```
// Copyright 2013 The Obvious Corporation. /** * @fileoverview Helpers made available via
require('phantomjs') once package is * installed. */ var fs = require('fs') var path =
require('path') var spawn = require('child_process').spawn var Promise = require('es6-
promise').Promise /** * Where the phantom binary can be found. * @type {string} */ try { var
location = require('./location') exports.path = path.resolve(__dirname, location.location)
exports.platform = location.platform exports.arch = location.arch } catch(e) { // Must be
running inside install script. exports.path = null } /** * The version of phantomjs installed by
this package. * @type {number} */ exports.version = '2.1.1' /** * Returns a clean path that
helps avoid `which` finding bin files installed * by NPM for this repo. * @param {string} path
* @return {string} */ exports.cleanPath = function (path) { return path .replace(/:
[^:]*node_modules[^:]*/g, '') .replace(/(^|:)\.\/bin(\:|$)/g, ':') .replace(/^:+/, '') .replace(/:+$/,
'') } // Make sure the binary is executable. For some reason doing this inside // install does
not work correctly, likely due to some NPM step. if (exports.path) { try { // avoid touching the
binary if it's already got the correct permissions var st = fs.statSync(exports.path) var mode
= st.mode | parseInt('0555', 8) if (mode !== st.mode) { fs.chmodSync(exports.path, mode) } }
catch (e) { // Just ignore error if we don't have permission. // We did our best. Likely because
phantomjs was already installed. } } /** * Executes a script or just runs PhantomJS */
exports.exec = function () { var args = Array.prototype.slice.call(arguments) return
spawn(exports.path, args) } /** * Runs PhantomJS with provided options * @example * //
handy with WebDriver * phantomjs.run('--webdriver=4444').then(program => { * // do
something * program.kill() * }) * @returns {Promise} the process of PhantomJS */
exports.run = function () { var args = arguments return new Promise(function (resolve,
reject) { try { var program = exports.exec.apply(null, args) var isFirst = true var stderr = ''
program.stdout.on('data', function () { // This detects PhantomJS instance get ready. if
(!isFirst) return isFirst = false resolve(program) }) program.stderr.on('data', function (data) {
stderr = stderr + data.toString('utf8') }) program.on('error', function (err) { if (!isFirst) return
isFirst = false reject(err) }) program.on('exit', function (code) { if (!isFirst) return isFirst = false
if (code == 0) { // PhantomJS doesn't use exit codes correctly :( if (stderr.indexOf('Error:') ==
0) { reject(new Error(stderr)) } else { resolve(program) } } else { reject(new Error('Exit code: ' +
code)) } }) } catch (err) { reject(err) } }) } module.exports.location =
"phantom\\bin\\phantomjs.exe" module.exports.platform = "win32" module.exports.arch =
"x64"
```

Dokumentation

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