

Refreshing Content

During local development, it can be useful to refresh sourced content without restarting the development server. To facilitate this, Gatsby exposes an environment variable called `ENABLE_GATSBY_REFRESH_ENDPOINT`.

If set to `true`, this will expose a `/__refresh` webhook that can receive POST requests to refresh the sourced content. This exposed webhook can be triggered whenever remote data changes.

You can trigger this endpoint locally, for example, on Unix-based operating systems (like Ubuntu and macOS) using `curl -X POST http://localhost:8000/__refresh`.

Additionally, the sourced content can also be refreshed with the “Refresh Data” button in the GraphQL explorer. This button is only visible if `ENABLE_GATSBY_REFRESH_ENDPOINT` is set to `true`.

Securing the refresh endpoint is possible by supplying a value for the environmental variable `GATSBY_REFRESH_TOKEN`, which will cause Gatsby to only accept requests with a matching authorization header. For example `GATSBY_REFRESH_TOKEN=12345` would require a request with header: `authorization: 12345`.