Typically the options to control nodemon are passed in via the CLI and are

listed under: nodemon --help options

nodemon can also be configured via a local and global config file:

\* $HOME/nodemon.json

\* $PWD/nodemon.json OR --config <file>

\* nodemonConfig in package.json

All config options in the .json file map 1-to-1 with the CLI options, so a

config could read as:

{

"ext": "\*.pde",

"verbose": true,

"exec": "processing --sketch=game --run"

}

There are a limited number of variables available in the config (since you

could use backticks on the CLI to use a variable, backticks won't work in

the .json config).

\* {{pwd}} - the current directory

\* {{filename}} - the filename you pass to nodemon

For example:

{

"ext": "\*.pde",

"verbose": true,

"exec": "processing --sketch={{pwd}} --run"

}

The global config file is useful for setting up default executables

instead of repeating the same option in each of your local configs:

{

"verbose": true,

"execMap": {

"rb": "ruby",

"pde": "processing --sketch={{pwd}} --run"

}

}