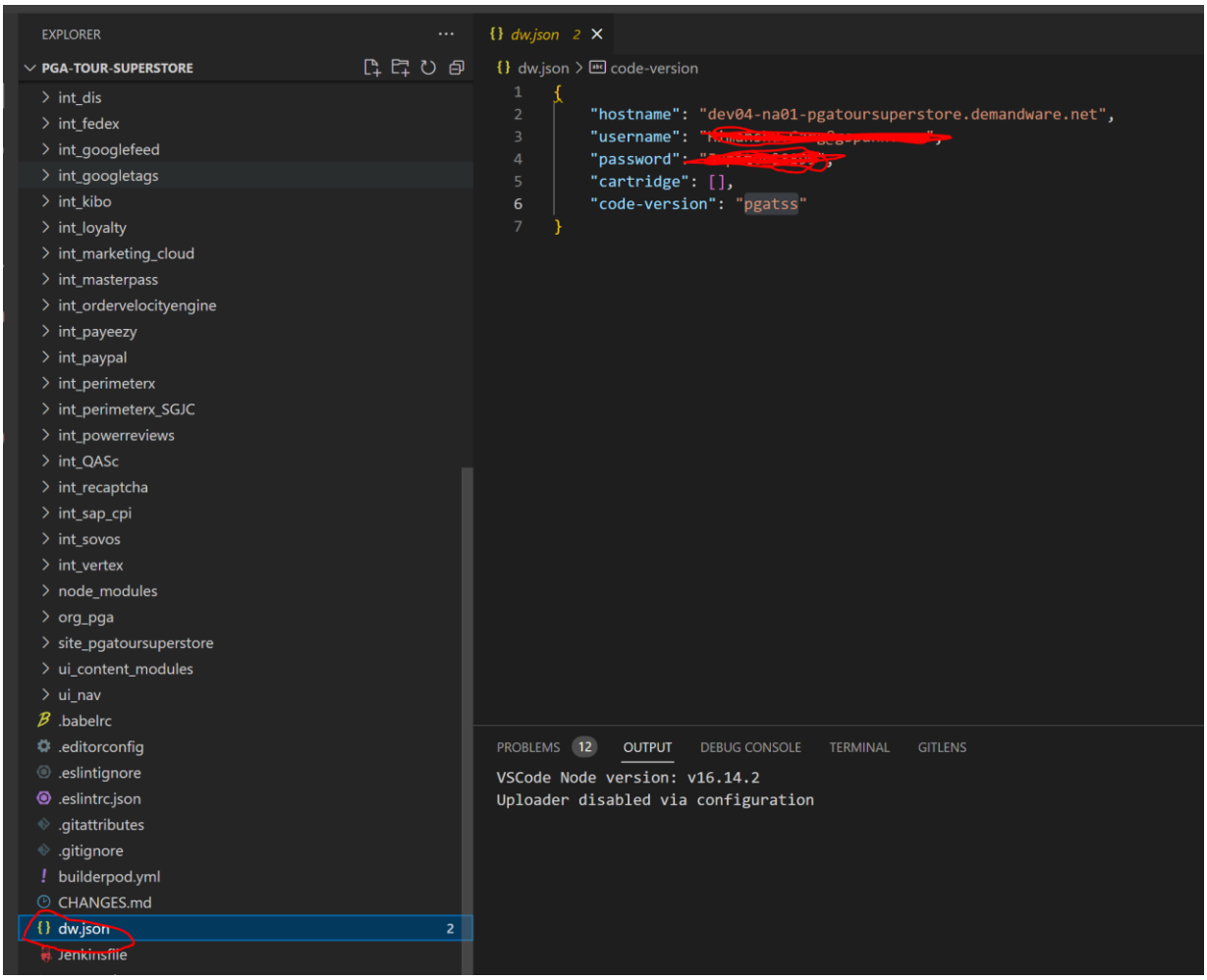


Now once u have installed the visual studio, then to open any cloned project please go to the project directory and open cmd and write code. and then press enter.

