Rails Asset Pipeline

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Intro

- /assets/application.js
  - not treated special
- asset directories
  - app/assets
    - your custom javascript / css
  - lib/assets
    - not maintained by you or not specific to your app (eg. shared between multiple apps)
  - vendor/assets
    - someone else's javascript / css libraries

What is it really?

- Just a bunch of load paths
  - Rails.application.config.assets.paths
  - prefix with a y for better formatting

- use bundle open to see your gems that were loaded via the load paths
  - live example

Application.js deeper

- Manifest file
  - meaningful comments
    - workflow:
      - request comes in for application.js file
      - sprockets takes over and reads the comments
      - finds and loads all necessary files
      - sends all files together to the user
  - require tree.
    - requires all the files in the current directory

Application.css deeper

- Manifest file
  - meaningful comments
    - workflow:
      - request comes in for application.css file
      - sprockets takes over and reads the comments
      - finds and loads all necessary files
      - sends all files together to the user
  - require tree.
    - requires all the files in the current directory

Excluding Files

- app/assets/javascript/admin
  - live example

- require_directory. instead of require_tree.

- or just manually list out all files you want loaded

Asset Pipeline Pre-Processing

- ability to add extensions to the end of your files in the asset pipeline and have them pre-processed for you
  - examples of extensions .coffee, .scss, .erb, .haml
  - no need to use the extension in the url
  - live example

Asset Pipeline in Production

- rails s -e production
    - start your rails app in production
    - view source
    - application.js includes a strange hash at the end of the filename for caching
    - browser caches the file until the file is changed and re-deployed
    - content is also minified or compressed by default

Other Things

- rake assets:precompile
  - don't let your server compile your assets at runtime for faster performance
  - heroku performs this for you by default, so if you are hosting on heroku DO NOT run this command locally

- http://guides.rubyonrails.