

# Source Map Support

build unknown

This module provides source map support for stack traces in node via the [V8 stack trace API](#). It uses the [source-map](#) module to replace the paths and line numbers of source-mapped files with their original paths and line numbers. The output mimics node's stack trace format with the goal of making every compile-to-JS language more of a first-class citizen. Source maps are completely general (not specific to any one language) so you can use source maps with multiple compile-to-JS languages in the same node process.

## Installation and Usage

### Node support

```
$ npm install source-map-support
```

Source maps can be generated using libraries such as [source-map-index-generator](#). Once you have a valid source map, place a source mapping comment somewhere in the file (usually done automatically or with an option by your transpiler):

```
//# sourceMappingURL=path/to/source.map
```

If multiple sourceMappingURL comments exist in one file, the last sourceMappingURL comment will be respected (e.g. if a file contains the comment `in code, or went through multiple transpilers). The path should either be absolute or relative to the compiled file. From here you have two options.`

```
// Instead of:
import 'source-map-support/register'

// Importing the register module which can be handy with ES6:
It is also possible to install the source map support directly by requiring the register module which can be handy with ES6:
require('source-map-support').install()
```

It is also possible to install the source map support directly by requiring the `register` module which can be handy with ES6:

```
require('source-map-support').install();
```

Put the following line at the top of the compiled file.

**Programmatic Usage**

```
node -r source-map-support/register
      compiled.js
```

**CLI Usage**

```
From here you have two options.
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**Note:** if you're using babel-register, it includes source-map-support already.

**SourceMapSupport.install()**

**map-support**

**import sourceMapSupport from 'source-**

**import 'source-map-support/register'**

This code is available under the [MIT license](#).

## License

- Launch the HTTP server (`npm run serve-tests`) and visit <http://127.0.0.1:1336/amd-test>
  - Build the tests using `build.js`
  - Type Mocha in the root directory. To run the manual tests: `node -r source-map-support/register`
- This repo contains both automated tests for node and manual tests for the browser. The automated tests can be run using mocha (type mocha in the root directory). To run the manual tests: `node -r source-map-support/register`

## Tests

- Visit <http://127.0.0.1:1336/browser-test>
- <http://127.0.0.1:1336/browserify-test> - Currently not working due to a bug with browserify (see [pull request #66](#) for details).
- For header-test, run server.js inside that directory and visit <http://127.0.0.1:1337/>

Compile and run the file using the CoffeeScript compiler from the terminal:

```
$ npm install source-map-support  
      coffeescript  
$ node_modules/.bin/coffee --map --  
      compile demo.coffee  
$ node demo.js  
  
demo.coffee:3  
  bar = > throw new Error 'this is a  
    demo'  
    ^  
  
Error: this is a demo  
  at bar (demo.coffee:3:22)  
  at foo (demo.coffee:4:3)  
  at Object.<anonymous>  
    (demo.coffee:5:1)  
  at Object.<anonymous>  
    (demo.coffee:1:1)  
  at Module._compile  
    (module.js:456:26)  
  at Object.Module._extensions..js  
    (module.js:474:10)  
  at Module.load (module.js:356:32)  
  at Function.Module._load  
    (module.js:312:12)  
  at Function.Module.runMain  
    (module.js:497:10)  
  at startup (node.js:119:16)
```

```
$ mocha --require source-map-support/  
register tests/
```

## Browser support

This library also works in Chrome. While the DevTools console already supports source maps, the V8 engine doesn't and `Error.prototype.stack` will be incorrect without this library. Everything will just work if you deploy your source files using [browserify](#). Just make sure to pass the `--debug` flag to the browserify command so your source maps are included in the bundled code.

This library also works if you use another build process or just include the source files directly. In this case, include the file `browser-source-map-support.js` in your page and call `sourceMapSupport.install()`. It contains the whole library already bundled for the browser using browserify.

```
<script src="browser-source-map-  
support.js"></script>  
<script>sourceMapSupport.install();</  
script>
```

This library also works if you use AMD (Asynchronous Module Definition), which is used in tools like [RequireJS](#). Just list `browser-source-map-support` as a dependency:

```
<script>  
define(['browser-source-map-  
support'],  
function(sourceMapSupport) {  
  sourceMapSupport.install();
```

This module installs two things: a change to the stack  
property on Error objects and a handler for uncaught exceptions  
that mimics node's default exception handler (the handler can be  
seen in the demos below). You may want to disable the handler if  
you have your own uncaught exception handler. This can be done  
by passing an argument to the installer:  
  
`require('source-map-support').install({  
 handleUncaughtExceptions: false  
});`  
  
This module loads source maps from the filesystem by default.  
You can provide alternate loading behavior through a callback as  
shown below. For example, Meteor keeps all source maps cached  
in memory to avoid disk access.

Compile and run the file using the TypeScript compiler from the terminal:

```
$ npm install source-map-support  
typescript  
$ node_modules/typescript/bin/tsc  
-sourcemap demo.ts  
$ node demo.js  
  
demo.ts:5  
  bar() { throw new Error('this is a  
demo'); }  
          ^  
  
Error: this is a demo  
  at Foo.bar (demo.ts:5:17)  
  at new Foo (demo.ts:4:24)  
  at Object.<anonymous> (demo.ts:7:1)  
  at Module._compile  
(module.js:456:26)  
    at Object.Module._extensions..js  
(module.js:474:10)  
    at Module.load (module.js:356:32)  
    at Function.Module._load  
(module.js:312:12)  
      at Function.Module.runMain  
(module.js:497:10)  
      at startup (node.js:119:16)  
      at node.js:901:3
```

There is also the option to use `-r source-map-support/register` with `typescript`, without the need add the `require('source-map-support').install()` in the code base:

```
$ npm install source-map-support  
typescript
```

```
        }  
      return null;  
    }  
  );
```

The module will by default assume a browser environment if `XMLHttpRequest` and `window` are defined. If either of these do not exist it will instead assume a node environment. In some rare cases, e.g. when running a browser emulation and where both variables are also set, you can explicitly specify the environment to be either ‘browser’ or ‘node’.

```
require('source-map-support').install({  
  environment: 'node'  
});
```

To support files with inline source maps, the `hookRequire` options can be specified, which will monitor all source files for inline source maps.

```
require('source-map-support').install({  
  hookRequire: true  
});
```

This monkey patches the `require` module loading chain, so is not enabled by default and is not recommended for any sort of production usage.

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```
original_code = """
throw new Error('test'); // This is the
at Object.<anonymous> {
    test()
        .then(result => {
            expect(result).toEqual('expected');
        })
        .catch(error => {
            expect(error.message).toEqual('expected');
        });
}
"""

// node compiled.js
$ ./node compiled.js
Expected: "expected"
Actual: "expected"

```

Demos

Basic Demo

```
original.js instead of compiled.js):  
Run compiled.js using node (notice how the stack trace uses  
  
compiled.js.map:  
  
//# sourceMappingURL=compiled.js.map  
// The next line defines the  
// original code  
throw new Error('test'); // This is the  
require('source-map-support').install();  
  
compiled.js:  
throw new Error('test'); // This is the  
original code  
original.js:
```