Once you got your repository setup with cartridges, you can proceed with setting up a digital server connection.

To connect your Visual studio code to SFCC sandbox, you need **dw.json file**.

In this json, you are setting your credentials for your sandbox instance.



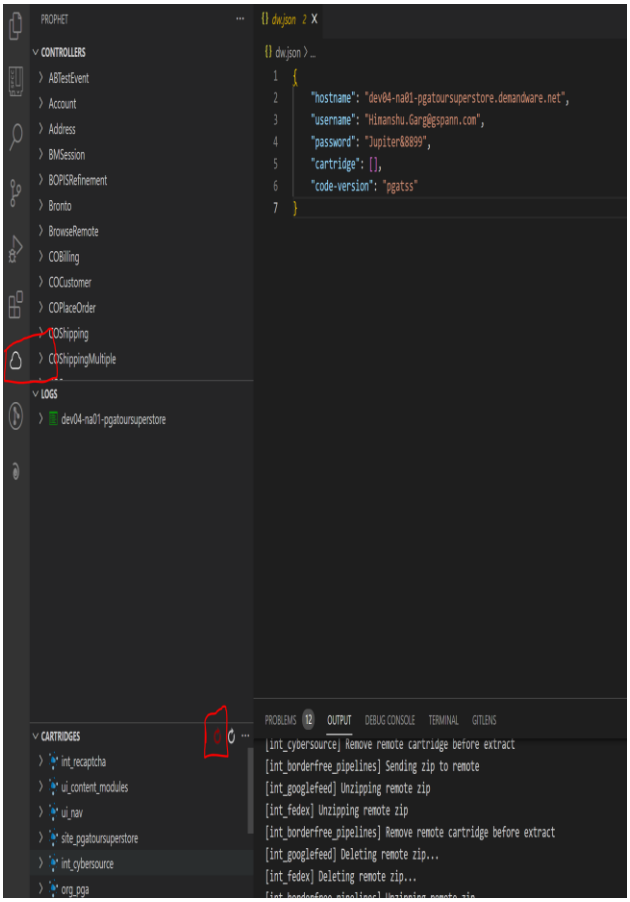
In the cartridge array, you can define your cartridges related to your project. This is a basic SFCC setup, so no additional cartridge is added.

If you want to automatically upload all cartridges within your project, you can simply omit the cartridges attribute from dw.json configuration. By placing dw.json in the root folder of your project, prophet will automatically look through all folders and find all cartridges for you.

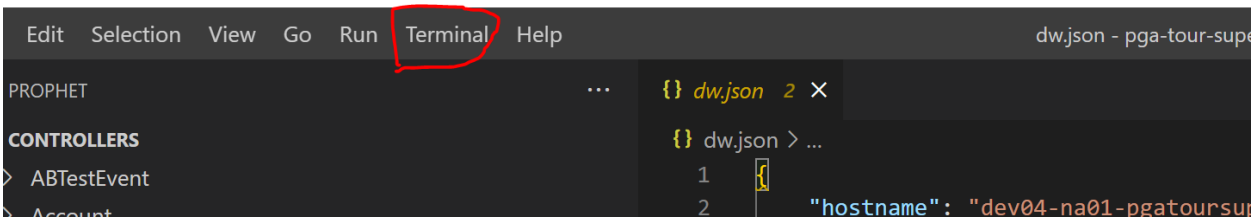
Code-version is a version created on your sandbox and the name can differ, so once you get your sandbox, check which version you need to use in Administration > Site Development > Code Deployment.

Note: do NOT share your dw.json file, since you will share your personal details with the third party!

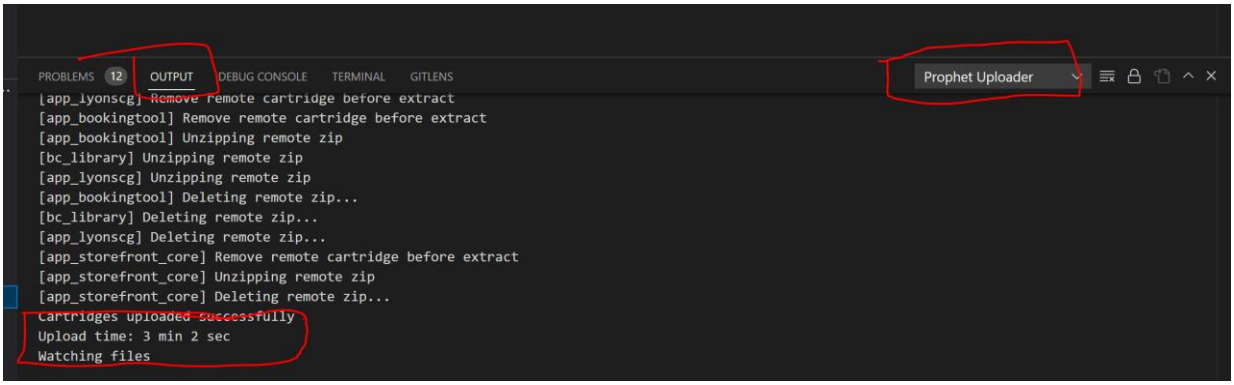
To activate your prophet, connect to your sandbox and start uploading your cartridges and click on Enable Upload. You need to click on red reload symbol to upload all cartridges.



If you are not seeing terminal for your code upload process , then click on terminal -New Terminal as shown in the below screenshot.



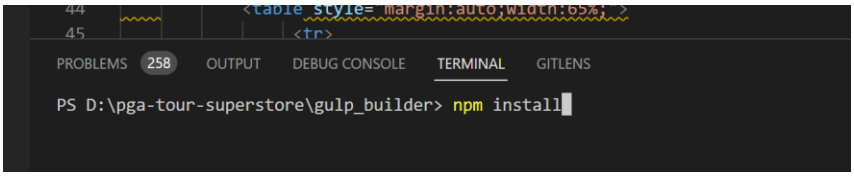
Make sure you select the prophet uploader from the terminal selector as shown in the beloe screenshot. Now in output tab you can see the status of your code upload process.

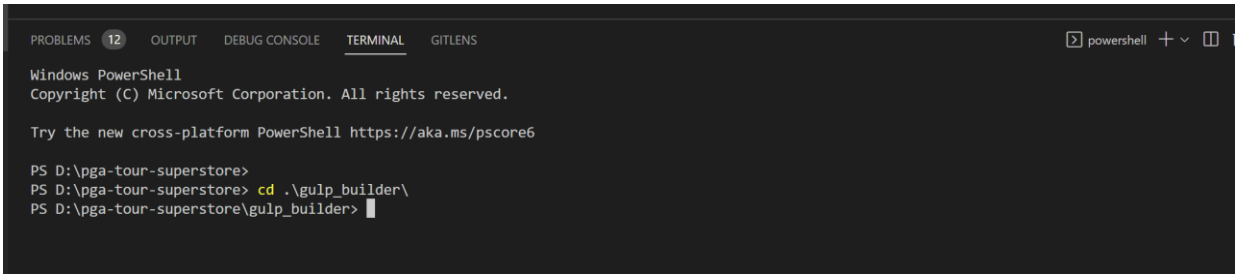


Note: You need to click on enable upload all icon every time when you open a fresh copy of visual studio. Once All code is uploaded , visual studio will automatically watch for changed file and uploads it to the demandware server(sandbox).

TO COMPILE PROJECT FILES.

Open visual studio and go to the “gulp_builder” folder within your workspace as shown in the below screenshot. First of all, run the **“npm install”** commands before running any of the highlighted commands below





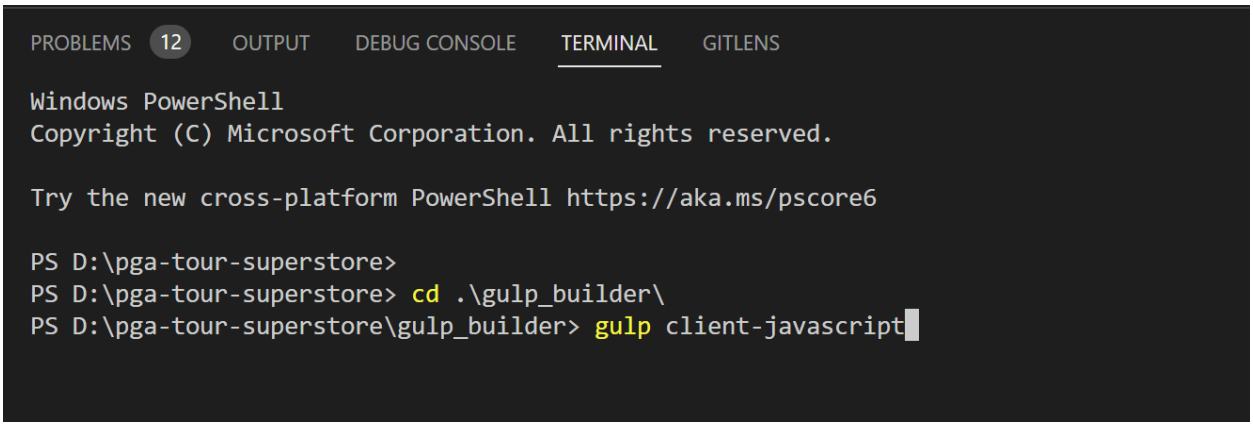
Run the below set of commands one by one

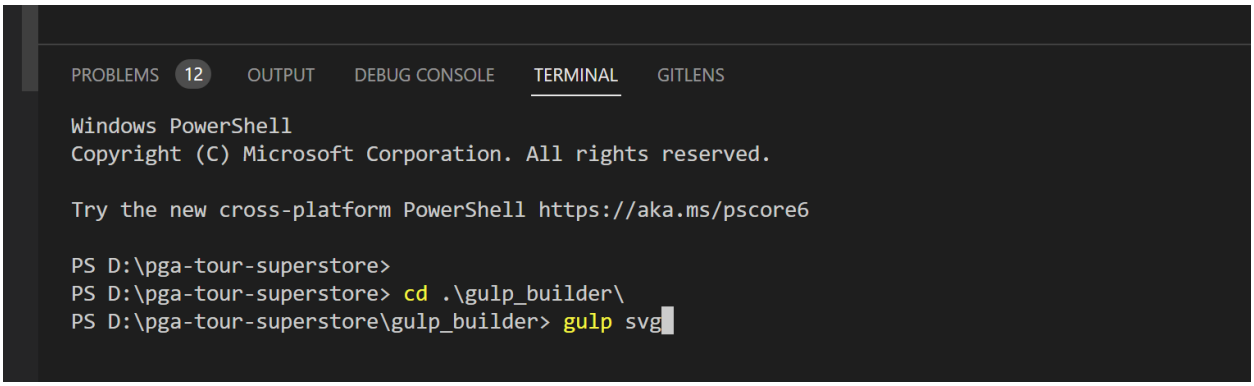
gulp client-javascript

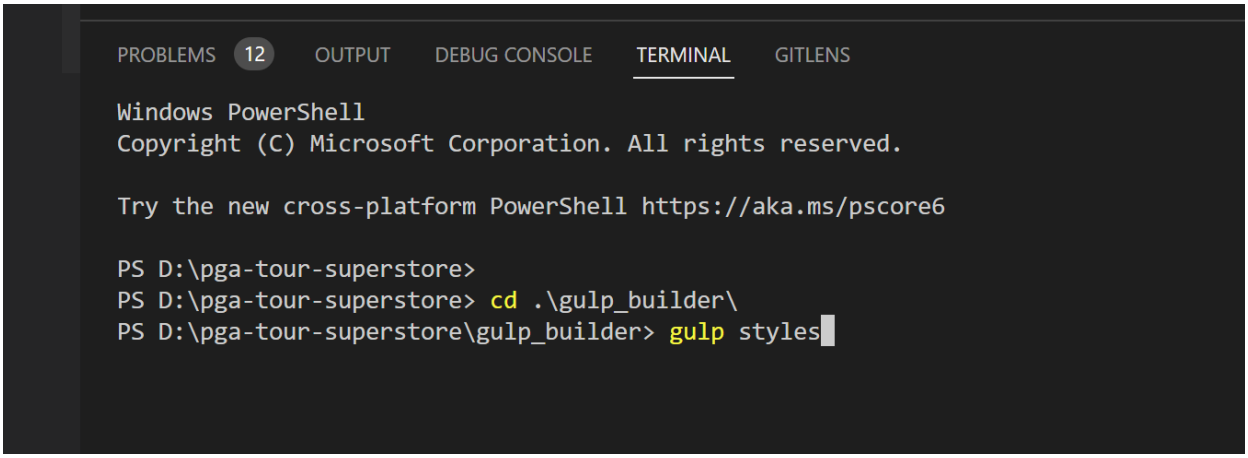
gulp svg

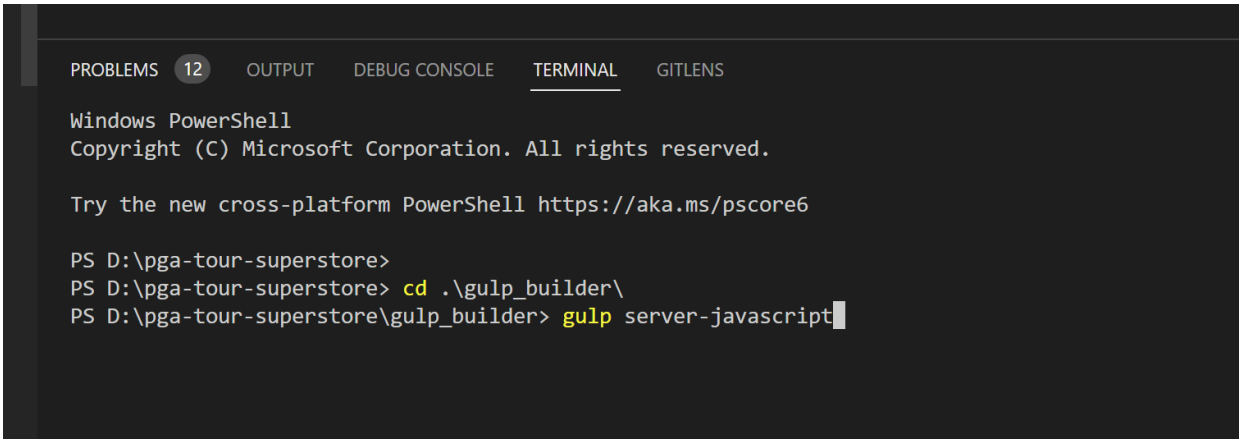
gulp styles

gulp server-javascript







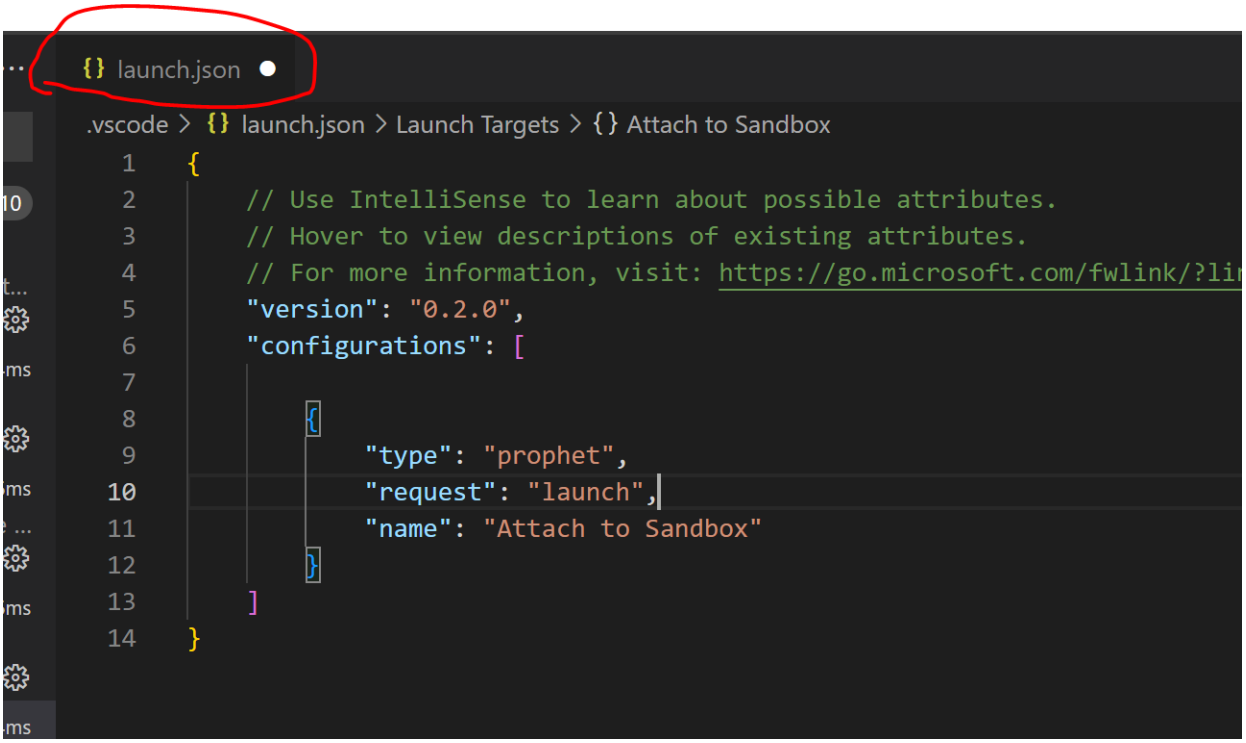


SETUP PROPHET DEBUGGER FOR CODE DEBUGGING

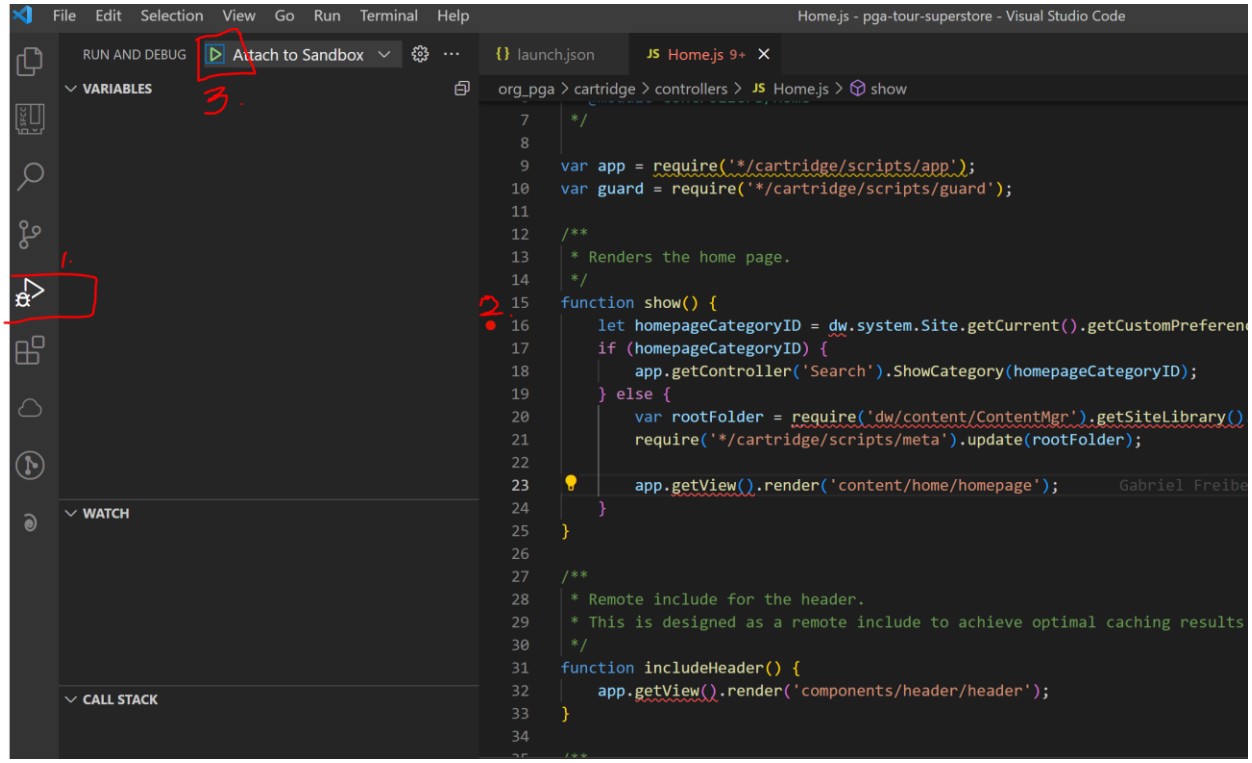
To Debug your code similar to script and pipeline debugger in Eclipse, configure your prophet debugger for code debugging.

To Add debug configuration, go to Run -> Add Configuration-> Attach to a sandbox.

Once you have created the new debugger configuration you should be seeing the below file.



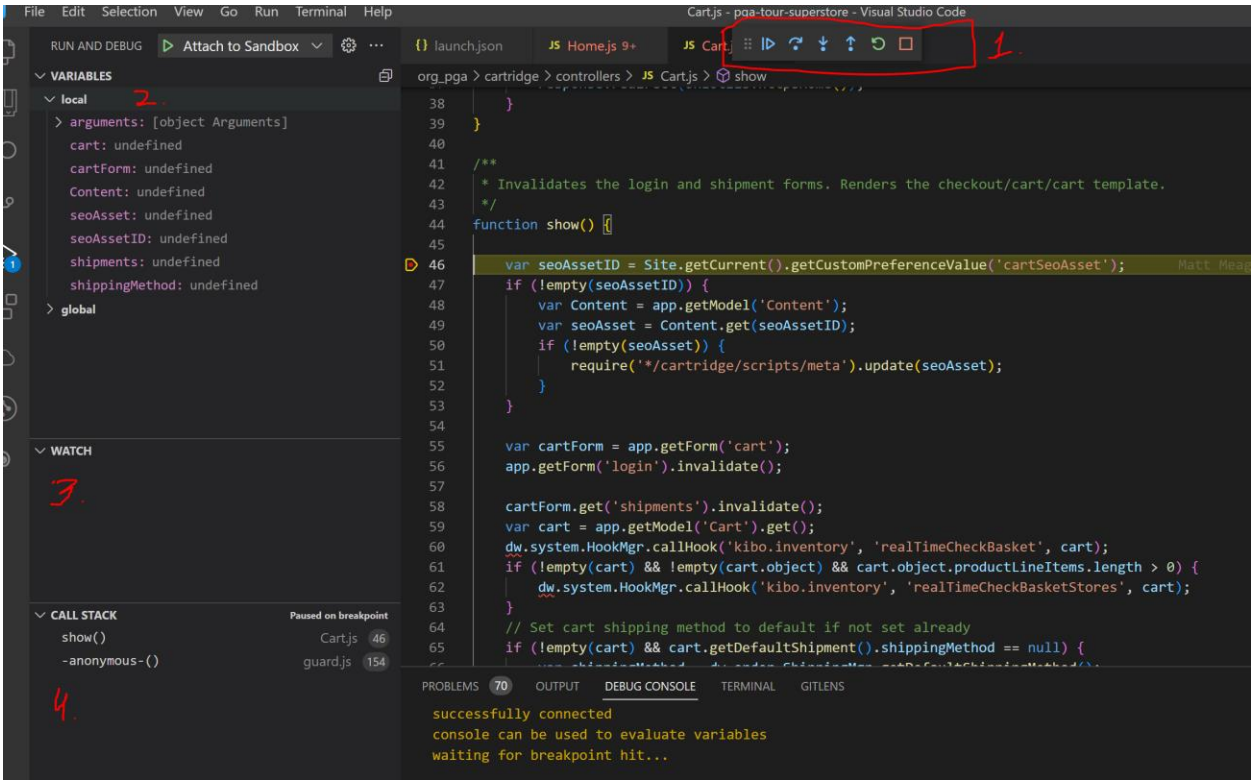
After the above debugger configuration, place a debugger point in any file which you want to debug as shown in the below screenshot and click on start button against the Attach To Sandbox Symbol.



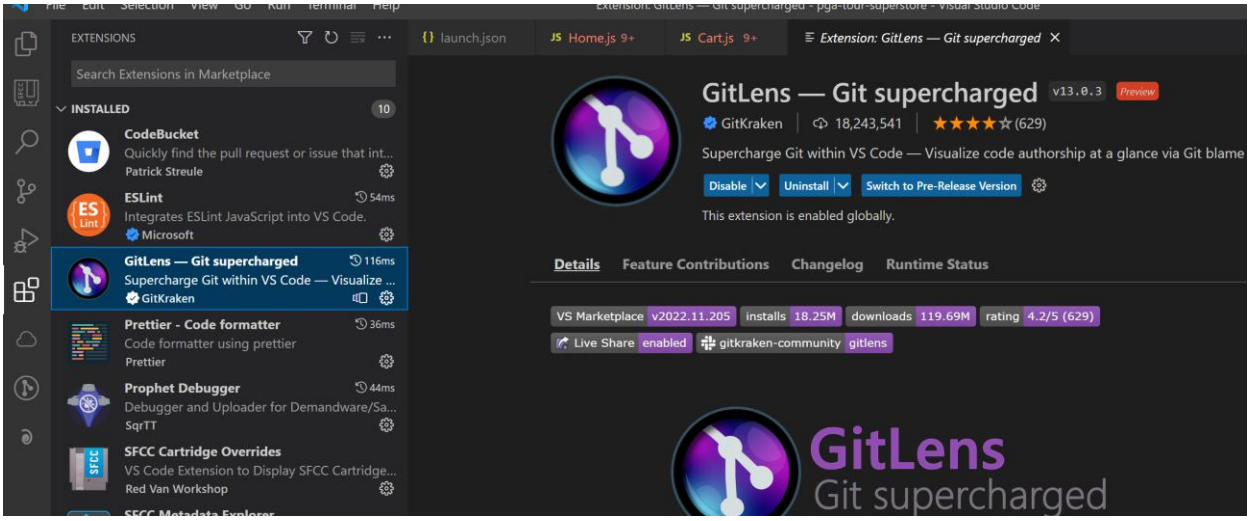
You can use the steps over, step into, continue icons to go to the next line and go to inside a function as highlighted in the screenshot referenced with number 1.

Also, you can see variables in the left side highlighted in the screenshot under referenced number 2.

You can look for change /watch a variable as highlighted under with reference number 3. In the screenshot.



You can more Visual Code Extensions like GitLens to see the changes done by a specific people as highlighted in the screenshot below.



After installing the above extension , you should be able to file change history.

Note : - For Keboard shortcuts in visual studio , use the below link or you can go to Help->Keyborad Shortcuts Reference

keyboard-shortcuts-windows.pdf (visualstudio.com)